

ARKHAM HORROR™

INNSMOUTH HORROR™ EXPANSION RULEBOOK



WELCOME TO INNSMOUTH

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

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

Using This Book

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

THE EXPANSION SYMBOL

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



COMPONENTS

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

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

USING ONLY PORTIONS OF INNSMOUTH HORROR

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

Component Overview

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

Game Board



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

New Investigator Sheets and Markers



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

New Investigator Cards

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



Personal Story Cards

New Ancient One Sheets

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



New Ancient One Cards

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



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

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



Ancient One Plot Cards

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



Herald Sheets

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



New Monster Markers

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

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



Uprising Tokens

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



Zhar Token



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

Ghatanothoa’s Visage Tokens

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



Aquatic Markers

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



SETUP

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

Integrating the Expansion and the Base Game

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

1. Prepare Decks

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

2. Prepare Monster Markers

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

Expansion Setup

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

1. Prepare Playing Area

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

6. Separate Decks

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

INNSMOUTH HORROR EXPANSION GAME SETUP



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

1. The Innsmouth board is placed next to the Arkham board. Clue tokens are placed on each unstable location in Innsmouth (i.e. the locations marked with a red diamond).

2. The new Location cards for the nine Arkham neighborhoods are shuffled into their respective Location decks.

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

4. The three new Innsmouth Location decks are placed near the Innsmouth board.

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

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

7. The six uprising tokens are placed next to the Innsmouth board.

8. If using the Herald variant, place the Herald sheet near the Ancient One sheet.

II. Create Monster Cup

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

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

14. Draw and Resolve Mythos Card

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

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



Combining Multiple Expansions

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

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

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

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

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

INNSMOUTH HORROR EXPANSION RULES

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

The Innsmouth Board

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

The Phrase “in Arkham” on Cards

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

The Monster Limit and the Outskirts

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

The Sky

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

Returning from Being Lost in Time and Space

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

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

Getting Arrested in Innsmouth

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

Sawbone Alley

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

Devil Reef and Y’ha-nthlei

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

Martial Law

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

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



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

Traveling Between Towns

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

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

Monster Surges

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

New Monster Abilities

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

The Innsmouth Look

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



Aquatic Movement

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

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

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

Gate Bursts

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

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

Spawn Monsters

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

Additionally, Spawn monsters do not count against the

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

The Deep Ones Rising

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

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

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

Federal Raids

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

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

New Ancient Ones

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

Bokrug

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

THE DEEP ONES RISING / FEDERAL RAID TRACK



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



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



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

Chaugnar Faugn

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

Cthugha

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

Ghatanothoa

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

Nyogtha

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

Quachil Uttaus

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

Rhan-Tegoth

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

Zhar

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

"HERALD" VARIANT

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

Setup

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

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

Gameplay

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

PERSONAL STORY VARIANT

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

Setup

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

Gameplay

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

ARKHAM HORROR RULE CHANGES & CLARIFICATIONS

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

Rumors at Game Setup

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

The Investigator Cards

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

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

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

Special Cards and Upkeep

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

Deputy Dingby's Gun

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

Location Special Abilities

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

Opening Gates and Spawning Monsters

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

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

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

Gates and Monsters from Encounters

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

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

Flying Monster Movement

These four instructions clarify how Flying monsters move:

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

Hound of Tindalos Movement

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

Weapons and Spell Limits

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

Zero Sanity and Zero Stamina

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

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

Passing Ten on the Terror Track

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

Additional Ancient One Awakening Conditions

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

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

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

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

The Final Battle

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



ARKHAM HORROR FREQUENTLY ASKED QUESTIONS

These sections answer frequent questions about *Arkham Horror*.

The Outskirts and the Monster Limit

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

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

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

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

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

Locations

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

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

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

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

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

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

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

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

Arkham Encounters

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

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

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

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

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

A: Yes.

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

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

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

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

Spells in Combat

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

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

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

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

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

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

Gates and Other Worlds

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

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

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

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

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

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

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

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

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

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

Investigator Cards

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Investigator Abilities

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

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

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

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

Mythos Cards

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

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

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

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

Q: *What do activity markers do?*

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

Monster Abilities

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

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

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

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

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

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

Ancient One Powers

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

A: In that situation, carry out the first three steps of the Mythos Phase as the new mythos card dictates (open gate and spawn monster, place clue token, move monsters), but skip the activate special abilities step, and then discard the card. Do not replace or discard the original mythos card.

Q: *Yog-Sothoth’s “The Key and the Gate” power says, in part, “[T]he difficulty to close or seal a gate increases by one.” Does this mean that six Clue tokens are required to seal gates in a game with Yog-Sothoth?*

A: No, it means that two successes are required on Lore or Fight checks to close gates.

Battling the Ancient One

Q: *During the final battle, is the investigators’ ability to refresh more limited than in a regular game turn’s Upkeep Phase?*

A: The “Investigators Refresh” step of each final battle round includes all of the steps of a regular Upkeep Phase (as well as the passing of the first player marker and the opportunity for the investigators to trade items).

Q: During the final battle, are investigator successes against the Ancient One ever eliminated, or do they continue to accumulate over the course of the final battle?

A: Successes that investigators score against the Ancient One never disappear. Confusion arises because two separate “success counts” are tracked in the final battle: (a) the total number of successes the investigators have scored, and (b) the number that have been scored toward the removal of the next doom token.

Each time an investigator scores a success in the “Investigators Attack” step of the final battle, both (a) and (b) increase. But when the value of (b) is equal to the number of investigators, a doom token is removed, and (b) is reset to zero. However, this does not affect the value of (a), and does not change the overall number of successes the investigators must accumulate over the course of the final battle to win the game.

The critical point is this: The removal of doom tokens is simply a method of helping the players track the accumulation of successes over the course of many rounds of the final battle.

Q: At the start of a final battle against Ithaqua, does a player choose an item and then roll a die to see if it is discarded (and repeat this for each of his items), or does he roll a die to determine success or failure and then determine which item is discarded or not (doing this a number of times equal to the number of items he has)?

A: The former procedure is correct.

Miscellaneous

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

A: Two investigators may trade with each other whenever they are in the same location, *except during combat*. They may trade before, during, or after movement, which means that trading does not end a move.

Investigators may trade Common Items, Unique Items, Spells, and money. They may not trade Clue tokens, Allies, monster trophies, or gate trophies.

Q: If a card instructs, “lose your next turn,” does the player skip all of the next turn’s phases, including the Upkeep Phase?

A: Yes. Note that “lose your next turn” is different from “stay here next turn”; the latter means simply that the investigator is *delayed*.

Q: When can a character perform actions during a phase? For example, if an investigator with the Ally Duke (“Discard to immediately restore your Sanity to its maximum.”) draws an encounter and has to roll a die and lose that much Sanity, when can he discard Duke to restore Sanity?

A: An action can be performed at any time during the listed phase, as long as its conditions are met. However, once an encounter is drawn, it must be resolved before any actions can be performed.

In the example with Duke, the player could use his ability either before drawing the encounter card or after the drawn card’s effects are resolved, but not between drawing the card and resolving it. So, if the player does not use Duke before drawing the card, and the drawn card inflicts Sanity loss that reduces the investigator to 0 Sanity, the investigator goes insane before he can use Duke.

Flesh Ward is an exception to this rule because it prevents a Stamina loss and is intended to be used in response to such events.

Q: When re-rolling a skill check, does a player also re-roll any additional dice that were gained from spending Clue tokens?

A: Yes. All the dice rolled to the point of the re-roll are rolled again, so dice gained from spending Clue tokens are re-rolled as long as the Clue tokens were spent before the re-roll is performed.

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dead Cthulhu waits dreaming."

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