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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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Setup

Set up the Arkham board and place a **clue** token at each **red diamond** location.

Set the **Terror Track** to 0. Shuffle the **Gates**.

Each player chooses or randomly selects his **investigator**. Take investigator **fixed possessions** and, after shuffling all decks, **random possessions** (abilities affecting random draws can be used).

Set investigator **skill** sliders to any positions and take **sanity** and **stamina** tokens equal to starting scores.

Place **investigator markers** at home locations.

Select an **Ancient One** randomly or choose one.

Place the **monsters** in an opaque cup. Set aside *Mask* monsters unless facing *Nyarlatotep*.

A random player takes the first player marker, then draws and resolves a **Mythos** card (*Rumor* cards and cards with no Gate are discarded, draw again). Remember to place a **Doom** counter on the Ancient One's track.

With 5+ players, place 2 monsters on the Gate instead of one.

Each phase is played by all players, going clockwise starting with the *first player*. Pass the FP marker on at turn end.

1. Upkeep

If *Lost in Time and Space* and not *delayed*, return to anywhere in Arkham.

1. Refresh Exhausted Cards (rotate them upright).

2. Perform Upkeep Actions of all cards (*Bless*, *Curse*, *Bank Loan* and *Retainer* cards do not require an Upkeep roll on the *first* phase after being acquired).

3. Adjust Skills a number of stops up to **Focus**.

2. Movement

If *delayed*, stand up marker and your movement ends. If in the **Jail Cell**, move to the main **Police Station** area.

Otherwise take one of the following actions depending on location:

a. Arkham Movement

Receive movement points equal to **Speed**. May spend 1 movement point to move from one board area to another connected by a yellow line.

You must evade or fight each monster there when leaving an area, ending movement in an area, or remaining in an area without moving.

Combat ends movement. Movement always ends once combat with a monster begins.

Remove any **Explored** marker if leaving a location.

Clues may only be taken from a location where a player *ends* movement.

b. Other World Movement

Each **Other World** space is divided into 2 areas. An investigator receives no movement points there.

Left Area: move investigator to the right area.

Right Area: return to Arkham; move to a corresponding Gate and place an **Explored** marker under the investigator, who does not have to fight or evade any monsters there *that turn only*. If there is no corresponding Gate, the investigator is *Lost in Time and Space*.

3. Arkham Encounters

1. No Gate

Resolve special ability of location *OR*

Shuffle the corresponding location deck, draw a card and apply the appropriate entry.

Monsters and Gates cannot appear at *sealed* locations.

If a monster appears and there is no Gate, it must be evaded or fought. Monsters that appear are taken as *trophies* if defeated, but returned to the cup if evaded.

If a Gate appears, investigators there immediately move to the corresponding Other World and are *delayed*. **Add a Doom token to the Doom track**; any monster that appears stays on the board.

2. Gate

The investigator is drawn through the Gate to the left area of the corresponding Other World. If he was on an **Explored** marker, he is *not* drawn through and may instead:

Close (& Seal) a Gate:

Make a **Lore** or **Fight** check with the modifier on the Gate. There is no effect on a fail (he may try again on subsequent turns if he does not leave the location).

Pass: Take the Gate marker as a trophy. All monsters with the Gate's *dimension symbol* in Arkham, the Sky and the Outskirts are returned to the cup.



Then Seek: Immediately spend 5 Clues to place an *unused* Doom token on the location as an **elder sign**.

Elder Sign Unique Item: No roll or Clues required; return the elder sign card to the box and take the Gate as a trophy. All monsters with the Gate's *dimension symbol* in Arkham, the Sky and the Outskirts are returned to the cup. Take a Doom token from the Doom track, flip it and place it as an elder sign on the gate. **Lose 1 Sanity and 1 Stamina.**

4. Other World Encounters

1. Draw Gate Cards

Until the card color (or either color for dual-color cards) matches an **encounter symbol** on the Other World space.

2. Perform Encounter Entry for Location

If no location matches use the **Other** entry. Monsters that appear must be evaded or fought; they are taken as *trophies* if defeated, but returned to the cup if evaded.

5. Mythos

The First Player (only) draws a Mythos card:

1. Open Gate and Spawn Monster (lower left)

No Elder Sign/ Open Gate at Location:



Add a Doom token to the Doom track.

Draw a random Gate and place it faceup on the location. Discard any Clue tokens there. Investigators there are immediately moved to the corresponding Other World and *delayed*. Monsters are never drawn through Gates.

Draw a monster and place it at the location (*5+ players, place 2 monsters*). If this brings the total number of monsters over the monster limit, place it in the Outskirts.

Open Gate at Location:

Monster surge: a number of monsters (*the number of open Gates or the number of players, whichever is greater*) appear, divided evenly among all open Gates (no Gate receives more monsters than the location shown on the Mythos card). If there are more monsters than the **monster limit**, players choose where monsters will be placed *before* drawing; remaining monsters go to the Outskirts.

Elder Sign at Location:

No Gate or monster.

2. Place Clue Token (location in middle)

Only if there is no open Gate at that location. If a player is there he may immediately take the Clue.

3. Move Monsters (lower right)

Move monsters with a matching **dimension symbol** along the arrow of the same color as the box around the symbol (half white, half black arrows count as white and black).

A monster does not move if a player is in its location, and a monster stops when it encounters a player. Monsters do not fight players in this phase.

If there is an equal choice between player targets, target the player with the lowest *Sneak* skill.

Monster Movement Abilities

Black Normal.

Yellow Never moves.

Red Fast: Move twice.

Green Special: marker.

Blue Flying: Move to connected street area with a player in it. Otherwise move to the **Sky** (counts towards monster limit) and move to any street location in Arkham next time.

Flyers will not leave a space containing a player, and remain in the Sky if there are no players in a street.

4. Activate Mythos Ability (top):

Headline: Resolve then discard.

Environment: Place faceup near the board. Discard any previous Environment cards.

Rumor: Applies if no Rumor card is in play. Otherwise, ignore the mythos text. A Rumor card and its markers in play is only discarded when its *Pass/Fail* condition is met.

Skill Checks

Roll # of dice = (skill value +/- modifier)

Skill difficulty is number of dice **successes** required to pass the check (default difficulty is 1). If skill minus modifier is 0 or less, the check is automatically failed.

Normal success: 5 or 6 (cursed: 6, blessed: 4, 5 or 6).



After a skill check (pass or fail), a player may always spend **Clues** one at a time. **For each Clue spent, roll an additional die.** Each success is added to the original total.

A Clue gives you the bonus dice even if modifiers have dropped the number of dice below 0.

Evading Monsters

Evade Skill Check. Use *Sneak* skill with *Sneak* and *Evade* Skill bonuses, modified by monster's **Awareness rating** (*upper right*).

Pass: continue as normal. Can move on or stay and interact with the space in the Encounters phase.

Fail: Lose Stamina equal to ♥ icons, begin **Combat**.

If there is more than one monster in an area they must be evaded, each in turn, in an order chosen by the player.

Monster Abilities

Ambush Once combat has begun the investigator cannot flee.

Endless The monster cannot be collected as a monster trophy. It is returned to the cup if defeated.

Nightmarish X If the investigator passes a *Horror* check he still loses X sanity (does not apply if the Horror check is failed).

Overwhelming X If the investigator defeats this monster he still loses X Stamina (does not apply if the Combat check is failed).

Physical/Magical Resistance Weapons, Spells and Magical Effects providing Physical/Magical (as applicable) bonuses provide *half* normal bonus (round up). Other abilities are not affected.

Physical/Magical Immunity Weapons, Spells and Magical Effects providing Physical/Magical (as applicable) bonuses give *no* bonus. Other abilities are not affected.


Combat

If evasion is not attempted or fails, proceed to **combat**.

1. Horror Check

There is only one **Horror Skill Check** per battle. Use **Will** skill with *Will* and *Horror Skill* bonuses, modified by the monster's **Horror rating** (*lower left*). The test difficulty is always 1 unless noted otherwise.

Pass: nothing happens.

Fail: lose **Sanity** equal to  icons.

2. Choose Flee or Fight


Flee: Evade Skill Check.

Pass: battle ends.


Fail: monster deals combat damage, continue combat.

Fight: Combat Skill Check. Use **Fight** skill with *Fight* and *Combat Skill* bonuses, modified by the monster's **Combat rating** (*lower right*).

Choose any combination of weapons/spells up to a total of 2 **hand icons**. Bonuses only apply while the required number of hands are devoted to the weapon/spell. You may switch weapons between rounds, but the effects of a successfully cast spell stop as soon as you remove that spell from your hand.

Test difficulty is the number of **Toughness**  icons. Partial success has no effect.

Pass: Take the monster chit as a *trophy*.

Fail: Lose Stamina equal to  icons.

Then return to the *Choose Flee or Fight* step.

Casting Spells

Pay **Sanity cost** of the spell and make a **Spell Skill Check**.

Use **Lore** skill with *Lore* and *Spell Skill* bonuses, modified by the spell's **casting modifier**.

If the check fails the spell has no effect (but still uses the number of hand icons it requires).

Spells that are *refreshed* (eg. each combat round in the Final Battle) cease to work and must be re-cast.

Sanity and Stamina

An investigator can never exceed the maximum **Sanity** or **Stamina** as listed on his investigator sheet.

If Sanity and/or Stamina are ever reduced to 0:

Choose and discard half of the investigator's items (count all Common Items, Unique Items, Exhibit Items, Spells, Deputy's Revolver and Patrol Wagon); half of his **Clues** (round down); and all of his **Retainers**.

Restore **Sanity** and **Stamina** to minimum of 1.

In Arkham: If **Sanity**, go immediately to Arkham Asylum. If **Stamina**, go to St. Mary's Hospital. No encounters this turn.

In Other World: Player is *Lost in Time and Space*.

If Sanity and Stamina are both reduced to 0, or either's maximum is reduced to 0, the investigator is devoured.

Investigator Status

Arrested Move the investigator to the **Jail Cell** area of the **Police Station**

He loses half of his money (round down) and is *delayed*. Next turn he may only stand his marker up in the Police Station.

Blessed / Cursed An investigator can have only one at a time. If a *Blessed* investigator is *Cursed*, discard the *Blessing* and vice versa.

Delayed Place the investigator marker on its side; the investigator may not move or receive movement points.

Devoured Discard all cards except unspent trophies. Randomly draw a new investigator and set up anew.

Lost in Time and Space Move to *Lost in Time and Space* area and be *delayed*. Next turn the investigator can only stand up. On the following turn he may move to any location or street area in Arkham.

Monster Limit and the Outskirts

The maximum number of monsters in Arkham (including the Sky area) is the number of players +3 (unless the terror level is at 10).

If adding a monster would bring the number of monsters above the monster limit, place the monster in the **Outskirts** area.

Once the number of monsters in the Outskirts exceeds 8 minus the number of players, return all monsters in the Outskirts to the cup and increase the terror level by 1.

Continue adding drawn monsters to the Outskirts if applicable.

Terror Track

For each point the terror level goes up, return to the box a random unclaimed **Ally card** (if any left). Also:

If the terror level reaches 3, close General Store. Players and monsters inside move to Rivertown.

If the terror level reaches 6, close the Curiosity Shoppe. Players and monsters inside move to Northside.

If the terror level reaches 9, close the Magick Shoppe. Players and monsters inside move to Uptown.

If the terror level reaches 10, return all monsters in the Outskirts to the cup. The monster limit is removed.

If the terror level increases again (eg. via a *Mythos* card), instead add 1 Doom token to the Doom track for each point it should have increased.

Ancient One Awakens!

When one of the following occurs the Ancient One awakes: immediately go to the **Final Battle**:

Doom track is full

Too many Gates open:

1-2 players: 8 Gates 5-6 players: 6 Gates

3-4 players: 7 Gates 7-8 players: 5 Gates

A new Gate opens and there are no Gate markers left.

A monster should be drawn but there are no monsters left in the cup, or a new gate would open but there are no gate markers available.

The Terror level is 10 and the number of monsters in Arkham is twice the normal monster limit.

Final Battle

First fill the Doom track with Doom tokens. All players *Lost in Time and Space* are *devoured* and eliminated. Discard any active *Environment* or *Rumor* cards.

Survivors must battle the Ancient One. Once the final battle begins, players can no longer collect money, gain Clue tokens, or roll for Retainers or Bank Loans.

Each combat round:

Upkeep Each player still alive may refresh cards, use character abilities, adjust skill sliders and trade equipment with other players. Pass the first player marker to the left.

Attack Each player still alive starting from the first player may make a *Combat Check* against the Ancient One, modified by its **Combat rating**.

The players must get a total number of successes equal to the number of players (including eliminated players) to remove a Doom token. Successes are carried over to subsequent rounds, but reset to zero after removing a Doom token. When the last Doom token is removed, players win.

Ancient One Attacks The Ancient One attacks each player in turn using the attack shown on its card. Any player reduced to 0 Stamina or Sanity is eliminated. If all investigators are eliminated, players lose. Otherwise, start a new round.

Winning

Victory Conditions

Close the Gates A player closes the last open Gate on the board, and players have **Gate trophies** (including the Gate just closed, but not including trophies spent) equal to or greater than the number of players.

Seal the Gates 6 or more Elder Sign tokens on board.

Banish the Ancient One Ancient One is defeated.

First Citizen of Arkham

The player with the most Gate trophies (break ties by most monster trophies). *Scoring:* see p12 of AH, p8 of DH rules.

Miscellany/Clarifications

Board Icons: Location icons tell players the likely outcome of visiting that location. If the icon is *reversed* there is a guaranteed method of acquiring that item at that location.

Discarding Cards: Cards are returned facedown to the bottom of their decks.

Gates: If an encounter or card effects states that a gate closes or that the investigator may close a gate, 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 player has an Elder Sign and/or enough Clue tokens to seal it.

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 not sealed.

Gates & Monsters: If a *gate appears* on a location where there is a player, he is drawn through the Gate and *delayed*.

If a *gate and a monster appears* the gate appears first (add a Doom token) and both stay on the board.

When a *monster but not a gate appears*, if it is not defeated (and taken as a trophy), it returns to the cup.

Location Special Abilities: If there is an open Gate at a location, the location's special ability cannot be used.

Monster Abilities: If an investigator fails a check against a **Nightgaunt** while in another world, he is returned to Arkham with an *Explored* marker.

The **Chthonian** special ability does not affect players in Other Worlds.

Mythos Cards: The Deputy is not subject to the *Curfew Enforced* card.

Cards that affect monsters at Miskatonic Uni do not affect those spawned by *The Terrible Experiment* card.

Special Cards: A maximum of one Retainer, Bank Loan, Silver Twilight Membership and Bless/Curse card may be held per player at the same time.

Special items: The *Bullwhip* and *Cross* do not have to be used in combat to use their special abilities.

Stable/Unstable Locations: An **unstable** location is a has a red diamond printed above it and does not have an elder sign on it. A **stable** location has a green diamond printed above it or has an elder sign on it.

Timing Conflicts: Players decide the order; if they cannot agree, the first player chooses.

Trading: Players in the same area may trade money, Common and Unique Items and Spells at any time (including while moving) *except* during combat.

Trophies: When spent, return monster trophies to the cup and return Gate trophies to the bottom of the gate pile. Use *modified* Toughness when spending monster trophies.

ARKHAM HORROR

Key

- | | |
|-------------------|-----------------------------|
| Dunwich Horror | Curse of the Dark Pharaoh |
| Kingsport Horror | King in Yellow |
| Innsmouth Horror | Black Goat of the Woods |
| Miskatonic Horror | The Lurker at the Threshold |

Setup

Choose a Difficulty card to set the level of difficulty.

For *each* expansion board in play beyond one board, count the number of players as being *one less* for all in-game effects *except* when counting successes fighting the Ancient One.

Place the **Player Reference sheet** that corresponds to the number of players next to the board.

Set up the Arkham board and any expansion boards. Place a **clue** token at each **red diamond** location. Set the **Terror Track** to 0. Shuffle the **Gates** (replace with new Gate markers if desired).

Randomly place the 3 **Rift markers** facedown on the 3 **Rift Tracks** on the Kingsport board. Place the 2 **Aquatic markers** on the **River Docks** and **Unvisited Isle** on the Arkham board.

Place the **Ancient Whispers marker** on the *Miskatonic University* street area.

Choose or randomly select **investigators**. Take investigator **fixed possessions** and, after shuffling all decks, **random possessions** (abilities affecting random draws can be used). Set investigator **skill** sliders to any positions and take **sanity** and **stamina** tokens equal to starting scores. Place **investigator markers** at home locations. Optionally, each investigator takes their 2 **Personal Story cards**. The first card for each investigator is placed in play. Optionally, draw **Relationship** cards.

Randomly choose 11 **Allies** (this number includes any allies required by investigators at game start) and shuffle. Players may examine which allies may appear before shuffling.

Select an **Ancient One** randomly or choose one. Place the **monsters** in an opaque cup. Set aside *Mask* monsters unless facing *Nyarlahotep*. Set aside *Spawn* monsters.

Optionally, draw or choose a **Herald** and/or **Guardian**. Place sheet(s) next to the Ancient One and follow setup instructions.

A random player takes the first player marker, then draws and resolves a **Mythos** card (*Rumor* cards and cards with no Gate are discarded, draw again). Remember to place a **Doom** counter on the Ancient One's track. With 5+ players, place 2 monsters on the Gate instead of one.

Each phase is played by all players, going clockwise starting with the *first player*. Pass the FP marker on at turn end.

The phrase *in Arkham* on cards, in the rules or on these reference sheets also refers to locations and areas in Dunwich, Kingsport and Innsmouth unless specifically stated.

Allies, Exhausted: An *exhausted* ally still grants its bonuses, but abilities that require the ally to exhaust cannot be used.

Board Icons: Location icons tell players the likely outcome of visiting that location. If the icon is *reversed* there is a guaranteed method of acquiring that item at that location.

Discarding Cards: Cards are returned facedown to the bottom of their decks.

Gates & Monsters: If *a gate appears* on a location where there is a player, he is drawn through the Gate and *delayed*.

If *a gate and a monster appears* the gate appears first (add a Doom token) and both stay on the board.

If just *a monster appears*, it returns to the cup if not defeated and taken as a trophy.

Location Special Abilities: If there is an open Gate at a location, the location's special ability cannot be used.

Monster Abilities: If an investigator fails a check against a **Nightgaunt** while in another world, he is returned to Arkham with an Explored marker. The **Chthonian** special ability does not affect players in Other Worlds.

Mythos Cards: The Deputy is not subject to the *Curfew Enforced* card.

Cards that affect monsters at Miskatonic Uni do not affect those spawned by *The Terrible Experiment* card.

Special Cards: A maximum of one Retainer, Bank Loan, Silver Twilight Membership and Bless/Curse card may be held per player at the same time.

Special items: The *Bullwhip* and *Cross* do not have to be used in combat to use their special abilities.

Timing Conflicts: Players decide the order; if they cannot agree, the first player chooses.

Trading: Players in the same area may trade money, Common and Unique Items and Spells at any time (including while moving) *except* during combat.

Trophies: When spent, return monster trophies to the cup and return Gate trophies to the bottom of the gate pile. Use *modified* Toughness when spending monster trophies.



1. Upkeep

If *Lost in Time and Space* and not *delayed*, return to anywhere in Arkham *except* **Kingsport Head** locations (Kingsport) or **Y'ha-nthlei** (Innsmouth).

An investigator on an Innsmouth location or street area may place Clue tokens on the **Feds Raid Innsmouth track**.

1. Refresh *Exhausted* Cards (rotate them upright).

2. Perform Upkeep Actions of all cards (*Bless*, *Curse*, *Bank Loan* and *Retainer* cards do not require an Upkeep roll on the *first* phase after being acquired).

3. Adjust Skills a number of stops up to **Focus**.

2. Movement

If *delayed*, stand up marker and your movement ends. If in the **Jail Cell**, move to the main **Police Station** area. Otherwise take one of the following actions depending on location:

a. Arkham Movement

Receive movement points equal to **Speed**. May spend 1 movement point to move from one board area to another connected by a yellow line.

You must evade or fight *each* monster there when leaving an area, ending movement in an area, or remaining in an area without moving.

Combat ends movement. Movement always ends once combat with a monster begins.

Remove any **Explored** marker if leaving a location.

Clues may only be taken from a location where a player *ends* movement.

Each time you attempt to leave, or end your movement in, a street area with a **Patrol** marker, you must make a Sneak (+0) check. If you fail, you are *arrested*.

If **Martial Law** has been declared, an investigator ending his movement on an Innsmouth location or street area with an **Awareness** modifier must pass an *Evade* check with that modifier or be arrested.

Investigators may move between towns (boards) by spending \$1 and one movement point to move between one **depot** (train icon) location to another (including the **Train Station**). Investigators can *never* enter a **vortex**.

No direct move is allowed into the **Kingsport Head** locations using spells, equipment, or unusual methods such as returning from *Lost in Time and Space*. Investigators entering the **Causeway** or **Wireless Station** must end their movement.

b. Other World Movement

Each **Other World** space is divided into 2 areas. An investigator receives no movement points there.

Left Area:

Move investigator to the right area.

Right Area:

Return to Arkham; move to a corresponding Gate and place an **Explored** marker under the investigator, who does not have to fight or evade any monsters there *that turn only*. If there is no corresponding Gate, the investigator is *Lost in Time and Space*.

3. Arkham Encounters

1. No Gate

Resolve special ability of location *OR*

Shuffle the corresponding location deck, draw a card and apply the appropriate entry.

If a location encounter mentions a person by name who appears on a **Blight** card in play, ignore the encounter and instead lose 1 Sanity or 1 Stamina (player's choice).

Monsters and Gates cannot appear at *sealed* locations.

If a monster appears and there is no Gate, it must be evaded or fought. Monsters that appear are taken as *trophies* if defeated, but returned to the cup if evaded.

If a Gate appears, investigators there immediately move to the corresponding Other World and are *delayed*. **Add a Doom token to the Doom track**; any monster that appears stays on the board.

After a **Kingsport** encounter, either discard one **rift progress marker** showing that location (if the corresponding rift is *closed*) or turn one facedown (if the corresponding rift is *open*).

Once all 4 progress markers are turned facedown they are discarded and the rift marker is returned to its rift track.

2. Gate

The investigator is drawn through the Gate to the left area of the corresponding Other World. If he was on an **Explored** marker, he is *not* drawn through and may instead:

Close (& Seal) a Gate:

Make a **Lore** or **Fight** check with the modifier on the Gate. There is no effect on a fail (he may try again on subsequent turns if he does not leave the location).

Pass: Take the Gate marker as a trophy. All monsters with the Gate's *dimension symbol* in Arkham, the Sky and the Outskirts are returned to the cup.

Corruption cards with a matching dimension symbol are removed from the game.



Then Seal: Immediately spend 5 Clues to place an *unused* Doom token on the location as an **elder sign**.

Sealing a Gate with an Elder Sign Unique Item

No roll or Clues are required. Return the elder sign card to the box and take the Gate as a trophy. All monsters with the Gate's *dimension symbol* in Arkham, the Sky and the Outskirts are returned to the cup. Take a Doom token from the Doom track and place it as an elder sign on the gate. **Lose 1 Sanity and 1 Stamina.**

4. Other World Encounters

1. Draw Gate Cards

Until the card color (or either color for dual-color cards) matches an **encounter symbol** on the Other World space.

2. Perform Encounter Entry for Location

If no location matches use the **Other** entry.

Monsters that appear must be evaded or fought; they are taken as *trophies* if defeated, but returned to the cup if evaded.

5. Mythos

The First Player (only) draws a Mythos card and performs the following actions:

1. Open Gate and Spawn Monster (*lower left*)

No Elder Sign / Open Gate at Location:



Add a Doom token to the Doom track.

When half of the Ancient One's Doom track is full, **martial law** is declared in Innsmouth for the rest of the game.

Draw a random Gate and place it faceup on the location.

Discard any Clue tokens there. Investigators there are immediately moved to the corresponding Other World and *delayed*. Monsters are never drawn through Gates.

When resolving the opening of a gate that has an **alternate gate**, it opens in the **upper** of the 2 locations. If that location is on a board not in play, the gate opens in the **lower** location.

Draw a monster and place it at the location (*5+ players, place 2 monsters*).

If this brings the total number of monsters over the monster limit, place it in the Outskirts.

Open Gate at Location:

Monster surge: a number of monsters (*the number of open Gates or the number of players, whichever is greater*) appear, divided evenly among all open Gates (no Gate receives more monsters than the location shown on the Mythos card).

If there are more monsters than the **monster limit**, players choose where monsters will be placed *before* drawing; remaining monsters go to the Outskirts.

Elder Sign at Location:

No Gate or monster.

If the location is colored red, there is a **gate burst**: the elder sign is removed and a monster and gate are placed there (no Doom token is placed on the Doom track however). Also, *all flying monsters move*.

Each time a Gate is prevented from opening, add one token to the **Deep Ones Rising track**.

2. Place Clue Token (*location in middle*)

Only if there is no open Gate at that location. If a player is there he may immediately take the Clue.

If the location is on a board not in play, disregard that placement. If there is a choice of locations, use the first. If that location is on a board not in play, use the second.

3. Move Monsters (*lower right*)

Move monsters with a matching *dimension symbol* along the arrow of the same color as the box around the symbol (half white, half black arrows count as white *and* black).

A monster does not move if a player is in its location, and a monster stops when it encounters a player.

Monsters do not fight players in this phase.

If there is an equal choice between player targets, target the player with the lowest *Sneak* skill.

Black	Normal.
Yellow	Never moves.
Red	Fast: Move twice.
Green	Special: marker.

Purple **Stalker:** Move normally unless player in street area connected by one yellow line or adjacent street area or *unstable* location. Can't enter *stable* locations.

Blue **Flying:** Move to connected street area with a player in it. Otherwise move to the **Sky** (counts towards monster limit) and move to *any* street location in Arkham next time.

Fliers will not leave a space containing a player, and remain in the Sky if there are no players in a street.

Orange **Aquatic:** If at an aquatic location, move to any other aquatic location that contains an investigator. Otherwise, move normally.

Move open **rifts** with a matching *dimension symbol* along arrows of the same color as the box around the symbol. Then place a monster at the rift's new location. If the rift moved along an arrow matching the color of the symbol on the rift, add a Doom token to the Doom track.

Monsters that enter a **vortex** in Dunwich / Innsmouth are returned to the cup. Raise the Terror level by one and add one Dunwich Horror / Deep Ones Rising token to the Dunwich Horror / Deep Ones Rising track.

Trigger any **Corruption** cards whose movement symbol *and* background match the Mythos card.

Place a random **rift progress marker** faceup on any rift progress track (if not already full) matching the movement pattern on the card. Once **all 4 spaces** are full, the rift opens and is placed at the Gate location shown on the card. Gates and rifts do not interfere with each other.

4. Activate Mythos Ability (*top*):

Headline: Resolve then discard.

Environment: Place faceup near the board. Discard any previous Environment cards.

Rumor: Applies if no Rumor card is in play. Otherwise, ignore the mythos text. A Rumor card and its markers in play is only discarded when its *Pass/Fail* condition is met.

Skill Checks

Roll # of dice = (skill value +/- modifier)

Skill difficulty is number of dice **successes** required to pass the check (default difficulty is 1). If skill minus modifier is 0 or less, the check is automatically failed.

Normal success: 5 or 6 (*cursed*: 6, *blessed*: 4, 5 or 6).



After a skill check (pass or fail), a player may always spend **Clues** one at a time. **For each Clue spent, roll an additional die.** Each success is added to the original total.

A Clue gives you the bonus dice even if modifiers have dropped the number of dice below 0.

Evading Monsters

Evade Skill Check. Use **Sneak** skill with *Sneak* and *Evade* Skill bonuses, modified by monster's **Awareness rating** (*upper right*).

Pass: continue as normal. Can move on or stay and interact with the space in the Encounters phase.

Fail: Lose Stamina equal to ♥ icons, begin **Combat**.

If there is more than one monster in an area they must be evaded, each in turn, in an order chosen by the player.

Combat

If evasion is not attempted or fails, proceed to **combat**.

1. Horror Check

Only one **Horror Skill Check** per battle.

Use **Will** skill with *Will* and *Horror* Skill bonuses, modified by the monster's **Horror rating** (*lower left*).

Test difficulty is always 1 unless noted.

Pass: nothing happens.

Fail: lose **Sanity** equal to ● icons.

2. Choose Flee or Fight

Flee: Evade Skill Check.

Pass: battle ends.

Fail: monster deals combat damage, continue combat.

Fight: Combat Skill Check. Use **Fight** skill with *Fight* and *Combat* Skill bonuses, modified by the monster's **Combat rating** (*lower right*).

Choose any combination of weapons/spells up to a total of 2 **hand icons**. Bonuses only apply while the required number of hands are devoted to the weapon/spell. You may switch weapons between rounds, but the effects of a successfully cast spell stop as soon as you remove that spell from your hand.

Test difficulty is the number of **Toughness** ♠ icons. Partial success has no effect.

Pass: Take the monster chit as a *trophy*.

Fail: Lose Stamina equal to ♥ icons.

Then return to the *Choose Flee or Fight* step.

Casting Spells

Pay the **Sanity cost** of the spell and make a **Spell Skill Check**.

Use **Lore** skill with *Lore* and *Spell* Skill bonuses, modified by the spell's **casting modifier**.

If the check fails the spell has no effect (but still uses the number of hand icons it requires).

Spells that are *refreshed* (eg. each combat round in the Final Battle) cease to work and must be re-cast.

Monster Abilities

Ambush Once combat has begun the investigator cannot flee.

Elusive (Green Awareness rating) Investigators do not need to fight or evade the monster when leaving or ending movement in its space. To initiate combat the investigator must first pass an *Evade* check (failing ends the investigator's movement).

Endless The monster cannot be collected as a monster trophy. It is returned to the cup if defeated.

Nightmarish X If the investigator passes a *Horror* check he still loses X sanity (does not apply if Horror check failed).

Overwhelming X If the investigator defeats this monster he still loses X Stamina (does not apply if Combat check failed).

Physical/Magical Resistance Weapons, Spells and Magical Effects providing Physical/Magical (as applicable) bonuses provide *half normal* bonus (round up). Other abilities are not affected.

Physical/Magical Immunity Weapons, Spells and Magical Effects providing Physical/Magical (as applicable) bonuses give no bonus. Other abilities are not affected.

Weapon Immunity Any combat bonus from Physical or Magical Weapons is reduced to 0. Spells are not affected.

Sanity and Stamina

An investigator can never exceed the maximum Sanity or Stamina as listed on his investigator sheet.

If Sanity and/or Stamina are ever reduced to 0:

Choose and discard half of the investigator's items (count all Common Items, Unique Items, Exhibit Items, Spells, Deputy's Revolver and Patrol Wagon); half of his **Clues** (round down); and all of his **Retainers**.

Restore Sanity and Stamina to minimum of 1.

Alternatively, draw an **Injury** card and restore Stamina to maximum (if 0 Stamina) or draw **Madness** card and restore Sanity to maximum (if 0 Sanity). If a player has 2 or more total Injury and/or Madness cards, he may voluntarily **retire** his investigator by missing an entire turn and setting up another (as if *devoured*, however this does not trigger effects that come from being devoured).

In Arkham: If Sanity, go immediately to Arkham Asylum. If Stamina, go to St. Mary's Hospital. No encounters this turn.

In Other World: Player is *Lost in Time and Space*.

If Sanity and Stamina are both reduced to 0, or either's maximum is reduced to 0, the investigator is devoured.

Investigator Status

Arrested Move the investigator to the **Jail Cell** area of the **Police Station** (or **Innsmouth Jail** if arrested in Innsmouth).

He loses half of his money (round down) and is *delayed*. Next turn he may only stand his marker up in the Police Station.

Blessed / Cursed An investigator can have only one at a time. If a *Blessed* investigator is *Cursed*, discard the *Blessing* and vice versa.

Delayed Place the investigator marker on its side; the investigator may not move or receive movement points.

Devoured Discard all cards except unspent trophies. Randomly draw a new investigator and set up anew.

Lost in Time and Space Move to *Lost in Time and Space* area and be *delayed*. Next turn the investigator can only stand up. On the following turn he may move to any location or street area in Arkham.

Benefits / Detriments If another investigator already has the card, ignore instructions to take it. Once discarded, it becomes available again. Players may have multiple Benefit/Detriment cards in any combination.

Corruption A Corruption card's effect may be triggered in the Mythos phase (some cards have additional passive effects). Place the green cards on top of the red cards to form the deck.

Magical Effects When an appropriate spell is cast, take the corresponding Magical Effect card. They do not count as items but use *hand icons* in combat like an item or spell.

The Innsmouth Look Shuffle and draw *Innsmouth Look* cards as instructed. If the Look card is drawn, follow the instructions. In any case return all cards to the deck.

Conditions Condition cards begin the game facedown and are active when turned faceup. A condition that is *exhausted* is rotated 90°. Exhausted condition cards refresh during the Upkeep phase as normal.

Tasks and Missions The locations must be visited in the listed order, with the investigator ending his move (and performing the proper sacrifice *at the start of the Upkeep phase* if required) and then placing a Clue token on the card to indicate completion of a step. After completing all steps, receive the **payoff** or resolve the **effect** and return the card to the box.

Monster Limit and the Outskirts

The maximum number of monsters in Arkham (including the Sky area, *but not other boards*) **is the number of players +3** (unless terror level is at 10).

If adding a monster would bring the number of monsters above the monster limit, place the monster in the **Outskirts** area.

Spawn monsters do not count towards the monster limit, never go to the Outskirts, and can never be claimed as trophies.

Once the number of monsters in the Outskirts exceeds 8 minus the number of players, return all monsters in the Outskirts to the cup and increase the terror level by 1. Continue adding drawn monsters to the Outskirts if applicable.

The Dunwich Horror

If 3 **Dunwich Horror tokens** are on the Dunwich Horror track, take the Dunwich Horror marker and place it on Sentinel Hill.

If an investigator combats the creature, shuffle the Dunwich Horror deck and draw a card to determine the creature's abilities for the duration of the combat.

If the creature is defeated, remove the tokens from the DH track, and the investigator may search the Common Item, Unique Item, Skill, Spell or Ally decks for any one card to keep.

The Deep Ones Rising

Each time a Gate is prevented from opening (eg. an elder sign or investigator special ability), add one token to the **Deep Ones Rising track**.

During the Upkeep phase, any investigator on an Innsmouth location or street may spend 1 or more Clue tokens to place them on the **Feds Raid Innsmouth track** spaces of the same color as the neighborhood he is in.

If the Feds Raid Innsmouth track ever fills up, both it and the Deep Ones Rising tracks are cleared.

Terror Track

For each point the terror level goes up, **return to the box a random unclaimed Ally card** (if any left). Also:

If the terror level reaches 3, close General Store. Players and monsters inside move to Rivertown.

If the terror level reaches 6, close the Curiositie Shoppe. Players and monsters inside move to Northside.

If the terror level reaches 9, close the Magick Shoppe. Players and monsters inside move to Uptown.

If the terror level reaches 10, return all monsters in the Outskirts to the cup. The monster limit is removed. If the terror level increases again (eg. via a Mythos card), instead add 1 Doom token to the Doom track for each point it should have increased.

All Patrol markers are discarded when the Terror level goes up. There can be only one on a specific street area at a time.

Ancient One Awakens!

When one of the following occurs the Ancient One awakes: *immediately* go to the **Final Battle**:

Doom track is full

Too many Gates open:

1-2 players: 8 Gates 5-6 players: 6 Gates

3-4 players: 7 Gates 7-8 players: 5 Gates

If using **Dunwich** and **Innsmouth** together, increase the number of gates by *one*.

A new Gate opens and there are no Gate markers left.

A monster should be drawn but there are no monsters left in the cup, or a new gate would open but there are no gate markers available.

The Terror level is 10 and the number of monsters in Arkham is *twice* the normal monster limit.

A player must draw a **Corruption** card and there are none.

The **Deep Ones Rising** track is full.

Final Battle

First fill the Doom track with Doom tokens. All players *Lost in Time and Space* are *devoured* and eliminated. Discard any active *Environment* or *Rumor* cards.

Survivors must battle the Ancient One. Once the final battle begins, players can no longer collect money, Power tokens, gain Clue tokens, or roll for Retainers or Bank Loans.

Epic Battle Variant: shuffle the 8 red **Epic Battle** cards, then shuffle the 8 green Epic Battle cards and place them on top to form the Epic Battle deck. Separately shuffle the 3 **Ancient One Plot** cards. After the *Upkeep* phase of each combat round draw an Epic Battle card and follow the instructions for the combat round. A new combat round then begins.

Each combat round:

Upkeep Each player still alive may refresh cards, use character abilities, adjust skill sliders and trade equipment with other players. Pass the first player marker to the left.

Attack Each player still alive starting from the first player may make a *Combat Check* against the Ancient One, modified by its **Combat rating**.

The players must get a total number of successes equal to the number of players (including eliminated players) to remove a Doom token. Successes are carried over to subsequent rounds but reset to zero after removing a Doom token.

When the last Doom token is removed, players win.

Ancient One Attacks The Ancient One attacks each player in turn using the attack shown on its card. Any player reduced to 0 Stamina or Sanity is eliminated. If all investigators are eliminated, players lose. Otherwise, start a new round.

Winning

Victory Conditions

Close the Gates A player closes the last open Gate on the board, and players have **Gate trophies** (including the Gate just closed, but not including trophies spent) equal to or greater than the number of players.

Seal the Gates 6 or more Elder Sign tokens on board.

Banish the Ancient One Ancient One is defeated.

First Citizen of Arkham

The player with the most Gate trophies (break ties by most monster trophies). *Scoring:* see p12 of AH, p8 of DH rules.



THE DUNWICH HORROR

Special Components

Dunwich board, 42 Dunwich Location cards, 7 Dunwich Horror cards, 3 Dunwich Horror tokens, 24 Injury cards, 24 Madness cards, 8 Sheldon Gang Membership cards, 8 Rail Pass cards, 4 Condition cards.

Glaaki Ancient One: 5 Servants of Glaaki monster markers.
Shudde M'ell Ancient One: 7 Rubble markers.

Rules Modifications

Setup

For *each* expansion board in play beyond one board, count the number of players as being *one less* for all in-game effects *except* when counting successes fighting the Ancient One.

If using the Dunwich and Innsmouth boards together, increase the number of Gates that must be open to awaken the Ancient One by one.

Place Clue tokens on unstable locations (red diamond) in Dunwich as well as Arkham.

Set aside **Spawn** monsters.

To prepare the **Ally deck**, randomly deal **11 cards**, examine them, then shuffle into a facedown deck. Remaining cards are not used. Allies taken as starting equipment come from this deck of 11 cards. If a specific Ally is part of an investigator's fixed possessions, that Ally must be one of the 11 Allies used.

Movement

Investigators may move between towns (boards) by spending \$1 and one movement point to move between one **depot** (train icon) location to another (including the **Train Station**).

Investigators can *never* enter a **vortex**.

Gate Bursts

Mythos cards with a red gate location indicate **gate bursts**. These work normally, however if the location has an elder sign token on it, the token is removed and the gate opens as normal. A doom token is *not* placed on the track and a monster surge is not caused.

Also, whenever a gate burst is drawn *all* flying monsters move.

Vortexes

Investigators can *never* enter vortex spaces.

Monsters that enter a **vortex space** are returned to the cup. Raise the Terror level by one and add one Dunwich Horror token to the Dunwich Horror track.

Injury and Madness

If an investigator's **Sanity** or **Stamina** are ever reduced to 0, as an *alternative*, draw an **Injury** card and restore Stamina to maximum (if 0 Stamina) or draw a **Madness** card and restore Sanity to maximum (if 0 Sanity).

The investigator does not lose any items or Clue tokens, but he must still move to Arkham Asylum, St. Mary's Hospital or *Lost in Time and Space*, as appropriate.

Injury and Madness cards are not items and cannot be traded.

Retirement If a player has 2 or more total Injury and/or Madness cards, he may voluntarily **retire** his investigator by missing an entire turn and setting up another (as if *devoured*, however this does not trigger effects that come from being devoured).

Investigator Status

Conditions Condition cards begin the game facedown and are active when turned faceup.

A condition that is *exhausted* is turned 90°. Exhausted condition cards refresh during the Upkeep phase as normal.

Tasks and Missions The locations must be visited in the listed order, with the investigator ending his move (and performing the proper sacrifice *at the start of the Upkeep phase* if required) and then placing a Clue token on the card to indicate completion of a step. If it is discarded or given to another investigator, all Clue tokens are removed from the card.

After completing all steps, receive **payoff** or resolve **effect** and return the card to the box, discarding Clue tokens on it.

The Dunwich Horror

If 3 **Dunwich Horror tokens** are on the Dunwich Horror track, take the Dunwich Horror marker and place it on Sentinel Hill.

If an investigator combats the creature, shuffle the Dunwich Horror deck and draw a card to determine the creature's abilities for the duration of the combat.

If the creature is defeated, remove the tokens from the Dunwich Horror track, and the investigator may search the Common Item, Unique Item, Skill, Spell or Ally decks for any one card to keep.

Monsters

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

Flying monsters in Dunwich may move to the Sky as normal. Dunwich streets are considered adjacent to the Sky.

Spawn monsters do not count towards the monster limit, never go to the Outskirts, and can never be claimed as trophies.

Monster Movement Abilities

Purple Stalker: Move normally unless an investigator is in a street area connected by one yellow line or an adjacent street area or *unstable* location. If there is a choice of investigators, move toward the one with the lowest *Sneak* skill. Stalkers cannot enter *stable* locations.

Miscellany/Clarifications

The phrase *in Arkham* also refers to locations and areas in Dunwich, Kingsport and Innsmouth unless specifically stated.

Allies, Exhausted: An *exhausted* ally still grants its bonuses, but abilities that require the ally to exhaust cannot be used.

Glaaki Ancient One: At the end of the game, keep track of which Servants of Glaaki were in play. Those not in play can still enter play as Glaaki's attack raises the Terror level, causing Allies to be discarded. Once they have all 'entered play', they have no further effect.

Shudde M'ell Ancient One: Any investigator or monster in a destroyed location is moved to the street.

Special Components

Kingsport board, 56 Kingsport Location cards, 2 Captain of the White Ship cards, 2 Changed cards, 3 Rift markers, 12 Rift Progress markers, 2 Aquatic markers.

Epic Battle variant: 16 Epic Battle cards, 45 Ancient One Plot cards.

Bast Guardian: 2 Beloved of Bast cards, 8 Bast tokens.

Nodens Guardian: 20 Blessings of Nodens cards.

Hypnos Guardian: 26 Visions of Hypnos cards.

Eihort Ancient One: 48 Brood tokens.

Rules Modifications

Setup

For *each* expansion board in play beyond one board, count the number of players as being *one less* for all in-game effects *except* when counting successes fighting the Ancient One.

Place Clue tokens on unstable locations (red diamond) in Kingsport as well as Arkham.

To prepare the **Ally deck**, randomly deal **11 cards**, examine them, then shuffle into a facedown deck. Remaining cards are not used. Allies taken as starting equipment come from this deck of 11 cards. If a specific Ally is part of an investigator's fixed possessions, that Ally must be one of the 11 Allies used.

Place the **Aquatic markers** on the River Docks and Unvisited Isle locations on the AH board.

Randomly place the 3 **Rift markers** facedown on the 3 **Rift Tracks** on the Kingsport board. When drawing and resolving a Mythos card during setup, if the monster movement pattern is one shown on one of the 3 Rift tracks, draw a rift progress marker and place it one that track.

Optionally, draw or choose a **Herald** and/or **Guardian**. Place the sheet(s) next to the Ancient One and follow the setup instructions.

Movement

Investigators may move between towns (boards) by spending \$1 and one movement point to move between one **depot** (train icon) location to another (including the **Train Station**).

No direct move is allowed into the **Kingsport Head** locations using spells, equipment, or unusual methods such as returning from *Lost in Time and Space*. Investigators entering the Causeway or Wireless Station must end their movement.

When an investigator returns from being *Lost in Time and Space*, he may return to return to anywhere in Arkham *except* **Kingsport Head** locations.



Gate Bursts

Mythos cards with a red gate location indicate **gate bursts**. These work normally, however if the location has an elder sign token on it, the token is removed and the gate opens as normal. A doom token is *not* placed on the track and a monster surge is not caused.

Also, **whenever a gate burst is drawn all flying monsters move.**

Rifts

Each time a Mythos card is resolved, place a random **rift progress marker** faceup on any **rift progress track** (if not already full) matching the movement pattern on the card.

Once **all 4 spaces** are full, the **rift** opens and is placed at the Gate location shown on the card (even if there is an elder sign token there). Gates and rifts do not interfere with each other.

Starting on the Mythos phase of the turn after it opens, if a drawn Mythos card indicates that monsters with the rift's dimensional symbol move, the open rift moves along arrows of the same color as the box around the symbol. Then place a monster at the rift's new location.

Monsters entering the board through rifts are subject to the usual monster limit.

If the rift moved along an arrow matching the color of the symbol on the rift, add a Doom token to the doom track.

Each rift progress marker depicts a Kingsport location. An investigator can only investigate one rift progress marker for each encounter, even if several rift progress markers show that location.

After an encounter at the depicted location, if the associated rift is *closed*, discard one rift progress marker. If the corresponding rift is *open*, turn the rift progress marker facedown.

Once all 4 rift progress markers associated with an open rift are turned facedown, they are discarded and the rift marker is returned to its rift track.

Monsters

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

Flying monsters in Kingsport may move to the Sky as normal. Kingsport streets are considered adjacent to the Sky.

Monster Abilities

Elusive (Green Awareness rating) Investigators do not need to fight or evade the monster when leaving or ending movement in its space. To initiate combat the investigator must first pass an *Evade* check (failing ends the investigator's movement).

Monster Movement Abilities

Orange Aquatic: If at an aquatic location, move to any other aquatic location that contains an investigator. If there is a choice of investigators, move toward the one with the lowest *Sneak* skill. Otherwise, move normally.

Miscellany/Clarifications

The phrase *in Arkham* also refers to locations and areas in Dunwich, Kingsport and Innsmouth unless specifically stated.

Allies, Exhausted: An *exhausted* ally still grants its bonuses, but abilities that require the ally to exhaust cannot be used.

Epic Battle Variant

Shuffle the 8 red Epic Battle cards, then shuffle the 8 green Epic Battle cards and place them on top to form the **Epic Battle deck**.

Separately shuffle the 3 **Ancient One Plot** cards.

When the Ancient One awakens, after the initial preparatory *Upkeep* phase, draw an Epic Battle card and follow the instructions for the combat round.

Draw another Epic Battle card after each following *Upkeep* phase until one side or the other wins.

Each *Sinister Plot* Epic Battle card describes how the Ancient One Plot cards are used.

Herald / Guardian Variant

Players may use a **Herald**, a **Guardian**, or both, but should generally limit themselves to one of each type at most.

Add the appropriate Herald and/or Guardian sheet(s), randomly or by choice.

Place the sheet(s) next to the Ancient One and follow the setup and gameplay instructions.

Special Components

Innsmouth board, 42 Innsmouth Location cards, 10 Innsmouth Look cards, 6 Uprising tokens, 2 Aquatic markers, 96 Personal Story cards.

Quachil Uttaus Ancient One: 12 Dust cards.

Ghatanothoa Ancient One: 8 Ghatanothoa's Visage tokens.

Zhar Ancient One: 1 Zhar token.

Epic Battle variant: 24 Ancient One Plot cards.

Rules Modifications

Setup

For *each* expansion board in play beyond one board, count the number of players as being *one less* for all in-game effects *except* when counting successes fighting the Ancient One.

If using the Dunwich and Innsmouth boards together, increase the number of Gates that must be open to awaken the Ancient One by one.

Place Clue tokens on unstable locations (red diamond) in Dunwich as well as Arkham.

Place the Aquatic markers on the River Docks and Unvisited Isle locations on the AH board.

Optionally, each investigator takes their 2 Personal Story cards. The first card for each investigator is placed in play.

Movement

Investigators may move between towns (boards) by spending \$1 and one movement point to move between one **depot** (train icon) location to another (including the **Train Station**).

Investigators can *never* enter a **vortex**.

Devil Reef and Y'ha-nthlei can only be reached by aquatic movement from Falcon Point.

When an investigator returns from being *Lost in Time and Space*, he may return to return to anywhere in Arkham *except* Y'ha-nthlei in Innsmouth.

Gate Bursts

Mythos cards with a red gate location indicate **gate bursts**. These work normally, however if the location has an elder sign token on it, the token is removed and the gate opens as normal. A doom token is *not* placed on the track and a monster surge is not caused.

Also, **whenever a gate burst is drawn all flying monsters move.**



THE INNSMOUTH HORROR

Investigator Status

Arrested If arrested in Innsmouth, move the investigator to the **Innsmouth Jail**, where he loses half his money and is *delayed* (even if the investigator is usually immune to being delayed).

Martial Law When half of the Ancient One's Doom track is full, **martial law** is declared in Innsmouth for the rest of the game.

An investigator ending his movement on an Innsmouth location or street area with an **Awareness** modifier must pass an *Evade* check with that modifier or be **arrested**.

The Innsmouth Look Shuffle and draw *Innsmouth Look* cards as instructed. If the **Look** card is drawn, follow the instructions. In any case return all cards to the deck.

Vortexes

Investigators can *never* enter vortex spaces. Monsters that enter a **vortex space** are returned to the cup. Raise the Terror level by one and add one uprising token to the Deep Ones Rising track.

The Deep Ones Rising

During the Upkeep phase, any investigator on an Innsmouth location or street may spend 1 or more Clue tokens to place them on the **Feds Raid Innsmouth track** spaces of the same color as the neighborhood he is in.

If the **Feds Raid Innsmouth track ever fills up**, both it and the Deep Ones Rising tracks are cleared.

During the Mythos phase, each time a Gate is prevented from opening (eg. due to an elder sign or investigator special ability), add one token to the **Deep Ones Rising track**.

If the **Deep Ones Rising track ever fills up**, the Ancient One immediately awakens.

Monsters

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

Flying monsters in Innsmouth may move to the Sky as normal. Innsmouth streets are considered adjacent to the Sky.

Monster Abilities

Weapon Immunity Any combat bonus from Physical or Magical Weapons is reduced to 0. Spells are not affected.

Spawn monsters do not count against the monster limit and never go to the Outskirts, and can never be claimed as monster trophies. They are removed from the game when defeated.

Monster Movement Abilities

Orange Aquatic: If at an aquatic location, move to any other aquatic location that contains an investigator. If there is a choice of investigators, move toward the one with the lowest *Sneak* skill. Otherwise, move normally.

Monsters that enter a **vortex** in Innsmouth are returned to the cup. Raise the Terror level by one and add one **Deep Ones Rising token** to the Deep Ones Rising track.

Miscellany/Clarifications

The phrase *in Arkham* also refers to locations and areas in Dunwich, Kingsport and Innsmouth unless specifically stated.

Quachil Uttaus Ancient One: During the game, the first player marker is never passed until Quachil Attaus finally tracks down the first player and *devours* him.

Herald Variant

The players may choose select one **Herald**, by choice or randomly. Place the appropriate Herald sheet next to the Ancient One and follow the setup and gameplay instructions.

Personal Story Variant

After choosing investigators, players take the 2 Personal Story cards for their investigator. The first card (with the story on one side and the pass/fail conditions) is placed in play.

Each story has its own pass/fail conditions. If the condition is met, discard the card and place the second card in okay with the indicated side faceup. These effects are then active for the rest of the game.



THE KING IN YELLOW

Special Components

13 **Blight** cards, 7 **Magical Effect** cards, 3 **Act** cards.

Rules Modifications

Act Cards

Place the Act cards in a deck in order, with Act I on top. Each time a Mythos card entitled *The Next Act Begins* is drawn, the top card of the Act deck enters play.

Investigator Status

Magical Effects When an appropriate spell is cast, take the corresponding Magical Effect card. They do not count as items but use *hand icons* in combat like an item or Spell.

Play Styles

Touring Performance

Add Magical Effect, and Act cards. Add KiY Spell, Common Item, Unique Item, Gate, Mythos and Location cards on top of their respective AH decks.

When drawing from the Location decks, do not shuffle beforehand, but take the top card from the appropriate deck. Shuffle only when the entire deck has been gone through.

Permanent Performance

Add all the KiY components to AH.

The Herald Variant

Place the 10 yellow sign tokens on the King in Yellow Herald sheet. Add the Blight cards and the Riot monster markers.

Whenever the Terror level increases, follow the rules on the Herald sheet.

Once a Blight card enters play it cannot be gotten rid of.

Spawn monsters (Riot counters) are set aside when the game is set up. They do not count against the monster limit and never go to the Outskirts, and can never be claimed as monster trophies. They are removed from the game when defeated.

If the Ancient One awakens, remove the Herald from the game.

If a Location encounter mentions a person that appears on a Blight card in play, ignore the encounter and the investigator must choose to lose either 1 Sanity or 1 Stamina.



THE BLACK GOAT OF THE WOODS

Special Components

8 **Cult Membership** cards, 32 **Corruption** cards, 24 **Cult Encounter** cards, 5 **Difficulty** cards.

Rules Modifications

Gate Bursts

Mythos cards with a red gate location indicate **gate bursts**. These work normally, however if the location has an elder sign token on it, the token is removed and the gate opens as normal. A doom token is *not* placed on the track and a monster surge is not caused.

Also, **whenever a gate burst is drawn all flying monsters move**.

Investigator Status

Cult Membership and Encounters An investigator with a “One of the Thousand” Cult Membership who has an encounter at the Black Cave, the Unvisited Isle, or the Woods, must draw from the **Cult Encounters deck** instead of the location deck.

Corruption Place the green cards on top of the red cards to form the Corruption deck. An investigator may have more than one Corruption card at a time.

A Corruption card's effect is triggered when *both* its movement symbol and matching background appear on a Mythos card. Corruption cards are resolved immediately after monster movement. Some cards have additional passive effects that are always in effect.

When a Gate is closed, all Corruption cards in play that match its dimension symbol are discarded. The deck is never reshuffled. If a player must draw a Corruption card and there are none, the Ancient One immediately awakens.

Play Styles

The Herald Variant Add the Black Goat of the Woods

Herald sheet. Place all monsters markers with the hexagon dimensional symbol in a separate cup. **Whenever a Gate opens**, follow the rules on the Herald sheet. Even if the cup is depleted of hexagon symbol monsters, continue to draw monsters from the regular cup.

Difficulty Level Variants Choose a Difficulty card at the start of the game.



THE LURKER AT THE THRESHOLD

Special Components

12 **Relationship** cards, 18 **Gate** markers.

Herald variant: 35 **Power** tokens, 24 **Dark Pact** cards 28 **Reckoning** cards.

Rules Modifications

Setup

Replace all **gate markers** from the base game and expansions with the new gate markers.

In games with only 2 players, after receiving his random possessions, the first player draws a card from the **Relationship** deck and places it between himself and the other player. In games with 3+ players, each player draws a card from the Relationship deck and places it between himself and the player to his left.

Gate Bursts

Mythos cards with a red gate location indicate **gate bursts**. These work normally, however if the location has an elder sign token on it, the token is removed and the gate opens as normal. A doom token is *not* placed on the track and a monster surge is not caused. Also, **whenever a gate burst is drawn all flying monsters move**.

Relationship Cards

The partner in a relationship is always the investigator to the left of the player who received this card. In games with 3+ players, each player benefits from both his own card and the card drawn by the player to his right.

When an investigator is devoured, return both his Relationship card and the card of the player to his right back to the box. In a 2 player game, if either investigator is devoured, return the card to the box. New Relationship cards are not drawn.

Gate Markers

Closing and Sealing Gates It may be 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 not sealed.

The new gate markers are treated the same as the previous Gate markers with the following additions:



Devouring Gate: If an investigator is in the same location as this gate when it opens, he is devoured.



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



Endless Gate: This gate marker 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 his check to close this gate, a monster appears in his location. If this brings the number of monsters over the monster limit, place the monster in the Outskirts instead.



Gate of Blood: If an investigator fails his check to close this gate, he loses 1 Stamina.



Gate of Madness: If an investigator fails his check to close this gate, he loses 1 Sanity.



Moving Gate: If the dimensional symbol of this gate is activated during monster movement, the gate moves as if it were a normal monster.

The first player chooses the moving order of multiple moving gates. A gate does not move if there is a gate marker in the location it would move into. If a gate moves onto an investigator, he is pulled through. If this gate moves away from an investigator who has explored it, he loses his explored token. A moving gate never moves into a vortex.

Split Gate: An investigator drawn through a gate with 2 Other Worlds on the marker may choose which to move to. An investigator returning to Arkham from either of the Other Worlds may choose to move to the gate marker's location and place an explored token. He does not need to have explored both Other Worlds to close a split gate. When 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.

Play Styles

The Herald Variant

Add the **Lurker at the Threshold Herald sheet**, the Power tokens, the Dark Pact cards, and the Reckoning cards. Separate the Dark Pact cards into Blood Pacts, Soul Pacts, and Bound Allies. Add the rules listed on the Lurker at the Threshold Herald sheet.

If no Power tokens are available, any ability or effect that would give them to a player is ignored. If more than one player receives Power tokens and there are not enough for everyone, the first player chooses the order in which players receive their tokens.

An exhausted Soul or Blood Pact is turned sideways instead of facedown. An investigator knocked unconscious or driven insane does not lose any Dark Pacts or Power tokens. A devoured investigator loses all Dark Pacts and Power tokens.



THE CURSE OF THE DARK PHAROAH REVISED

Special Components

22 **Exhibit Item** cards, 18 **Exhibit Encounter** cards, 4 **Benefit** and 4 **Detriment** cards, 1 **Ancient Whispers** marker, 9 **Patrol** markers.

Herald variant: 1 **Dark Pharaoh Herald** sheet.

Rules Modifications

Setup

Return all components from the original edition of *The Curse of the Dark Pharaoh* expansion to the box.

Place the **Ancient Whispers marker** on the *Miskatonic University* street area.

To prepare the Ally deck, randomly deal **11 cards**, examine them, then shuffle into a facedown deck. Remaining cards are not used. Allies taken as starting equipment come from this deck of 11 cards. If a specific Ally is part of an investigator's fixed possessions, that Ally must be one of the 11 Allies used.

Investigator Status

Patrolled Neighborhoods

If you are instructed to place a **Patrol marker** on a specific street area, do not add a second if there is already one there.

Each time you attempt to leave, or end your movement in, a street area with a **Patrol marker**, you must make a **Sneak (+0)** check. If you fail, you are **arrested**.

All Patrol markers are discarded when the Terror level goes up.

Benefits / Detriments

If another player already has the card, ignore the instructions to take it. When a **Benefit** or **Detriment** card is discarded, it is once again available to be taken by any investigator instructed to do so. Players may have multiple **Benefit** or **Detriment** cards in any combination.

Ancient Whispers and Exhibit Encounters

During the Arkham Encounters Phase, if you are in a street area with the **Ancient Whispers** marker you must have an **Exhibit Encounter**. Shuffle the **Exhibit Encounters deck**, draw a card, read the text aloud, perform any actions indicated, and return the card to the deck.

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.

Each card includes instructions to move the **Ancient Whispers** marker to a new street area. If an investigator is in this new street area, he does not also have an **Exhibit Encounter**. No more than 1 investigator can have an **Exhibit Encounter** in a single turn.

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 (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 marker may not be removed from the board by any game effect, and it does not affect, nor is it affected by, any other tokens or markers on the board.

Play Styles

The Herald Variant

Add the **Dark Pharaoh Herald sheet**. Place the **Dark Pharaoh monster token** in the monster cup, even if *Nyarlathept* is not the **Ancient One**.

Add the rules listed on the **Dark Pharaoh Herald** sheet:

- Each time an investigator gains a **Unique Item** (including starting equipment), that investigator loses 1 **Sanity**.
- Each time an investigator gains an **Exhibit Item**, roll a die. On a failure, that investigator is **Cursed**.
- At the start of the Upkeep Phase, before rolling to get rid of **Curses**, each **Cursed** investigator loses 1 **Stamina**.
- All **Mask** monsters gain 1 **toughness**. In addition, each time a **Mask** monster is defeated, add 1 **doom token** to the **Ancient One's** **doom track**.
- If *Nyarlathept* is the **Ancient One** and he awakens, his combat modifier increases by 1 (to -5, -6, etc.) and he has one extra **doom token** placed on his **doom track** (for a total of 12, 13, etc.) for each **Mask** monster on the board.



THE CURSE OF THE DARK PHAROAH ORIGINAL

Special Components

22 **Exhibit Item** cards, 18 **Barred From the Neighborhood** cards, 4 **Benefit** and 4 **Detriment** cards.

Rules Modifications

Setup

To prepare the Ally deck, randomly deal **11 cards**, examine them, then shuffle into a facedown deck. Remaining cards are not used. Allies taken as starting equipment come from this deck of 11 cards. If a specific Ally is part of an investigator's fixed possessions, that Ally must be one of the 11 Allies used.

Evading Monsters

If a monster **surprises** an investigator, it cannot be evaded and he may not attempt to flee in the first round of combat.

Investigator Status

Barred From the Neighborhood An investigator barred from a neighborhood may move into its streets but *not* its locations, unless the location has an open Gate, or as a result of actions taken in non-Movement phases (eg. returning from being *lost in time and space*, arrested, sent to the Asylum etc). If there are no **Barred** cards left for a neighborhood, take one from another investigator. **All Barred cards are discarded when the Terror level goes up.**

Benefits / Detriments If another investigator already has a **Benefit** card you are told to draw, you *may* take it. If another investigator already has a **Detriment** card, you *must* take it.

Play Styles

Visiting Exhibit Add **Exhibit Item**, **Barred From the Neighborhood**, **Benefit**, and **Detriment** cards. Add **CotDP Spell**, **Ally**, and **Mythos** cards near their respective AH decks. Replace the AH Location and Gate decks with the **CotDP Location** and **Gate** decks.

When a player would draw spells, he can choose from the AH or **CotDP** decks. During the Mythos phase, draw from the **CotDP Mythos deck** first, then the AH deck, and so on, alternating every turn.

Permanent Exhibit Add all the **CotDP** components to AH.



MISKATONIC HORROR

Special Components

Player Reference sheets.

Add various cards depending on which expansions are used, using the card icons as a guide.

Rules Modifications

Player Reference Sheet

Place the **Player Reference sheet** that corresponds to the number of players next to the board.

Blight Cards

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 mention the person by name.

If an encounter mentions the name of a person who appears on a Blight card that is in play, but is not actually referring to the person, do not ignore that encounter.

New Epic Battle Variant Cards

The new Epic Battle cards have 2 new types of cards:

Battle Events: effects are immediately resolved.

An additional Epic Battle card is immediately drawn.

Battle Conditions: placed the card faceup near the Epic Battle deck; the effects on it remain in play for the rest of the game. An additional Epic Battle card is immediately drawn.

Mythos Cards with Alternate Gates

When a player is resolving the opening of a gate that has an **alternate gate**, the gate opens in the **upper** of the 2 locations.

However, if that location is on an expansion board not in play, the gate opens in the **lower** location instead.

If a Mythos card instructs you to place a Clue token on a location that is on a board not in play, disregard that placement. If there is a choice of locations, use the first if possible, or use the second if that first location is on a board not in play.

Gate Bursts and Alternate Gates

When resolving a Mythos card with an alternate gate, the upper location is used. A gate burst only occurs in the lower location if the upper location is on a board not in play.

Play Styles

The Dunwich Horror Herald Variant

You must use the **Dunwich Horror** expansion board.

Add the **Dunwich Horror Herald sheet**.

Place 1 Dunwich Horror token on the Dunwich Horror track at the start of the game.

Add the rules listed on the Dunwich Horror Herald sheet:

- The Dunwich Horror starts with 1 token on it, and 1 additional token is placed on it when the terror level reaches 3, 6, and 9 (in addition to the normal conditions under which tokens are placed on it).
- The Dunwich Horror has a circle dimensional symbol as well as a moon dimensional symbol, but only for purposes of movement. It cannot be banished or pulled through a gate because of this symbol.
- When the Dunwich Horror moves, it adds 1 doom token to the Ancient One's doom track on a 2-6 instead of a 4-6.
- If Yog-Sothoth is the Ancient One, and he awakens while the Dunwich Horror is on the board, Yog-Sothoth's combat modifier increases by 3 (to -8) and he has 5 extra doom tokens placed on his doom track (for a total of 17).

'Institution' Variant

During setup, add an **Institution sheet** (drawn randomly or chosen). Add the rules listed on the sheet.

Add the 3 **Expedition markers** if using the **Miskatonic University** Institution sheet.

Add the 38 **Agent tokens** if using the **Bureau of Investigations** Institution sheet.

Players may play with any combination of Heralds, Guardians, and Institutions; but generally one of each type at most.



Order of Play

UPKEEP

If *Lost in Time and Space* and not *delayed*, return to anywhere in Arkham *except* **Kingsport Head** locations (Kingsport) or **Y'ha-nthlei** (Innsmouth)

An investigator on an Innsmouth location or street may place Clue tokens on the **Feds Raid Innsmouth track**

Refresh exhausted cards and perform upkeep actions

Adjust skills a number of stops equal to **Focus**

MOVEMENT

Arkham movement. Evade or fight *each* monster when leaving an area, ending movement in an area, or remaining in an area without moving. Pick up **Clues**.

Other World movement

ENCOUNTERS

Arkham encounters

No Gate: Location special ability or draw card

Gate: Drawn through

If on *Explored* marker, attempt to close/seal

Other World encounters

DRAW MYTHOS CARD

Open Gate & Spawn Monster

Nothing at Location: Add Doom token, Gate and monster

Open Gate at Location: Monster surge

Sealed Gate at Location: Nothing

Sealed Gate Red Location: Gate burst

Clue token if there is no Open Gate at location.

Monster movement

Mythos text

Skill Checks

Roll # of dice = (skill value +/- modifier)

Skill difficulty is number of dice **successes** required to pass check (default is 1).

Normal success: 5 or 6 (cursed: 6, blessed: 4, 5 or 6).

If skill minus modifier is 0 or less, check is automatically failed.

After a skill check (pass or fail), roll an additional die for each **Clue** spent (even if number of dice after modifiers is below 0).

Evading Monsters

Evade check: **Sneak** skill check with **Awareness modifier**.
Fail: lose Stamina equal to ♥ icons and begin **Combat**.

If a monster **surprises** an investigator, it cannot be evaded and you may not attempt to flee in the first round of combat.

Combat

1. **Horror check:** **Will** skill check with **Horror modifier**.
Fail: lose Sanity equal to ● icons.

2. **Flee or Fight:** *Flee:* see evade check.
Fight: **Fight** skill check with **Combat modifier**. Difficulty equals ♠ icons.

3. **Fail Fight/Flee:** Lose Stamina equal to ♥ icons.

Casting Spells

Pay **Sanity cost** of spell. **Spell check:** **Lore** skill with *Lore* and *Spell Skill* bonuses and **Casting modifier**. No effect if failed.

Closing and Sealing Gates

Make a Lore or Fight check with Gate modifier.

Pass: Take Gate as trophy. All monsters in Arkham, Sky and Outskirts with gate dimension symbol, and all Corruption cards with symbol, are removed.

Then Seal: Spend 5 Clues to take unused Doom token and place on location as an elder sign.

Elder Signs: Uses up **Elder Sign** unique item. Take Gate as trophy. Take doom token from doom track and place as elder sign. **Lose 1 Sanity and 1 Stamina.**

If Sanity and/or Stamina are ever reduced to 0:

Choose and discard half of items, half of **Clues** and all **Retainers**. Restore Sanity and Stamina to minimum of 1.

Or draw an Injury card and restore Stamina to maximum (if 0 Stamina) or draw **Madness** card and restore Sanity to maximum (if 0 Sanity).

In Arkham: If Sanity, go immediately to Arkham Asylum. If Stamina, go to St. Mary's Hospital. No encounters this turn.

In Other World: Player is *Lost in Time and Space*.

If Sanity and/or Stamina are both reduced to 0, or either's maximum is reduced to 0, player is devoured.

Mythos Card Text

Headline Resolve then discard.

Environment Place faceup. Discard all other Environment cards.

Rumor If no Rumor card is in play, place faceup. Otherwise, ignore the text. A Rumor card in play is discarded (along with corresponding markers) when its *Pass/Fail* condition is met.

Monster Movement

Black Normal.

Yellow Never moves.

Red **Fast:** Move twice.

Green **Special:** marker.

Purple **Stalker:** Move normally unless player in street area connected by one yellow line or adjacent *unstable* location. Can't enter stable locations.

Blue **Flying:** Move to connected street area with a player in it. Otherwise move to the **Sky** (counts towards monster limit) and move to any street location in Arkham next time. Flyers will not leave a space containing a player, and remain in the Sky if there are no players in a street.

Orange **Aquatic:** If at an aquatic location, move to any other aquatic location that contains an investigator. Otherwise, move normally.

Monster Special Abilities

Ambush Once combat starts, investigator cannot flee.

Elusive (Awareness rating) Investigators do not need to fight or evade when leaving or ending move in the monster's space. To attack, must first pass an *Evade* check (fail ends move).

Endless Returns to the cup once defeated (no trophy).

Nightmarish X If the horror check is *passed*, the investigator still loses X Sanity.

Overwhelming X If the monster is *defeated* in combat, the investigator still loses X Stamina.

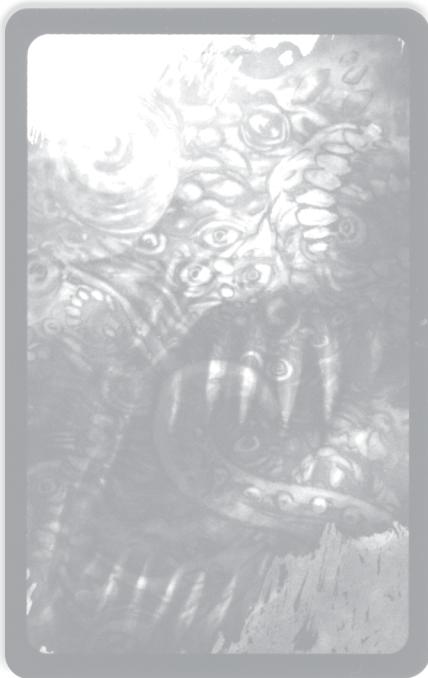
Physical/Magical Resistance A weapon or spell that adds a bonus of the resisted type only provides half bonus.

Physical/Magical Immunity A weapon or spell that adds a bonus of the immune type provides no bonus.

Weapon Immunity Any combat bonus from Physical/Magical Weapons is reduced to 0. Spells are not affected.

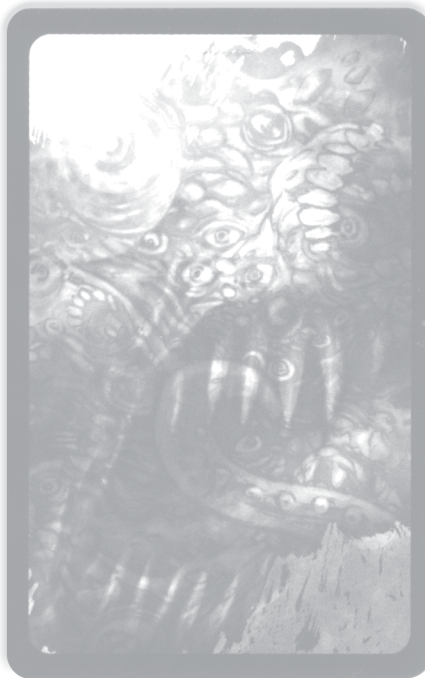
HEADLINE

Resolve then discard



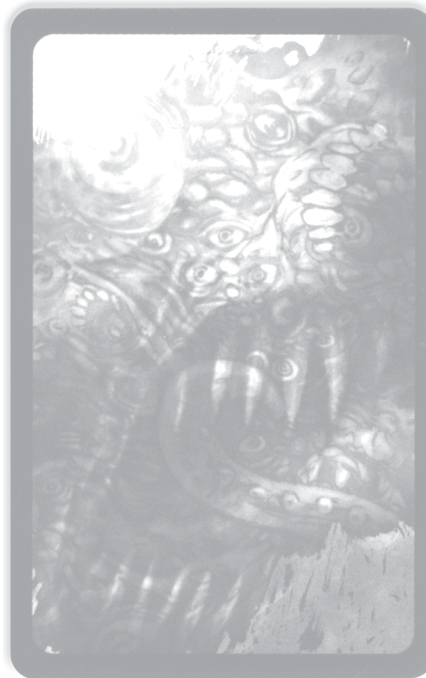
ENVIRONMENT

Replace with new Environment card



RUMOR

No Rumors on setup draw.
Ignore new Rumor text until Pass/Fail condition met



TURN ORDER

UPKEEP

Return if *Lost in Time & Space* and not *delayed*
Refresh exhausted cards and Upkeep actions
Adjust skills a number of stops equal to Focus

MOVEMENT

Arkham movement. *Combat. Pick up Clues.*
Other World movement

ENCOUNTERS

Arkham encounters

No Gate: location special ability or draw
Gate: Drawn through or attempt to close/seal if explored

Other World encounters

MYTHOS

Open Gate & Spawn Monster

Nothing: Add Gate, monster and Doom token
Open Gate at location: Monster Surge
Sealed location: No Gate or monster
Sealed red location: Gate Burst

Clue token if there is no open Gate at location

Monster movement

Mythos special text

GATES OPEN TO START FINAL BATTLE

ELDER
SIGNS
ON BOARD
TO WIN

6



MAXIMUM MONSTERS IN ARKHAM

Monsters over this limit go to the Outskirts



MAXIMUM MONSTERS IN OUTSKIRTS

When exceeded return all Outskirts monsters to the cup and increase Terror by 1



Downtown

Arkham Asylum		Recover
Bank of Arkham		\$10 Bank Loan
Independence Square		

Easttown

Hibb's Roadhouse		
Police Station		Can be Deputized for Trophies
Velma's Diner		

French Hill

Silver Twilight Lodge		Members: Inner Sanctum
Witch House		

Merchant District

River Docks		Earn
The Unnameable		
Unvisited Isle		

Miskatonic University

Administration		Learn
Library		
Science Building		Discover
Curiosities Shoppe		Shop for

Northside

Newspaper		
Train Station		
Black Cave		

Rivertown

General Store		Shop for
Graveyard		
Historical Society		

Southside

Ma's Boarding House		Choose
South Church		Obtain
Saint Mary's Hospital		Recover

Uptown

Ye Olde Magick Shoppe		Learn
Woods		



Clues



Money



Common Items



Unique Items



Spells



Skills



Stamina



Sanity



Blessing



Ally

Guide to Arkham

DUNWICH

Backwoods Country

Cold Spring Glen		
Whateley Farm		
Wizard's Hill		

Blasted Heath

Devil's Hopyard		Discover
Gardners' Place		
Harney Jones' Shack		Recover

Village Commons

Bishop's Brook Bridge		
Darke's Carnival		Earn
Dunwich Village		Shop for

Central Hill

7th House on the Left		
Congregational Hospital		Recover
St Erasmus's Home		

Harborside

607 Water St.		
North Point Lighthouse		Obtain Captain of the White Ship card
The Rope and Anchor		Buy

Kingsport Head

The Causeway		
Str. High House in the Mist		Obtain Changed card
Wireless Station		

South Shore

Artists' Colony		
The Hall School		
Neil's Curiosity Shop		Pawn

Church Green

Esoteric Order of Dagon		
Innsmouth Jail		
Sawbone Alley		Aid in jailbreak


















Factory District

First National Grocery		Shop for
Gilman House Hotel		Recover
Marsh Refinery		








Innsmouth Shore

Devil Reef		
Falcon Point		
Y'ha-Nthlei		




Joe Sargent's Bus Service

*Downtown*Arkham Asylum  Recover Bank of Arkham  \$10 Bank Loan Independence Square    *Easttown*Hibb's Roadhouse    Police Station   Can be Deputized for TrophiesVelma's Diner  *French Hill*Silver Twilight Lodge    Members: Inner Sanctum Witch House    *Merchant District*River Docks   Earn The Unnameable    Unvisited Isle     *Miskatonic University*Administration  Learn Library  Science Building   Discover  Curiosities Shoppe  Shop for *Northside*Newspaper  Train Station   Black Cave    *Rivertown*General Store  Shop for Graveyard    Historical Society    *Southside*Ma's Boarding House  Choose South Church  Obtain Saint Mary's Hospital  Recover *Uptown*Ye Olde Magick Shoppe  Learn Woods    

DUNWICH

*Backwoods Country*Cold Spring Glen    Whateley Farm    Wizard's Hill    *Blasted Heath*Devil's Hopyard  Discover   Gardners' Place    Harney Jones' Shack Recover  *Village Commons*Bishop's Brook Bridge   Darke's Carnival   Earn Dunwich Village   Shop for  *Central Hill*7th House on the Left  Congregational Hospital Recover  St Erasmus's Home  *Harborside*607 Water St.  North Point Lighthouse    Obtain Captain of the White Ship cardThe Rope and Anchor Buy  *Kingsport Head*The Causeway   Str. High House in the Mist  Obtain Changed cardWireless Station  *South Shore*Artists' Colony  The Hall School  Neil's Curiosity Shop  Pawn *Church Green*Esoteric Order of Dagon   Innsmouth Jail  

Sawbone Alley Aid in jailbreak

*Factory District*First National Grocery  Shop for  Gilman House Hotel Recover  Marsh Refinery   *Innsmouth Shore*Devil Reef    Falcon Point   Y'ha-Nthlei    *Joe Sargent's Bus Service*

Guide to Arkham

KINGSPORT

INNSMOUTH



House Rules for Arkham Horror by Richard Launius

Game Preparation

Two Monsters on First Gate

During setup, when placing the first open Gate, draw and place 2 monsters on the Gate rather than 1. Additionally, if playing with 4 or more players, have 2 monsters appear each time a new Gate is drawn.

From an adventure perspective, this sets the tone early, especially with first time players, that bad things are happening in Arkham. From a game play perspective, this offers more opportunity immediately for monsters to move and for the investigators to kill some monsters quickly. If using the continual 2 monsters appearance as new Gates are revealed, this puts more pressure on the players of games with 4 or more players to battle the monsters or they will quickly begin to see the Terror track rise, and battling monsters will mean they cannot just hold all their Clue tokens for sealing of Gates.

Choosing Investigators

At the start of play, randomly deal 2 or 3 Investigator cards to each player. Players must choose their investigator from those dealt to them.

Prohibits always using the same Investigators, but still allows for some choice. This assignment process forces the players to use different characters from game to game, and therefore different strategies. It also increases game replayability and overall fun.

Playing the Game

Gate Locations Unknown

All Gates are placed facedown on the board rather than faceup. The Gate is only revealed when an investigator goes to the location and travels through it. At the point an investigator enters the location and announces they are traveling through the Gate, flip the Gate over and the investigator immediately moves through it. (This works best with the Choose to Travel Through Gate rule.)

Creates mystery and makes the game even more interesting. No longer can any players rush their investigator to a Gate because they know it is the Dreamlands and they feel more comfortable about traveling to that location than the Abyss. This rule does make the game a little more difficult, but the trade-off is it creates a lot of dialog and role-playing with a creative crowd.

Choose to Travel through Gate

Locations with Gates do not automatically suck the investigator through. Moving through a Gate is a choice for the player, unless a Gate opens at a location where an investigator just happens to be visiting—then they are sucked through as normal.

Enables players more choices and opportunities to have Arkham location encounters. My logic for the rule is that the gate is not huge, probably only 12 feet by 12 feet and may even be in the basement of the building. The areas at each location are large—buildings with multiple floors and rooms, or acres of thick woods so there is an opportunity to still have normal encounters in a location even though nasty creatures may be slithering through a gate in the basement below...

Insanity results in Permanent Memory Loss

Going insane causes the investigator to discard 1 Spell or 1 Skill to meet the requirements. This replaces the loss of half their items. Loss of half their Clue tokens is still applied—things they have forgotten from the trauma.

It seems like a logical effect of the insanity, but it also makes strong fighters respect the monsters that inflict greater Sanity loss when they realize it may cost them a valuable Skill or Spell.

Monster Guards Sucked Through Closing Gates

Monsters guarding a Gate (on the same space) are sucked through the Gate when it is closed. Players do not get to claim these monsters as trophies, only the Gate.

The creatures did not see (or understand) the actions of the investigator, so were caught off guard and sucked through the Gate just like any monsters that match the symbol on the Gate token. This is helpful with novice players and a lot of monsters roaming the board and especially valuable for disposing of the stronger monsters. I primarily use this house rule when playing with 2 monsters appearing at each new Gate.

Sanity Loss for Trapping Another Investigator in a Gate

The investigators are responsible for their actions, so sealing a gate that traps another investigator with no way to return to Arkham is something that should haunt them. Therefore, in the event this should happen, the investigator should lose D3 Sanity (roll a die and divide the result by 2, rounding up). The players may expand this to include any activity in which a player inflicts damage knowingly to another player.

Adds to the role-play aspect and fun of the game. This rule existed in the original Arkham Horror, but of course the penalty for being trapped in a Gate in the original was death. While we have softened that somewhat in the current edition with only penalizing the trapped investigator by sending them to Lost in Space & Time, they still lose half their items and half their Clues. Therefore the investigator that causes such pain (even if there is good reason, like making sure no new monster appeared) should be haunted by their actions.

One Round of Combat—Free Evade

With novice players I give the option to continue to fight after one round or to get a free evade, which ends their turn and allows them to leave this space freely on the next move.

They may not have an encounter at this location as they are hiding from the monster that is there. This does not free them from any new monster combat as the result of monster movement in the Mythos phase.

This rule enables the novice players to leave after 1 round of combat without being reduced to 0 Stamina in subsequent rounds. Therefore they can choose to go to the hospital on future turns and heal rather than being carted there by an ambulance and discarding half their items, spells and money. This rule speeds up game play by not only reducing what may be fatal combat rounds, but more importantly by reducing the turns required for injured investigators to build back up by replacing the stuff they lost.

No Victory for Sealed Gates

Us this rule when you want a tougher game, especially with veteran players. This has no effect on play other than removing one of the paths to victory.

Sealed Gates continue to prohibit new Gates from opening at the location, and are therefore still valuable in the play of the game.

Toughens the game and forces the players to use new strategies. Should be considered by experienced players, especially if they win more than 50% of the games they play.

Double Gate Appearance

With 5 or more players, begin having 2 Gates appear once the Great Old One's Doom track reaches 6. This rule is a change to the Mythos phase in that after the first Mythos card is drawn and all actions completed, a second Mythos card is now drawn and only the Gate portion of this second card is used.

If the location on the second card does not have a Gate and is not sealed, a Gate is placed on that location. If the location has a Gate on it, 1 monster comes through that Gate, not the other Gates on the board as in a normal monster surge.

If the location is sealed by an Elder Sign, the Elder Sign is broken and discarded. No Gate appears, but the warding has been broken by the will of the Great Old One.

Toughens the game considerably for larger group play. Also starts out slower and puts more pressure on later in the game. Creates a random end game—when only two spaces are left on the Doom track the Great Old One could arrive at any turn.

Great Old Ones Really Great

For players that would like a tougher end game:

- 1. Sanity Rolls for the Great Old One using their Combat Modifier as the Sanity Modifier.** If failed discard half your items, half your spells, and half your allies (rounding up). Then the Start of Battle begins combat with the Great Old One per normal rules.
- 2. If less than 4 investigators in the game, treat 4 as the 'to hit' number each round of combat.** This means it takes 4 hits to remove one token from the Great Old One's Doom track. And no—hits are not banked from round to round if less than 4, they are lost after the Investigators complete their attacks and the Great Old One attacks.
- 3. Special non-combat abilities may not be used unless no attack is taken and may only be used once the entire battle.** In other words using a some skill or item to restore Health or Sanity may only be used once in combat with the Great Old One.

All these rules significantly make it tougher for any size group to successfully defeat the Great Old One.

The final battle is intended to be a last ditch effort to save Arkham—not the primary plan of any team for victory. These house rules assure veteran players cannot just stock up weapons and wait for the big guy to arrive.

Keeper of the Old One

This rule is for one player to act as the game keeper or game master and control the flow of the game. Works best with large numbers of players (especially if they are new to the game).

The keeper controls all Mythos draws, monster movement, and encounter card resolution. For Mythos card draws, they draw 2 cards and put one in play each turn, discarding the other. They move the monsters according to the card draw, adjust the Doom track and Terror track when required, they fan the encounter cards for locations and let the player at that location pick one that they then read to the player. They also draw any Gate cards for other world encounters and read the encounter to the players.

In essence they control the flow of the game for the enjoyment of the players like any game master in a role playing game.

Speeds up play for larger and new play groups. Represents the expert on any rule issues, and sets the mood by reading the encounters and forcing players to quickly make their choices. Often, an experienced player in this game can increase or decrease the play of the game by the Mythos card they put into play each turn to better match the adventure to the players.

Solitaire Play

Team of Investigators

In solitaire (and 2 player games) deal 6 investigators and keep 4 to play. The game is played using 4 players as the base for victory conditions, monsters, combat with the Great Old One, etc.

It is more fun and more competitive to play as a team of investigators. This way, if one investigator is having tough luck, the others can keep you in the game. The team creates more strategic opportunities for the player, and in the end makes for a better adventure and gaming experience.