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H ello! I'm Peter ('Universal Head'), and for more than 10 years I've been creating these famous rules and references, and bringing you hundreds of entertaining, informative videos about tabletop gaming.

This PDF took a lot of time and hard work to create, so if you find it improves your game experience, please consider a donation so I can continue to make them for you. Even better, regularly support the EOG on **Patreon**. There's even a special EOG community on Discord – go to the website and click the link to join!

v2

May 2025

For best results, print at 100% (on double-sided paper), laminate and trim to size.

Arkham Horror
THE CARD GAME

SETUP

Each player chooses a different **investigator** and places that investigator's card in their play area. Choose a player to be the **lead investigator**: that player takes the *Campaign Guide*.

Assemble and shuffle the players' **investigator decks**. Place the **damage**, **horror**, **clue**/**doom**, and **resource** tokens in separate piles.

Choose a **difficulty level** and place the **chaos tokens** indicated by the campaign setup instructions into the **chaos bag** (an opaque container). Return the other chaos tokens to the box.

Each player takes **5 resources** and places them near their investigator card as their **resource pool**.

Each player draws **5 cards** from their deck. If you draw a *weakness* card, draw an additional card, then shuffle the weakness back into your deck. Each player *may* take a single *mulligan* at this time by setting aside up to 5 of the cards just drawn, drawing an equivalent number of cards, and shuffling the set-aside cards back into their deck.

Read the **scenario introduction** in the *Campaign Guide* and perform the scenario setup instructions: gathering the listed encounter sets, placing locations, placing investigator mini cards at the location(s) investigators begin play, setting aside any listed cards, and shuffling remaining encounter cards together to form the encounter deck.

Assemble the **agenda deck** in sequential order, art side faceup, with *1a* on top. Read the story text on *1a*. Place the scenario reference card next to the agenda deck

Assemble the **act deck** in sequential order, art side faceup, with *1a* on top. Read the story text on act *1a*.

There are no action windows during setup. Players may only trigger player card abilities or play cards from hand during setup if the card or ability's specific triggering condition is met.

KEY CONCEPTS

If the text on a card directly contradicts the text of the rules, text on the card takes precedence. If it is possible to observe both the card text and the text of the rules, both are observed.

If the players are required to make a choice among 2 or more equally valid options, the lead investigator chooses among those options. When players are instructed to do something '*in player order*,' the lead investigator does so first, followed by each other player, one player at a time, in clockwise order.

The Grim Rule If the players are unsure how to resolve a rules or timing conflict, resolve it in the manner the players perceive as the worst possible at that moment with regard to winning the scenario, and continue with the game.

Per Investigator 👤 next to a value multiplies that value by the number of investigators who started the scenario.

Ready and Exhausted Cards enter play in a *ready* position (upright). To use some card abilities, the card must *exhaust*, (rotate 90 degrees). An exhausted card cannot exhaust again until it is readied by a game step or card ability.

Locations Each location has a *revealed* side (with a shroud value and a clue value) and an *unrevealed* side (keyhole symbol below the title). **A location enters play unrevealed side faceup.** Clues may be placed on a location during setup if the investigators begin play there, or if the setup rules instruct players to reveal a location.

ROUND SEQUENCE

Each **round** is divided into 4 **phases**. During the first round, skip the Mythos phase and proceed to the Investigation phase.

The Mythos Phase

Resolve these steps, in order.

1. **Place 1 doom token on the current agenda**.

2. **Compare the total number of doom tokens in play** (on the current agenda and on other cards in play) **to the doom threshold of the current agenda**. If the number is equal to or greater than the threshold (and there are no **Objective** requirements), advance the agenda deck.

3. **In player order, each investigator draws the top card of the encounter deck**. Resolve each type of encounter card:

   Treachery Resolve the card's ability, then place it on the encounter discard pile.

   Enemy The enemy spawns engaged with the investigator who drew the card, unless it has a **Spawn** instruction, in which case it spawns at the indicated location.

The Investigation Phase

Each investigator takes a separate **turn**. Players, as a group, choose which investigator takes the first turn. When an investigator's turn ends, choose an investigator to take the next turn, and so on, until each investigator has taken their turn.

Each investigator has 3 actions during their turn. You may perform any of the following tasks, as many times as you like and in any order, providing you have an action available to pay for that task.

If you are engaged with one or more ready enemies, and take an action other than evade, fight, or activate a *parley* or *resign* ability, each of those enemies makes an **attack of opportunity** against you (in an order of your choice). Each attack deals that enemy's damage and horror to your investigator and the enemy does not exhaust.

If you end your turn early, unused actions are lost and cannot be saved for future turns. After each investigator has completed their turn, play proceeds to the Enemy phase.

On your turn, you may use an action to:

Draw: Draw 1 card from the top of your deck. If your deck is empty, shuffle your discard pile back into your deck; then after completing the entire draw take 1 horror.

Resource: Gain 1 resource from the token pool.

Activate: Resolve an ➤ (action trigger) ability on a card in play under your control (including your investigator card), on a scenario card at your location (the location itself, encounter cards there, and encounter cards in the threat area of any investigator there) or on the current act or agenda card. You must use 1 action for each ➤ specified in the ability's cost.

Engage: Engage 1 enemy at your location. To engage an enemy, place that enemy in your threat area. You may engage an enemy that is engaged with another investigator at the same location.

Investigate: Attempt to find clues in your location. Make an **intellect** 🧠 test against the **shroud value** of that location. If the skill test is successful, take 1 clue that was on the location and place it on your investigator card. If the test is failed, no clues are discovered.

Evade: Attempt to evade 1 enemy you are engaged with. Make an **agility** 🦶 test against that enemy's **evade value**.

If the test is successful, the enemy is exhausted and the engagement is broken; move the enemy from your threat area to your current location. If the test fails, the enemy remains engaged with you.

Move: Move your mini card to any other location marked as a connection on your current location. Connections are indicated by the icons at the bottom of the location card, each matching an identical icon in the title area of each connecting location.

When an investigator enters a location for the first time, turn it to its revealed side, and put **clues** equal to its **clue value** on it.

Play: Select an asset or event card in your hand, pay its **resource cost** (from your resource pool), and play it.

Event card: resolve its effects, then place it in its owner's discard pile.

Asset card: place it in your play area; it remains in play until an ability or game effect causes it to leave play.

Skill cards are not played. For their abilities and icons to be used, they must be committed to a skill test from your hand.

Cards with the *fast* keyword do not cost an action to play.

Slots restrict the number of cards of a specific category you can have in play at a time. If your asset has one or more slot symbols, it may only enter play if you have those slots available.

The slots available to an investigator are: 1 ally slot, 1 body slot, 1 accessory slot, 2 hand slots, and 2 arcane slots.

If you wish to play or gain control of an asset that requires a slot already full, you must choose and discard asset(s) under your control to make room for the new asset.

Fight: Attack any 1 enemy at your location. Make a **combat** ⚔ test against the enemy's **fight value**.

If the test is successful, you deal 1 damage to the attacked enemy (this may be modified by some weapons, spells, or other special attacks). Place damage tokens equal to the amount of damage dealt on the enemy. An enemy with as much (or more) damage on it as it has health is defeated and placed in the encounter discard pile. If the bottom of the enemy's text box indicates that it provides **victory points**, place the card in a shared victory pile instead of discarding it.

If the test fails, no damage is dealt to the attacked enemy. However, if you fail a combat test against an enemy engaged with another investigator, the damage value of the failed attack is instead dealt to the investigator engaged with that enemy.

The Enemy Phase

Resolve these steps in order. If there are no enemies in play, proceed to the Upkeep phase.

1. **Hunter enemies move.** Each enemy with the *hunter* keyword moves once, to a connecting location, in the direction of the nearest investigator. Exhausted hunter enemies, and hunter enemies at a location with 1 or more investigators, do not move.

   If a hunter enemy moves to a location with 1 or more investigators, it immediately **engages** one of them.

2. **Enemy attacks.** Each ready, engaged enemy makes an attack against the investigator with which it is engaged. Resolve enemy attacks in player order.

   When an enemy attacks, deal both its **damage** and its **horror**, simultaneously, to the engaged investigator.

   After an enemy attacks during the enemy phase, **exhaust** it to indicate that it has attacked. **During attacks of opportunity, enemies do not exhaust**.

The Upkeep Phase

Resolve these steps, in order:

1. **Each investigator turns their mini card faceup**.
2. **Ready all exhausted cards.** Each unengaged enemy that readies at the same location as an investigator engages at this time.
3. **Each investigator draws 1 card and gains 1 resource**.
4. **Each investigator with more than 8 cards in hand** chooses and discards cards from their hand until only 8 cards remain.

After the above steps are complete, the round is over. Proceed to the Mythos phase of the next round.

SKILLS AND SKILL TESTS

Each investigator has 4 **skills**: **willpower** 🧠, **intellect** 📖, **combat** ✊, and **agility** 🦶.

To perform a **skill test**, reveal a random **chaos token** from the chaos bag. This modifies your skill value; if the modified skill value equals or exceeds the test's **difficulty**, you succeed.

Before drawing a chaos token, you may boost your skill value. There are 2 ways to do this:

1. You may commit cards from your hand with one or more icons matching the skill type of the test. A **wild** icon ❓ matches all skill types. **Each matching icon increases the investigator's skill value by 1 for that test**.

   The investigator performing the test may commit any number of cards to the test, and each other investigator at the same location as that investigator may commit 1 card from their hand to help. Do not pay a card's resource cost when committing it to a skill test.

2. You may activate **free trigger** ⚡ abilities to modify your skill for a test.

Some skill cards have an ability that resolves upon the completion of a skill test, if the card is committed to that test.

After a skill test, discard all investigator cards committed to it, and return the revealed chaos token to the chaos bag.

Chaos token effects

💀 🔺 🌑 ✴ Refer to the scenario reference card and resolve the corresponding effect.

✴ **Elder Sign** Resolve the ⭐ effect on your investigator card.

🐙 **Auto-fail** The skill test automatic fails.

If the revealed chaos token (or the effect referenced) has a numerical modifier, apply it to your skill value for the test.

ASSET CARDS

When you are dealt damage or horror, you may assign some or all of that damage or horror to eligible asset cards you control.

Most assets take up one or more **slots** while in play.

Assets with an encounter set icon and no level indicator are **story assets**. They may not be included in your deck unless the resolution or setup of a scenario allows it.

Attachments are placed beneath and slightly overlapped by the specified game element. They remain attached until either the attachment or the element to which it is attached leaves play (in which case the attachment is discarded), or unless a card ability explicitly detaches the card. An attachment exhausts and readies independently of the element it's attached to.

ADVANCING THE DECKS

If an act or agenda card has an **Objective** instruction, that overrides the procedure for advancing the deck.

Act deck: Generally, investigators can advance the act deck by spending, as a group, **clues** equal to the value at the bottom of the current act card's text box (return spent clues from the investigators' cards to the general token pool).

Advancing the act in this way does not cost an action and may be done during any investigator's turn.

Agenda deck: The agenda deck advances if the number of **doom** shown on the agenda card is in play (on the agenda card as well as on any other cards in play).

Advancing a deck

To advance a deck, remove all tokens from the card. In the case of the agenda deck, remove all doom from each card in play.

Flip the current card over, follow the instructions on the reverse, and remove it from the game. The next card in the deck becomes the new current card unless otherwise specified.

When advancing the act deck, any clues the investigators have gained (but are not spending) remain in their play area.

ENEMY ENGAGEMENT

While an enemy card is in play, either it is **engaged** with an investigator (and placed in that player's threat area), or it is placed at a **location**. Each enemy in your threat area is considered to be at your location. If you move, the enemy remains engaged with you and moves with you.

Any time a ready non-engaged enemy is at your location, it engages you and is placed in your threat area. If multiple investigators are at the same location as a ready enemy, the lead investigator chooses which of those investigators the enemy engages. If an enemy has a **Prey** instruction, that dictates whom it engages if there is a conflict.

An enemy will immediately engage if:

- **It spawns** (in a ready state) at the same location as an investigator.
- **It moves** (in a ready state) to the same location as an investigator.
- **An investigator moves to the same location** as a ready enemy.
- **An exhausted enemy is readied at the same location** as an investigator.

DAMAGE AND HORROR

When your investigator is dealt damage, place damage on your investigator card and/or on any of your investigator's asset cards that have **health**, up to the amount of damage each card can hold. A card that has no health value cannot be dealt damage.

When your investigator is dealt horror, place horror on your investigator card and/or on any of your investigator's asset cards that have **sanity**, up to the amount of horror each card can hold. A card that has no sanity value cannot be dealt horror.

All damage/horror that cannot be assigned to an asset must be assigned to the investigator.

If an ability causes a card to take **direct** damage or direct horror, it must be assigned directly to that card.

If a card has an amount of damage that equals or exceeds its health, or an amount of horror that equals or exceeds its sanity, the card is **defeated**. A defeated asset card or enemy is discarded.

A defeated investigator is eliminated from the scenario. Remove all their cards from the game and return their resource tokens to the pool and other cards to their discard piles; any card they owned but didn't control that is in play remains in play, but if that card leaves play it is removed from the game.

All their clue tokens are placed at the location the investigator was at when eliminated, as are engaged enemies, now unengaged but otherwise maintaining their current game state.

ABILITIES

Constant abilities (no special formatting) are always interacting with the game state as long as the card is in play.

Forced abilities initiate and interact with the game state automatically at a specified timing point.

Revelation abilities initiate as that card is drawn by an investigator.

Free triggered abilities (⚡) may be triggered as a player ability during any player window.

Reaction triggered abilities (🔁) may be triggered any time that triggering condition is met.

Action triggered abilities (➡) may be triggered during a player's turn in the Investigation phase through the use of the **activate** action, if you use 1 action for each ➡ specified in the ability's cost.

Some abilities have bold action designators (*eg,* **Fight**, **Evade**, **Investigate**, or **Move**). Activating them performs the designated action, but modified in the manner described.

If an ability refers to a player's **collection**, the collection of cards from which that player's deck was assembled is used.

UNIQUE CARDS

There can be no more than one instance of each **unique** (*)card, by title, in play at any given time. If a unique encounter card that shares a title with a unique player card would enter play, discard the player card simultaneously as the encounter card enters play.

COOPERATING AND TABLE TALK

Investigators should work together and plan out what they hope to accomplish each round. However each individual player has final authority over the actions their investigator performs.

Players work together and communicate during the game, and are encouraged to stay 'in character' as much as possible while doing so. It is recommended that player's do not name, read off, or allude to individual cards that are hidden information (*ie,* in a player's hand or deck).

WINNING AND LOSING

The **act deck** represents the progress of the investigators through a scenario. The players' primary objective is to gather clues and use them to advance through the act deck until a (hopefully favorable) resolution is reached.

The **agenda deck** represents the objectives and progress of the dark forces in the scenario. Should the agenda deck reach its conclusion, a (usually darker) resolution will occur.

When any encounter card triggers a **resolution** (→**R#**), the players have completed the scenario and should refer to the resolution text that matches that number in the *Campaign Guide* to discover what happens next.

Should all investigators be eliminated during a scenario, the *"if no resolution was reached"* conclusion in the *Campaign Guide* is used.

ROUND SEQUENCE

Mythos Phase *Skip during the first round*

1. Place 1 doom token on the current agenda.
2. If the total doom tokens is equal to or greater than the doom threshold of the current agenda, advance the agenda deck.
3. In player order, each investigator draws an encounter card:

   Treachery: resolve, then place on the encounter discard pile.
   **Enemy:** the enemy spawns engaged with the investigator who drew the card (unless it has a **Spawn** instruction).

Investigation Phase

Each investigator takes a **turn of 3 actions**. If you are engaged with 1 or more ready enemies, and take an action other than evade, fight, or activate a *parley* or *resign* ability, each enemy makes an **attack of opportunity** dealing its damage and horror to you (and does not exhaust).

On your turn, you may use an action to:

Draw: Draw 1 card from your deck. If you shuffle your discards into a new deck take 1 horror after completing the draw.

Resource: Gain 1 resource from the token pool.

Activate: Resolve an ➤ ability on a card in play under your control (including your investigator card), on a scenario card at your location, or on the current act or agenda card. Use 1 action for each ➤ in the ability's cost.

Engage: Engage 1 enemy at your location (even one engaged with another investigator) by placing it in your threat area.

Investigate: Make an **intellect** 🧠 test against the **shroud value** of the location. On a success, take 1 clue from there.

Evade: Evade 1 enemy you are engaged with: make an **agility** 🦶 test against its **evade value**. On a success, move the enemy from your threat area to your current location and exhaust it.

Move: Move to any other location marked as a connection on your current location. When you enter a location for the first time, flip it and put **clues** equal to its **clue value** on it.

Play: Play a card from your hand, paying its **resource cost**:

Event card: resolve, then place in your discard pile.

Asset card: place in your play area.

Skill cards must be committed to a skill test from your hand. Cards with the *fast* keyword do not cost an action to play.

Your available slots are: 1 ally, 1 body, 1 accessory, 2 hand, and 2 arcane.

Fight: Attack 1 enemy at your location. Make a **combat** 🗡 test against its **fight value**. On a success, deal 1 damage.

If you fail a combat test against an enemy engaged with another investigator, deal the damage to that investigator instead.

Enemy Phase

If there are no enemies in play, proceed to the Upkeep phase.

1. **Hunter enemies move.** Each *hunter* enemy moves once to a connecting location, in the direction of the nearest investigator. Do not move exhausted hunter enemies or hunter enemies at a location with 1 or more investigators. If a hunter enemy moves to a location with 1 or more investigators, it immediately **engages** one of them.
2. **Enemy attacks.** In player order, each ready, engaged enemy simultaneously deals both its **damage** and its **horror** against the investigator with which it is engaged. Then **exhaust** it.

Upkeep Phase

Resolve these steps, in order:

1. Each investigator turns their mini card faceup.
2. **Ready all exhausted cards.** Each unengaged enemy that readies at the same location as an investigator engages.
3. Each investigator draws 1 card and gains 1 resource.
4. Each investigator chooses and discards cards in hand until only 8 remain.

SKILLS AND SKILL TESTS

Willpower 💧 Intellect 🧠 Combat 🗡 Agility 🦶

To make a **skill test**, reveal a random **chaos token** from the chaos bag. This modifies your skill value; **if the modified skill value equals or exceeds the test's difficulty, you succeed**.

Before drawing a chaos token, you may boost your skill value:

1. Commit cards from your hand with icons matching the skill type of the test. **Wild** ❓ matches all types. **Each matching icon increases the investigator's skill value by 1 for that test**.

   You may commit any number of cards to the test, and each other investigator at the location may commit 1 card to help.

2. Activate **free trigger** ⚡ abilities to modify your skill.

Chaos token effects

💀 🔺 🔳 🌿 Refer to the scenario reference card and resolve the corresponding effect.

✴️ **Elder Sign** Resolve the ✴️ effect on your investigator card.

🔮 **Auto-fail** The skill test automatic fails.

KEYWORDS

Alert

Each time an investigator fails a skill test while attempting to evade an enemy with *alert*, after applying all the test results, that enemy performs an attack against the evading investigator. An enemy does not exhaust after performing this attack, and it occurs whether the enemy is engaged with the evading investigator or not.

Aloof

This enemy does not automatically engage investigators at its location, and spawns unengaged. An investigator may use the engage action or a card ability to engage this enemy. You cannot attack this enemy while it is not engaged with an investigator.

Bonded

Cards with this keyword are linked to another player card. They have no level and are not available when building your deck. Instead, the card to which they are bonded summons the *bonded* card into the game. If your deck has a card that summons *bonded* cards, set aside those *bonded* cards at the start of each game.

Concealed X

When a scenario includes one or more concealed enemies, you will set aside several concealed double-sided mini-cards. The facedown side represents the possible location of a concealed enemy. The revealed side reveals the mini-card's true nature.

When you draw an enemy with this keyword (or must resolve an enemy's *concealed* keyword), spawn that enemy into a game area above the agenda deck, not at any location called **the shadows**. Then, take the set-aside concealed mini-card that matches that enemy, along with X decoys, shuffle them facedown, and putsthem into play distributed as evenly as possible among each location in play, starting with the locations nearest to the investigator. Then, at each of those locations that already had 1 or more concealed mini-cards, shuffle each of them facedown as well.

Enemies in the shadows are in play, but not at any particular location. They cannot move until they leave the shadows. They can qualify as the *nearest* enemy, but only if there are no other enemies in play at any location. They cannot be damaged or leave play via player card effects.

While in play, *concealed* mini-cards represent the possible location of an enemy in **the shadows**. To deal with the enemy, its true location must first be discovered by exposing its mini-card via one of 3 methods: **fighting**, **evading**, or **investigating**.

Concealed mini-cards are not enemies and cannot be engaged like enemies. However, any investigator at the same location as a concealed mini-card may attempt to expose it by successfully attacking it or evading it (as if it were an engaged enemy), or by successfully investigating its location. The difficulty to successfully attack or evade a concealed mini-card is equal to the **shroud** value of its location.

An investigator may also use a card effect that automatically evades an enemy, deals damage to an enemy, or discovers a clue at a location in order to instead expose a concealed mini-card.

If an investigator chooses to expose a concealed mini-card, that effect replaces the effects of the action or ability that exposed it.

If a concealed mini-card is exposed (via any of the above methods), flip it to its revealed side. If it is a decoy, set it aside, out of play, with no effect. If it is an enemy's mini-card, that enemy is now *exposed*. Place the matching enemy in the shadows at that mini-card's location, then set that mini-card aside, out of play. (That enemy is no longer in the shadows, and is now at the location where its mini-card was located).

Then, if there are no other enemies in the shadows, set all remaining concealed mini-cards in play aside, out of play.

Only 1 concealed mini-card may be exposed per effect unless explicitly stated.

Elusive

If a ready enemy with this keyword attacks or is attacked, after that attack resolves, that enemy immediately disengages from all investigators, moves to a connecting location (with no investigators, if able), and exhausts. This effect occurs whether the enemy was engaged with the attacking investigator or not.

Exceptional

The card costs twice its printed experience cost to purchase. Your deck cannot include more than 1 (by title) of a given *exceptional* card.

Fast

A *fast* card does not cost an action to be played and is not played using the play action. A *fast* event card may be played from your hand any time its instructions specify. A *fast* asset may be played during any player window on your turn. *Fast* cards do not provoke attacks of opportunity.

Haunted

Each time an investigator fails a skill test while investigating a location, after applying all results for that test, they must resolve all **Haunted** abilities on that location. A location is *haunted* for the purposes of other card effects if it has at least 1 **Haunted** ability (printed or otherwise).

Hidden

An encounter card or weakness with this keyword has a revelation ability that secretly adds that card to your hand. Do this without revealing the card or its text to other investigators.

While a hidden treachery is in your hand, treat it as if it were in your threat area. Its constant abilities are active, and abilities on it can be triggered, but only by you.

While a hidden enemy is in your hand, it is not considered to be engaged with you or in your threat area, and it does not attack unless otherwise specified. However, its constant abilities are active, and abilities on it can be triggered, but only by you.

A hidden card counts toward your hand size, but it cannot leave your hand by any means except those described on the card. When discarded, it is placed in its appropriate discard pile.

Hunter

During the Enemy phase, each ready, unengaged *hunter* enemy moves along the shortest path to a connecting location towards the nearest investigator. Enemies at a location with one or more investigators do not move. If there are multiple equidistant investigators, the enemy moves towards the one who best meets its Prey instructions. If none do, or it has no Prey instructions, the lead investigator decides.

If a *hunter* enemy is compelled to a location and the move is blocked by a card ability, the enemy does not move.

Massive

A ready, *massive* enemy is engaged with each investigator at the same location. An exhausted *massive* enemy is not engaged with any investigators. A *massive* enemy cannot be placed in an investigator's threat area and it does not move with an engaged investigator who moves away from its location.

When a *massive* enemy attacks during the Enemy phase, resolve its attack against each investigator it is engaged with, one at a time (the lead investigator chooses the order).

When a *massive* enemy makes an attack of opportunity, it only resolves against the investigator who provoked the attack.

If an investigator fails a combat test against a *massive* enemy, no damage is dealt to the engaged investigators.

Myriad

An investigator may include up to 3 copies of a player card with this keyword in their deck (by title), instead of the normal 2. Additionally, when you purchase a *myriad* card you may purchase up to 2 additional copies of that card (at the same level) at no experience cost.

Partner

At the start of each *Edge of the Earth* campaign scenario, each invesigator is given the option to choose a partner asset and put it into play. Partner assets cannot be added to an investigator's deck. An investigator may choose a different partner (or no partner) to bring each time they are given this choice.

A partner asset cannot leave play unless it is defeated. If an investigator is defeated, any partner asset they have with them is also defeated. If a partner asset is defeated, remove it from the game. Then, cross off that character's name in the E*xpedition Team* section of the campaign log.

Damage or horror on a partner asset is recorded in the *Expedition Team* section of the campaign log at the end of each game.

If an investigator resigns from a scenario, their partner asset leaves play, but is not defeated. Keep all damage and horror on it, as it will be recorded in the campaign log after the game ends.

Patrol

During the enemy phase, each ready, unengaged enemy with *patrol* moves to a connecting location along the shortest path toward the target described in parentheses. If there are multiple targets that qualify, the lead investigator may choose the target. If an enemy with *patrol* is compelled to move to a location via a path that is blocked by a card ability, they do not move.

Peril

While resolving the drawing of a *peril* encounter card, you cannot confer with other players. Those players cannot play cards, trigger abilities, or commit cards to your skill test(s) while the encounter is resolving.

Permanent

The card does not count towards your deck size and starts the game in play. It cannot be discarded by any means.

Relentless

During the enemy phase, each enemy with *relentless* that has attacked this phase (even if that attack was canceled) readies and attacks the investigator(s) it is engaged with a second time.

Researched

To be included in an investigator's deck, a card with this keyword *must* first be 'identified/translated' by performing a task on the lower level version of that card and recording the result in your campaign log. After an investigator has completed that task and recorded it in the campaign log, any investigator in that campaign may upgrade the relevant card following the normal rules for upgrading player cards.

Retaliate

Each time you fail a skill test while attacking a ready, *retaliate* enemy, after applying the results, that enemy performs an attack against you. An enemy does not exhaust after performing a retaliate attack. This attack occurs whether the enemy is engaged with you or not.

Surge

After drawing and resolving an encounter with *surge*, you must draw another card from the encounter deck. If a card with *surge* is drawn during setup, this keyword does resolve.

Swarming X

This enemy is actually a pack of enemies operating in unison. After you put this enemy into play, place the top X cards of your deck facedown underneath the enemy as swarm cards, without looking at them. The enemy they are underneath is called the **host enemy.** If it is ever unclear which investigator should add swarm cards, the lead investigator does so.

Each swarm card underneath the host enemy acts as a separate instance of that enemy for most purposes. with the same values and text as its host card. Each swarm card attacks separately when enemies attack during the enemy phase. Once the host enemy and all of its swarm cards have attacked during this step, exhaust all of them.

Each swarm card can be attacked or dealt damage separately, but the host enemy cannot be defeated while it still has swarm cards underneath it. When a swarm card is defeated, any excess damage may be dealt to another swarm card underneath the same host enemy or to the host enemy itself. Anytime a swarm card leaves play, place it on the bottom of its owner's deck.

The host enemy and all of its swarm cards move, engage, and exhaust as a single entity.

Uses

When a card with *uses* enters play, place on the card a number of resource tokens equal to X. These are considered uses of the established type (not resource tokens). When such a card spends a use, remove a token from the card.

A card may note that it is discarded if it has no uses remaining; otherwise it remains in play even if out of uses.

ADDITIONAL RULES

Bless and curse tokens

Certain card effects can add or remove these tokens from the chaos bag.

Bless tokens revealed during a skill test have this effect: *+2. Reveal another token. Instead of returning this token to the chaos bag, return it to the token pool.*

Curse tokens revealed during a skill test have this effects: *-2. Reveal another token. Instead of returning this token to the chaos bag, return it to the token pool.*

No more than 10 total bless tokens and 10 total curse tokens can be included in the chaos bag or sealed on cards in play at any given time. Bless and curse tokens revealed outside of a skill test have no effect on their own unless otherwise specified.

While playing with cards that add or remove bless or curse tokens to/from the chaos bag, use the **bless and curse tracker** to keep trasck of the current number of each of these tokens in the chaos bag.

Customizable

Each customizable card starts at level 0 and has a separate sheet containing a checklist of upgrades that can be purchased using experience points.

Unless otherwise specified by a card effect, you can only mark checkboxes on an upgrade sheet before or after a scenario, when you are upgrading your deck or purchasing new cards for your deck. Spending 1 point of experience allows you to mark 1 checkbox on one of your cards' upgrade sheets.

To purchase an upgrade, you must mark all of an upgrade's checkboxes. Once an upgrade is purchased, each copy of the card it is paired with is treated as having that upgrade (as a gained card ability) for that investigator only.

The card's **level** is equal to half the total number of checkboxes marked on its upgrade sheet, rounded up. Therefore some investigators are not able to upgrade a customizable card past a certain point, if their deckbuilding options forbid them from including the card in their deck after the upgrade is made. An upgrade sheet cannot have more than 10 checkboxes marked.

Spending experience points on one or more upgrades for a customizable card already in an investigator's deck is considered to be *upgrading* a card for the purposes of card effects.

An investigator may directly purchase one or more copies of a new customizable card with one or more upgrades by spending only the amount of experience points required to purchase those upgrades. Doing so counts as purchasing a new card, not upgrading an existing card.

Upgrades for customizable cards are considered to be present on a card at all times (even while the card is in an out-of-play area, such as an investigator's hand or discard pile).

Spending experience points on upgrades on a customizable card's upgrade sheet is permanent and cannot be refunded.

Dilemmas and revelation abilities

Revelation abilities resolve when the card is drawn or otherwise enters your hand, not when the card is played. These cards have no cost and cannot be played; their effects only resolve when they are drawn or added to your hand. After resolving a revelation ability on a player card, place it in its owner's discard pile.

Revelation abilities do not resolve during setup. If one or more player cards with revelation abilities are drawn during setup, wait until the game begins, then each player (in player order) resolves all of their own revelation abilities in the order of their choosing.

Exile

When a card is **exiled**, remove it from the game. During campaign play, a card that has been exiled must be purchased again with experience points (between scenarios) before an investigator can re-include it in their deck. If exiling cards would reduce an investigator's deck below their deck size, when purchasing cards between scenarios, they must purchase cards so that a legal deck size is maintained (they may purchase level 0 cards for 0 experience cost until a legal deck size is reached).

Explore

Explore abilities instruct you to draw the top card of the **exploration deck**, a separate deck that is constructed during the setup of some scenarios.

Each *Explore* ability indicates a particular type of location that you are seeking to draw. If a location of that type is drawn, it is put into play, and you move to that location. This is considered a "*uccessful* exploration.

If any other location is drawn, place it next to the exploration deck, and draw the next card from the deck. Repeat this process until a location of the indicated type is drawn or a treachery is drawn. After this action has ended, shuffle each location next to the exploration deck back into the exploration deck.

If a treachery card is drawn, it is resolved as normal. If it is discarded, place it in the encounter discard pile as you would normally. There is no discard pile for the exploration deck. This is considered an *unsuccessful* exploration.

As a single-sided location is put into play from the exploration deck, place clues on that location equal to its clue value.

Keys

A **key** may become bound to a single bearer (investigator, story asset, or enemy), whose name is marked in the campaign log. It always enters play attached to its bearer. At the start of each scenario, each investigator who is the bearer of 1 or more keys attaches those keys to their investigator card. Whenever a story asset or enemy enters play, if it is the bearer of 1 or more keys, those keys also enter play attached to their bearer.

If a key's bearer is an investigator or a story asset, it enters play **stable** side faceup. If a key's bearer is an enemy, it enters play **unstable** side faceup.

A key cannot leave play unless its bearer leaves play. If the bearer of 1 or more keys leaves play, each key they control is set aside, out of play (though they do usually remain bound to their bearer for future scenarios).

While a key is attached to an investigator, that investigator may trigger its **shift** ability during any player window as a ➹ ability. This is called *shifting* the key. Flip the key to its other side, so its other shift ability is active. The investigator will then have to perform the shift ability on its unstable side in order to flip it back over again.

While a key is attached to a story asset, it may be shifted by any investigator who controls that asset in the same way. Each key (by title) attached to an investigator or story asset can only be shifted once per round.

While a key is under an enemy's control, its shift ability only resolves when an effect instructs an investigator to shift that key, after which it remains unstable side faceup.

A key attached to an enemy cannot be flipped to its stable side. There is no limit to the number of times a key attached to an enemy can be shifted.

Some card effects may directly flip a key attached to an investigator or story asset from its stable side to its unstable side, or vice versa. This is not the same as shifting a key, and does not resolve its shift ability.

Multi-class cards

Multi-class cards cards can be identified by their gold color and by the presence of multiple class icons instead of one. A multi-class card is a card of each of those classes, and is not a neutral card. A multi-class card can be included in an investigator's deck if that investigator has access to either of that card's classes.

If an investigator has unlimited access to one of the classes on a multi-class card and limited access to one of the other classes on that card, it does not occupy one of the investigator's limited slots, because it falls into the unlimited category.

Seal

When a card instructs you to **seal** a token, you must search the chaos bag for that token and place it on top of the card, thereby sealing it. If there is a choice of token, the card's controller chooses. If the token is not in the chaos bag, the card cannot enter play.

A sealed chaos token is not in the chaos bag, and cannot be revealed from the bag as part of a skill test or ability.

When a sealed chaos token is *released*, it is returned to the chaos bag and is no longer sealed. If a card with 1 or more chaos tokens sealed on it leaves play for any reason, any tokens sealed on it are immediately released.

Some cards (with or without the *seal* keyword) may also have abilities that seal 1 or more chaos tokens as part of their effect. This is done following the same process as above. If the specified token is not in the chaos bag, the effect fails.

Specialist cards

Specialist cards are identified by their black color and by the absence of any class icon. Each card also contains text that specifies one or more **traits**.

An investigator must have 1 or more of the indicated traits on their investigator card in order to purchase that specialist card. Additionally, an investigator must follow all of their deckbuilding options and restrictions when looking to purchase a specialist card for their deck.

CAMPAIGN PLAY

When starting a campaign, follow its setup instructions in the *Campaign Guide*. After playing through a scenario, record the specified results in the **campaign log**. Investigators may then purchase new cards for their decks:

1. Count experience. Each investigator earns experience equal to the total victory value of all cards in the **victory display** (victory point enemies + victory point locations that are in play, revealed and with no clues on them + resolved victory point treachery cards) with any modifiers indicated by the *Campaign Guide*. Add this total to any unspent experience you have recorded from previous scenarios in this campaign.

2. Purchase new cards. Purchase and add new cards to your deck by spending experience equal to the card's **level**.

Observe your deckbuilding guidelines; you may only purchase cards you have access to. Your deck size must be maintained, so for each (nonpermanent) card purchased and added to a deck, a different card is removed. Weakness cards, and cards that must be included in your deck, may not be removed.

Each card costs experience equal to the card's level (min 1).

When purchasing a higher level version of a card with the same title, you may *upgrade* that card by paying only the difference in experience (min 1) between the 2 cards and removing the lower level version of the card from your deck.

New cards are purchased (or upgraded) individually. If you wish to purchase more than 1 copy of a new card, each must be paid for separately, and 1 card must be removed from your deck for each copy purchased.

3. Record unspent experience. Each investigator records any unspent experience on the campaign log.

Trauma: An investigator defeated in a scenario is eliminated from the scenario but not necessarily from the campaign.

If you are defeated by taking damage equal to your health, suffer 1 **physical trauma** (recorded in the campaign log). For each physical trauma you have, you begin each subsequent scenario in the campaign with 1 damage. If you have physical trauma equal to your printed health, you are killed.

If you are defeated by taking horror equal to your sanity, suffer 1 **mental trauma** (recorded in the campaign log). For each mental trauma you have, you begin each subsequent scenario in the campaign with 1 horror. If you have mental trauma equal to your printed sanity, you are driven insane.

If you are defeated by simultaneously taking damage equal to your health and horror equal to your sanity, choose which type of trauma to suffer.

If you are killed or driven insane, record this information in the campaign log. That investigator cannot be used for the rest of the campaign and you must choose a new investigator to use in the next scenario (create a new deck). If there are none remaining, the players have lost and the campaign ends.

If an investigator is defeated by a card ability, follow its instructions to see if there are any long-term repercussions.

Weakness: A weakness added to your deck or hand during a scenario remains a part of your deck for the rest of the campaign (unless removed by a card ability or scenario resolution).

Advancing to next scenario: After completing a scenario, resolving its resolution, updating the campaign log, and purchasing any new cards, advance to the next scenario (sequentially) in the campaign, unless the scenario resolution explicitly directs the investigators to a different scenario.

Joining or leaving a campaign: Once a campaign has begun, players can drop in and out of the campaign in between scenarios. If you leave the campaign, don't delete your information from the campaign log, as you may re-join at any time between scenarios.

A new player joining the campaign must choose an investigator not previously used during this campaign. The player begins as if it were their first scenario in the campaign, with no experience and no trauma.

DECKBUILDING

You must choose exactly 1 investigator card.

Your investigator deck must include the exact number of player cards indicated on the back of your investigator card (your **deck size**). Weaknesses, investigator-specific cards, and scenario cards that are added to your deck do not count.

Each standard player card in your investigator deck must be chosen from among the **deckbuilding options** available on the back of your investigator card.

Your deck cannot include more than 2 copies (by title) of any given player card.

Any other **deckbuilding requirements** on the back of your investigator card must be observed.

A card's **level** is the number of white pips beneath its cost. At the beginning of a campaign, you usually have 0 experience, and therefore may only include level 0 cards in your deck.

Story assets may not be included in your deck unless the resolution or setup of a scenario allows you to do so.

A deckbuilding requirement may instruct you to add a random **basic weakness** to your deck. Shuffle together all the basic weaknesses and draw one to add to your deck after all other cards in your deck have been selected.

In campaign mode, the selected weakness remains a part of your investigator's deck for the entire campaign, unless removed by a card ability.

New weaknesses are not automatically added at the beginning of subsequent campaign scenarios, but card abilities or scenario instructions may instruct you to gain additional weaknesses.

STANDALONE MODE

When deckbuilding, you may use higher level cards by counting the total experience of all the higher level cards in the deck, and taking additional random weaknesses:

0-9 experience:	0 additional random basic weaknesses
10-19 experience:	1 additional random basic weakness
20-29 experience:	2 additional random basic weaknesses
30-39 experience:	3 additional random basic weaknesses
40-49 experience:	4 additional random basic weaknesses

You cannot include 50 or more experience worth of cards in a standalone deck.

Choose a scenario to play, then read through the earlier scenarios in that campaign, choosing resolutions for each (for an added challenge, choose unfavorable resolutions; if unsure, choose the first resolution).

Record the results in a campaign log (along with any story decisions) but do not count experience points or apply trauma for having being defeated (but apply any trauma inflicted during a scenario resolution). Then setup and play the chosen scenario.