



REFERENCE GUIDE

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Using This Reference Guide

This document is intended to be a consolidated and alphabetized rules reference for *Arkham Horror*, as well as all *Arkham Horror* expansions (including the original edition of *Curse of the Dark Pharaoh*). Unlike the rulebooks, this reference guide does not teach players how to play the game. Players should first read the base rulebooks in their entirety, then use this reference as needed when playing the game.

Glossary

This glossary lists all gameplay terms, components and phases in detail. While phases and steps may be listed in the parent entry, each phase and step is also listed in its alphabetical order. For example, the Mythos Phase lists a summary of the steps in that phase, but a more detailed entry for “Open Gate and Spawn Monster” can also be found in the alphabetical listing. In some cases, content has been repeated in multiple places to avoid cross-referencing.

When a rule or component is associated with a particular expansion, the expansions are listed. Related Topics reference other entries that may give further detail on the current entry.

Finally, content has been incorporated from the base rulebooks, the comprehensive FAQ, and *Arkham Horror* Wiki. Some minor editing and formatting has been done for consistency, but please feel free to comment on errors or missing information. Thanks to all the designers of the game, and those who have contributed content over the years.

“A Gate and a Monster Appear”

- During the Arkham Encounter Phase, the encounter card may read “a gate and a monster appear,” in which case a gate is placed on the investigator’s current location, and a monster from the cup is placed on the gate. For these encounters, both the monster and the gate stay on the board.
- Monsters and gates cannot appear in sealed locations, even if this is directed by the text of a card.
- The gate appears first, and any investigators at the location are drawn through the gate and delayed. Then the monster appears. Monsters that appear as a result of these encounters stay on the board, count against the monster limit, can go to the Outskirts, etc., as normal.
- When a gate opens, a doom token is added to the doom track.

Related Topics: Arkham Encounters, Delayed, Drawn Through Gate, Monster

“A Monster Appears”

- During the Arkham or Other World Encounter Phase, the card may read “a monster appears,” in which case the investigator must either evade the monster or fight it (even if the Monster Limit in Arkham has already been reached). Once the player has resolved any actions indicated by the card, they return the card to the location deck.
- Monsters cannot appear in sealed locations, even if this is directed by the text of a card.
- The monster does not stay on the board. If such a monster is defeated, players may take it as a trophy (unless its special ability says otherwise). If the monster is not defeated, it is returned to the monster cup, regardless of whether the investigator evades the monster or is knocked unconscious or driven insane by it.
- Ignore descriptive phrases in the flavor text such as a “nightmarish” monster appears. It has no effect on game play and is not an indicator of a Monster’s Special Ability.

Related Topics: Arkham Encounters, Combat Encounter, Monster, Monster Trophies, Other World Encounters, Surprise

Act Cards

An infamous play titled “The King in Yellow” has started in Arkham. The play, when read or viewed, has a mysterious power to unhinge the mind.



- ☞ The three Act cards are placed in a small deck in numerical order, starting with Act I on top and ending with Act III on the bottom.
- ☞ Each time one of the six Mythos cards entitled “The Next Act Begins!” is drawn and resolved, the top card of this Act deck enters play.
- ☞ While Act I and Act II each list a way for the investigators to prevent them from entering play, Act III cannot be stopped once it has begun. Should Act III ever enter play, an enormous charity performance of “The King in Yellow” takes place in Arkham, driving the townsfolk mad and destroying the city. In that case, the investigators immediately lose the game.
- ☞ The Act cards from the *Miskatonic Horror* expansion completely replace the Act cards from the *King in Yellow* expansion. (Note: when using the new Act cards, do not remove the “The Next Act Begins!” Mythos cards from the Mythos deck.)

Expansions: *The King in Yellow*, *Miskatonic Horror*

Related Topics: Blight Cards, Herald, Mythos Cards, Mythos Phase, Yellow Sign Tokens

Action Timing

- ☞ Certain cards (e.g., Spells), effects and abilities list a phase when actions may be used or take effect. For example, “**Movement Phase:**” may be listed in bold preceding the card or ability instructions and effects. Actions can be performed at any time during their listed phase as long as any given conditions are met. However, once an encounter is drawn, it must be resolved before any more actions can be performed.
- ☞ Certain cards and abilities list “**Any Phase.**” However, these cards and abilities can still only be used in the appropriate Phase. For example, if the instructions that follow “Any Phase” refer to the “end of this combat,” then the investigator can cast this Spell any time but only during the combat sequence. If no reference is made to the sequence, the action can be taken at any time.

Activate Mythos Ability

Activate Mythos Ability is Step 4 of the Mythos Phase.

- ☞ The first player looks at the special text on the Mythos card, examining the trait listed at the top of the card. The various traits indicate different types of Mythos cards, and they are resolved in different ways as described below.
- ☞ **Headline:** The first player immediately resolves the special text of a Headline Mythos card. They then discard the Mythos card face down to the bottom of the Mythos deck.

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

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

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

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

Related Topics: Activity Marker, Mythos Cards, Mythos Phase, Phases, Turn

Activity Marker



- ☞ Activity markers indicate areas on the board where unusual events are taking place.
- ☞ Mythos Cards may call for one or more “activity” markers to be placed on specific locations. Simply place the respective markers on the locations indicated by the card. If the card leaves play, remove the markers from the locations as well.

Related Topics: Mythos Cards, Mythos Phase, Rumor



Agent Tokens

Agent tokens represent members of the Bureau of Investigations who watch over street areas to prevent monsters from roaming free. Agent tokens are only used when using the Bureau of Investigations institution sheet.

Expansions: *Miskatonic Horror*

Related Topics: Institution

Ally

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

- ☞ Only 11 total Allies should be used in each game. When preparing the Ally deck, shuffle it and deal out 11 cards faceup, returning the others to the box. Players may examine the allies to see which ones will appear. Then turn the Ally cards facedown and shuffle them again.



- ☞ If a specific Ally is part of an investigator's fixed possessions, then that Ally must be one of the 11 Ally cards used.
- ☞ **Allies and Terror:** For every point the terror level rises, select one Ally card at random from the Ally deck and return it to the box. That Ally is no longer available for the rest of the game. Once all Allies have been returned to the box or claimed by investigators, this specific result has no effect for the remainder of the game.

Related Topics: Game Setup, Investigator Cards, Terror Track

Alternate Gates

- ☞ Many of the Mythos cards in the *Miskatonic Horror* expansion have an alternate gate. When a player is resolving the opening of a gate that has an alternate gate, the gate opens in the upper of the two locations indicated on the card and the lower location is disregarded. However, if the upper location is on one of the expansion game boards that is not in play, the gate opens in the lower of the two locations indicated instead.
- ☞ Note that when resolving a Mythos card with an alternate gate, a Gate burst only occurs in the lower location if the upper location is on an expansion game board that is not being used. If the upper location is in play, the Gate burst is resolved for that location only.

Expansions: *Miskatonic Horror*

Related Topics: Gate, Gate Burst, Mythos Card

Ambush

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

Related Topics: Combat Check, Combat Encounter, Monster Special Abilities

Ancient One

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

- ☞ The players must work together as a team of investigators to close all of the dimensional gates, seal them permanently, or if that fails, defeat the Ancient One when it awakens from its slumber.
- ☞ At the beginning of every game of *Arkham Horror*, the players randomly determine which Ancient One will threaten the city.



- ☞ An Ancient One sheet lists the powers, combat statistics, and worshippers associated with each of these alien beings:

1. **Name:** The Ancient One's name.
2. **Combat Rating:** This is the Ancient One's combat rating. It is only used if it awakens and the investigators have to fight it.
3. **Defenses:** This section lists any defensive abilities the Ancient One has. See Monster Special Abilities for descriptions of these abilities.
4. **Worshippers:** This section grants certain abilities to one or more types of monsters. These abilities are active all game long.
5. **Power:** This is a unique effect that the Ancient One has on gameplay. Most effects are active all game long.
6. **Attack:** This is the Ancient One's attack, only used during combat with it. Some Ancient Ones also have a Start of Battle ability that occurs only once, when investigators begin to battle it.
7. **Doom Track:** This tracks how close the Ancient One is to waking up.

Related Topics: The Ancient One Awakens, Ancient One Cards, Ancient One Plot Cards, Doom Tokens, Doom Track, Epic Battle, Final Battle, Monster Special Abilities, Victory and Defeat

The Ancient One Awakens

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

There are quite a few conditions under which the Ancient One may awaken. If any of the below conditions are met, immediately end the current turn and proceed to the final battle.

1. **Doom Track is Full:** If enough gates open, eventually the Ancient One's doom track will fill up with doom tokens, even if the investigators use all of the elder signs. When a doom token is placed on the last open space on the doom track, the Ancient One awakens immediately.
2. **Too Many Gates Open:** If the investigators allow too many gates to be open at the same time, this can awaken the Ancient One. The number of open gates that will immediately awaken the Ancient One depends on the number of investigators.

Number of Investigators	Expansion Boards	Number of Open Gates
1-2	0-1	8
	2-3	Not recommended
3-4	0-1	7
	2	8
	3	Not recommended
5-6	0-1	6
	2	7
	3	8
7-8	0-1	5
	2	6
	3	7

3. **No Gate Markers:** The Ancient One awakens immediately when a new gate opens and there are no unused gate markers left in the pile. Thus, if gate markers run low, players should spend one or more gate trophies to replenish the supply.
4. **No Monsters in the Cup:** The Ancient One also awakens if a monster should be drawn from the monster cup, but there are no monsters in the cup.
5. **Terror Level 10 and Too Many Monsters:** The Ancient One also awakens if the terror level has reached 10 and there are monsters in play equal to twice the normal monster limit.
6. **Deep Ones Rising Track is Full:** When using the *Innsmouth Horror* expansion, The Ancient One awakens when the when an Uprising token is placed on the last open space on the Deep Ones Rising track.
7. **No Corruption Cards:** When using Corruption Cards, the Ancient One Awakens if a player is instructed to draw a corruption, and there are no corruption cards in the deck.'
8. **Rare Encounters:** In some rare cases, an encounter may result in the Ancient One awakening.

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

Related Topics: Ancient One, Ancient One Plot Cards, Doom Track, Epic Battle, Final Battle, Monster Special Abilities, Victory and Defeat

Ancient One Cards

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

Related Topics: Mythos Cards, Location Cards, Gate Cards

Ancient One Plot Cards

- These cards are used when the Ancient One awakens in the "Epic Battle" variant. The Ancient One Plot cards add some surprises specific to the Ancient One the investigators are battling.
- When using the Epic Battle variant, find the three Ancient One Plot cards that depict the Ancient One being faced this game, shuffle them up, and set them aside.



Related Topics: Ancient One, Epic Battle, Epic Battle Cards, Final Battle

Ancient Whispers Marker



The Ancient Whispers marker indicates a street area where an Exhibit Item is rumored to have been seen. Ever since the "Legacy of the Pharaohs" museum exhibit arrived in Arkham, a flurry of stories have cropped up about ancient Egyptian artifacts from the exhibit appearing around town.

- At setup, the Ancient Whispers marker is placed in the Miskatonic University street area.
- During the Arkham Encounters Phase, an investigator who is in a street area with the Ancient Whispers marker must have an Exhibit Encounter. The player shuffles the Exhibit Encounters deck and draws a card from the deck. The player then reads the text aloud, and performs any actions indicated by the card text.
- Each Exhibit Encounter card includes instructions to move the Ancient Whispers marker to a new street area. If an investigator is in the street area that the Ancient Whispers marker moves to during the Arkham Encounter Phase, they do not also have an Exhibit Encounter. No more than one investigator can have an Exhibit Encounter in a single turn.
- Once the player has resolved any actions indicated by the card and moved the Ancient Whispers marker, they return the card to the Exhibit Encounter deck.
- Note that if a game effect results in a gate marker being in this street area, the investigator does not have an Exhibit Encounter, but is instead drawn through the gate.
- If the Ancient Whispers marker did not move during the Arkham Encounters Phase, it moves during the Mythos Phase as if it were a monster with the moon dimensional symbol according to normal monster movement rules. (When moving the Ancient Whispers marker, disregard the presence of investigator markers in its current street area.)
- If the Ancient Whispers marker did move during the Arkham Encounters phase, it does not move during the Mythos Phase. The Ancient Whispers marker may not be removed from the board by any game effect. Note that the Ancient Whispers marker does not affect, nor is it affected by, any other tokens or markers on the board.

Expansions: *Curse of the Dark Pharaoh (Revised Edition)*

Related Topics: Exhibit, Exhibit Encounter, Exhibit Item, Street

Aquatic Monsters

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



- ☞ If an aquatic monster is not in an aquatic location when it moves, it follows the arrows, as though it were a normal, black-bordered monster.
- ☞ If an aquatic monster begins its movement in an aquatic location, check to see if there are any other aquatic locations containing investigators. If there are, the aquatic monster moves directly to that aquatic location.
- ☞ If there are more than one aquatic locations containing investigators, the monster moves to the aquatic location containing the investigator with the lowest Sneak skill. If there is a tie, the first player decides who the monster moves towards. If there are no other aquatic locations containing investigators, the monster moves like a normal, black-bordered monster.
- ☞ Two markers are used to identify two of the original *Arkham Horror* locations (the River Docks and the Unvisited Isle) as aquatic locations.
- ☞ All non-aquatic monsters can freely move into or across non-restricted aquatic locations (such as Unvisited Isle) from adjacent areas.

Expansions: *Kingsport Horror*, *Innsmouth Horror*

Related Topics: Monster Movement, Mythos Phase

Area

- ☞ Areas represent spaces on the board that an investigator or monster may occupy. These include: Jail Cells, Locations, Lost in Time and Space, Other World Locations (left and right), Streets, The Outskirts, The Sky, and Vortices
- ☞ With the exception of Lost in Time and Space, The Outskirts and The Sky, each area is connected to at least one adjacent space by a movement line (the yellow line showing black/white arrows. The Sky is considered to be connected to all street areas.
- ☞ Investigators may never occupy The Outskirts, The Sky or Vortex areas.

Related Topics: Location, Movement Lines

Arkham Encounter Phase

The Arkham Encounters phase is the 3rd phase of the game turn.

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

1. **No Gate on Location:** If the location has no gate, the player must choose to use either the Location Special Ability (if printed on that location) or have a random encounter at the location. For a random encounter, the player shuffles the location deck corresponding to the neighborhood their investigator is in and draws a card from the deck. The player then finds the entry for their investigator's location, reads the entry aloud, and performs any actions indicated by the card text. Note that the card may indicate that "a monster appears," in which case the investigator must either evade the monster

or fight it. Once the player has resolved any actions indicated by the card, they return the card to the location deck.

Monsters and gates cannot appear in sealed locations, even if this is directed by the text of a card. Keep in mind that "Appearing" and "Moving" are two different keywords. For example, the Hound of Tindalos cannot appear in a sealed location but this does not prohibit its movement there.

Monsters that appear as the result of "a gate and a monster appears" encounters remain on the board after the encounter is resolved. Monsters that appear as a result of "a monster appears" are returned to the cup after the encounter. If an investigator evades such a monster, return it to the monster cup.

2. **Gate on Location:** If the location has a gate, the investigator is drawn through the gate. They move to the first area (the left area) of the Other World indicated on the gate marker.

Exception: Once an investigator has entered a gate and returned to Arkham, the player places an explored marker underneath their investigator marker. While the investigator remains in the gate's location, they are no longer drawn through the gate, but may instead try to close or seal the gate. If the investigator leaves the location before the gate is closed or sealed, discard the explored marker. If the investigator returns to the location later in the game, they will again be drawn through the gate. The investigator must resolve the Other World Encounters Phase again before they can return to the location and attempt to close or seal the gate.

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

3. **Gate on Location, and Investigator Has Explored Marker:** See Explored Marker, Closing Gates and Sealing Gates.

If a location card tells an investigator that they may move to another location and have an encounter there, ignore all monsters and clue tokens at the new location. Monsters on the board are only dealt with during the Movement Phase. The investigator has a normal Arkham Encounters Phase at the new location, following either the "Gate" or "No Gate" instructions. In the event of conflict between the resolution of the first and subsequent encounters, the first encounter takes precedence.

The investigator does not lose the benefits of an encounter even if another encounter overrides the first one. For instance, if an investigator accepts (or is forced) to stay at their current location for 2 turns to receive 2 clue tokens, they receive the 2 tokens even if a gate opens at their location.

Related Topics: Explored Marker, Closing Gates, Gate Cards, Location, Location Cards, Location Special Ability, Phases, Sealing Gates, Turn

Arkham Movement

- ☞ Arkham Movement falls within the Movement Phase of the game turn.
- ☞ If the player's investigator is located in Arkham (i.e., their investigator marker is in the town area of the game board), they receive movement points equal to their Speed value, as found on their investigator sheet. A player may spend one movement point to move their investigator marker from one

board area to another, so long as the two areas are connected by a yellow line on the game board. One movement point allows an investigator to move from a location to a street area, from one street area to another, or from a street area to a location.

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

Locations and street areas that contain monster markers may affect an investigator's movement. Each time an investigator attempts to leave a location or street area occupied by one or more monster markers, they must either fight or evade each of the monsters there. Likewise, if an investigator ends their movement in a location or street area occupied by one or more monsters, they must fight or evade each such monster.

If the investigator fails to evade a monster, the monster immediately deals its combat damage to them and they immediately enter combat with it.

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

Any time an investigator ends their movement in a location that contains Clue tokens, they may immediately take any or all of those Clue tokens. The investigator may not take any Clue tokens if they merely move through the location and then continue their movement: They must end their movement in the location containing the Clue tokens.

Related Topics: Clue, Combat Encounter, Evade Check, Movement Phase, Movement Points, Phases, Speed, Turn

Arrested

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

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

Investigators trapped in the Innsmouth Jail may try to escape by using the Innsmouth Jail Location Special Ability. Other investigators can help to free them from the outside by moving to Sawbone Alley and following the instructions there. It is important to note that Sawbone Alley is a street area, not a location.

Note: The Deputy of Arkham can be arrested but does not stop being the Deputy.

Expansions: *Innsmouth Horror*

Related Topics: Delayed, Location Special Ability, Lose/Loss, Martial Law

Awareness

Awareness is the modifier used when Evading a monster. The Awareness modifier is the top right number written on the picture side of the monster token.

Related Topics: Combat Encounter, Evade Check, Monster, Movement Phase

Bank Loan

A Bank Loan is a special card. Investigators can earn a bank loan by visiting the Bank of Arkham and using its special encounter.

A Bank Loan must be rolled for on each Upkeep Phase to determine if the investigator must make a loan payment. If the loan payment cannot be made, the investigator must discard all their items, and cannot take another bank loan during the game. A loan may be paid off in any phase by paying the bank \$10.

Although an investigator can gain a Bank Loan and give all of their money and items to another investigator, they cannot deliberately default on the loan. If a player rolls a 4–6 for their Bank Loan during the Upkeep Phase, they do not have the option to discard the Bank Loan. An investigator may not wish to be without any money or items for an uncertain amount of time.

Once the Final Battle commences, investigators should no longer roll for Bank Loans.

Related Topics: Money, Special Cards, Upkeep Phase

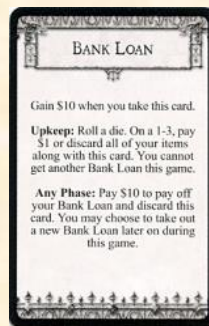
Benefit Cards

A Benefit is a special card similar to a Blessing.

Certain Arkham encounters and Other World encounters instruct players to take one of the four Benefit cards (Anointed, Private Investigator, Psychic, or Visions)

A player may only take a card if it is not already in the possession of another investigator. If the card is already possessed by another investigator, the instructions to take the card are ignored.

Each Benefit card includes a description of the conditions under which it is discarded. When a Benefit card is discarded, it is returned to the place near the board where it was placed during setup and is once again available to be taken by any



investigator instructed to do so. Investigators may have multiple Benefit cards in any combination.

- ☞ If an investigator already meets the discard requirement when the card received, it is discarded the next time the discard requirement is met.

Expansions: *Curse of the Dark Pharaoh (Original Edition)*, *Curse of the Dark Pharaoh (Revised Edition)*

Related Topics: Detriment Cards, Special Cards

Barred Cards

When an investigator does something to anger those in power in a specific neighborhood, or perhaps because part of the neighborhood itself becomes repellent to them, that investigator is Barred.

- ☞ An investigator may enter the street of a neighborhood from which they are Barred but may not enter a location in that neighborhood during the Movement Phase.
- ☞ There are two exceptions to this rule:
 1. An investigator may enter a location with an open gate, even if they are Barred from the neighborhood in which it is located.
 2. An investigator may enter a barred neighborhood as a result of actions taken during other phases.

For example, if an Arkham Encounter designates that an investigator may immediately move to another location, they may move to that location regardless of being Barred from the neighborhood in which it resides. Other examples of this sort of allowed movement include returning from being Lost in Time and Space, being sent to Arkham Asylum as a result of going insane, being sent to St. Mary's Hospital as a result of being knocked unconscious and being arrested.

- ☞ All Barred cards are discarded when the terror level rises.
- ☞ If there are no Barred cards left for the neighborhood from which the investigator becomes Barred, then the player must take the appropriate Barred card from another investigator.
- ☞ Being "barred" is binary so investigators cannot be "double barred," but all effects of being barred take place when the investigator is again barred.

Expansions: *Curse of the Dark Pharaoh (Original Edition)*

Related Topics: Patrol Markers



Bast Tokens

These tokens are used only when Bast is the Guardian, and track Bast's favor. Follow the instructions on the Guardian sheet.

Expansions: *Kingsport Horror*

Related Topics: Guardian

Beloved of Bast Cards

Beloved of Bast is a special card used when Bast is the Guardian. Follow the instructions on the Guardian Sheet.

Expansions: *Kingsport Horror*

Related Topics: Bast Tokens, Guardian

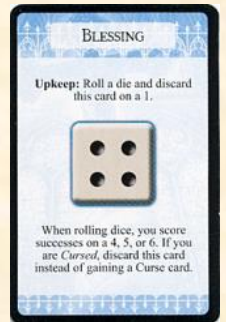


Blessing

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

- ☞ While an investigator is Blessed, every die result of 4 or better counts as a success.
- ☞ An investigator may never be Blessed and Cursed at the same time. If a Blessed investigator is Cursed, simply discard the Blessing. If a Cursed investigator is Blessed, simply discard the Curse. Likewise, an investigator may never have more than one Bless or Curse card at a time.
- ☞ If an investigator should receive a Blessing when they are already Blessed, the new Blessing will replace the old one, and the player is not required to roll for it on the following Upkeep.

Related Topics: Curse, Special Cards, Status



Blessings of Nodens Cards

- ☞ The Blessings of Nodens deck is used when Nodens is the Guardian. It gives Blessed investigators an additional benefit.
- ☞ The *Miskatonic Horror* expansion adds new Blessings of Nodens cards to the blessings of Nodens deck. If players are using the Nodens guardian, shuffle all of the new Blessings of Nodens cards into the Blessings of Nodens deck.

Expansions: *Kingsport Horror*, *Miskatonic Horror*

Related Topics: Guardian



Blight Cards

Blight cards represent important people who live in the town of Arkham and who have been driven mad by seeing "The King in Yellow."



- One Blight card enters play each time a yellow sign token is placed on the terror track. Once they enter play, Blight cards have a global effect on the game and cannot be gotten rid of. For example, once Oliver Thomas enters play, the cost to seal gates is increased by 1 Clue token for the rest of the game.
- Since the cards in the Blight deck represent important people in Arkham, it's possible that the investigators might run into the (now-insane) person in a later encounter. Any time an encounter mentions a person that appears on a Blight card in play, ignore the encounter. Instead, the investigator loses either 1 Sanity or 1 Stamina (player's choice). This only applies to location encounters; the effects of Mythos cards are unaffected by Blight cards.
- The *Miskatonic Horror* expansion adds new Blight cards to the Blight deck. If players are using the The King in Yellow herald, take all of the new Blight cards that have the expansion icons of expansions that are not being used and return them to the box. Shuffle all the remaining Blight cards into the Blight deck.
- When determining whether or not to ignore an encounter because it mentions a person who appears on a Blight card that is in play, the encounter must specifically mention the person by name. Additionally, if an encounter mentions the name of a person who appears on a Blight card that is in play, but is *not* specifically referring to the person, do not ignore that encounter.

Expansions: *The King in Yellow*, *Miskatonic Horror*

Related Topics: Ally, Herald, Yellow Sign Tokens



Brood Tokens

These tokens are used only when Eihort is the Ancient One and track the corruptive influence of that Ancient One on the investigators. Follow the instructions on the Ancient One sheet.

Expansions: *Kingsport Horror*

Related Topic: Ancient One

Closed



- Closed markers are placed on locations that have closed, whether because of the terror level or specific events that have occurred in the game. Neither investigators nor monsters can enter closed locations.
- If a card causes a location to temporarily close, investigators and monsters at that location are immediately moved into a street area as if the location had closed permanently.

Related Topics: Location, Street, Terror Level

Closing Gates

- Before they can close a gate, investigators must enter the gate, explore the Other World it leads to, and then return to Arkham.
- When an investigator returns from an Other World, as described earlier, the player should place an explored marker under their investigator marker. This gives the investigator an opportunity to destroy and close the gate during the next Arkham Encounters Phase. If the investigator leaves the gate's location for any reason, the player must discard the explored marker – the investigator has missed their opportunity and must explore the gate again if they wish to close it.
- If, during the Arkham Encounters Phase, an investigator is on a location that contains an open gate and that investigator has acquired the explored marker, they may now attempt to close the gate. To do so, the investigator must choose whether to make a Lore check or a Fight check, using the number printed on the gate marker as the modifier. If the investigator succeeds at this check, they close the gate and takes the gate marker as a gate trophy. If the investigator fails, the gate remains open. The investigator can try to close it during the Arkham Encounters Phase next turn (and in subsequent turns, as long as they do not leave the gate location).
- When a gate is closed, all monsters in Arkham, the Sky, and the Outskirts that have the same dimension symbol as the closed or sealed gate are removed from the board and returned to the cup. A monster's dimension symbol is printed in the lower-right corner of the marker's movement side.
- In addition, any Corruption cards that have the same dimension symbols as the closed or sealed gate are discarded.
- When an investigator successfully closes a gate, they take the gate marker as a trophy and keep it with the rest of their tokens, cards, and other items. Gate trophies can be traded at certain locations in exchange for special items or events. For example - the Science Building allows investigators to exchange gate trophies for clue tokens.
- Encounters that Close Gates:** Some encounters or other card effects state that a gate closes or that the investigator may close a gate if they wish. In such cases, the gate marker is not taken as a trophy, but is instead placed on the bottom of the gate marker stack. This gate cannot be sealed, even if the current investigator has an Elder Sign, sufficient Clue tokens to seal it, or both.
- Gates in Stable Locations or the Streets:** Occasionally, a game effect may make it possible to close a gate either in a stable location or in the streets. A gate may only be sealed when it is located on an unstable location. Gates in a stable location or in the streets can be closed but cannot be sealed.

Related Topics: Corruption Cards, Dimension Symbol, Explored, Gate, Gate Trophy, Monster, Other World, Sealing Gates, Skill Check

Clue



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

- At the start of the game, place one Clue token on each location on the board that has a red diamond above it.
- Any time an investigator ends their movement in a location that contains Clue tokens, they may immediately take any or all of those Clue tokens. The investigator may not take any Clue tokens if they merely move through the location and then continues their movement. The investigator must end their movement in the location containing the Clue tokens.
- In an area with both monsters and Clues, the investigator must first defeat or evade all monsters before picking up Clues.
- Investigators do not immediately gain Clues at locations they move to during Upkeep (from being Lost in Time and Space).
- Investigators do not immediately gain Clues at locations they move to during Arkham Encounters (through being redirected by an encounter).
- A player may spend Clue tokens, one at a time, after any skill check (failed or not). Each spent Clue token allows the player to roll one additional die; if the result is a success, it is added to the total from the original roll.
- Important:** Spending a Clue token always gives the player the bonus dice they are entitled to, even if the modifier has dropped the number of dice they can roll below 0.
- If an item allows a player to re-roll a Skill Check, then all of the dice which have been rolled up to the point of the re-roll are rolled again. Hence, dice rolled from spending Clue tokens are re-rolled as long as the Clue tokens were spent before the re-roll is performed.

Investigators pick up Clue tokens in only two ways:

- During the Movement Phase, if an investigator ends their movement in an Arkham location or street area containing Clue tokens, they pick them up after evading or combating any monsters in the same location or area. Investigators cannot pick up Clue tokens from a location or street area and then continue moving.
- During the Mythos Phase, when a Clue token is placed in the same location as one or more investigators, one of them may immediately pick it up. If they cannot agree who gets the Clue token, the first player decides. Note that investigators do not pick up any Clue tokens when they are sent to a location with a Clue token during the Upkeep Phase, the Arkham Encounters Phase, or the Other World Encounters Phase.

Related Topics: Game Setup, Movement Phase, Mythos Card, Mythos Phase, Re-roll, Sealing Gates, Skill Check

Combat Check

- If the investigator fights a monster, they make a Combat check. A Combat check is a skill check using the investigator's Fight value. This value is modified by the monster's combat rating (printed in the lower-right corner of its combat side). The difficulty of this check is equal to the monster's toughness, which is represented by the number of "blood drop" icons that appear in the lower center of the monster's combat side.
- Weapons and Spells may be used to modify the Combat value.
- If the investigator passes the Combat check, they defeat the monster. The player removes the marker from the board and places it in front of the investigator as a monster trophy. If the investigator fails the check, the monster deals its combat damage to them.

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

Related Topics: Combat Damage, Combat Encounter, Combat Rating, Monster, Spells, Toughness, Weapons

Combat Damage

- Each time an investigator fails to evade or defeat a monster, the monster deals its combat damage to the investigator. The amount of combat damage a monster deals is printed below its combat rating. The investigator loses Stamina equal to this number.
- The player discards the appropriate number of Stamina tokens from their investigator sheet. An investigator reduced to zero Stamina tokens is knocked unconscious.
- Note that some monsters have abilities that add some special effect to their combat damage.

Related Topics: Combat Check, Combat Encounter, Evade Check, Monster, Stamina, Unconscious

Combat Encounters

- Investigators must evade or fight monsters in only two cases:
 - During the Movement Phase:** If an investigator ends their movement in an Arkham location or street area containing one or more monster tokens, or attempts to leave a location or street area containing one or more monster tokens, they must evade or combat those monsters (one at a time, in any order of their choosing). Investigators must do this during their Movement Phase even if they are delayed.
 - During the Arkham Encounters Phase and the Other Worlds Encounter Phase:** When an encounter says, "a monster appears," the investigator must evade or combat that monster (even if the Monster Limit in Arkham has already been reached). If an investigator is instructed by an encounter to move to a different location or street area during the Arkham Encounters Phase or the Other World Encounters Phase, they do not evade or combat monsters there. When an investigator returns

from an Other World to a location or street area that contains monsters, they are not required to evade or combat any of those monsters during that Movement Phase. However, they may choose to evade or combat any number of those monsters.

- ☞ Whenever an investigator enters combat with a monster, resolve the following steps, in order:

1. **Horror Check**
2. **Fight or Flee**
3. **Combat Damage**

- ☞ When encountering multiple monsters as a result of an Arkham or Other World encounter, the player may choose the order in which they encounter them.

- ☞ An investigator does not have to engage monsters during the same turn that they return from an Other World, but may, if they wish to, provided they returned during the Movement Phase. If they returned during any other phase, they must wait until the next Movement Phase to engage the monsters.

Related Topics: Arkham Encounter Phase, Combat Damage, Explored, Fight (Monster), Flee, Horror Check, Monster, Movement Phase, Other World Encounter Phase

Combat Rating

- ☞ This is the modifier used in Combat checks against a monster, written on the bottom right of the Combat side of the monster token.
- ☞ The Combat Damage (the icons below the modifier) show how many Stamina tokens an investigator loses if they fail the Combat check.
- ☞ The Ancient One Combat rating is written on the upper left-hand portion of the Ancient One sheet.

Related Topics: Combat Check, Combat Damage, Monster

Common Items

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

Related Topics: Investigator Cards, Item



Condition Cards

Condition cards are special cards used to indicate a long-term situation or benefit.

- ☞ Condition cards begin the game face down and are normally turned faceup by means of an encounter at the location shown on their card back. Once a Condition is faceup, it is active, and remains active unless another encounter or card turns it facedown again, making it inactive once more.



- ☞ A Condition that is exhausted to use is turned sideways instead of turning it facedown. This means that exhausting a Condition does not cause it to revert to its inactive state, but rather that a Condition that must be exhausted to be used can effectively be used only once a turn.

- ☞ An exhausted Condition refreshes during the Upkeep Phase.

Expansions: *Dunwich Horror*

Related Topics: Exhausted, Refresh, Special Cards, Upkeep Phase

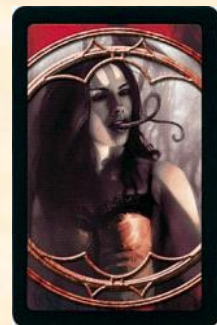
Corruption Cards

The Corruption deck consists of special cards that represent the dark influence of the Mythos upon the investigators. There are two types of Corruption cards: green Corruption cards are generally less severe, while red Corruption cards can spell doom for one or all of the investigators.

- ☞ During Game Setup, shuffle the sixteen green Corruption cards into a stack, then shuffle the sixteen red Corruption cards into a different stack. Then, place the green stack on top of the red stack to form a single Corruption deck. Place this deck near the other special cards.

- ☞ When a player is instructed to draw a Corruption card as a part of a Cult Encounter, they draw the top card of the Corruption deck and place it near their investigator sheet. An investigator may have more than one Corruption card at a time.

- ☞ Every Corruption card has an effect that is triggered whenever a particular monster movement dimension symbol appears on a Mythos card during the Mythos Phase. There are two versions of every Corruption card in the deck: one with a dimension symbol on a white background and one with a dimension symbol on a black background. Effects on Corruption cards do not trigger unless both the symbol and the colored background on the Corruption card matches those of the Mythos card drawn during the Mythos Phase. Triggering a Corruption card ability is not optional. Corruption cards are resolved immediately after monster movement during step 3 of resolving a Mythos card. If this leads to new Corruption cards entering play, they are not activated at this time.



- ☞ Some Corruption cards also have passive abilities that are always in effect. The passive effect (the text that appears above the monster movement dimension symbol) is always in effect as long as the investigator has that particular card.

- ☞ When a gate is closed, all Corruption cards in play that match the closed gate's dimension symbol are discarded. Certain card effects may also instruct a player to discard cards off the top of the Corruption deck. Discarded Corruption cards are placed in a discard pile and are considered removed from the game. The Corruption deck is never reshuffled.

- ☞ If a player is instructed to draw a Corruption card, but there are no cards available to draw, the Ancient One immediately awakens.

Expansions: *Black Goat of the Woods*

Related Topics: Closing Gates, Cult Encounters, Dimension Symbol, Mythos Card, Special Cards

"Cost"

- ☞ "Cost" usually specifies a resource (in Sanity, Money, Clues, Stamina, etc.) that must be paid in order to receive an item, benefit or effect and is synonymous with "sacrifice."
- ☞ Special abilities, or card abilities that prevent losses, **do not** apply to costs.

Related Topics: Lose/Loss, Sacrifice, Spend

Cult Encounter Cards

- ☞ Whenever an investigator with a "One of the Thousand" Cult Membership has an encounter at the Black Cave, the Unvisited Isle, or the Woods, they must draw a card from the Cult Encounters deck rather than the deck associated with that location.

- ☞ The *Miskatonic Horror* expansion adds new Cult Encounter cards to the Cult Encounter deck.



Expansions: *Black Goat of the Woods*, *Miskatonic Horror*

Related Topics: Arkham Encounter Phase, Corruption Cards, Cult Encounters, Memberships

Curse

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

- ☞ While an investigator is Cursed, only die results of 6 count as successes.
- ☞ An investigator may never be Blessed and Cursed at the same time. If a Blessed investigator is Cursed, simply discard the Blessing. If a Cursed investigator is Blessed, simply discard the Curse. Likewise, an investigator may never have more than one Bless or Curse card at a time.
- ☞ If an investigator receives a Curse when they are already Cursed, the new Curse will replace the old one, but the player is not allowed to roll for it on the following Upkeep.

Related Topics: Blessing, Special Cards, Status



Dark Pact Cards

The Dark Pact cards are Special Cards that denote an eldritch and profane bargain struck between an investigator and the Lurker at the Threshold Herald. When a player gains one or more of these cards, it grants unique advantages to their investigator, but it also increases the likelihood of being affected by Reckoning cards. Dark Pact cards are only used with the Lurker at the Threshold Herald.

- ☞ There are 3 types of pact. Investigators may have only one of each type pact type:

Blood Pact: Blood pacts trade Stamina for Power, which can be used as Clues or to prevent Sanity loss.

Soul Pact: Soul pacts trade Sanity for Power, which can be used as Clues or to prevent Stamina loss.



Bound Ally: Bound Ally pacts gain the services of an Ally in exchange for additional success needed to remove doom tokens. Bound Ally pacts also allow Power to be used as Clues or to gain \$1.

The Bound Ally Pact is kept by the investigator until they are devoured, or retired or until the Ancient One awakes, even if the ally gained by that pact is discarded.

- ☞ An investigator can use an exhausted Blood Pact or Soul Pact to spend Power tokens.
- ☞ Losing Stamina or Sanity to gain power using the Upkeep function of a Blood or Soul pact counts as a loss, not a cost.
- ☞ Investigators may still spend power tokens in any way allowed by their Blood or Soul Pact during the Final Battle, but they can no longer gain power tokens once the Ancient One has awoken.

Expansions: *Lurker at the Threshold*

Related Topics: Herald, Power Tokens, Reckoning Cards

Deep Ones Rising Track

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

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

- ☞ In addition, there are special vortex spaces found on the Innsmouth board. Investigators cannot move into vortices under any circumstances (not even through the use of an item). Any monster that enters a vortex is immediately returned to the cup. For each monster returned to the cup in



this fashion, raise the terror level by one. In addition, add one uprising token to the Deep Ones Rising track.

Expansions: *Innsmouth Horror*

Related Topics: The Ancient One Awakens, Uprising Tokens, Vortex

Delayed

- When an encounter card states that an investigator is “delayed,” or must “stay here next turn,” the investigator is delayed, and the marker must be placed on its side.
- In addition, when a gate opens in an investigator’s location, all investigators on that location are drawn through the gate into the Other World and are delayed.
- Delayed investigators do not move during the Movement Phase and receive no movement points. Instead, when the player of the delayed investigator takes their turn in the Movement Phase, they should stand the investigator marker back up to show that the investigator is no longer delayed. All other phases of the turn take place normally.
- During the Movement Phase after a player’s investigator has been delayed, the only things that player may do during their Movement Phase is stand their investigator marker up and participate in trades with other investigators in their location, street area, or Other World area.
- Once the player has stood their investigator’s marker up again, the investigator must still combat or evade each monster in their location or street area. Note that the investigator still cannot move, use movement points, use any item or ability that replaces their normal movement, or cast spells during this Movement Phase to do so.
- A player whose investigator has been delayed during combat cannot stand up their marker until the Movement Phase of their next turn.
- If an investigator’s marker is placed on its side during the Arkham Encounter Phase or the Other World Encounter Phase, that investigator still has an encounter even though they are delayed.
- Delayed is a binary condition, the investigator is either delayed or not. An investigator cannot be “double delayed.”
- If an investigator is delayed in the Other Worlds and draws an encounter that returns them to Arkham, they are still delayed when they return. Returning to Arkham doesn’t affect the fact that the investigator is delayed.
- If a card says: “Lose your next turn,” it does not mean the same as “delayed” or “Stay here next turn.”

Related Topics: Drawn Through Gate, Encounter, “Lose Your Next Turn,” Movement Phase, Movement Points, Phases, “Stay Here Next Turn,” Turn

Deputy of Arkham

- An investigator becomes the Deputy of Arkham by completing the unique encounter at the Police Station. Only one investigator may be Deputy, and the position cannot be traded or re-purchased.

- When the player gains this special card, take the Deputy’s Revolver and the Patrol Wagon as well. The Deputy card is not an Item; it is a title. The other cards are items and can be traded. If the Deputy card is lost, it is returned to the box.



- When using the Patrol Wagon, the player simply relocates their investigator to the chosen location, ignoring monsters that would be passed through. However, if the investigator begins or ends their movement in a space with monsters, they must still be evaded as usual.
- Note that the Patrol Wagon replaces an investigator’s movement entirely and cannot violate rules the investigator must follow when moving between locations. For example, if a location has a special requirement that must be met before moving into that location, the Patrol Wagon cannot be used to move into that location.
- If an investigator begins their Movement Phase in The Causeway, Wireless Station, Strange High House in the Mist, Devil Reef, or Y’ha-nthlei, they cannot use the Patrol Wagon on that turn.
- The Deputy of Arkham can be arrested but does not stop being the Deputy.

Related Topics: Location Special Abilities, Special Cards

Detriment Cards

Detriments are special cards similar to the Curse card.

- Certain Arkham encounters and Other World encounters instruct players to take one of the four Detriment cards (Harried, Local Guide, Tainted, or Wanted).
- A player may only take a card if it is not already in the possession of another investigator. If the card is already possessed by another investigator, the instructions to take the card are ignored.
- Each Detriment card includes a description of the conditions under which it is discarded. When a Detriment card is discarded, it is returned to the place near the board where it was placed during setup and is once again available to be taken by any investigator instructed to do so. Investigators may have multiple Detriment cards in any combination.
- If an investigator already meets the discard requirement when the card is received, it is discarded the next time the discard requirement is met.



Expansions: *Curse of the Dark Pharaoh (Original Edition)*, *Curse of the Dark Pharaoh (Revised Edition)*

Related Topics: Benefit Cards, Special Cards

Devoured

- ☞ In rare cases, investigators may be devoured. The player immediately discards all their cards (except unspent trophies) and shuffles their investigator sheet in with the unused investigator sheets. The player then draws a new investigator at random and sets up the investigator as if they were starting a new game (as described in Game Setup).
- ☞ If an investigator is reduced to **both** 0 Sanity **and** 0 Stamina at the same time, that investigator is devoured.
- ☞ If an investigator's **maximum** sanity or **maximum** stamina is reduced to 0, that investigator is devoured.
- ☞ If an investigator ever gains a duplicate Injury or Madness card, they are devoured.
- ☞ Certain special game effects or encounters may cause an investigator to be devoured.
- ☞ If an investigator is devoured as a result of casting a spell or using an item, the effect of the spell or item still occurs.
- ☞ If the devouring of an investigator is what leads to the Ancient One waking up, the player whose investigator was devoured is eliminated from the game. The number of successes necessary to remove a doom token from the doom track is not reduced as a result, however.
- ☞ When starting a new investigator after a previous one has been devoured, the new investigator starts at the beginning of the next turn.

Related Topics: Eliminated, Game Setup, Injury Cards, Investigator, Madness Cards, Turn

Dice

- ☞ 6-sided dice are used throughout the game to determine the success or failure of a skill check, and sometimes to obtain a simple random value.
- ☞ When making a skill check, a player always rolls a **number of dice** equal to their investigator's value in the appropriate skill adjusted by any modifiers, and possibly augmented by the spending of clues. In addition, multiple successes may be required, depending on the difficulty of the check.
- ☞ Finally, the target number for a success may be adjusted based on the investigator's status (Blessed or Cursed).

Related Topics: Blessing, Curse, Difficulty, Skill Checks

Difficulty

- ☞ Difficulty is the **number of successes** an investigator must roll during a skill check to pass the check. Normally, each die result of 5 or 6 counts as one success, but the number may be adjusted based on the investigator's status (Blessed or Cursed).
- ☞ Remember that if a skill check does not list a difficulty, it is assumed to be 1.

- ☞ The difficulty value when fighting monsters is the toughness value indicated by "blood drop" icons on the Combat side of the token. For example, 2 blood drops would be a difficulty of 2.
- ☞ When expressed in encounters, the difficulty number is listed in brackets after the skill check shown in bold. For example, **Lore (-1) [2]** means that a Lore Check with a -1 modifier and 2 successes is required to pass the check.

Related Topics: Success, Skill Checks, Toughness

Difficulty Level Cards

In this variant, players choose one of five Difficulty Level cards at the beginning of the game. There are two difficulties that make the game easier and two that make the game more challenging. A fifth card is included to represent the normal difficulty level of the game. This variant can be used in any game of *Arkham Horror*.

Expansions: *Black Goat of the Woods*

Related Topics: Game Setup



Dimension Symbol



Dimension Symbols are the green icons that indicate the home plane of monsters. The symbols are sometimes referred to as "moon," "circle," "square," "plus," "slash," "diamond," "hex," "triangle" and "star." They are used to perform monster movement and other tasks.

- ☞ The movement boxes on a Mythos card contain one or more dimensional symbols, as do the movement side of monster markers. When a Mythos card is resolved, every monster with a dimensional symbol listed in the movement box moves in that direction.
- ☞ Additionally, when a gate is closed by an investigator, all monsters in Arkham, the Sky, and the Outskirts that have a dimensional symbol matching the symbol on the closed gate are removed from the board and returned to the monster cup.
- ☞ Other cards, notably Corruption cards, Rifts and some Gates from the Lurker at the Threshold expansion, also use Dimension Symbols.

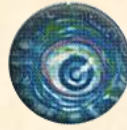
Related Topics: Closing Gates, Monster Movement, Mythos Card

Discarding

- ☞ When discarding a card, return it face down to the bottom of the appropriate deck.
- ☞ Players only shuffle most decks when they draw a card that instructs them to do so. Location decks, however, are shuffled before a player draws from them. A player who draws multiple cards from a Location deck draws them all, one after the other, without shuffling between draws.
- ☞ Some instructions may specify "return to the box" instead of "discarding" in which case the token, resource or card is removed from the game completely.

Related Topics: Searching Decks, Shuffling Decks

Doom Tokens



- ☞ Doom tokens are placed on the doom track on the Ancient One sheet as new gates open in Arkham. When the doom track is filled up with doom tokens, the Ancient One awakens!
- ☞ On the back of each doom token is an elder sign icon. When an investigator successfully plays an elder sign to permanently seal a gate, a doom token is removed from the Ancient One's doom track, flipped over to its elder sign side, and placed on the sealed location. Sealing a gate using Clue tokens does not reduce the number of doom tokens on the Ancient One's doom track in this manner.

Related Topics: Ancient One, The Ancient One Awakens, Doom Track, Elder Signs, Sealing Gates

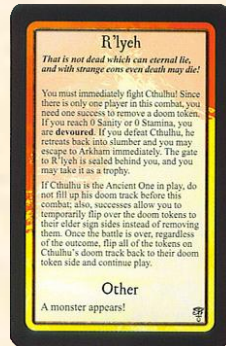
Doom Track

- ☞ If enough gates open, eventually the Ancient One's doom track will fill up with doom tokens, even if the investigators use all of the elder signs. When a doom token is placed on the last open space on the doom track, the Ancient One awakens immediately.
- ☞ The Doom Track can never go above the shown maximum (even during Final Battle) unless an effect explicitly states so (for example, Rhan-Tegoth's Cultist ability).

Related Topics: Ancient One, The Ancient One Awakens, Doom Token, Elder Signs, Sealing Gates

Dual-Color Gate Cards

These special Gate cards match the colors of two encounter symbols; if either color on the card matches the encounter symbol of the Other World the investigator is currently in, resolve that card. In most cases the player will resolve the "Other" encounter, but if the investigator is in the Other World specific to that card, they will have to face the Ancient One associated with that Other World!



- ☞ If the Ancient One encountered on the dual-color card is the same as the Ancient One chosen for the game, the Doom Track is not filled. If, however the encountered Ancient One is not the Ancient One chosen for the game, the Doom Track is filled.
- ☞ When fighting an Ancient One during a dual-colored encounter, the "start of battle" effects trigger even though it is not the Final Battle.
- ☞ When fighting an Ancient One during a dual-colored encounter, only the Ancient One chosen for the game ever uses its "stirring in slumber" ability.
- ☞ Any skill or stat (e.g. maximum stamina or sanity) damage done by the Ancient One during a dual-colored encounter is considered permanent.

- ☞ Other effects related to the Ancient One, such as Sealing the Beast's Power and Joey "the Rat" only count for the Final Battle.
- ☞ Epic Battle cards are not meant to be used when fighting an Ancient One as the result of a dual-colored gate encounter.

Expansions: *Curse of the Dark Pharaoh (Original Edition)*, *Curse of the Dark Pharaoh (Revised Edition)*

Related Topics: Gate Cards

Dunwich Horror Cards

- ☞ The Dunwich Horror cards are part of the Dunwich Horror expansion and form a small deck which is placed near the Dunwich board.



- ☞ These cards are used whenever an investigator attempts to combat the Dunwich Horror, to determine what its characteristics and capabilities are during that combat.
- ☞ The *Miskatonic Horror* expansion adds new Dunwich Horror cards to the Dunwich Horror deck.

Expansions: *Dunwich Horror*, *Miskatonic Horror*

Related Topics: Dunwich Horror (Monster)

Dunwich Horror (Monster)

- ☞ Whenever the Dunwich Horror track is filled with three Dunwich Horror tokens (accomplished by monsters moving into the vortices on the Dunwich board), the Dunwich Horror enters play. When this happens, take its monster marker and place it in the central street area named Sentinel Hill.



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



- ☞ Worse, every time an investigator enters combat against the Dunwich Horror, that player shuffles the Dunwich Horror deck and draws a card from it. The drawn card indicates the creature's abilities and most of its combat statistics (although the Dunwich Horror's listed toughness is always 5). The drawn card is used for the duration of the combat and is discarded only after the Dunwich Horror is defeated, the investigator is defeated, or the investigator escapes from the combat.
- ☞ If the Dunwich Horror is defeated, the Dunwich Horror track is emptied of Dunwich Horror tokens and the Dunwich Horror is set aside next to the board. However, if the Dunwich Horror

track fills up again later on in the same game, the Dunwich Horror will appear again!

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

Expansions: *Dunwich Horror*

Related Topics: Dunwich Horror Track, Monster, Monster Movement, Vortex

Dunwich Horror Token



- ☞ Dunwich Horror Tokens track the progress of the Dunwich Horror track.
- ☞ Whenever a monster enters a vortex on the Dunwich board, a token is added to the track and the terror level is increased by 1
- ☞ When the track is full, the Dunwich Horror monster marker is placed on Sentinel Hill.
- ☞ If the Dunwich Horror is defeated, then the tokens are removed from the board.

Expansions: *Dunwich Horror*

Related Topics: Dunwich Horror (Monster), Dunwich Horror Track, Monster, Vortex

Dunwich Horror Track

- ☞ The Dunwich Horror Track is a board element of the Dunwich expansion board.
- ☞ Whenever a monster enters a vortex on the Dunwich board, a Dunwich Horror token is added to the track and the terror level increased by 1. Certain encounters can also result in either the placement or removal of tokens from the track. When the track is full, the Dunwich Horror monster marker is placed on Sentinel Hill. If the Dunwich Horror is defeated in combat, all tokens on the track and the monster marker are removed from the board.



Expansions: *Dunwich Horror*

Related Topics: Dunwich Horror Token, Monster, Terror Level, Vortex

Dust Cards

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

Expansions: *Innsmouth Horror*

Related Topics: Ancient One, Devoured



Drawn Through Gate

Investigators are drawn through gates in only three cases:

1. During the Arkham Encounters Phase, if an investigator without an explored token is in the same location or street area as a gate, they are drawn through that gate. Note that some encounters may cause a gate to open in an investigator's location or to move on to the location. When this happens, the investigator is drawn through the gate and delayed.
2. During the Mythos Phase, when a gate opens in the same location as an investigator, they are drawn through the gate and delayed. The same is true if a gate is moved on to the investigator's location or street area.
3. An investigator is instructed to be drawn through a gate by a specific card or ability. In this case, follow the instructions provided.

Related Topics: Delayed, Encounter, Gate, Location, Mythos Phase, Open Gate and Spawn Monster

Elder Sign



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

To use an elder sign, do the following:

- ☞ The player removes 1 Sanity and 1 Stamina from their investigator sheet. This may knock the investigator unconscious or drive them insane, but the elder sign still takes effect.
- ☞ The player takes a doom token from the Ancient One's doom track (not the pile of unused doom tokens), turns it to its elder sign side, and places it on the location to be sealed. This effectively lowers the current doom level of the game by 1, and this is one of the few ways to do so.
- ☞ The player then returns the elder sign card to the box. This specific card cannot be drawn or used again this game.

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

Errata: The Elder Sign cards should read "Arkham Encounter Phase: When closing a gate..." instead of "Any Phase: When sealing a gate..."

Related Topics: Closing Gates, Gate Burst, Gates, Sealing Gates, Unique Items

Elder Sign Token



- ☞ The Elder Sign token is the converse side of the Doom token.
- ☞ On sealing a gate, an Elder Sign token is placed on the location to indicate that a gate can no longer open at that location.
- ☞ When the gate is sealed by using the Elder Sign unique item, a Doom token is taken from the Ancient One's Doom track and flipped over to place on the location. If the gate is sealed using clue tokens, or as the effect of a Mythos or Encounter card, the token is taken from the pool of unused doom tokens.

Related Topics: Doom Token, Elder Sign, Sealing Gates

Eliminated

If the devouring of an investigator is what leads to the Ancient One waking up, the player whose investigator was devoured is eliminated from the game.

Related Topics: The Ancient One Awakens, Devoured

Elusive Monsters

- ☞ Monsters with the Elusive special ability try to avoid combat with the investigators instead of initiating it.
- ☞ Elusive monsters are indicated by a green Awareness modifier on their movement side in addition to the Elusive ability on their combat side.
- ☞ Investigators may leave or end their movement in areas containing Elusive monsters without having to fight or evade the Elusive monsters. Elusive monsters will ignore investigators for purposes of movement.
- ☞ In order to initiate combat with an Elusive monster, the investigator must be in the same area as the monster during the Movement Phase and must first pass an Evade check against the monster. If the Evade check is successful, combat begins as normal. If the Evade check is unsuccessful, the investigator's movement immediately ends.
- ☞ When a monster with the elusive ability surprises an investigator, nothing happens.

Expansions: *Kingsport Horror*

Related Topics: Awareness, Combat Encounter, Evade Check, Movement Phase, Skill Check

Encounter

- ☞ Investigators have encounters during the Arkham Encounters and Other World Encounters phases, based on their location.
- ☞ If the location has a Location Special Ability, players must first decide whether to have that encounter instead of a random encounter. Otherwise they have a random encounter by drawing a card from the appropriate deck.

- ☞ In the Arkham Encounters Phase, each investigator who is in a location in Arkham or another town, and who is eligible to have an encounter, shuffles the Encounter deck for the appropriate location and randomly chooses a location card. The player then reads and follows the instructions on that card for the current location.

- ☞ In the Other World Encounters phase, the player draws the top card from the Gate deck until a card has been drawn whose color matches one of the colors of the Other World the investigator is in. The player then reads and follows the instructions on that card for the current location.

Related Topics: Arkham Encounter Phase, Location, Location Special Encounters, Other World, Other World Encounter Phase

Endless

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

Related Topics: Monster, Monster Special Ability

Environment

An Environment Mythos card gives a description of an ongoing event happening in Arkham and surrounding areas. These events can have a beneficial or detrimental effect on the investigators by changing modifiers to different rolls or creating other special conditions. Some environment cards may detail an event or effect happening at a specific location or district.



- ☞ Environment cards do not affect investigators in Other Worlds.
- ☞ Environment cards fall into three subtypes:

Environment (Mystic)
Environment (Urban)
Environment (Weather)

- ☞ There may only be one Environment effect in play at once. The effects of Environment cards stay in play until another Environment is drawn, regardless of subtype. If a new Environment card is drawn and resolved, all its effects take place during the Mythos phase (gate, monster, clue, monster movement) and upon resolving the new card's text, the old Environment is discarded.
- ☞ Some Ancient Ones completely negate the text of certain environment subtypes, allowing the other two subtypes to stay out for longer periods than they might ordinarily. If Ancient One abilities or other effects instruct players to discard an Environment card without the Environment effects taking place, players must still carry out gate placement, monster movement and clue token placement before discarding the Mythos card, leaving any existing Environment card in play.
- ☞ The special text of an Environment Mythos card may remain in play for several turns, possibly even until the end of the

game. The first player places the card face up next to the game board, discarding any previous Environment Mythos card face down to the bottom of the Mythos deck. This means that only one Environment Mythos card can be in play at a time. All Environment cards are discarded when Final Battle begins.

- ☞ The effects of environment cards take precedence over game effects, even in conflicts with other Mythos cards.

Related Topics: Activate Mythos Ability, Mythos Card

Epic Battle

- ☞ Some players may want a more exciting and challenging battle when the Ancient One awakens. The Epic Battle variant is intended to provide this and can be used with any Ancient One other than Azathoth, who does not allow for a battle if he awakens.
- ☞ To use this variant, shuffle the eight green Epic Battle cards into a deck, and then do the same with the eight red Epic Battle cards. Then, place the green Epic Battle deck on top of the red Epic Battle deck. Finally, find the three Ancient One Plot cards that depict the Ancient One being faced this game, shuffle them up, and set them aside.
- ☞ When the Ancient One awakens, the players are given an Upkeep Phase to prepare themselves. This follows the standard rules for when the Ancient One awakens. However, after the Upkeep Phase is complete, draw the top card from the Epic Battle deck (that is, the deck formed by placing the green Epic Battle cards on top of the red Epic Battle cards). Follow the instructions on the card. Usually, the investigators attack first, and then the Ancient One attacks, but this is not guaranteed. Sometimes the Ancient One attacks first, and rarely, only one side or the other will get to attack during a round.
- ☞ Once the Epic Battle card is resolved, the investigators receive another Upkeep Phase, again following the standard rules for the final battle. Then, repeat the process – drawing another Epic Battle card, resolving it, and following it up with an Upkeep Phase. This continues until one side or the other wins. Each “Sinister Plot” Epic Battle card describes how the Ancient One Plot cards are used. The Ancient One Plot cards add some surprises specific to the Ancient One the investigators are battling.
- ☞ Finally, it is worth noting that the red Epic Battle card entitled “The End of Everything” ends the game immediately, causing the investigators to lose.
- ☞ The specific Order of Battle for Epic Battles is as follows:
 1. Each round begins with the Investigator Refresh step, in which investigators may refresh their cards, use any Upkeep or Any Phase abilities that aren’t specifically prohibited during the final battle, adjust their skill sliders as though it were the Upkeep Phase, or trade items as if all investigators were in the same location. At the end of this step, the first player marker is passed to the left, unless prohibited by a game effect.
 2. Once the Investigators Refresh step is complete, the first player draws and resolves the top card from the Epic Battle deck.

3. After it has been resolved, another round begins with the Investigators Refresh step.

Expansions: *Kingsport Horror*

Related Topics: The Ancient One Awakens, Ancient One Plot Cards, Final Battle

Epic Battle Cards

Epic Battle cards were introduced in the *Kingsport Horror* expansion and provide an alternative way to resolve the Final Battle with the Ancient One. The deck is comprised of eight green Epic Battle cards which are shuffled into one deck, and eight red Epic Battle cards which are shuffled into a second deck. The green deck is then placed on top of the red deck to form a single deck.



- ☞ The *Miskatonic Horror* expansion adds new Epic Battle cards to the Epic Battle deck. The new Epic Battle cards introduce two new types of Epic Battle cards, Battle Events and Battle Conditions. Battle Events represent things that happen during the Final Battle outside of the attacks of the investigators and the Ancient One. Their effects are immediately resolved, and an additional Epic Battle card is immediately drawn.
- ☞ Battle Conditions represent ongoing phenomena that affect the Final Battle. When a Battle Condition Epic Battle card is drawn it is placed face up near the Epic Battle deck and the effects listed on it remain in play for the rest of the game. After a Battle Condition Epic Battle card is drawn and put into play, an additional Epic Battle card is immediately drawn.

Expansions: *Kingsport Horror*, *Miskatonic Horror*

Related Topics: Ancient One Plot Cards, Epic Battle, Final Battle

Evade Check

- ☞ When an investigator attempts to move out of an area containing a monster, or ends their movement in such an area, they must either fight the monster or evade it.
- ☞ An investigator may attempt to evade a monster by making an Evade check. An Evade check is a skill check using the investigator’s Sneak value. The check is modified by the monster’s Awareness value, which is printed in the upper-right corner of the monster marker’s movement side. The difficulty of the Evade check is always 1 unless the monster has a special ability that states otherwise.
- ☞ If the investigator passes the Evade check, they evade the monster and the player may continue their turn as normal, whether continuing movement or interacting with the area. If the investigator fails the check, the monster immediately deals its combat damage to them, and combat with the monster begins.
- ☞ An investigator may remain in the same area as a monster after evading it. They simply remain where they are and do

not have to enter combat with the monster this phase. This allows an investigator to enter a gate in the same location as evaded monsters. Such an investigator could (if able) evade the monsters during the Movement Phase, and enter the gate during the Arkham Encounters Phase.

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

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

Related Topics: "A Monster Appears," Awareness, Combat Damage, Combat Encounter, Flee, Monster, Movement Phase, Sneak

Exhausted

- ☞ Some cards exhaust themselves when used. To represent that a card is exhausted, rotate it 90°. At the start of the Upkeep Phase, each investigator refreshes all of their exhausted cards by rotating them back to their upright positions. Those cards can now be used again.
- ☞ An Ally that is exhausted still grants its bonuses (skill or otherwise) to the investigator controlling it. However, abilities that require the Ally to exhaust cannot be used while it is exhausted. Exhausted Allies refresh during the Upkeep Phase, like other cards.
- ☞ An unsuccessful attempt to cast a Spell still exhausts it (if "exhaust" is written on the card).

Related Topics: Ally, Refresh, Upkeep Phase

Exhibit Encounter Cards

- ☞ During the Arkham Encounters Phase, an investigator who is in a street area with the Ancient Whispers marker must have an Exhibit Encounter. The player shuffles the Exhibit Encounters deck and draws a card from the deck. The player then reads the text aloud, and performs any actions indicated by the card text.
- ☞ Each Exhibit Encounter card includes instructions to move the Ancient Whispers marker to a new street area. If an investigator is in the street area that the Ancient Whispers marker moves to during the Arkham Encounter Phase, they do not also have an Exhibit Encounter. No more than one investigator can have an Exhibit Encounter in a single turn.
- ☞ Once the player has resolved any actions indicated by the card and moved the Ancient Whispers marker, they return the card to the Exhibit Encounter deck.



Expansions

Expansions are the boxed sets of rules and game pieces that build upon the original game of *Arkham Horror*. Some expansions add new rules to change the game mechanics. Some expansions include additional investigators for players to play, additional Ancient Ones for players to struggle against, new monsters, or other types of rules.

- ☞ There are four large expansions to *Arkham Horror*. These include *Dunwich Horror*, *Kingsport Horror*, *Innsmouth Horror* and *Miskatonic Horror*.
- ☞ There are four small expansions to *Arkham Horror*. These include *The King in Yellow*, *Curse of the Dark Pharaoh (Revised Edition)*, *Black Goat of the Woods* and *The Lurker at the Threshold*. The original edition of *Curse of the Dark Pharaoh* is no longer in print.
- ☞ Each set of cards and sheets, with the exception of the base game, is marked with a symbol to indicate the associated expansion. Each expansion symbol in *Miskatonic Horror* is printed in **tan** to distinguish cards in that expansion from those in other expansions (which are printed in **black**):



Curse of the Dark Pharaoh (Original Edition)



Dunwich Horror



The King in Yellow



Kingsport Horror



Black Goat of the Woods



Innsmouth Horror



The Lurker at the Threshold



Curse of the Dark Pharaoh (Revised Edition)



Miskatonic Horror

- ☞ All cards and sheets from the *Miskatonic Horror* expansion are marked with these same symbols to indicate which expansions, if any, are necessary to use that particular component.
- ☞ **Note:** The *Miskatonic Horror* expansion only adds cards for the Revised Edition of *Curse of the Dark Pharaoh*.

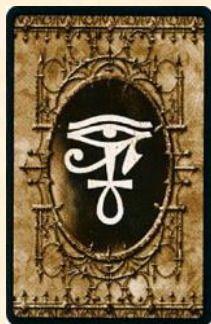
- ☞ Note that if a game effect results in a gate marker being in this street area, the investigator does not have an Exhibit Encounter, but is instead drawn through the gate.
- ☞ The *Miskatonic Horror* expansion adds new Exhibit Encounter cards to the Exhibit Encounters deck.

Expansions: *Curse of the Dark Pharaoh (Revised)*, *Miskatonic Horror*

Related Topics: Ancient Whispers, Arkham Encounters Phase, Exhibit Item, Street

Exhibit Item Cards

The Exhibit Item cards represent the ancient Egyptian artifacts brought to Arkham as part of the "Legacy of the Pharaohs" museum exhibit. They are similar to Unique Items but have no monetary value and can only be gained through Arkham, Other World, and Exhibit encounters.



- When an exhibit item reads "exhaust a ready exhibit item," the player may exhaust any Exhibit Item. It does not need to be exhaustible and doing so does not trigger any other effects.
- The *Miskatonic Horror* expansion adds new Exhibit Item cards to the Exhibit Item deck.

Expansions: *Curse of the Dark Pharaoh (Revised)*, *Miskatonic Horror*

Related Topics: Ancient Whispers, Exhibit Encounter, Unique Items

Expedition Marker

- Expedition markers represent a team of Miskatonic University specialists who have relocated to a different city (either Dunwich, Kingsport, or Innsmouth). Their studies of these other cities allow investigators to travel between cities quickly, to access the rare books possessed by the University, and to pursue their education through the use of Miskatonic Student cards.
- Expedition markers are only used when using the Miskatonic University institution sheet.



Expansions: *Miskatonic Horror*

Related Topics: Institution, Miskatonic Student

Explored Marker

- An explored marker is placed underneath an investigator's marker after they have braved the Other World and returned.
- When an investigator returns from an Other World, the player should place an explored marker under their investigator marker. This gives the investigator an opportunity to destroy and close the gate during the next Arkham Encounters Phase. If the investigator leaves the gate's location for any reason, the player must discard the explored marker – the investigator has missed their opportunity and must explore the gate again if they wish to close it.
- An investigator receives an explored marker any time they move directly from either area of an Other World space to an Arkham location where there is an open gate that corresponds to the Other World they came from. This circumstance includes when an investigator moves normally from the second area of an Other World, when they have an Other World encounter in the first area of an Other World and it instructs them to return to Arkham, and when they cast a Find Gate spell.



- An investigator does **not** receive an explored marker when they are Lost in Time and Space while in an Other World, because even though they will eventually return to Arkham, they won't have travelled directly from the Other World to an Arkham location with a corresponding gate.
- An investigator does not need to engage monsters during the same turn that they return from an Other World, but may choose to engage a monster if they wish to, provided they returned during the Movement Phase. If an investigator returned during any other phase, they must wait until the next Movement Phase to engage the monsters.

Related Topics: Closing Gates, Lost in Time and Space, Other World, Sealing Gates

Failure

- A **normal** die roll is failed on a 1, 2, 3 or 4.
- A **Blessed** die roll is failed on a 1, 2 or 3.
- A **Cursed** die roll is failed on a 1, 2, 3, 4 or 5
- Note that a Skill Check is only failed when the roll of *all* dice result in fewer successes than the difficulty of the check (usually 1). Even then, the check may still be successful if an item or ability provides a re-roll, or spent clues result in enough successful rolls to meet the check difficulty.

Related Topics: Blessing, Curse, Difficulty, Skill Check, Re-roll, Success

Fast Monsters

- Fast Monsters are indicated by a red border.
- Fast monsters move twice, following the appropriate arrows for both steps of their movement. Fast monsters stop moving immediately if they encounter an investigator.



Related Topics: Monster, Monster Movement

Federal Raids

- In order to prevent the Deep Ones from rising, the investigators can gather evidence in the town of Innsmouth to convince the Feds to take action. This gathering of evidence is represented by filling up the Feds Raid Innsmouth track.
- During the Upkeep Phase, any investigator(s) in an Innsmouth neighborhood (either in a location or a street area) may spend 1 or more Clue tokens to place them on spaces on the Feds Raid Innsmouth track that are the same color as the neighborhood they are in.



- ☞ If the Feds Raid Innsmouth track is completely filled with Clue tokens (a total of 6 Clue tokens are required), then both the Feds Raid Innsmouth and the Deep Ones Rising tracks are emptied of tokens. This does not prevent the Deep Ones Rising track from starting to fill up once more.

Expansion; *Innsmouth Horror*

Related Topics: Clue, Deep Ones Rising Track

Fight (Monster)

- ☞ If the investigator fights a monster, they make a Combat check. A Combat check is a skill check using the investigator's Fight value. This value is modified by the monster's combat rating (printed in the lower-right corner of its combat side). The difficulty of this check is equal to the monster's toughness, which is represented by the number of "blood drop" icons that appear in the lower center of the monster's combat side.
- ☞ If the investigator passes the Combat check, they defeat the monster. The investigator's player removes the marker from the board and places it in front of them as a monster trophy. If the investigator fails the check, the monster deals its combat damage to them.
- ☞ **Important:** If a monster's toughness is greater than 1, partial success has no effect on it. A monster must be completely defeated in one Combat check or it ignores all successes the investigator rolled.

Related Topics: Combat Check, Combat Damage, Combat Rating, Combat Encounter, Toughness, Weapons, Spells

Fight (Skill)

- ☞ Fight is a Skill value which appears on each investigator card. It is paired with the Will skill and adjusted together with that skill via a Skill slider.
- ☞ Like the other skill values, the total Fight value may be adjusted from the amount on the investigator card by the effects of Skill cards or other cards in play.
- ☞ Fight is one of the most important skill values, as it is required to succeed in Combat against monsters and avoid losing Stamina to their attacks.

Related Topics: Closing Gates, Combat Check, Skill Cards, Skill Checks, Skills, Stamina

Final Battle

When the Ancient One awakens, any investigators that are Lost in Time and Space are immediately devoured and eliminated from the game. The surviving investigators must face the Ancient One in the final battle!

- ☞ The Ancient One's "Stirs in his Sleep" ability is in effect during the entire game, including the Final Battle.
- ☞ Before the final battle begins, discard any active Environment or Rumor cards. Also, discard any Heralds, Guardians or Institutions in play. Finally, once the final battle begins, investigators should no longer collect money, or roll for Retainers or Bank Loans.

- ☞ Once the final battle begins, investigators can no longer gain Clue tokens.

- ☞ During the final battle, investigators are considered to be in the same location for purposes of trading, character abilities and other game effects.

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

1. **Investigators Refresh:** At the beginning of a round of combat with an Ancient One, the investigators may refresh their cards, use any character abilities, and adjust their skill sliders as though it were the Upkeep Phase. Spells that are refreshed (such as Shrivel or Withering) cease to work and must be re-cast.

Next, the first player marker should be passed to the left. Finally, investigators may trade items among themselves as if they were in the same location.

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

Unlike a normal battle, the Ancient One cannot be defeated in a single attack. Instead, keep track of every success an investigator scores against the Ancient One. These successes are cumulative, and each successive investigator adds to them with their own attack. When the players accumulate a total number of successes equal to the number of investigators (including any investigators that were eliminated from the game), remove one doom token from the Ancient One's doom track. If the investigators roll enough successes to remove a doom token but not enough to remove another doom token, any remaining successes carry over to the next round of combat.

If the last doom token is removed from the Ancient One, the investigators have defeated it.

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

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

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

Related Topics: The Ancient One Awakens, Ancient One Plot Cards, Doom Token, Doom Track, Epic Battle, Epic Battle Cards

First Player

- ☞ The First Player marker is given to the player who acts first in a turn. The marker is passed to the left at the start of each new turn.
- ☞ At the start of the game, select one player at random to be the first player. Give the first player marker to that player.

Related Topics: Game Setup, Turn

Flee

When an investigator opts to Flee, they try to evade the monster using an Evade check. If the investigator passes the check, they elude the monster and the battle immediately ends. If they fail the check, the monster deals its combat damage to the investigator and the battle continues.

Related Topics: Combat Damage, Combat Encounter, Evade Check, Monster

Flying Monsters

- ☞ Flying monsters are indicated by a blue border.
- ☞ Flying monsters generally move directly towards the nearest investigator in a street area or move to the "Sky" holding area if they can't reach any investigators this turn.
- ☞ When a flying monster moves during the Mythos Phase, it obeys the following rules:
 1. Flying monsters only move when their symbol comes up in the Mythos Phase, just like other monsters.
 2. Flying monsters will not leave a space that already contains an investigator.
 3. When a flying monster in a street area or location moves, it will either move to an adjacent street space that has an investigator in it, or if there are none, move to the Sky.
 4. When a flying monster in the Sky moves, it will move to any street space on the board with an investigator in it. If there's more than one investigator to choose from, the monster moves into the space of the investigator with the lowest Sneak value. If the investigators' Sneak values are the same, the first player chooses which investigator the monster moves toward. If there are no investigators in a street space, the monster remains in the Sky.

Related Topics: Location, Monster, Monster Movement, Mythos Phase, Sneak, Street, The Sky



Focus

Focus represents an investigator's ability to split their attention between different tasks. Focus determines the number of "stops" an investigator may adjust their Skill values each turn.

- ☞ Each turn during the Upkeep phase, a player may adjust their investigator's skills a number of "stops" equal to their Focus. For example, an investigator with Focus of 2 may adjust their Speed up 2 stops, or their Speed up 1 stop and their Fight up 1 stop.
- ☞ Each Skill value appears in a pair - Speed is paired with Sneak, Fight with Will, and Lore with Luck, so that in adjusting one skill value up, the investigator is adjusting the value of the skill paired with it down.
- ☞ **Exception:** During game setup players may place their Skill sliders on any of the stops on their skill tracks. The initial setup does not follow the normal restrictions for Focus.

Related Topics: Skill Check, Skills, Upkeep Phase

Game Setup

1. **Prepare Playing Area:** Unfold the *Arkham Horror* board and any expansion boards and place them in the center of the playing area. Make sure to place the terror track marker on the "0" space on the terror track.

If playing *Dunwich Horror*, Place the Dunwich Horror monster marker and the Dunwich Horror tokens in a pile near the Dunwich board.

If playing *Kingsport Horror*, shuffle the three rift markers and place them facedown on the three Rift Tracks on the Kingsport board, then shuffle the rift progress markers and pile them facedown near the Kingsport board. Place the two Aquatic markers on the Arkham board on the River Docks and Unvisited Isle locations.

If playing *Innsmouth Horror*, place the two Aquatic markers on the Arkham board on the River Docks and Unvisited Isle locations, and place the uprising tokens next to the Innsmouth board.

If playing *Curse of Dark Pharaoh (Revised Edition)*, place the Ancient Whispers marker on the Miskatonic University street area. Then, place the Patrol markers near the board.

2. **Place Initial Clues:** Place one Clue token on each location on the *Arkham Horror* board and any expansion boards that have a red diamond.
3. **Choose First Player:** Select one player at random to be the first player. Give the first player marker to that player.
4. **Determine Investigators:** The first player shuffles the investigator sheets. Then, without looking, they randomly deal out one investigator sheet in front of each player, including themselves.

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

5. **Reveal Ancient One and Optional Herald, Guardian and/or Institution:** The first player shuffles the Ancient One sheets. Then, without looking, they select one at random and places it face up near the board. This is the Ancient One that is threatening Arkham for this game. If the Ancient One's ability lists any actions that take place at the start of the game, they are resolved now.

Alternatively, the players may choose which Ancient One they face. This is often helpful if there are time constraints or other considerations involved.

If using a Herald, Guardian and/or Institution, place the sheet(s) near the Ancient One sheet. If the Herald, Guardian or Institution lists any actions that take place at the start of the game, they are resolved now.

6. **Separate Decks:** Separate the various Investigator and Ancient One cards into their respective decks and place them near the board as shown in the setup diagram.

When preparing the Ally deck, first examine the investigator sheets and determine if any specific Allies are part of an investigator's fixed possessions. If so, find those Ally cards and place them faceup on the table. Then shuffle the remaining Ally cards and deal out enough to create a total of 11 cards faceup, including those that are part the investigators' fixed possessions. Then return the others to the box. Players may examine the allies to see which ones will appear. Then turn the Ally cards facedown and shuffle them again to create the Ally deck.

Place all the special card decks from *Arkham Horror* and any expansions being used in the same area.

Place any custom cards or tokens used by the Ancient One, Herald, Guardian or Institution (e.g. Dust Cards, Reckoning Cards, Spawn monsters etc.) near the Ancient One.

If using the Epic Battle variant, place the Ancient One Plot Cards and Epic Battle Cards near the Ancient One.

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

If using Personal Story Cards, deal the matching story cards to each investigator.

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

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

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

If using Relationship Cards, select a card as follows: in games with only two players, after the first player receives the cards for their random possessions, then also draws the top card from the Relationship deck and places it between themselves and the other player. In games with three or more players, as each player receives the cards for their investigator's random possessions, the first player also draws the top card from the Relationship deck and places it between themselves and the player to their left.

10. **Finish Investigator Setup:** Each player now receives a number of Sanity tokens equal to their investigator's Sanity value and a number of Stamina tokens equal to their investigator's Stamina value.

Each player also receives three skill sliders and places one skill slider on each of their three skill tracks. Each skill slider may be placed on any one of the four "stops" of each skill track.

11. **Create Monster Cup:** Place the monster markers in an opaque container and randomize them. When a monster appears or otherwise enters play, the first player draws a monster marker randomly from the monster cup and places it on the game board as instructed in these rules or in the text of a specific card.

Exception: Do not place the Mask or Spawn monsters in the monster cup. Follow the Ancient One instructions for placing these types of monsters.

12. **Shuffle Ancient One Decks and Gate Markers:** The players now shuffle the Gate and Mythos decks, and then return them to their places next to the board. Next, they shuffle the Gate markers and place them face down in a stack next to the board.

If using *The Lurker at the Threshold* Gates, return all Gate markers to the box and replace them with the Gate markers from *The Lurker at the Threshold*. Only use the Gate markers that match the Other Worlds on the *Arkham Horror* board and the expansion boards being used.

13. **Place Investigator Markers:** Each player now takes the investigator marker depicting their investigator and places the marker on the game board location indicated on their investigator sheet in the "Home" area.

14. **Draw and Resolve Mythos Card:** Finally, the first player draws the top card of the Mythos deck and resolves it as described in the Mythos Phase section of the rules. If a Rumor is drawn, discard it and draw again until a Mythos card is drawn that is not a rumor and shows a gate on the bottom left. The Mythos card must indicate an unstable location where a gate and monster appear. Remember, unstable locations are identified by red diamonds on the game board.

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

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

Gate

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

- At the start of the game, shuffle the Gate markers and place them face down in a stack next to the board. Gate markers may be placed on locations as a result of a Mythos Card draw or an Encounter.
- Before they can close a gate, an investigator must enter the gate, explore the Other World it leads to, and then return to Arkham.
- When an investigator returns from an Other World, the player should place an explored marker under their investigator marker. This gives the investigator an opportunity to destroy and close the gate during the next Arkham Encounters Phase. If the investigator leaves the gate's location for any reason, the player must discard the explored marker – the investigator has missed their opportunity and must explore the gate again if they wish to close it.
- If, during the Arkham Encounters Phase, an investigator is on a location that contains an open gate and that investigator has acquired the explored marker, they may now attempt to close the gate. To do so, the investigator must choose whether to make a Lore check or a Fight check, using the number printed on the gate marker as the modifier. If the investigator succeeds at this check, they close the gate and take the gate marker as a gate trophy. If the investigator fails, the gate remains open. The investigator can try to close it during the Arkham Encounters Phase next turn (and in subsequent turns, as long as they do not leave the gate location).
- If an investigator successfully closes a gate, they may immediately spend five Clue tokens to permanently seal it. The player takes a doom token from the pile of unused doom tokens, turns it over to its elder sign side, and places the token on the gate location. The player still claims the gate marker as a trophy. The gate is now sealed: No further gates can open, and no monsters can appear at the location of the sealed gate for the remainder of the game (exception: Gate Bursts).
- During the turn they return to Arkham from an Other World, an investigator does not have to evade or fight any monsters in the gate's location. If there are several monsters there, they can pick and choose which ones they want to fight and which to ignore. This rule only applies during the turn the investigator returns to Arkham; in subsequent turns, if the investigator remains in the location, they must evade or fight any monsters there as normal.
- When a gate is closed, all monsters in Arkham, the Sky, and the Outskirts that have the same dimension symbol as the closed or sealed gate are removed from the board and returned to the cup. A monster's dimension symbol is printed in the lower-right corner of the marker's movement side.



- In addition, any Corruption cards that have the same dimension symbols as the closed or sealed gate are discarded.
- The *Lurker at the Threshold* expansion adds new gates to the game, which completely replace the Gate markers from *Arkham Horror*, *Dunwich Horror* and *Kingsport Horror*.

Related Topics: "A Gate and a Monster Appear," Closing Gates, Clue, Corruption, Dimension Symbol, Drawn Through Gate, Elder Sign, Explored, Fight (Skill), Gate (Lurker at the Threshold), Gate Burst, Gate Cards, Gate Limit, Gate Trophy, Lore, Monster, Mythos Phase, Open Gate and Spawn Monster, Other World, Sealing Gates, Skill Check

Gate Burst

- Certain Mythos cards have their gate location colored red. These indicate gate bursts.
- A gate burst works the same as a normal Mythos card, unless the listed gate location has an elder sign token on it, in which case the gate bursts open, causing the elder sign token at that location to be removed from the board.
- A gate then opens at that location and a monster appears there as usual. However, a doom token is not placed on the Ancient One's doom track when a seal is burst open by a gate burst. Also, this does not cause a monster surge.
- If a Gate Burst occurs at a location which already has an open gate, there is a monster surge.
- Additionally, whenever a gate burst is drawn, all flying monsters move, regardless of their dimensional symbol. If a Gate Burst is prevented for whatever reason, flying monsters still move.
- Note that when resolving a Mythos card with an alternate gate, a Gate Burst only occurs in the lower location if the upper location is on an expansion game board that is not being used. If the upper location is in play, the Gate burst is resolved for that location only.

Expansions: *Dunwich Horror*, *Kingsport Horror*, *Miskatonic Horror*, *The King in Yellow*, *Curse of the Dark Pharaoh (Revised)*, *Black Goat of the Woods*, *Lurker at the Threshold*

Related Topics: Elder Sign, Gate, Sealing Gates

Gate Cards

Gate cards are Ancient One cards that represent the encounters that take place in the Other Worlds. Unlike the Location cards, which are divided into separate decks for each neighborhood, the Gate cards are all shuffled together into one deck.

- The *Miskatonic Horror* expansion adds new Gate cards to the Gate deck. Each of these cards has one or more expansion icons on it to indicate which expansions are required to include that card in the game.

Expansions: *Miskatonic Horror*

Related Topics: Other World Encounter Phase



Gate (Lurker at the Threshold)

The Lurker at the Threshold Gate markers completely replace the original Gate markers from *Arkham Horror*, as well as *Dunwich Horror* and *Kingsport Horror* expansions.



They are treated exactly the same as the standard Gate markers with the following additions:



Devouring Gate: If an investigator is in the same location as a Gate with this icon when it opens, they are devoured.



Gate of Doom: If an investigator is in the same location as a Gate with this icon when it opens, add a doom token to the doom track.



Endless Gate: A Gate marker with this icon cannot be collected as a Gate trophy. Instead, each time it is closed or sealed, reshuffle it into the Gate marker stack.



Monstrous Gate: If an investigator fails their check to close a Gate with this icon, a monster appears in their location. If this brings the number of monsters over the monster limit, the first player places the monster in the Outskirts.



Gate of Blood: If an investigator fails their check to close a Gate with this icon, they lose 1 Stamina.



Gate of Madness: If an investigator fails their check to close a Gate with this icon, they lose 1 Sanity.



Moving Gate: If the dimensional symbol of a Gate with this icon is activated during monster movement, the Gate moves as if it were a normal monster. If multiple Moving Gates are activated, the first player chooses the order in which they move. A Moving Gate does not move if there is already a Gate marker in the location it would move into. If a Gate moves onto an investigator, they are pulled through as if it had opened on top of them. If this Gate moves away from an investigator who has explored it, they lose their explored token.

- Moving gates ignore investigator markers when they move. They do not stay in a location or street area even if they share it with an investigator.
- If a Moving Gate starts a turn in the same location or street area as an investigator, then it ignores investigator markers when it moves away.
- For the purposes of moving gates, a vortex is treated as a space that already has a gate. A moving gate never moves into a vortex.
- A moving gate can move during the same Mythos Phase that it opens.

Split Gate: When an investigator is drawn through a Gate with two Other Worlds shown on the marker, they choose one of the two and moves to the first area of that Other World. An investigator returning to Arkham from either of the Other Worlds shown on the marker may choose to move to the Gate marker's location and place an



explored token under their investigator marker. (Note: an investigator does not need to have explored both Other Worlds in order to close a Split Gate.) When this Gate is closed, all monsters in Arkham, the Sky, and the Outskirts that have either of the dimensional symbols on the marker are returned to the monster cup.

Expansions: *Lurker at the Threshold*

Related Topics: Gate

Gate Trophy

- A gate trophy is a gate marker earned by players for closing or sealing gates. When an investigator successfully closes a gate, the player takes the gate marker as a trophy and keeps it with the rest of the investigator's tokens, cards, and other items. Gate trophies can be traded at certain locations in exchange for special items or events. For example, the Science Building allows investigators to exchange gate trophies for clue tokens.
- Spent gate trophies are returned face down to the bottom of the pile of unused gate markers.
- The Close the Gates victory condition requires the players to have at least as many unspent gate trophies as there are investigators; the trophy from the last gate closed counts.
- The player with the most gate trophies after a victory is the First Citizen of Arkham. In the case of a tie, the honorary title goes to the player with the most monster trophies.
- Each unspent gate trophy adds one when using the optional victory scoring rule.

Related Topics: Closing Gates, Spending Trophies

Guardian

- Guardians are powerful supernatural entities that are opposed to the Ancient Ones. Guardians make the game easier by adding game elements that help the investigators.
- Guardians are similar to Heralds and Institutions, and players may choose to play with any combination of Heralds, Guardians, and Institutions. However, players should generally limit themselves to one of each type.

Expansions: *Kingsport Horror*, *Miskatonic Horror*

Related Topics: Herald, Institution



"Hand" Icons



- ✧ The "hand" icons printed in the lower left of each weapon and spell card represent how many hands are required to use the weapon or spell. An investigator cannot use a combination of weapons and spells that total more than 2 hands. Note that some abilities and item effects may specify exceptions to this rule (for example, Marie Lambeau's third hand for Spells).
- ✧ Hand(s) used to cast a Spell, whether the Spell Check passes or fails, cannot be reused until another Combat round.
- ✧ A spell or weapon or magical effect continues to give its bonus if the required number of hands is devoted to it. Switching weapons/spells is possible every combat round – releasing a spell or weapon makes it stop working.
- ✧ Some weapons do not require any hands to use. This is indicated by an "X" in the lower left-hand corner of the card. These cards may be used in addition to the normal two hands' worth of weapons or spells in combat.

Related Topics: Spells, Weapons, Weapon and Spell Limits

Headline

- ✧ Headlines are one of the three types of Mythos cards. Their effects rarely last for more than the current Mythos Phase. They represent one-time events such as auctions, murders, and 'accidents'.
- ✧ As part of the Activate Mythos Ability step of the Mythos Phase, the first player resolves the special text of a Headline Mythos card after opening any gates, placing clues, and resolving monster movement. They then discard the Mythos card face down to the bottom of the Mythos deck.



Related Topics: Activate Mythos Ability, Mythos Cards, Mythos Phase

Herald

- ✧ Heralds are powerful supernatural entities that are preparing the way for the Ancient Ones. Heralds make the game more difficult by adding game elements that hinder the investigators.
- ✧ Heralds are similar to Guardians and Institutions, and players may choose to play with any combination of Heralds,



Guardians, and Institutions. However, players should generally limit themselves to one of each type.

Expansions: *Innsmouth Horror*, *Miskatonic Horror*, *The King in Yellow*, *Curse of the Dark Pharaoh (Revised)*, *Black Goat of the Woods*, *Lurker at the Threshold*

Related Topics: Guardian, Institution

Home

On the investigator sheet, "Home" indicates the location where the investigator's marker will be placed at the beginning of the game.

Horror Check

- ✧ A Horror check is a skill check using the investigator's Will value. This value is modified by the monster's horror rating (found in the lower-left corner of its combat side).
- ✧ The difficulty of this check is always 1 unless the monster has a special ability that states otherwise.
- ✧ If the investigator passes the check, nothing happens. If they fail the check, the investigator loses the amount of Sanity shown underneath the monster's horror rating. The player discards the appropriate number of Sanity tokens from their investigator sheet. An investigator reduced to zero Sanity tokens is driven insane.
- ✧ Whether they pass the check or not, an investigator only needs to make one Horror check each time they do battle with a monster. If the investigator successfully evades the monster in the first place, they never need to make a Horror check at all.

Related Topics: Horror Rating, Insanity, Madness, Nightmarish X, Sanity, Skill Checks, Will

Horror Damage

The bottom left of the combat side of each monster shows how many Sanity tokens an investigator loses if they fail a Horror check.

Related Topics: Combat Encounter, Horror Check, Monster

Horror Rating

- ✧ This is the modifier used in Horror checks against a monster, written on the bottom left of the Combat side of the monster token.
- ✧ The Horror Damage (the icons below the modifier) show how many Sanity tokens an investigator loses if they fail the Horror check.

Related Topics: Combat Encounter, Horror Check, Horror Damage, Modifier, Monster, Skill Check

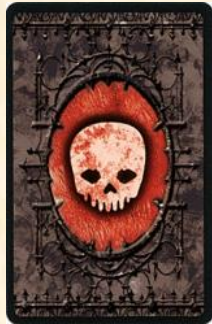
"In Arkham"

- ☞ Cards that refer to "Arkham" also apply to locations and areas in Dunwich, Kingsport and Innsmouth. So, for example, an Environment card that adds +1 to Fight checks and subtracts -1 from Will checks in Arkham also affects investigators in the other cities.
- ☞ For purposes of card effects, The Outskirts do not count as "in Arkham."

Related Topics: Environment, Location

Injury Cards

- ☞ When an investigator is reduced to 0 Stamina, the player may choose to gain an Injury card.
- ☞ If the player does this, the investigator does not lose any items or Clue tokens for being knocked unconscious, and their Stamina is restored to its maximum value instead of to 1. However, the investigator must still move to either St. Mary's Hospital or Lost in Time and Space, as appropriate.
- ☞ In addition, the player must draw one Injury card. Injury cards inflict long-term penalties of a physical nature to the investigator and are extremely difficult to get rid of (there is a slight chance to cure them through an encounter at St. Mary's Hospital).
- ☞ Injury cards are not items and cannot be discarded or traded as such.
- ☞ If an investigator gains a duplicate Injury card, they are devoured.
- ☞ The *Miskatonic Horror* expansion adds new Injury cards to the Injury deck. Each of the new Injury cards in the *Miskatonic Horror* expansion corresponds to one of the Madness cards from *Dunwich Horror* expansion. If a player ever has one of the new Injury cards at the same time as its corresponding Madness card, their investigator is devoured.
- ☞ **Note:** Rita Young's "Resilient" ability prevents her from being devoured when she has either a new Injury card and its corresponding Madness card at the same time or a new Madness card and its corresponding Injury card at the same time.



Expansions: *Dunwich Horror*, *Miskatonic Horror*

Related Topics: Madness Cards, Stamina, Unconscious

The Innsmouth Look Cards

Some people, unbeknownst to them, are descended from the horrible Deep Ones, and certain events may cause their abominable genes to manifest, transforming them into full Deep Ones.

- ☞ Sometimes, an investigator will be instructed to draw one or more Innsmouth Look cards. That player then shuffles up the

10 Innsmouth Look cards and draws as many cards as instructed, all at once. If none of them indicate that the investigator has the Innsmouth Look, nothing happens, and the cards are returned to the deck. However, if the card that indicates the investigator has the Innsmouth Look is drawn, follow the instructions on that card before returning all of the Innsmouth Look cards to the deck.

- ☞ The *Miskatonic Horror* expansion adds new Innsmouth Look cards to the Innsmouth Look deck.



Expansions: *Innsmouth Horror*, *Miskatonic Horror*

Related Topics: Encounters

Insane

- ☞ **Insane in Arkham:** If an investigator is ever reduced to 0 Sanity while in Arkham, the investigator is driven temporarily insane. Players must immediately choose and discard half of the investigator's items and half of their Clue tokens (rounded down), along with all retainers (if any).

The player then immediately moves their investigator to Arkham Asylum. The investigator is restored to 1 Sanity, returning 1 Sanity token to their investigator sheet, and has no further encounters this turn. The investigator may take their next turn as normal.

- ☞ **Insane in an Other World:** If an investigator is reduced to 0 Sanity while in an Other World, the investigator is Lost in Time and Space. The player must immediately choose and discard half of the investigator's items and half of their Clue tokens (rounded down), along with all retainers (if any). Their Stamina and Sanity are restored to a minimum of 1.

The player immediately moves their investigator to the Lost in Time and Space area of the board and places the investigator marker on its side to indicate that the investigator is delayed (see Lost in Time and Space).

- ☞ **Important:** When adding up items before discarding them, count all Common Items, Unique Items, and Spells. In addition, the Deputy's Revolver and the Patrol Wagon both count as items. Allies, Skills, and other cards do not count towards this total.
- ☞ If an Arkham encounter states, "you immediately go insane," reduce the investigator's Sanity to 0. Harvey Walters cannot bypass this effect.
- ☞ If an investigator goes insane as a result of casting a spell or using an item, the effect of the spell or item still occurs.
- ☞ As an alternative to going insane, a player may opt to take a Madness card instead.

Expansions: *Dunwich Horror*

Related Topics: Lost in Time and Space, Madness Cards, Item, Sanity

Institution

- Powerful organizations known as Institutions can provide help for investigators in exchange for resources that are acquired over the course of the game.
- Institutions are similar to Heralds and Guardians, and players may choose to play with any combination of Heralds, Guardians, and Institutions. However, players should generally limit themselves to one of each type.

Expansions: *Miskatonic Horror*

Related Topics: Guardian, Herald



Investigator

- Investigators explore the city, encountering places, people, and creatures both normal and mundane. Through these adventures, the investigators hope to gain the clues and resources needed to confront and ultimately thwart the Mythos threat.
- Early in the game, investigators seek to avoid more powerful monsters while moving around the city to gather weapons, spells, clues, and other items they will need.
- Later, the investigators attempt to close a few gates and seal some of the most active gates.
- Finally, once several gates have been sealed and the investigators have acquired valuable weapons, spells, clues, and allies, they make one last, desperate assault on the Mythos, attempting to close or seal the final gates. Either they succeed and the world survives, or they fail and the Ancient One awakens for the climactic battle.
- The rulebook assumes that each player is controlling only one investigator. In the event there are more investigators than players, all rules and components that refer to the number of players should refer instead to the number of investigators.

Investigator Cards

- The small cards included in *Arkham Horror* are called Investigator cards. They represent useful allies the investigators may meet and items they may acquire during the course of the game.
- There are six types of Investigator cards: Common Items, Unique Items, Skill cards, Spells, Allies, and Special Cards

Related Topics: Ally, Common Items, Item, Skill Cards, Skills, Special Cards, Spells, Unique Items

Investigator Sheets and Markers

Each player receives one investigator sheet that describes the abilities, skills, and starting equipment of the investigator they control. Each player also receives one investigator marker used to indicate their investigator's current position on the board.



- Name and Occupation:** The investigator's name and job.

- Maximum Sanity:** This is how much Sanity the investigator starts the game with. An investigator cannot raise their Sanity higher than this number (although the number can be increased).

- Maximum Stamina:** This is how much Stamina the investigator starts with. An investigator cannot raise their Stamina higher than this number (although the number can be increased).

- Home:** This is the location on the game board at which the investigator starts the game.
- Possessions:** This is the equipment the investigator starts the game with.
- Unique Ability:** This is a special ability only the investigator can use.
- Focus:** This is the investigator's ability to adjust their skills each turn.
- Skill Pairs:** These are the investigator's skills. They are paired so that if one skill in a pair is increased, the other decreases.



Item

The following are considered items: Common Items, Unique Items, Spells, Patrol Wagon, Deputy's Revolver, Exhibit Items, and Rail Passes. Any Investigator Card not specifically mentioned above is not considered an item.

Related Topics: Deputy of Arkham

Jail Cell

- There are two jail cell locations in the game, one in the Arkham Police Station and



one, on the *Innsmouth Horror* expansion board, in the Innsmouth Jail.

- Investigators are placed in a jail cell when they are arrested, typically due to an encounter, or as a violation of Martial Law in Innsmouth.
- Investigators have the opportunity to break out of jail in Innsmouth by using the Innsmouth Jail location special ability.

Expansions: *Innsmouth Horror*

Related topics: Arrested, Location Special Abilities, Martial Law

Location

The Arkham city portion of the game board is divided into a number of locations, which represent parts of the city. Locations are where much of the game action happens, as investigators move around and have encounters.

- Each location belongs to a neighborhood, near to other thematically related locations. All of the locations in a neighborhood are connected by street areas, and the street areas for different neighborhoods are interconnected, allowing the investigators to move between them. The boards for the larger expansions such as *Dunwich*, *Kingsport* or *Innsmouth* also contain town regions made up of locations which are grouped into neighborhoods.



- Each location is marked with icons depicting the most common type of encounters at that location. Some locations, such as Arkham Asylum, have special icons denoting a guaranteed method of acquiring an item (for example, at Arkham Asylum investigators can recover their Sanity).



- Locations also have a stability rating indicated by a green or red diamond: green locations are stable, and monsters and gates will not appear there automatically; red locations are unstable, and monsters or gates can appear in these locations as a result of an encounter or drawing certain cards. Unstable locations, while riskier, also give investigators the possibility of encountering an Ally, and Clue tokens often appear in unstable locations when Mythos cards are resolved.

- During the Arkham Encounters phase any investigator in a location with no gate can draw a location card from the Encounter deck for that neighborhood and follow the instructions. They may instead choose to take the location's Special Encounter, if they meet its conditions, instead of drawing a location card.

- Note:** Some cards or instructions use the term "location" loosely. In game terminology it usually means a specific named location on some city board, excluding street areas and Other Worlds. However, in some cases it may mean the investigator's

current location, which can include street areas and Other Worlds. See specific card descriptions for any clarifications.

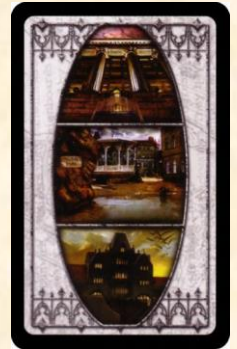
- The following investigator abilities can be used in any location, street area, or Other World area, unless otherwise noted: Carolyn Fern's **Psychology** ability, Kate Winthrop's **Science!** ability, Minh Thi Phan's **Synergy** and **Team Player** abilities, Silas Marsh's **Able Seaman** ability, Tommy Muldoon's **Hero** ability, and Vincent Lee's **Physician** ability.

Related Topics: Area, Location Cards, Location Special Abilities, Movement Line, Neighborhood, Street

Location Cards

Location cards are Ancient One cards that represent the encounters that take place at the various locations in Arkham, Dunwich, Kingsport and Innsmouth.

- Each of the neighborhoods on the game board has a deck of cards dedicated to it, and each card has one encounter for each of the locations in that neighborhood.
- The colors of the location cards for each neighborhood correspond to the neighborhood border color as well as images of locations in that neighborhood.
- The *Miskatonic Horror* expansion adds location cards to the *Dunwich*, *Kingsport* and *Innsmouth* location decks. Some of these cards have a second expansion icon printed on them, indicating that an additional expansion is required to use them.



Expansions: *Dunwich Horror*, *Kingsport Horror*, *Innsmouth Horror*, *Miskatonic Horror*

Related Topics: Arkham Encounters Phase, Location, Neighborhood

Location Icons

Above each location on the game board is either a green or red diamond. This diamond indicates the relative danger of the location. Green diamonds represent Stable Locations and red diamonds represent Unstable Locations.

Each location on the map also has several icons associated with it. These icons tell the players the most likely outcomes they can expect when they go to that location:



Related Topics: Arkham Encounters Phase, Location, Location Cards

Location Special Abilities

- Some locations on the board have special abilities. When an investigator enters such a location, the player may resolve the special ability of the location instead of having an encounter there. If there is an open gate at the location, investigators cannot use the location's special ability.
- An investigator may only use a location's special ability if they are able to meet the ability's requirements (either have at least \$1 to shop with, or have the necessary Clue tokens, gates trophies, or monster trophies to spend, etc.). In other words, players cannot use the special ability of a location if they cannot actually resolve it.
- Note:** although some Common Items cost \$0, investigators still need at least \$1 to use the special ability in the General Store. Also, if an investigator has the Credit Rating skill, Mask of Vice Exhibit Item, or any other ability that would allow them to acquire or purchase items for sale without using money tokens, they do not need at least \$1 to use a location ability that requires spending money.
- Locations' special abilities are not considered encounters.
- A location's special ability may only be triggered once per turn per investigator, unless a game effect specifically allows them to activate it more than once.
- If an investigator shops at the Curiosity Shoppe or General Store, the investigator must purchase one of the three items drawn if they have enough money to do so. The other two items drawn are discarded to the bottom of the deck.

Related Topics: Arkham Encounters Phase, Location, Spending Money, Spending Trophies

Lore

Investigator skill used for tests of mystic knowledge and ability. Also used in learning and casting spells.

Related Topics: Closing Gates, Skill Checks, Skills, Spells

"Lose" or "Loss"

- "Lose"** or **"loss"** typically refers to a resource (Sanity, Clues, Money, Stamina, etc.) that must be discarded involuntarily.
- Losses can be prevented in certain instances by investigator abilities or items, but these only prevent "loss" effects, not "costs" or "sacrifices."
- An investigator must have the resource to lose in order to meet an encounter or event requirement.

Related Topics: Cost, Sacrifice, Spend

"Lose Your Next Turn"

If a card reads "lose your next turn," skip all phases, except the Mythos Phase. Note that this is different from being told to "stay here next turn," which means the investigator is delayed.

Related Topics: Delayed

Lost in Time and Space

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



- Investigators who are Lost in Time and Space may choose to return to a street area or location in Dunwich, Kingsport or Innsmouth, just as they would return to an Arkham street area or location.
- Exception:** Investigators cannot return to Y'ha-nthlei in Innsmouth, or any Kingsport Head location from Lost in Time and Space.
- Investigators cannot immediately collect Clue tokens at locations they move to during Upkeep after being Lost in Time and Space.

Related Topics: Delayed, Injury Cards, Insane, Madness Cards, Unconscious

Luck

Investigator skill used to determine the whims of chance. It is the most common skill used in encounters.

Related Topics: Skill Check, Skills

Madness Cards

- When an investigator is reduced to 0 Sanity, the player may choose to gain a Madness card.
- If they do this, the investigator does not lose any items or Clue tokens for being driven insane, and their Sanity is restored to its maximum value instead of to 1. However, the investigator must still move to either Arkham Asylum or Lost in Time and Space, as appropriate. In addition, the player must draw one Madness card. Madness cards inflict long-term penalties of a mental nature to the investigator and are extremely difficult to get rid of (there is a slight chance to cure them when having an encounter at Arkham Asylum).
- Madness cards are not items and cannot be discarded or traded as such.
- If an investigator gains a duplicate Madness card, they are devoured.
- The *Miskatonic Horror* expansion adds new Madness cards to the Madness deck. Each of the new Madness cards in the *Miskatonic Horror* expansion corresponds to one of the Injury cards from *Dunwich Horror* expansion. If a player ever has one of the new Madness cards at the same time as its corresponding Injury card, their investigator is devoured.
- Note:** Rita Young's "Resilient" ability prevents her from being devoured when she has either a new Injury card and its corresponding Madness card at the same time or a new Madness card and its corresponding Injury card at the same time.



Expansions: *Dunwich Horror*, *Miskatonic Horror*

Related Topics: Injury Cards, Insane, Sanity

Magical Effect Cards

These cards are placed with the other Special Cards (Deputy of Arkham, Bank Loan, Blessing/Curses, etc.). They represent lasting magical effects caused by certain spells in the Spell deck.

- When the appropriate spell is cast, the casting investigator simply takes the Magical Effect card indicated by the spell. (For example, casting "Call the Azure Flame" allows an investigator to take a copy of the "Azure Flame" Magical Effect card.
- Magical effects do not count as items and are typically discarded if the spell that created them is refreshed or lost, but they use "hands" in combat like an item or spell. Magical Resistance and Magical Immunity do apply against Combat check bonuses granted by Magical Effects.



Expansions: *The King in Yellow*

Related Topics: Exhausted, Refresh, Special Cards, Weapon and Spell Limits

Magical Immunity

- Magical immunity is a monster special ability listed on the combat side of the monster token, or on the defenses section of the Ancient One sheet.
- A weapon or spell that adds a magical bonus provides none of its normal Combat bonus when combating a monster or Ancient One with magical immunity.

Related Topics: Ancient One, Combat Check, Combat Encounter, Monster, Monster Special Ability

Magical Resistance

- Magical resistance is a monster special ability listed on the combat side of the monster token, or on the defenses section of the Ancient One sheet.
- A Weapon or Spell that adds a magical bonus can only provide half its normal Combat bonus (rounded up).

Related Topics: Ancient One, Combat Check, Combat Encounter, Monster, Monster Special Ability

Martial Law

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

- When at least half of the Ancient One's doom track is full, martial law is declared in Innsmouth for the rest of the game.
- Once this happens, investigators can no longer move about Innsmouth with impunity. Instead, each time an investigator ends their movement on an Innsmouth location or street area, they must check to see if it has an awareness modifier below it (i.e. anything other than a dash). If so, the investigator must pass an Evade check using that modifier or be arrested and sent to Innsmouth Jail.
- At the end of the investigator's Movement Phase, monsters are fought after the Evade check against Martial Law.
- Martial Law is overridden by an open gate at that location.
- If Martial Law is declared and the doom track is lowered to less than half, martial law is declared in Innsmouth for the rest of the game.

Expansions: *Innsmouth Horror*

Related Topics: Arrested, Doom Track, Evade Check

Mask Monsters

Mask Monsters are special monsters used only when Nyarlathotep is the Ancient One. They are not placed in the monster cup, but instead follow special instructions when using Nyarlathotep as the Ancient One.

Additionally, Mask monsters do not count against the monster limit, never go to the Outskirts, and can never be claimed as monster trophies.

Mask monsters should never be returned to the cup by card effects (e.g., "Feds Raid Arkham!")



Related Topics: Ancient One, Spawn Monsters, Special Monsters

Memberships

Through various game effects, investigators may become members of several different societies or organizations. These are Special Cards that can be gained during the course of the game.

Silver Twilight Membership: Investigators can earn a Membership by having an encounter at the Silver Twilight Lodge. Diana Stanley will start the game with one.



Sheldon Gang Membership: Investigators can earn a membership in the Sheldon gang by having an encounter in the Woods.

"One of a Thousand" Membership: During the game, investigators may be presented with the opportunity to join a mysterious organization devoted to the Black Goat known as the "One of the Thousand" Cult. Members of the cult have different encounters than other investigators in various locations around Arkham.

Expansions: *Dunwich Horror*, *Black Goat of the Woods*

Related Topics: Cult Encounter Cards, Special Cards

Miskatonic Student Cards

Miskatonic Student cards are special cards that indicate that an investigator is acquiring an education from Miskatonic University.

When an investigator gains this card, they gain the benefits of the "Miskatonic Student" side. They may later flip it over to the "Miskatonic Alumnus" side and gain the benefits listed there.



These cards are used only when using the Miskatonic University institution sheet.

Expansions: *Miskatonic Horror*

Related Topics: Institutions, Special Cards

Mission

Missions are a type of item found in the Unique Item deck.



Missions consist of a short list of locations and/or street areas that must be visited in the listed order. The investigator must end their movement at each listed area and then perform the proper action (see below), placing a Clue token (from the general supply) on the card to indicate that they have completed a step of the Mission.

There is no time limit on completing a Mission, but if it is discarded or given to another investigator, all Clue tokens are removed from the Mission card. Once all the steps have been completed, the Effect takes place, and the player returns the Mission card to the box and discards the Clue tokens on it.

For Missions, the investigator must additionally discard or spend the listed sacrifice at each location at the start of the Upkeep Phase. The investigator may only discard or spend the listed sacrifice if they are still in the listed area during the Upkeep Phase.

Expansions: *Dunwich Horror*

Related Topics: Clue, Discard, Sacrifice, Task, Upkeep Phase

Modifiers

This number is added to or subtracted from the investigator's skill value before the player makes a skill check. The result is the **number of dice** the player rolls to make the check.

Note that modifiers always apply to the **number of dice** a player rolls for a check, not to the results of the individual dice.

Important: If the modifier reduces an investigator to 0 or fewer dice, they automatically fail the check, but the player may still spend Clue tokens to make the check.

Modifiers are typically listed in parentheses after the skill check in bold. For, example **Lore (-1)**.

On monster tokens, the Awareness modifier is shown on the top right of the Movement side, the Horror Rating modifier is shown on the bottom left of the Combat side, and the Combat Rating modifier is shown on the bottom right of the Combat side.

Related Topics: Awareness, Clue, Combat Rating, Failure, Horror Rating, Skill Check, Success

Money



Money tokens represent the investigator's current wealth. They are spent to purchase items, pay fines, etc. Various game effects may add to or subtract from an investigator's wealth.

Related Topics: Bank Loan, Retainer, Spending Money

Monster

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

Monster Token Movement Side

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



Monster Token Combat Side

- Monster Special Abilities:** Any special traits or abilities that the monster has.
- Flavor Text:** This text has no game effect. It is there only to provide atmosphere.
- Horror Rating:** This is the modifier used in Horror checks against this monster.
- Horror Damage:** This shows how many Sanity tokens an investigator loses if they fail a Horror check against this monster.
- Toughness:** This is the difficulty of any Combat checks made against this monster.
- Combat Damage:** This shows how many Stamina tokens an investigator loses if they fail a Combat check against this monster.
- Combat Rating:** This is the modifier used in Combat checks against this monster.



Monster Cup

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

Exception: Do not place Spawn or Mask Monsters in the container, but instead follow the special instructions on the Ancient One sheet.

Related Topics: Game Setup, Monsters

Monster Limit

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

Monster Limit = (Number of Investigators – 1 per expansion board in play beyond the first) + 3

Number of Investigators	Expansion Boards	Monster Limit
1	0-1	4
2	2-3	Not Recommended
3	0-1	6
4	2	5
5	3	4
6	0-1	7
7	2	6
8	3	5
9	0-1	8
10	2	7
11	3	6
12	0-1	9
13	2	8
14	3	7
15	0-1	10
16	2	9
17	3	8
18	0-1	11
19	2	10
20	3	9

All monsters moving around Arkham City and in the Sky area count towards the monster limit. Monsters that appear at a location and are then removed do not count, nor do monsters already in the Outskirts.

Monsters on the expansion boards do not count against the monster limit and do not go to the Outskirts.

If the number of monsters in Arkham is at the monster limit, and a flying monster on an expansion board moves to the Sky, the monster is moved to the Outskirts instead. The Sky is considered part of Arkham, so a monster moving to the Sky from an expansion board counts against the monster limit.

- ☞ If the number of monsters in Arkham is at the monster limit, and an aquatic monster on an expansion board would move to an investigator on an aquatic location in Arkham, the monster is instead moved to the Outskirts.
- ☞ Special monsters such as Mask and Spawn monsters do not count towards the monster limit and are never placed in the Outskirts.
- ☞ **Important:** If the terror level reaches 10, Arkham is overrun, which means that the monster limit is removed for the rest of the game.
- ☞ **Important:** The Ancient One awakens if the terror level has reached 10 and there are monsters in play equal to twice the normal monster limit.

Expansions: *Dunwich Horror*, *Kingsport Horror*, *Innsmouth Horror*

Related Topics: Aquatic Monsters, Flying Monsters, Mask Monsters, Monster Movement, Spawn Monsters, Terror Level, The Outskirts, The Sky

Monster Movement

Monster Movement is Step 3 of the Mythos Phase.

- ☞ Although monsters start out in locations as they emerge from gates, they soon leave those locations to roam the streets of Arkham. In order to determine monster movement, the first player looks at the lower-right corner of the Mythos card they have drawn for the turn. This area describes which monsters move during the turn as well as the direction they move on the board.
- ☞ Each Mythos card has two movement areas on it, represented by black and white boxes. Each location and street area on the board likewise features a black or white arrow (sometimes both, see below).
- ☞ Each movement box on a Mythos card also has one or more dimension symbols printed in it. Each monster marker likewise features such a dimension symbol on its movement side.
- ☞ Monsters currently on the board whose dimension symbols are listed in either movement box on the Mythos card move to a connected location or street area, as follows:

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

If the monster is listed in the black movement box, it follows the black arrow leading out of its current area.
- ☞ **Important:** The arrows leading out of some locations are black on one side and white on the other. These arrows count as both a black arrow and a white arrow, so monsters listed in either the black or the white movement box of the Mythos card follow that arrow.
- ☞ A monster that already shares a location or street area with one or more investigators does not move and remains in place. When a monster enters an area that contains one or more investigators, it immediately stops moving. No encounter with the monster takes place during this phase, but the investigators will be forced to evade or fight the monster during the Movement Phase.

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

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

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

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

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

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

Stalking (Purple Border): Stalker monsters move like normal monsters unless there is an investigator adjacent to them (in a street or unstable location directly connected to the stalker monster’s location by one yellow line), in which case they move toward the investigator.

Aquatic (Orange Border): Aquatic monsters move like normal monsters unless they begin their movement in an aquatic location. If there are any other aquatic locations containing investigators, aquatic monsters move directly to that aquatic location.

Expansions: *Dunwich Horror*, *Kingsport Horror*, *Innsmouth Horror*

Related Topics: Combat Encounter, Evade Check, Flying Monsters, Movement Phase, Mythos Card, Mythos Phase, Phases, Stalking Monsters, Turn

Monster Special Abilities

Common monster special abilities are described in detail below.

- ☞ **Ambush:** Once combat has begun with this creature, the investigator no longer has the option to flee it, but must instead fight until one or the other is defeated.
- ☞ **Elusive:** In order to initiate combat with an Elusive monster, the investigator must first pass an Evade check against the monster.
- ☞ **Endless:** A monster with this ability cannot be collected as a monster trophy. Instead, each time it is defeated, return it to the cup.
- ☞ **Physical/Magical Resistance:** A Weapon or Spell that adds a Combat bonus of the resisted type can only provide half its normal bonus (rounded up).

- ☞ **Physical/Magical Immunity:** A Weapon or Spell that adds a Combat bonus of the resisted type provides none of its normal bonus.
- ☞ **Nightmarish X:** Any investigator that passes a Horror check when facing this monster still loses X Sanity. This ability doesn't apply if the investigator fails the Horror check.
- ☞ **Overwhelming X:** Any investigator that defeats this monster in combat still loses X Stamina. This ability doesn't apply when the investigator fails their Combat check against the monster.

Expansions: *Kingsport Horror*

Related Topics: "A Monster Appears," Combat Encounter, Monster, Surprise

Monster Surge

- ☞ If there is already an open gate at the location when a drawn Mythos Card specifies a gate opens in that location, a monster may emerge from every open gate currently on the board. This is called a **monster surge**.
- ☞ When a monster surge occurs, the number of monsters drawn and placed is equal to the number of open gates or the number of investigators, whichever is greater. The first player draws monster markers from the cup at random and places them on each location with an open gate.
- ☞ When placing monsters, they should be divided as evenly as possible among the open gates, with no gate having more monsters placed on it than the gate where the monster surge occurred this turn.
- ☞ If there are more monsters to be placed than allowed by the monster limit, the players should decide where monsters will be placed. The players must make this decision before monsters have been drawn from the cup. If the players cannot agree where the monsters are to be placed, the first player decides the placement.

Related Topics: Monster Cup, Monster Limit, Mythos Card, Mythos Phase, The Outskirts

Monster Trophy

- ☞ If the investigator passes the Combat check, they defeat the monster. The investigator's player removes the marker from the board and places it in front of the investigator as a monster trophy (unless it is an Endless Monster).
- ☞ When spending monster trophies, count any modifiers to toughness currently in effect. This bonus applies to the use of any monster trophies spent at any location.
- ☞ When spending monster trophies, they do not need to be in exact groups of 5, 10, etc. Players may overspend only as much as is necessary, but they get no "change" back.

Related Topics: Endless Monsters, Gate Trophies, Spending Trophies

Movement Line

- ☞ The yellow lines connecting streets and locations in Arkham, Dunwich, Kingsport and Innsmouth are called movement lines.
- ☞ Investigators may spend movement points to move along these lines during Arkham Movement.
- ☞ Monsters move along these lines during the Monster Movement step of the Mythos Phase. Monsters will move according to the black or white arrow on the line associated with the movement pattern shown on the Mythos card.



Related Topics: Area, Arkham Movement, Location, Monster Movement, Movement Phase, Movement Points, Mythos Card, Mythos Phase, Street

Movement Phase

The Movement Phase is the 2nd phase of the game turn.

During the Movement Phase, each player takes one of the following two movement actions, depending on whether their investigator is in Arkham or an Other World:

1. **Arkham Movement**
2. **Other World Movement**

Related Topics: Arkham Movement, Movement Points, Other World Movement, Phases, Speed, Turn

Movement Points

- ☞ If the player's investigator is located in Arkham, they receive movement points equal to their Speed value, as found on the investigator sheet.
- ☞ A player may spend one movement point to move their investigator marker from one board area to another, so long as the two areas are connected by a yellow line on the game board. One movement point allows an investigator to move from a location to a street area, from one street area to another, or from a street area to a location.
- ☞ Investigators cannot receive movement points or use any items requiring movement points while in an Other World.

Related Topics: Arkham Movement, Location, Other World, Skills, Speed, Street

Mythos Cards

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



The Mythos Card is read in order as follows:

1. The image on the bottom left of the card to determine a location where a gate and monster may appear.
2. **“Clue Appears At”** to determine locations where clue(s) may be placed.
3. The Dimension Symbols on the bottom right of the card to determine where monsters move, where rift tokens are placed in Kingsport, and/or which corruption cards are triggered.
4. The Headline, Environment or Rumor at the top of the card to activate the Mythos Ability.



The *Miskatonic Horror* expansion adds new Mythos cards to the Mythos deck.

Expansions: *Kingsport Horror*, *Black Goat of the Woods*, *Miskatonic Horror*

Related Topics: Activate Mythos Ability, Alternate Gates, Clue, Corruption Cards, Environment, Headline, Gate, Gate Burst, Monster Movement, Mythos Phase, Open Gate and Spawn Monster, Place Clue Tokens, Rifts, Rumor

Mythos Phase

The Mythos Phase is the 5th phase of the game turn.

During the Mythos Phase, the first player draws a Mythos card and performs the following steps, in order:

1. **Open Gate and Spawn Monster:** The first player begins by looking at the lower-left corner of the Mythos card they have drawn to see where the dimensional forces are assaulting Arkham this turn. One of three things happen, depending on whether there is an open gate, an elder sign marker, or neither at that location:
2. **Place Clue Token:** Most Mythos cards indicate a location where a Clue token appears. Place a Clue token on the indicated location unless there is an open gate there.
3. **Monster Movement:** The first player looks at the lower-right corner of the Mythos card they have drawn for the turn. This area describes which monsters move during the turn as well as the direction they move on the board.
4. **Activate Mythos Ability:** The first player looks at the special text on the Mythos card, examining the trait listed at the top

of the card. The traits may be a Headline, Environment or Rumor, and each is resolved differently.

Related Topics: Clue, Corruption Cards, Environment, Headline, Mythos Cards, Phases, Rifts, Rumor, Turn

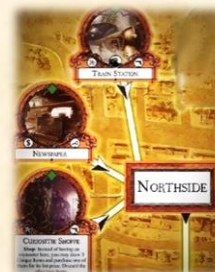
Nearest

- When determining the “nearest” space or token, find the area separated by the fewest number of interconnected movement lines.
- If two or more locations or spaces are tied for nearest, the investigator with the lowest current Sneak may determine which space is targeted; otherwise, the first player chooses.
- If the origin area matches the specifications (e.g. an aquatic or flying location with an investigator), that space or token is the nearest.
- When monsters that move to the “closest investigator” are on a board with no investigators, they move towards the investigator with the lowest Sneak value on any board. The first player chooses if tied.

Related Topics: Aquatic Monsters, Flying Monsters, Monster Movement, Stalking Monsters

Neighborhood

The Arkham, Dunwich, Kingsport and Innsmouth city boards are divided into areas called neighborhoods, each of which contains several locations connected to a street area, all using the same colored border.



- The different neighborhoods of the board are in turn connected by movement lines between their street areas. Neighborhoods are usually based on a theme, with the locations and the available encounters in those locations revolving around that theme.
- The colors of the location cards for each neighborhood reflect the neighborhood border color as well as images of locations in that neighborhood.
- Each of the major expansions adds a board for a new town such as Dunwich, Kingsport, or Innsmouth. These boards add a new set of neighborhoods and a new set of Arkham Location Cards for each neighborhood.

Related Topics: Arkham Encounters, Location, Monster Movement, Movement Phase, Stable Locations, Street, Unstable Locations

Nightmarish X

Nightmarish is a Monster Special Ability. Any investigator that passes a Horror check when facing this monster still loses X Sanity, where X is the number displayed on the Combat side of the monster token. This ability doesn't apply if the investigator fails the Horror check.

Related Topics: Combat Encounter, Horror Check, Horror Damage, Monster, Monster Special Abilities

Open Gate and Spawn Monster

Open Gate and Spawn Monster is Step 1 of the Mythos Phase.

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

- ☞ **Location Has an Elder Sign:** If an elder sign token has been placed at the location, nothing happens. No gate opens and no monster appears. The elder sign has permanently sealed the gate at this location, and no new gates can open here.

Exception: If the gate location on the Mythos Card is **red**, a Gate Burst has occurred.

- ☞ **Location Already Has an Open Gate:** If there is already an open gate at the location, a monster may emerge from every open gate currently on the board. This is called a **Monster Surge**; see the entry under Monster Surge.

- ☞ **Location Has No Elder Sign and No Gate:** If there is neither an open gate nor an elder sign marker at the location, a new gate opens and one or more monsters emerges from it. This means that the following things happen, in order:

1. **The Doom Track Advances:** The first player places a doom token with the eye symbol face up in the first available space on the Ancient One's doom track.

If the marker is placed in the last available space on the doom track, the Ancient One has awakened and the end of the game has begun. If the Ancient One awakens, players do not need to complete the rest of the Mythos Phase; proceed immediately to the final battle.

Note that it is also possible for the Ancient One to awaken because there are too many gates open in Arkham at once.

2. **A Gate Opens:** The first player draws a gate marker from the stack of gate markers near the board and places it face up on the location. Discard any Clue tokens that were on the location: The investigators have missed their opportunity to follow up on those leads.
3. **A Monster Appears:** The first player draws a monster marker from the cup at random and places it on the location. If this would bring the number of monsters over the monster limit, the first player places the monster in the Outskirts instead.

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

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

- ☞ **Gates Opening On Investigators** If a gate opens at a location that contains an investigator, they are immediately drawn through the gate to the first area of the corresponding Other World. As a result of the sudden disorientation caused by the gate swallowing them, the investigator is delayed. Place their investigator marker on its side. The investigator will not have an Upkeep Phase nor move during the next Movement Phase.

- ☞ When resolving Mythos cards that open 2 gates but do not add doom tokens to the doom track, both gates open at the beginning of the Mythos Phase as usual. The Headline text is there to remind players that, in the case of this card, do not add doom tokens to the doom track during the Open Gate and Spawn Monsters step.

- ☞ When instructed to draw a Mythos card to determine a location (based on where a gate would open when resolving that Mythos card), use the top location indicated on the card, disregarding the location below it.

Related Topics: Ancient One, The Ancient One Awakens, Delayed, Doom Token, Doom Track, Drawn Through Gate, Elder Sign, Gate, Gate Burst, Location, Monster, Monster Cup, Monster Surge, Mythos Card, Mythos Phase, Phases, Turn

Open Gate Limit

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

Number of Investigators	Expansion Boards	Number of Open Gates
1-2	0-1	8
	2	9
	3	9
3-4	0-1	7
	2	8
	3	9
5-6	0-1	6
	2	7
	3	8
7-8	0-1	5
	2	6
	3	7

Related Topics: The Ancient One Awakens, Gate, Open Gate and Spawn Monster

Other World

- ☞ Other Worlds are represented by the large circular spaces along the edge of the game board. Each Other World is bisected into two spaces.

- ☞ These spaces represent bizarre locales, strange dimensions, and alternate worlds that figure prominently in the Mythos. Players typically enter these worlds by exploring gates.



Related Topics: Area, Gate, Other World Encounter Phase, Other World Movement

Other World Encounter Phase

The Other World Encounter Phase is the 4th phase of the game turn.

- During the Other World Encounters Phase, investigators in Other World spaces have encounters there. The Other World spaces on the board are marked with circular icons of different colors. These colored circles are called encounter symbols. When an investigator has an Other World encounter, the player draws cards from the gate deck, one at a time, until they draw a card whose color matches one of these encounter symbols. Gate cards that do not match a color of the encounter symbols are placed face down on the bottom of the gate deck.
- Once the player has drawn a gate card that matches an encounter symbol's color, they examine it to see if there is a specific encounter for the Other World their investigator is currently in. If a specific encounter is listed, the player reads that entry aloud and performs any actions indicated by the card text. If there is no specific encounter listed, the player reads the "Other" entry aloud and performs any actions indicated by the card text.
- The card text of an Other World encounter may result in a monster appearing, in which case the investigator must either evade the monster or fight it. Once the encounter is resolved, the player then discards the card face down to the bottom of the gate deck.
- Monsters that appear as the result of location or gate encounters never remain on the board after the encounter is resolved. If an investigator evades such a monster, return it to the monster cup.

Related Topics: Combat Encounter, Gate Cards, Other World, Other World Movement, Phases, Turn

Other World Movement

Other World Movement occurs during the Movement Phase.

- Note that each circular space representing an Other World is bisected by a prominent line: the areas to the left and right of this line are the two areas of the Other World.
- If an investigator is in an Other World at the beginning of the Movement Phase, they receive no movement points. Instead, their movement depends on whether they are in the first (left) or second (right) area of the Other World.
- If the investigator is in the first area of the Other World, they move to the second area.
- If the investigator is in the second area of the Other World, they return to Arkham. The player must choose a location that contains a gate to the Other World they are leaving. After choosing such a location, they place their investigator marker there. Then they place an "explored" marker underneath their investigator to show that they have explored the gate. This marker remains in play as long as the investigator remains at the location. If there is no open gate leading to the Other World the investigator is in, the investigator is Lost in Time and Space.

Related Topics: Explored, Gate, Movement Phase, Other World, Phases, Turn

The Outskirts

- Monsters on the board in excess of the Monster Limit wander out of town to the Outskirts where they terrorize the inhabitants.



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

Number of Investigators	Expansion Boards	Outskirts Limit
1	0-1 2-3	7 Not recommended
2	0-1 2 3	6 7 Not recommended
3	0-1 2 3	5 6 7
4	0-1 2 3	4 5 6
5	0-1 2 3	3 4 5
6	0-1 2 3	2 3 4
7	0-1 2 3	1 2 3
8	0-1 2 3	0 1 2

- When the number of monsters in the Outskirts exceeds this limit, return all of the monsters in the Outskirts to the monster cup and increase the Terror Level by 1.
- When the Outskirts limit is reached, the first monster added to the Outskirts that causes the limit to be exceeded is returned to the monster cup along with the rest of the monsters already in the Outskirts. Any remaining monsters are then added to the Outskirts.
- For purposes of card effects, The Outskirts do not count as "in Arkham."

Related Topics: Monster Limit, Terror Level

Overwhelming X

Overwhelming is a Special Monster Ability. Any investigator that defeats this monster in combat still loses X Stamina, where X is the number displayed on the Combat side of the monster token. This ability doesn't apply when the investigator fails their Combat check against the monster.

Related Topics: Combat Check, Combat Damage, Combat Encounter, Monster, Monster Special Abilities

Patrol Markers



- These markers are placed in street areas to represent the police and assorted citizens watching the streets to keep investigators out of their neighborhood. Investigators will need to use stealth when travelling through a patrolled area or wind up arrested.
- Certain Arkham encounters instruct players to place a Patrol marker on a specific street area. If there is already a Patrol marker on the street area, do not add a second Patrol marker.
- A Patrol marker influences an investigator's movement in a manner similar to a monster marker. Each time an investigator attempts to leave a street area that has a Patrol marker, they must make a Sneak (+0) check. Likewise, if an investigator ends their movement in a street area that has a Patrol marker, they must make a Sneak (+0) check. If the investigator fails this check, they are arrested.
- Whenever the terror level rises, remove all Patrol markers on the board.

Expansions: *Curse of the Dark Pharaoh (Revised)*

Related Topics: Arkham Movement, Arrested, Barred, Skill check, Sneak

Personal Story Cards

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

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



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



- Monsters designated as Cultists count towards Personal Stories that require a Cultist trophy.
- When, after a player's investigator retires or is devoured, the player's new investigator has a Personal Story card for which the Pass or Fail condition has already been met, the new Personal Story immediately passes or fails, appropriate to the condition that has already been

met. If both conditions have been met, the player chooses either the Pass or Fail Effect and triggers it.

- If the Pass and Fail conditions of a Personal Story card are triggered simultaneously, the player chooses either the Pass or the Fail condition and triggers it.
- Several personal Story Cards require an investigator to place a Clue token on the card each time the investigator draws a certain kind of item. The Clue token is only placed on the card for each item that is drawn *and kept*.
- Clue tokens are not placed on the personal story cards in cases where the investigator is given an item of the appropriate type by another investigator.
- Note:** The rule that no more than three doom tokens can be removed from Chaugnar-Faugn's doom track does not apply when Norman's "The Path Is Lit" or Lily Chen's "This Is It" card is in play. The Personal Story card is resolved to its full effect if it is in play.

Expansions: *Innsmouth Horror*

Related Topics: Investigator Sheets and Markers

Phases

The phases of the turn are as follows:

- Phase 1: Upkeep**
Players perform any upkeep actions that are required of them from turn to turn. This can include collecting their pay, making payments on loans, refreshing their equipment, and adjusting their skill sliders.
- Phase 2: Movement**
Investigators in Arkham move according to their current Speed value. Investigators in Other Worlds advance to the next area of the Other World, returning to Arkham if they were already in the second area of the Other World.
- Phase 3: Arkham Encounters**
Any investigator in a location without a gate draws one location card from the location deck for that neighborhood and follows the instructions on it. Usually, Arkham encounters involve a skill check.
- Phase 4: Other World Encounters**
Any investigator in an Other World draws cards from the gate deck until they draw a gate card matching the encounter symbol of the Other World they are in, then follows the instructions on it. Like Arkham encounters, Other World encounters often involve skill checks.
- Phase 5: Mythos**
The first player draws 1 Mythos card and resolves it. First, one or more new monsters appear in Arkham, sometimes along with a new gate, and a Clue token will usually be placed as well. Next, some of the monsters on the board may move through the city. Finally, the special effects of the Mythos card take place, which can cause the rules of the game to change, either momentarily or for multiple turns.

Physical Immunity

Physical Immunity is a Special Monster Ability. A Weapon or Spell that adds a physical bonus provides none of its normal Combat bonus.

Related Topics: Ancient One, Monster, Monster Special Abilities

Physical Resistance

Physical Resistance is a Special Monster Ability. A Weapon or Spell that adds a physical bonus can only provide half its normal Combat bonus (rounded up).

Related Topics: Ancient One, Monster, Monster Special Abilities

Place Clue Tokens

Place Clue Tokens is Step 2 of the Mythos Phase.

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

The Mythos cards in *Miskatonic Horror* may instruct players to place a Clue token in a location that is on an expansion game board that is not in play. If so, simply disregard the placement of that Clue token. In a case where the Mythos card instructs players to place a Clue token in one location or another, place the Clue token in the first location, if possible, and disregard the second. If the first location mentioned is on an expansion game board that is not being used, place the Clue token in the second location instead.

Expansions: *Miskatonic Horror*

Related Topics: Mythos Card, Mythos Phases

Player Reference Sheets

Each of these sheets provides players with information about the game that changes based upon the number of players, including adjustments for which expansion game boards are being used.



The information listed on each sheet includes: the number of open gates that will awaken the Ancient One, the monster limit, the maximum number of monsters that can be in the Outskirts, and the number of monsters drawn from the monster cup whenever a monster appears.

Expansions: *Miskatonic Horror*

Related Topics: The Ancient One Awakens, Monster Limit, The Outskirts

Possessions

This is the equipment each investigator starts the game with. Possessions may be gained or lost as the game progresses.

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

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

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

Related Topics: Common Items, Investigators, Item, Spells, Unique Items

Power Tokens



Power tokens represent arcane resources and insight provided by the Lurker at the Threshold Herald. The exact way in which these tokens may be used depends on which Dark Pacts an investigator has acquired.

A power token may always be spent as a clue token, and, depending on the Dark Pact the investigator has, may also be used to recover Stamina or Sanity, or as \$1. Power may be gained following the instructions on a Dark Pact card, or through Reckoning cards.

Power Tokens are only used with the Lurker at the Threshold Herald.

An investigator can use an exhausted Blood Pact or Soul Pact to spend Power tokens.

Investigators may still spend power tokens in any way allowed by their Blood or Soul Pact during the Final Battle, but they can no longer gain power tokens once the Ancient One has awoken.

Expansions: *Lurker at the Threshold*

Related Topics: Dark Pact Cards, Herald Reckoning Cards

Rail Pass

The Rail Pass is a special card which allows travel between towns without paying the \$1 fee. Rail passes can be obtained at the Train Station.

Expansions: *Dunwich Horror*

Related Topics: Special Cards



Reckoning Cards

The Reckoning deck consists of cards that represent the capricious and often cruel effects the Lurker has upon those who have entered into a Dark Pact with him.

When the Lurker at the Threshold is the Herald, each time a Gate opens, draw and resolve a Reckoning card. Do not draw and resolve a Reckoning card for the Gate that opens at the start of the game.

The Reckoning cards are only used with the Lurker at the Threshold Herald.

The *Miskatonic Horror* expansion adds new Reckoning cards to the Reckoning deck.

Expansions: *Lurker at the Threshold*, *Miskatonic Horror*

Related Topics: Dark Pact Cards, Herald, Power Tokens



Refresh

Exhausted cards may be refreshed during the Upkeep Phase. At the start of the Upkeep Phase, each player refreshes exhausted cards by turning them upright.

Some cards have additional requirements necessary to refresh the card. These will be described in the card instructions.

Some cards require sacrificing focus in order to refresh them. During the Upkeep phase, an investigator can refresh only 1 item or skill that requires all of an investigator's focus to refresh.

Related Topics: Exhausted, Upkeep Phase

Relationship Cards

During the setup of games with three or more players, each player receives a Relationship card. (Note that in games with only two players, only one player receives a Relationship card.)

This card describes the effects of a relationship between their investigator and a partner. The partner in a



relationship is always the investigator belonging to the player seated to the left of the player who received this card.

This means that in games with three or more players, each player benefits from both their own Relationship card and the Relationship card drawn by the player to their right.

A player never loses their Relationship card unless their investigator or their investigator's partner is devoured. When an investigator is devoured, return both the player's Relationship card and the Relationship card of the player seated to their right back to the box. In a two-player game, if either investigator is devoured, return the Relationship card to the box. New Relationship cards are not drawn when a new investigator comes into play after one has been devoured.

When an investigator retires, return both the player's Relationship card and the Relationship card of the player seated to their right back to the box. New Relationship cards are not drawn when a new investigator comes into play after one has retired.

The *Miskatonic Horror* expansion adds new Relationship cards to the Relationship deck.

Expansions: *Lurker at the Threshold*, *Miskatonic Horror*

Related Topics: Investigators, Personal Story Cards

Re-roll

Some special abilities, items or cards provide a chance to re-roll dice. Follow the instructions for re-rolling on the component.

An initial roll must have been made in order to activate a re-roll ability or effect.

A player may re-roll all the dice they've rolled for the skill check so far, and can re-roll dice gained from spending Clue tokens as long as they spend their Clue tokens before using the re-roll. Similarly, if the requirement is to re-roll all "1" rolls, then the player can wait until all desired clue token rolls have been completed.

Related Topics: Clue, Dice, Investigator, Item, Skill Check, Special Ability

Retainer

A Retainer is a special card that provides income to the investigator. It must be rolled for on each Upkeep Phase to determine if it must be discarded.

Related Topics: Money, Special Cards, Upkeep Phase



Retiring Investigators

A player may voluntarily retire an investigator with two or more total Injury and/or Madness cards. The player simply skips their turn, announces that the investigator is retiring, and draws a new investigator as though their old investigator had been devoured. However, effects that trigger from having an investigator devoured (such as Glaaki's ability to raise the terror level by 2 when an

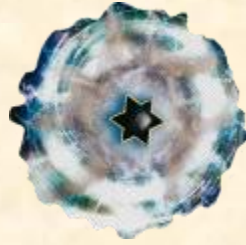
investigator is devoured) do not trigger when an investigator retires.

Expansions: *Dunwich Horror*

Related Topics: Devoured, Injury Cards, Investigator, Madness Cards

Rift Markers

These markers are used when dimensional rifts open up in Arkham. Rifts are mobile tears in the fabric of the universe, somewhat similar to gates, save that they cannot be explored. Rifts must be closed by exploring the city of Kingsport.



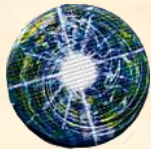
Expansions: *Kingsport Horror*

Related Topics: Rift Progress Marker, Rift Track, Rifts

Rift Progress Markers

These markers track the development of dimensional rifts. Once a Rift Track fills up, a rift opens up in Arkham.

Each rift progress marker depicts a location in Kingsport where information about that rift may be found. The other side shows a rift symbol indicating that the location has been investigated.



Expansions: *Kingsport Horror*

Related Topics: Rift Marker, Rift Track, Rifts

Rift Track

Three Rift Tracks on the Kingsport expansion board each consist of four spaces divided into two groups, with each group having a different monster movement pattern (as seen on the Mythos cards) associated with it.

These patterns are matched against the movement pattern on the Mythos card drawn during the Mythos phase to track how close rifts are to opening, and to track the investigation and closing of rifts once they have opened, using the Rift Progress Markers.



Expansions: *Kingsport Horror*

Related Topics: Rift Markers, Rift Progress Marker, Rifts

Rifts

Because the dimensional barriers near Kingsport are so thin, the area is plagued with dimensional rifts. These are mobile tears in the fabric of the universe from which monsters emerge if they are left unattended.

At the start of the game, the three rifts are closed, and the corresponding rift markers are placed randomly on the three Rift Tracks on the Kingsport board to show this.

Each Rift Track consists of four spaces divided into two groups, with each group having a different monster movement pattern (as seen on the Mythos cards) associated with it.

Each time a Mythos card is resolved, do the following:

If the monster movement pattern matches any of the dimension symbol patterns next to a closed rift:

1. Draw a rift progress marker from the pile at random, turn it face-up, and place it in one of the two spaces next to the monster movement pattern that was drawn. If both spaces next to the monster movement pattern are already full, do not draw another rift progress marker.
2. If, after placing a new rift progress marker, all four spaces next to a closed rift now contain rift progress markers, **the rift opens** and is placed at the gate location shown on the Mythos card that was resolved this phase (even if there is an elder sign token there).

Open Rifts: Open rifts activate during the Mythos Phase starting on the turn after they open. Each rift is marked with a dimensional symbol in either white or black (for example, a black moon).

If a drawn Mythos card indicates:

1. **Monsters with the rift's dimensional symbol move:** The rift moves like a normal black-bordered monster along the indicated arrow, and then a monster is drawn from the monster cup and placed in the rift's new location. Monsters entering the board through open rifts are still subject to the usual monster limit.

Note that the drawing of the proper dimensional symbol on a Mythos Card triggers appearance of a monster, not the actual movement. A monster that appears as a result of a rift will not immediately move, but if monsters with that dimensional symbol are instructed to move again later in the turn, the monster moves as it normally would.

2. **The rift has moved along an arrow that matches the color of its dimensional symbol:** A doom token is also added to the Ancient One's doom track.

Even if a rift moves along a path with a Black/White Arrow, a doom token is added to the doom track only when the color of the dimensional symbol on the rift matches the background behind the corresponding dimensional symbol on the Mythos Card.

Investigating and Closing Rifts: Each rift progress marker depicts a location in Kingsport where information about that rift may be found. If an investigator has an encounter at the depicted location, they have investigated that rift progress marker.

If the rift associated with a rift progress marker is closed when a character investigates it, the rift progress marker is discarded back into the pile of rift progress markers, to be used again later.

If the rift associated with the rift progress marker is open when a character investigates it, the rift progress marker is turned facedown. Once all four rift progress markers associated with an open rift have been turned facedown, the

rift closes; the rift marker is returned to its Rift Track and the four rift progress markers are discarded to their pile.

- ☞ An investigator can only investigate one rift progress marker for each encounter they have in a given location, even if several rift progress markers show that location.
- ☞ Location Special Abilities do not count as having an encounter for any purpose.
- ☞ If a rift moves into a Vortex, it stays there. Note that when a Mythos card indicates that monsters with the rift's dimensional symbol move, a monster appears in the vortex, raising the terror level by one and adding either one Dunwich Horror token to the Dunwich Horror Track in Dunwich or one uprising token to the Deep Ones Rising track in Innsmouth.

Similarly, if the color of the dimensional symbol on the rift matches the background behind the corresponding dimensional symbol on the Mythos Card, add a doom token to the doom track, even if the rift can no longer move along a path.

- ☞ When the Mythos Card that triggers a Rift has no gate location, continue drawing Mythos Cards until one with a gate location is drawn, use that location, then discard the extra cards.

Expansions: *Kingsport Horror*

Related Topics: Dimensional Symbol, Doom Track, Monster Movement, Monster Limit, Mythos Card, Mythos Phase, Rift Markers, Rift Progress Marker, Rift Track

Rounding

Rounding may be up or down, depending on the situation.

- ☞ When calculating Magical or Physical Resistance, round up.
- ☞ When calculating the cost of an item, round up.
- ☞ When calculating the number of clues and items lost due to insanity or unconsciousness, round down.

Related Topics: Cost, Insane, Monster Special Abilities, Unconscious

Rubble Markers

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

Related Topics: Ancient One



Rumor

- ☞ The special text of a Rumor Mythos card remains in effect until either the Pass or Fail condition on the card is met, at which point the card is resolved and is discarded face down to the bottom of the Mythos deck.
- ☞ Only one Rumor can be in play at once. If there is already a Rumor Mythos card in play, ignore the special text of the newly drawn Rumor and discard it face down to the bottom of the Mythos deck after resolving its other effects for the turn (such as gate opening and monster movement).
- ☞ If a Rumor is drawn during Game Setup, discard it and draw again until a Mythos card is drawn that is not a rumor and shows a gate on the bottom left



Related Topics: Game Setup, Mythos Card, Mythos Phase

"Sacrifice"

- ☞ "Sacrifice" typically refers to a resource (Sanity, Money, clues, Stamina, etc.) that must be paid in order to receive an item, benefit or effect and is synonymous with "Cost."
- ☞ Special abilities, or card abilities that prevent losses, **do not** apply to sacrifices.
- ☞ An investigator must have the resource to sacrifice in order to meet an encounter or event requirement.

Related Topics: Cost, Lose/Loss, Missions

Sanity

Sanity represents an investigator's current level of mental health. The higher an investigator's Sanity, the better they can handle the horrors of combat with monsters, strange encounters, and other harrowing events.

- ☞ At the beginning of the game each player receives a number of sanity tokens equal to their investigator's maximum sanity, which is depicted clearly on the investigator sheet. Each time the investigator loses sanity they discard a token.
- ☞ Sanity can be lost when encountering horrifying creatures during combat, when sealing gates with an Elder Sign, or through casting spells. Sanity can be healed in several ways, such as through encounters; by staying at Arkham Asylum; or through items or special abilities.
- ☞ In some cases, a character's maximum sanity may be raised or reduced due to effects within the game.



- ☞ **Insane in Arkham:** If an investigator is ever reduced to 0 Sanity while in Arkham, the investigator is driven temporarily insane. The player must immediately choose and discard half the investigator's items and half of their Clue tokens (rounded down), along with all retainers.

The player then immediately moves their investigator to Arkham Asylum. The investigator is restored to 1 Sanity, returning 1 Sanity token to their investigator sheet, and has no further encounters this turn. The investigator may take their next turn as usual.

- ☞ **Insane in an Other World:** If an investigator is reduced to 0 Sanity while in an Other World, the investigator is Lost in Time and Space. The player must immediately choose and discard half the investigator's items and half of their Clue tokens (rounded down), along with all retainers. Their Stamina and Sanity are restored to a minimum of 1.

The player immediately moves their investigator to the Lost in Time and Space area of the board and places the investigator marker on its side to indicate that the investigator is delayed.

- ☞ **Important:** When adding up items before discarding them, count all Common Items, Unique Items, and Spells. In addition, the Deputy's Revolver and the Patrol Wagon both count as items. Allies, Skills, and other cards do not count towards this total.
- ☞ As an alternative to going insane, a player may opt to take a Madness card instead.
- ☞ If an investigator's **maximum** sanity is reduced to 0, that investigator is devoured.
- ☞ If an investigator is reduced to **both** 0 Sanity **and** 0 Stamina at the same time, that investigator is devoured.

Expansions: *Dunwich Horror*

Related Topics: Clue, Devoured, Elder Sign, Lost in Time and Space, Insane, Item, Horror Check, Madness Cards, Spells

Scoring

- ☞ If the players achieve one of the victory conditions, the investigators have defeated the Mythos threat and saved Arkham. The player with the most gate trophies is awarded the honorary title of First Citizen of Arkham. In the case of a tie, the title goes to the player with the most monster trophies.
- ☞ Players can rate their victory by using the following scoring system. Start with the highest printed number on the doom track of the Ancient One. Subtract the terror level at the end of the game from this number. Now apply the following modifiers:
 - 1 per unpaid/defaulted Bank Loan
 - 1 per elder sign played during the game
 - +1 per unspent gate trophy at the end of the game
 - +1 for every three unspent monster trophies held at the end of the game.
 - +1 per sane, surviving investigator at the end of the game

+1 per Task or Mission completed during the game

–1 per investigator retired during the game

Related Topics: Victory and Defeat

Sealing Gates

- ☞ If an investigator successfully closes a gate, they may immediately spend five Clue tokens to permanently seal it. The player takes a doom token from the pile of unused doom tokens, turns it over to its elder sign side, and places the token on the gate location. The player still claims the gate marker as a trophy. The gate is now sealed: No further gates can open, and no monsters can appear at the location of the sealed gate for the remainder of the game (exception: Gate Bursts).
- ☞ As an alternative to using Clues to seal a gate, gates may also be sealed using an elder sign.

Related Topics: Closing Gates, Elder Sign, Gate, Gate Burst

Searching Decks

- ☞ When a player searches for a specific card, they look at cards from the bottom of the deck until they find a card that matches their search criteria. After a deck is searched, the player shuffles that deck.
- ☞ When searching the deck for the first of a specific type of card, such as a Tome or Weapon, flip cards over from the top one-at-a-time until a card of the appropriate type is found. Take that card and place the other cards that were revealed on the bottom of that deck.

Related Topics: Discarding, Shuffling Decks

Shuffling Decks

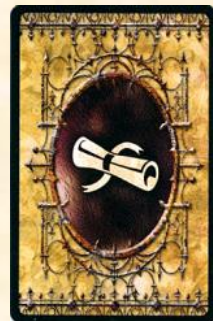
- ☞ Players only shuffle most decks when they draw a card that instructs them to do so.
- ☞ **Exception:** Location decks are shuffled before a player draws from them.
- ☞ **Exception:** After a deck is searched for a specific card, the player shuffles that deck.

Related Topics: Discarding, Searching Decks

Skill Cards

Skill cards typically either give a bonus to a certain skill or allow the player to re-roll the dice when their investigator fails a certain kind of dice roll. Skill cards are rare and expensive to acquire.

Related Topics: Investigator Cards, Skill Check, Skills



Skill Check

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

1. The skill the investigator must use to perform the check.
2. The modifier (bonus or penalty) to the check, if any in parentheses.
3. The difficulty of the check in brackets (not shown if the difficulty is 1).

Example: Lore (-1) [2] is expressed as a Lore Check with a -1 modifier and a difficulty of 2.

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

If the investigator's skill value is 0 or below, the player may still make a die roll for the check for each clue token they spend.

Die results of 5 and 6 count as successes, but the success results can change if the investigator is Blessed or Cursed.

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

Evade checks are based on **Sneak**
Combat checks are based on **Fight**
Horror checks are based on **Will**
Spell checks are based on **Lore**

Players cannot ignore successes or voluntarily fail a skill check by refusing to throw dice, although they may attempt a skill check with "0" dice, knowing that it will automatically result in failure.

Related Topics: Blessing, Clue, Combat Check, Curse, Dice, Difficulty, Evade Check, Failure, Horror Check, Modifiers, Re-Roll, Spell Check, Status, Success, Toughness

Skill Sliders



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

Typically, during the Upkeep phase, each player may adjust their investigator's skills using the three skill sliders they placed on their investigator sheet during game setup.

Focus represents a character's ability to split their attention between the different tasks at hand. It determines the total number of "stops" the player may adjust their skills each turn.

Related Topics: Focus, Skill Check, Skills, Upkeep Phase

Skills

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

Fight: Used for physical feats of strength and endurance. Also used in combat, and Combat checks are based on Fight.

Lore: Used for tests of mystic knowledge and ability. Also used in casting spells, and Spell checks are based on Lore.

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

Sneak: Used for feats of stealth and thievery. Also used when evading monsters. Evade checks are based on Sneak.

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

Will: Used to test an investigator's force of personality and willpower. Horror checks at the start of combat are based on Will.

Related Topics: Combat Checks, Evade Checks, Horror Checks, Investigator Sheets and Markers, Skill Card, Skill Check, Skill Sliders, Spell Checks

The Sky

The Sky is a holding area considered to be a street area that is connected to every street area in Arkham. Flying monsters in the Sky can swoop down on investigators anywhere in the streets of Arkham. Note that monsters in the Sky count against the monster limit.



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

Related Topics: Flying Monsters, Monster Movement, Street

Sneak

Investigator skill used for feats of stealth and thievery. Also used when evading monsters.

Related Topics: Skill Cards, Skill Checks, Skills

Spawn Monster

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



- Additionally, Spawn monsters do not count against the monster limit and never go to the Outskirts, nor can they ever be claimed as monster trophies.
- Spawn monsters should never be returned to the cup by card effects (e.g., "Feds Raid Arkham!")
- Spawn Monsters are not to be confused with the "Open Gate and Spawn Monster" step of the Mythos phase. Spawn monsters are a type of monster, while Open Gate and Spawn Monster describes the actions that take place in the first step of the Mythos phase.

Related Topics: Ancient One, Mask Monsters, Monster

Special Cards

- Special cards represent unique privileges or obligations. These include Retainers, Silver Twilight Memberships, Bank Loans, Blessings, Curses, and Deputy of Arkham cards. Special cards have a wide variety of effects.
- In most cases, a player may never have more than one copy of each special card at the same time.

Related Topics: Bank Loan, Barred, Benefit, Blessing, Condition Cards, Curse, Dark Pact, Deputy of Arkham, Detriment, Membership, Rail Pass, Retainer

Special Monsters

Mask Monsters and Spawn monsters are considered special monsters and are not placed in the Monster Cup, are not counted against the monster limit, and cannot be claimed as trophies.

Related Topics: Ancient One, Mask Monsters, Monster Cup, Monster Limit, Spawn Monsters, Trophies

Speed

Investigator skill used for tests of quickness and agility. Also used to determine an investigator's movement points.

Related Topics: Arkham Movement, Movement Points, Skill Checks, Skill Sliders, Skills

Spell Check

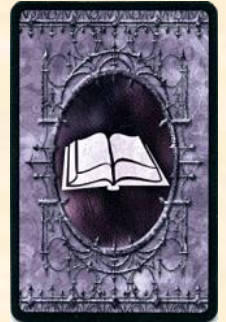
A Spell check is a skill check that uses the investigator's Lore value, adjusted by the spell's casting modifier. If the Spell check

fails, the spell has no effect. If the check succeeds, the spell takes effect.

Related Topics: Lore, Modifiers, Skill Checks, Skills, Spells

Spells

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



- Spells often grant Magical Combat bonuses. These are effective against almost every monster in *Arkham Horror*. An investigator must successfully cast a spell to gain its benefits. If an investigator fails to cast a spell, it provides no bonuses for the combat at all. In other words, spells are more powerful and versatile than weapons, but they are not always a sure thing.
- An investigator must successfully cast a spell in order to gain its benefits. Every spell has a casting modifier, and most have a Sanity cost. To cast a spell, an investigator must pay its Sanity cost and then pass a Spell check.
- To pay the Sanity cost of a spell, the player simply removes a number of Sanity tokens from their total equal to the cost of the spell. Players must always pay the full Sanity cost of a spell, whether or not the investigator subsequently passes the Spell check.
- A Spell check is a skill check that uses the investigator's Lore value, adjusted by the spell's casting modifier. If the Spell check fails, the spell has no effect. If the check succeeds, the spell takes effect.
- Spells that read "Cast and discard" are discarded if the Spell check succeeds. If the check is failed, the spell is exhausted.
- Spells that read "Cast and exhaust" are exhausted when the investigator attempts to cast them, whether or not the Spell check succeeds.
- Spells that read "Cast and exhaust to gain +X to Combat checks until the end of this combat," last until the end of the combat in which they are cast (i.e., for multiple combat rounds until the combat is over), as long as the investigator continues to devote the required number of hands to keep the spell going. If 1 or 2 hands were devoted to the spell, and the Spell check fails, the hand(s) cannot be used for anything else this round of combat. If the investigator stops devoting the required number of hands, the bonus expires.
- Since the spell is exhausted at the time of casting, it can only be used to fight one monster each turn. In the final battle against the Ancient One, however, such spells must be re-cast for each attack (and can be, since they refresh at the beginning of each round of the final battle). Examples include Wither and Shrivelling.
- If an investigator goes insane (or is knocked unconscious or is devoured) as a result of casting a spell, the effect of the spell still occurs. Note that if an investigator were to cast a spell to gain combat bonuses, they would go insane before having a chance to get into combat.

- Delayed investigators cannot cast spells during the Movement Phase.
- If an investigator has multiple copies of a Spell, they may attempt to cast again using the second copy if the first attempt fails. However, even though the attempt to cast the first spell failed, the number of hand icons on the first spell still count against the limit of weapons and spells an investigator may use at one time.
- During combat, a failed attempt to cast a spell uses the specified number of hands for an entire round of combat (i.e., for one iteration of combat steps 2 and 3.). In subsequent rounds of combat, the investigator may switch to a new weapon or try to cast a different spell.
- “Any Phase” spells can be cast at any point in the combat sequence. For example, an investigator could legally use a Red Sign to cancel a monster’s Nightmarish special ability before being forced to make a beginning-of-combat Horror Check, or an investigator could determine his success in casting a spell that gives a combat bonus before deciding whether to fight or flee.

Related Topics: Combat Encounter, Combat Check, Lore, Sanity, Skill Checks, Spell Check

“Spend”

- “Spend” typically refers to a resource (Sanity, Money, Clues, Stamina, trophies, etc.) that must be paid in order to receive an item, benefit or effect.
- Special abilities, or card abilities that prevent “losses,” **do not** apply to spending.
- An investigator must have the resource to spend in order to meet an encounter or event requirement.

Related Topics: Cost, Loss/Lose, Sacrifice, Spending Money, Spending Trophies

Spending Money

- Often, investigators will be told that they can purchase items “for list price” or “for \$1 over list price.” An item’s list price is always found in the card’s lower-right corner. Items are purchased by simply discarding money tokens equal to the price listed.
- In addition, some services such as healing injuries, or psychotherapy to recover sanity may be purchased by using a location’s special abilities.

Related Topics: Common Items, Cost, Item, Location Special Abilities, Money, Spend, Unique Items

Spending Trophies

- There are several locations on the game board where players can spend the monster and gate trophies they have collected. For example, a player can spend monster or gate trophies at the River Docks to gain \$5.

- All monster trophies spent in this manner are returned to the monster cup, while all gate trophies are placed face down on the bottom of the pile of gate markers.

Related Topics: Ally, Blessing, Clue, Location Special Abilities, Spend, Money

Stable Location

Locations with the green diamond symbol or an elder sign are stable. Monsters and gates will usually not appear in these locations, except in certain circumstances.

Related Topics: Gate Burst, Location, Location Special Abilities, Unstable Location

Stalking Monsters

- Stalker movement is indicated by a purple border.
- If there are no investigators adjacent to the stalker monster (in a location directly connected to the stalker monster’s location by one yellow line), stalker monsters follow the arrows, just as if the stalker were a normal black-bordered monster.
- If there is an investigator in an adjacent street area or unstable location (unstable locations are marked with red diamonds), a stalker monster ignores the arrows and moves towards the investigator.
- Stalker monsters can move across lines with no arrows to reach investigators (such as the line between the Merchant District and Rivertown street areas on the Arkham map).
- Stalker monsters cannot enter stable locations (those locations marked with green diamonds) to reach an investigator.



Expansions: *Dunwich Horror*

Related Topics: Monsters, Monster Movement, Mythos Phase

Stamina

Stamina represents an investigator's level of physical health and toughness. The higher an investigator's Stamina, the more damage they can sustain during combat with monsters, during encounters, or through other harrowing events.



- At the beginning of the game each player receives a number of stamina tokens equal to their investigator's maximum stamina, which is depicted clearly on the investigator sheet. Each time the investigator takes damage they discard a stamina token. Stamina can be healed in several ways, such as through encounters, by staying at St. Mary's Hospital, or through items or special abilities.
- In some cases, a character's maximum stamina may be raised or reduced due to effects within the game.
- Unconscious in Arkham:** If an investigator is ever reduced to 0 Stamina while in Arkham, the investigator is knocked unconscious.

The player must immediately choose and discard half of the investigator's items and half of their Clue tokens (rounded down), along with all retainers (if any). The player then immediately moves their investigator to St. Mary's Hospital. The investigator is restored to 1 Stamina and has no further encounters this turn. The investigator may take their next turn as normal.

- ☞ **Unconscious in an Other World:** If an investigator is reduced to 0 Stamina or 0 Sanity while in an Other World, the investigator is Lost in Time and Space.

The player must immediately choose and discard half of the investigator's items and half of their Clue tokens (rounded down), along with all retainers (if any). Their Stamina and Sanity are restored to a minimum of 1. The player immediately moves their investigator to the Lost in Time and Space area of the board and places the investigator marker on its side to indicate that the investigator is delayed.

- ☞ **Important:** When adding up items before discarding them, count all Common Items, Unique Items, and Spells. In addition, the Deputy's Revolver and the Patrol Wagon both count as items. Allies, Skills, and other cards do not count towards this total.
- ☞ As an alternative to being knocked unconscious, a player may opt to take an Injury card instead.
- ☞ If an investigator's **maximum** stamina is reduced to 0, that investigator is devoured.
- ☞ If an investigator is reduced to **both** 0 Sanity **and** 0 Stamina at the same time, that investigator is devoured.

Expansions: *Dunwich Horror*

Related Topics: Clue, Combat Check, Combat Damage, Devoured, Lost in Time and Space, Item, Injury Cards, Spells, Unconscious

Stationary Monster

- ☞ Stationary monster tokens have a yellow border.
- ☞ Stationary monsters never move. They always remain at the location where they entered play unless some game play effect moves that monster.



Related Topics: Monsters, Monster Movement, Mythos Phase

Status

An investigator's status is typically **normal**, but over the course of the game, their status may change to **Blessed** or **Cursed**, which will impact their ability to roll successes when a card calls for a Skill Check.

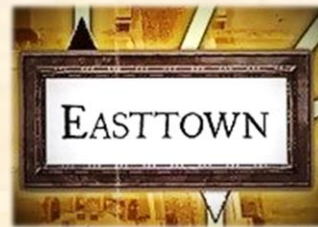
Related Topics: Blessing, Curse, Skill Check, Success

"Stay Here Next Turn"

See Delayed.

Street

- ☞ Street spaces are represented by rectangular boxes on the game board, one for each neighborhood in Arkham (for example, Miskatonic U. and Rivertown), and are connected by yellow lines to locations in the neighborhood as well as other street spaces.



- ☞ The black and white arrows leading out of the street spaces are used to determine monster movement during the Mythos Phase.
- ☞ Streets marked with a train icon are Train Stations and are origins and destinations for rail travel between towns.
- ☞ Streets marked with a wave icon are considered aquatic locations for purposes of Aquatic Monster movement.
- ☞ Encounters can sometimes take place in streets (for example, with creatures from the sky, or with an activity), and an investigator can sometimes be moved to the street after finishing an encounter.
- ☞ Some Ancient Ones, Heralds, Guardians, Institutions and Special Cards have effects that take place only when an investigator ends their movement in the street.
- ☞ Investigators may have an Exhibit Encounter if they end in a street with the Ancient Whispers marker.

Related Topics: Aquatic Monster, Location, Monster Movement, Movement Lines, Mythos Phase, Neighborhood, The Sky, Space, Traveling Between Towns

Success

A Success in an *Arkham Horror* dice roll or Skill check, is each die showing a number greater than or equal to the number for success. That number depends on the investigator's status:

- ☞ A **normal** roll of 5 or 6 on a 6-sided die is considered a success.
- ☞ A **Blessed** investigator succeeds on a roll of 4, 5 or 6
- ☞ A **Cursed** investigator succeeds on a roll of 6.
- ☞ Note that some Skill checks may require more than one success, depending on the difficulty of the check or the toughness of the monster.

Related Topics: Blessing, Curse, Dice, Difficulty, Failure, Skill Check, Toughness

Surprise

Surprise is a condition that can be triggered as part of an encounter (for example, "A monster surprises you!"). When a monster surprises an investigator, they may not evade it. Combat follows the steps below for the first round of combat:

1. Horror Check

- Fight:** The investigator may not attempt to flee during the first round of a surprise combat. If they defeat the monster, the battle is over.
- Monster Damage:** If the investigator does not defeat the monster and remains conscious, sane, and in the same space as the monster after this step is resolved, the combat continues as normal. Return to step 2 of a normal combat progression, **Fight or Flee**, and continue the combat until it is resolved.

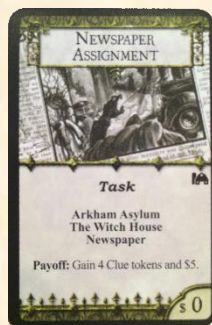
Note: When a monster with the Elusive ability surprises an investigator, nothing happens.

Expansions: *Curse of the Dark Pharaoh (Original Edition)*

Related Topics: “A Monster Appears,” Combat Encounter, Monsters

Task

- Tasks are a type of item found in the Common Item deck.
- Tasks consist of a short list of locations and/or street areas that must be visited in the listed order. The investigator must end their movement at each listed area and then perform the proper action, placing a Clue token (from the general supply) on the card to indicate that they have completed a step of the Task.
- There is no time limit on completing a Task, but if it is discarded or given to another investigator, all Clue tokens are removed from the Task card. Once all the steps have been completed, the investigator receives the Payoff, and the player returns the Task card to the box and discards the Clue tokens on it.
- For Tasks, merely spending an Arkham Encounter Phase in the listed areas is enough to complete each step. Unlike Missions, the investigator does not need to be in the listed location at the start of the Upkeep Phase (for example, if they are thrown out into the street during the encounter).



Expansions: *Dunwich Horror*

Related Topics: Common Items, Mission

Terror Level

The terror track shows the current terror level in Arkham – the current mental state of the city’s inhabitants.



- Various events can raise the terror level, such as too many monsters entering the Outskirts or the effects of some Mythos cards. The terror level can never decrease, so players should be very cautious about allowing it to increase.

- When the terror level rises, move the terror track marker up the terror track as indicated. The terror track marker cannot leave the track, so the terror level cannot rise above 10.
- For every point the terror level rises, select one Ally card at random from the Ally deck and return it to the box. That Ally is no longer available for the rest of the game. Once all Allies have been returned to the box or claimed by investigators, no further allies can be gained for the rest of the game.
- If the terror level reaches 3, place a closed marker on the General Store. It is closed for the rest of the game and no one may enter that location. Immediately move any investigators and monsters currently at the General Store to the Rivertown street area.
- If the terror level reaches 6, place a closed marker on the Curiosity Shoppe. It is closed for the rest of the game and no one may enter that location. Immediately move any investigator or monster currently at The Curiosity Shoppe to the Northside street area.
- If the terror level reaches 9, place a closed marker on Ye Olde Magick Shoppe. It is closed for the rest of the game and no one may enter that location. Immediately move any investigator or monster currently at Ye Olde Magick Shoppe to the Uptown street area.
- If the terror level reaches 10, the town of Arkham is overrun by monsters and the monster limit is completely removed from the game. There is no longer any limit on the number of monsters that can rampage through town.
- In addition, if the terror level reaches 10, one doom token is placed on the Ancient One’s doom track.
- When the Terror Track reaches 10, return all monsters in the Outskirts to the monster cup.
- Once the terror level has reached 10, if it ever increases again (via a Mythos card special ability, for example), instead of moving the terror track marker, add one doom token to the Ancient One’s doom track for each point the terror level should have increased.

Related Topics: Ally, Closed, Monster Limit, The Outskirts

Timing Conflicts

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

Tome

- A Tome is either a common or unique item. Many Tomes require that the investigator spend movement points during the movement phase, often to make a Lore check in order to receive some benefit. Some Tomes have different effects or ways of using them.
- Since movement points are not generated in an Other World, Tomes can usually only be studied while in Arkham, Dunwich, Kingsport or Innsmouth.

Related Topics: Movement Points

Toughness

- ☞ The difficulty of a Combat Check is equal to the monster's toughness, which is represented by the number of "blood drop" icons that appear in the lower center of the monster's combat side.
- ☞ If a monster's toughness is greater than 1, partial success has no effect on it. A monster must be completely defeated in one Combat check or it ignores all successes the investigator rolled.

Trading Equipment

- ☞ An investigator in the same street area, Other World area, or location as another investigator may trade money, Common Items, Unique Items, and Spells. This may be done before, during, or after movement, but not during combat.
- ☞ Investigators may trade any time during the Movement Phase when they are in the same location, street area, or Other World area except during combat. They may trade before, during or after movement, which means trading does not end a move.
- ☞ Investigators who are delayed or who have lost their turn may still trade with other investigators in the same location, street area, or Other World area during the Movement Phase. They may also trade at any point during the Investigators Refresh step of battling the Ancient One.
- ☞ Investigators may trade Common Items, Unique Items, Spells, the Patrol Wagon, the Deputy's Revolver, Exhibit Items, Rail Passes, and Money.
- ☞ Investigators cannot trade Clue tokens, Allies, Skills, Retainers, Deputy of Arkham, Loans, a Blessing, a Curse, an Injury, a Madness, The White Ship, The Great Seal, Monster trophies, Gate trophies or any other card not specifically stated as tradable.

Related Topics: Arkham Movement

Traveling Between Towns

- ☞ To move between Arkham and other towns such as Dunwich, Kingsport or Innsmouth, an investigator must be in either the Train Station in Arkham or a depot location (indicated by a train icon) in another town during their movement. They then spend \$1 and one movement point to move from their current location to either the Train Station or any depot location in any other town. This movement does not interrupt the investigator's normal movement.
- ☞ If using the *Innsmouth Horror* expansion board, investigators on Falcon Point may spend \$2 to use its special location ability to travel to any other aquatic location and have an encounter at that location, or may spend \$2 to move any other investigator on an aquatic location to Falcon Point.



Investigators moved to Falcon Point in this manner may not move any further.

Expansions: *Dunwich Horror*, *Innsmouth Horror*, *Kingsport Horror*

Related Topics: Aquatic Monsters, Rail Pass

Turn

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

- ☞ The phases of each turn are:

Phase 1: Upkeep
Phase 2: Movement
Phase 3: Arkham Encounters
Phase 4: Other World Encounters
Phase 5: Mythos

- ☞ During each phase, every player, starting with the first player and continuing clockwise, performs the actions that take place during that phase.
- ☞ Note that some effects use either the phrase "at the start of the Upkeep Phase" or "at the start of a turn." In cases where the text refers to refreshing a card (or to not refreshing a card), the effect is resolved during the "Refresh Exhausted Cards" step of the Upkeep phase. In all other cases, the effect is resolved during the "Perform Upkeep Actions" step of the Upkeep Phase.

Related Topics: Phases, Upkeep Phase

Unconscious

- ☞ **Unconscious in Arkham:** If an investigator is ever reduced to 0 Stamina while in Arkham, the investigator is knocked unconscious.

The player must immediately choose and discard half the investigator's items and half of their Clue tokens (rounded down), along with all retainers (if any). The player then immediately moves their investigator to St. Mary's Hospital. The investigator is restored to 1 Stamina and has no further encounters this turn. The investigator may take their next turn as normal.

- ☞ **Unconscious in an Other World:** If an investigator is reduced to 0 Stamina while in an Other World, the investigator is Lost in Time and Space.

The player must immediately choose and discard half the investigator's items and half of their Clue tokens (rounded down), along with all retainers (if any). Their Stamina and Sanity are restored to a minimum of 1. The player immediately moves their investigator to the Lost in Time and Space area of the board and places the investigator marker on its side to indicate that the investigator is delayed (see "Lost in Time and Space").

- ☞ **Important:** When adding up items before discarding them, count all Common Items, Unique Items, and Spells. In

addition, the Deputy's Revolver and the Patrol Wagon both count as items. Allies, Skills, and other cards do not count towards this total.

- ☞ If an investigator is knocked unconscious as a result of casting a spell or using an item, the effect of the spell or item still occurs.
- ☞ As an alternative to being knocked unconscious, a player may opt to take an Injury card instead.

Related Topics: Injury Cards, Item, Lost in Time and Space, Stamina

Unique Ability

Each investigator has a unique special ability or occasionally more than one, usually conceptually related to their occupation. This special ability gives the investigator a unique advantage of some kind, sometimes with a corresponding disadvantage.

Related Topics: Investigator Sheets and Markers

Unique Items

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

Related Topics: Elder Sign, Item



Unique Monster

- ☞ Unique monster tokens have a green border.
- ☞ Monsters with unique movement (such as the Hound of Tindalos) have special movement abilities listed on the combat side of their monster markers. Turn such a monster marker over and follow the instructions there.



Related Topics: Monster, Monster Special Abilities

Unstable Location

- ☞ Locations with red diamonds without an elder sign on it are unstable. Monsters and gates can appear in these locations, sometimes even as a result of encounters. These locations should be approached with caution.
- ☞ Additionally, each unstable location gives investigators the possibility of encountering an Ally, and Clue tokens will often appear in these locations as a result of resolving location cards.
- ☞ With the exception of a Gate Burst, gates will not open in an unstable location with an elder sign token.

Related Topics: Elder Sign, Gate Burst, Location, Location Cards, Stable Location

Upkeep Phase

The Upkeep Phase is the 1st phase of the game turn. During the Upkeep Phase, each player takes the following actions, in order.

1. **Refresh Exhausted Cards:** Some cards exhaust themselves when used, which means that they are rotated 90° for the remainder of the turn. At the start of the Upkeep Phase, each player refreshes those cards by turning them upright. Simply remember that players can use upright cards and they cannot use rotated cards until they turn them upright again during the next Upkeep Phase.
2. **Perform Upkeep Actions:** After refreshing their exhausted cards, each player must review their investigator's cards to see if any of them have an Upkeep action. Each player must perform all Upkeep actions listed on their investigator's cards every turn. Upkeep actions may be taken in any order the player wishes. Blessing, Curse, Bank Loan, and Retainer cards do not require an upkeep roll during the first Upkeep Phase after an investigator acquires them.
3. **Adjust Skills:** Finally, each player may adjust their investigator's skills using the three skill sliders they placed on their investigator sheet during game setup.

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

Note that some effects use either the phrase "at the start of the Upkeep Phase" or "at the start of a turn." In cases where the text refers to refreshing a card (or to not refreshing a card), the effect is resolved during the "Refresh Exhausted Cards" step. In all other cases, the effect is resolved during the "Perform Upkeep Actions" step.

Related Topics: Phases, Turn

Uprising Tokens

- ☞ These tokens are used to track the progress of the Deep Ones' scheme in Innsmouth on the Deep Ones Rising track.
- ☞ Each time a gate is prevented from opening, such as by an elder sign token or an investigator ability, add one uprising token to the Deep Ones Rising track.
- ☞ Any monster that enters an Innsmouth vortex is immediately returned to the cup. For each monster returned to the cup in this fashion, raise the terror level by one and add one uprising token to the Deep Ones Rising track.



Expansions: *Innsmouth Horror*

Related Topics: Deep Ones Rising Track, Terror Level, Vortex

Victory and Defeat

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

☞ **Close the Gates:** To satisfy this victory condition, the players must accomplish two objectives:

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

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

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

☞ **Banish the Ancient One:** If the Ancient One awakens, but the investigators manage to defeat it, the players immediately win. The Ancient One is banished beyond time and space.

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

☞ With certain Ancient Ones, there may be other immediate defeat conditions.

☞ In some expansions or variants, there may also be additional defeat conditions. For example, in the King in Yellow expansion, turning over Act III from the Act deck causes an immediate defeat.

Related Topics: Scoring

Visage Tokens

These tokens are only used when Ghatanothoa is the Ancient One and represent the destructive effect of seeing Ghatanothoa's terrible visage. Follow the instructions on the Ancient One sheet.

Expansions: *Innsmouth Horror*

Related Topics: Ancient One



Visions of Hypnos Cards

☞ The Visions of Hypnos deck is used when Hypnos is the Guardian. The cards increase the rate at which Clue tokens appear on the board and the odds of helpful encounters occurring. Follow the instructions on the Hypnos Guardian sheet.

☞ All Visions of Hypnos cards in play are discarded at the end of each Mythos Phase.

☞ The *Miskatonic Horror* expansion adds new Visions of Hypnos cards to the Visions of Hypnos deck. If



players are using the Hypnos guardian, take all of the new Visions of Hypnos cards that have the expansion icons of expansions that are not being used and return them to the box. Shuffle all the remaining Visions of Hypnos cards into the Visions of Hypnos deck.

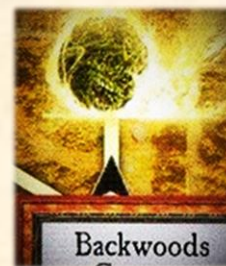
Expansions: *Kingsport Horror*, *Miskatonic Horror*

Related Topics: Guardian

Vortex

These special spaces are found on the Dunwich and Innsmouth boards.

Investigators cannot move into vortices under any circumstance (not even through the use of an item). Any monster that enters a vortex is immediately returned to the monster cup.



☞ **Dunwich Vortices:** For each monster returned to the cup as a result of entering a vortex, raise the terror level by 1. In addition, if there are fewer than 3 Dunwich Horror tokens on the Dunwich Horror track, add 1 Dunwich Horror token to the track. If this brings the total to 3 Dunwich Horror tokens, the Dunwich Horror appears.

☞ **Innsmouth Vortices:** For each monster returned to the cup as a result of entering a vortex, raise the terror level by 1, and add 1 uprising token to the Deep Ones Rising track.

Expansions: *Dunwich Horror*, *Innsmouth Horror*

Related Topics: Deep Ones Rising Track, Dunwich Horror (Monster), Dunwich Horror Track, Monster Cup, Monster Movement, Terror Level

Weapon and Spell Limits

☞ There is a limitation on the number of weapons and spells an investigator may use at once. This limitation is represented by "hand" icons printed in the lower-left corner of each weapon and spell card.

☞ Each investigator may use any combination of weapons and spells and add their skill bonuses together, as long as their combined number of hand icons does not exceed two. Note that a spell requires the number of hands printed on the card, even if the investigator fails to cast it. Also, note that some abilities and item effects may specify exceptions to the 2-hand rule (for example, Marie Lambeau's third hand for Spells).

☞ Hand(s) used to cast a Spell, whether the Spell Check passes or fails, cannot be reused until another Combat round.

☞ A spell or weapon that gives a bonus (even one that says it lasts until the end of combat) only continues to give the bonus while the investigator devotes the required number of hands to it.

☞ Players can choose to switch weapons/spells in later combat rounds, but as soon as they "release" a spell or weapon, it stops working. Similarly, spells that are refreshed (such as at the beginning of each combat round in the final battle) cease to work and must be re-cast.

- Some weapons do not require any hands to use. This is indicated by an "X" in the lower left-hand corner of the card. These cards may be used in addition to the normal two hands' worth of weapons or spells in combat.

Related Topics: Weapons, Spells

Weapons

- The biggest advantage of weapons is that they automatically grant bonuses on Combat checks - no additional skill checks are required to use them. Most weapons grant Physical Combat bonuses, which have no effect at all against many Mythos monsters. Magical weapons, however, can prove very effective.
- Standard weapons, whose rules text takes the form "+X to Combat checks," have bonuses that last as long as the investigator devotes the required number of hands to their use. They can be used for multiple rounds of combat and in multiple battles each turn. Examples include .38 Resolver, Shotgun, and Axe.
- One-shot weapons, whose rules text takes the form "+X to Combat checks (discard after use)," have bonuses that only last for one Combat check, after which the item is discarded. Examples include Dynamite and Molotov Cocktail.
- Burst weapons, whose rules text takes the form "Exhaust before making a Combat check to gain +X to that check," have bonuses that last for one Combat check and are then exhausted and cannot be used again until refreshed.
- Certain special weapons (for example, the Bullwhip and Cross) do not have to be used in combat to utilize their special abilities.

Related Topics: Combat Check, Common Items, Modifiers, Unique Items, Weapon and Spell Limits

Will

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

Related Topics: Horror Check, Sanity



Yellow Sign Tokens

These special tokens represent the mind-shattering power of the King in Yellow Herald. Follow the instructions on the King in Yellow Herald sheet.

Expansions: *The King in Yellow*

Related Topics: Herald

"Your Turn Ends"

When an investigator resolves an encounter that says "your turn ends," the investigator may do nothing further for the remainder of this turn until the Mythos Phase.

Related Topics: Delayed

Zhar Token

This token is only used during the final battle when Zhar is the Ancient One. Follow the instructions on the Zhar Ancient One sheet.

Expansions: *Innsmouth Horror*

Related Topics: Ancient One, The Ancient One Awakens, Epic Battle, Final Battle



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