ARKHAM HORROR

KINGSPORT HORROR™
EXPANSION
RULEBOOK

A CALL OF CTHULHU BOARDGAME

Welcome to Kingsport

In a sleepy little mist-shrouded town named Kingsport on the coast of Massachusetts, ancient forces have begun to stir. The barrier between worlds – never that thick to begin with in this dream-haunted place – has begun to fray, leaving rifts in the fabric of reality that can be felt as far away as the neighboring city of Arkham.

However, Kingsport has its own protections. There are guardians who watch over it for their own reasons, and powerful forces atop the craggy Kingsport Head that can benefit mankind…assuming they can be bothered. From the worm-ridden graveyard on Central Hill, to the quiet solitude of the North Point Lighthouse, Kingsport is a city of wonders for those who dream, and dangers for those who dare to follow their dreams too far.

The **Kingsport Horror** expansion to **Arkham Horror** adds the neighboring town of Kingsport. It includes new investigators, new Ancient Ones, new monsters, and new cards that may be used with the base **Arkham Horror** game. It also features new game elements including a new board, heralds and guardians, an Epic Battle deck, and dimensional rifts.

Using This Book

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

The Expansion Symbol

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

Components

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

- This Rulebook
- 1 Expansion Game Board
- 8 Investigator Sheets
- 8 Investigator Markers
- 8 Plastic Investigator Stands
- 3 Guardian Sheets
- 112 Investigator Cards, including:
  - » 14 Common Items
  - » 12 Unique Items
  - » 11 Spells
  - » 12 Skills
  - » 11 Allies
  - » 52 Special Cards, including:
    - » 20 Blessings of Nodens Cards
    - » 26 Visions of Hypnos Cards
    - » 2 Beloved of Bast Cards
    - » 2 Captain of the White Ship Cards
    - » 2 Changed Cards
- 4 Ancient One Sheets
- 2 Herald Sheets
- 207 Ancient One Cards
  - » 36 Arkham Location Cards
  - » 56 Kingsport Location Cards
  - » 22 Mythos Cards
  - » 32 Gate Cards
  - » 16 Epic Battle Cards
  - » 45 Ancient One Plot Cards
- 28 Monster Markers
- 3 Rift Markers
- 12 Rift Progress Markers
- 4 Gate Markers
- 48 Brood Tokens
- 8 Bast Tokens
- 2 Aquatic Markers
- 1 Skill Slider
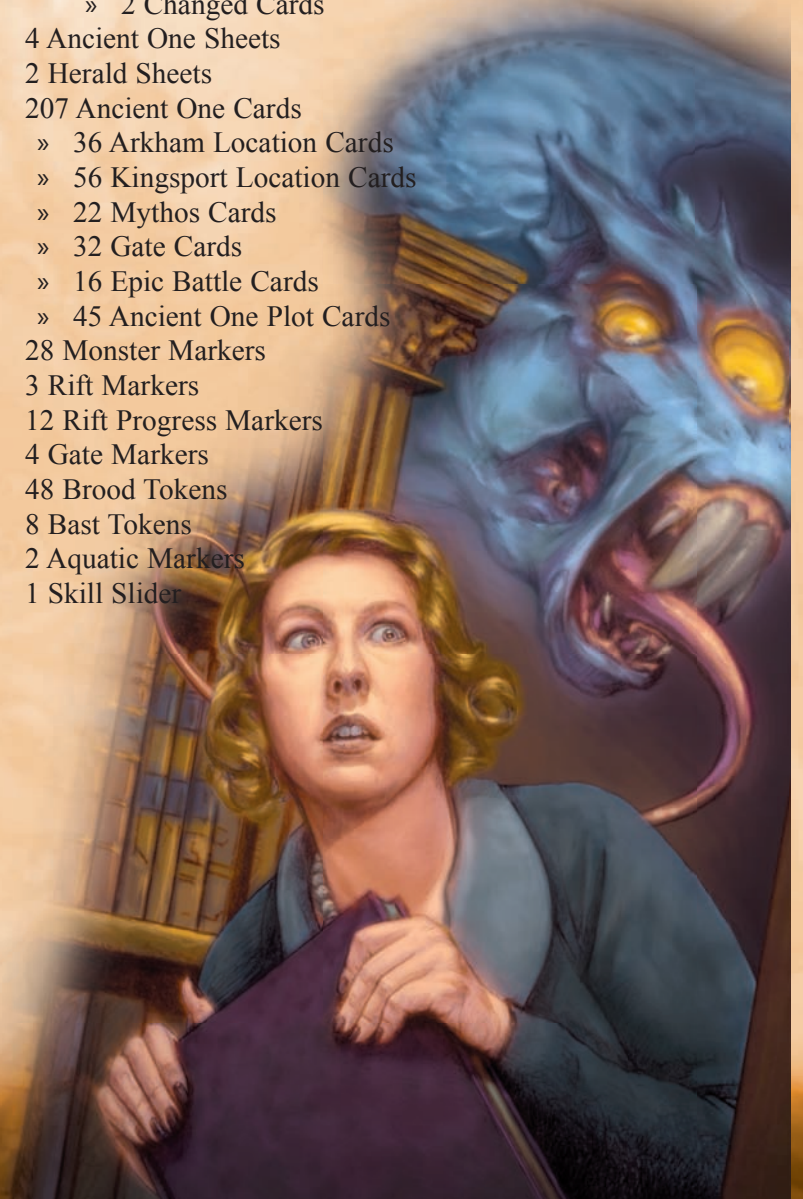
Component Overview

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

Game Board

The game board depicts the city of Kingsport. Just like the Arkham board, the Kingsport board is composed of street areas and locations. It is divided into four neighborhoods. At one side is the Rift Track, which is used to mark the progress of the dimensional rifts. Finally, the Kingsport board adds two additional Other Worlds (The Underworld and Unknown Kadath) that investigators may travel to during the game.

New Investigator Cards

Most of the new investigator cards are additions to existing decks. This includes the new Common Item, Unique Item, Spell, Skill, and Ally cards.

There are also two new investigator decks.

The **Blessings of Nodens** deck is used when Nodens is the Guardian. It gives Blessed investigators an additional benefit. Guardians are explained on page 10.

The **Visions of Hypnos** deck is used when Hypnos is the Guardian. It increases the rate at which Clue tokens appear on the board and the odds of helpful encounters occurring.

Blessings of Nodens Cards

Visions of Hypnos Cards

Other new Special cards include **Captain of the White Ship** cards, which can be acquired at the North Point Lighthouse, **Changed** cards, which can be acquired at the Strange High House in the Mists, and **Beloved of Bast** cards, which can be acquired when Bast is the Guardian.

Captain of the White Ship Cards

Changed Cards

Beloved of Bast Cards

New Investigator Sheets and Markers

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

Guardian Sheets

These three sheets represent powerful supernatural entities that are opposed to the Ancient Ones. These sheets are only used with the "Herald/Guardian" variant described on page 10.

New Ancient One Sheets

These sheets introduce four new Ancient Ones to the game. The new Ancient Ones are discussed in more detail on page 10.

New Ancient One Cards

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

Epic Battle and Ancient One Plot Cards

These cards are used when the Ancient One awakens in the "Epic Battle" variant described on page 11.

Herald Sheets

These two sheets represent powerful supernatural entities that are preparing the way for the Ancient Ones. These sheets are only used with the "Herald/Guardian" variant described on page 10.

New Monster Markers

There are 28 new monster markers in this expansion, including two new "Mask" monsters.

This expansion introduces **aquatic** movement, a new type of monster movement indicated by an orange border. Aquatic movement is described on page 7.

Rift Markers

These markers are used when dimensional rifts open up in Arkham. Rifts are mobile tears in the fabric of the universe, somewhat similar to gates, save that they cannot be explored. Rifts must be closed by exploring the city of Kingsport. Rifts are explained in detail on pages 8–10.

Rift Progress Markers

These markers track the development of dimensional rifts. Once a Rift Track fills up, a rift opens up in Arkham. Rifts are explained in detail on pages 8–10.
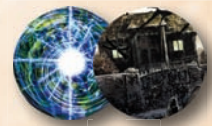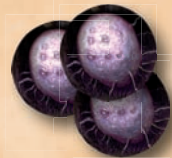
Gate Markers

The gate markers are similar to those from the base game. The new Other Worlds shown on them – The Underworld and Unknown Kadath – are found on the Kingsport board.

Brood Tokens

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

Bast Tokens

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

Skill Slider

This extra skill slider is used with Lily Chen, the Martial Artist. Her special ability requires a fourth skill slider.

Aquatic Markers

These two markers are used to identify two of the original *Arkham Horror* locations (the River Docks and the Unvisited Isle) as aquatic locations.

Setup

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

Integrating the Expansion and the Base Game

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

1. Prepare Decks

Shuffle the new Common Item, Unique Item, Spell, Skill, Ally, Arkham Location, Mythos, and Gate cards into their respective decks.

2. Prepare Gate Markers

Shuffle the new gate markers among the existing gate markers.

3. Prepare Monster Markers

Separate out the two "Mask" monster markers. Set them aside with the "Mask" monster markers from **Arkham Horror**. Then, shuffle the other new monster markers in with the non-Mask monster markers from **Arkham Horror**.

Using Only Portions of Kingsport Horror

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

Expansion Setup

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

1. Prepare Playing Area

Place the Kingsport board next to the Arkham board, above the "Downtown" area. Line the expansion board up with the Arkham board so that the Other Worlds are all on the same side. Shuffle the three rift markers and place them facedown on the three Rift Tracks on the Kingsport board, then shuffle the rift progress markers and pile them facedown near the Kingsport board. Finally, place the two Aquatic markers on the Arkham board on the River Docks and Unvisited Isle locations.

6. Separate Decks

See the "Kingsport Horror Expansion Game Setup" diagram on the next page for the placement of the new **Kingsport Horror** cards. The new Special cards, in particular, should be placed near the other Special cards.

Although 11 new Allies are included in this expansion, only 11 total Allies should be used in each game. When preparing the Ally deck, shuffle it and deal out 11 cards faceup, returning the others to the box. Players may examine the allies to see which ones will appear. Then turn the Ally cards facedown and shuffle them again. Allies that are taken as starting equipment in setup step 9 will come from this deck of 11 cards.

If a specific Ally is part of an investigator's fixed possessions, remove that Ally from the Ally deck before dealing out the Allies to be used that game, then reduce the number of Ally cards placed in the Ally deck accordingly, making sure to only use a total of 11 Allies.

11. Create Monster Cup

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

14. Draw and Resolve Mythos Card

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

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

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

1. The Kingsport board is placed next to the Arkham board. No Clue tokens are placed on it, since none of its locations are unstable (i.e. marked with a red diamond).

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

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

4. The four new Kingsport Location decks are placed near the Kingsport board.

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

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

7. The three rift markers are shuffled facedown and placed on the three Rift Tracks on the Kingsport board at random.

7b. The rift progress markers are shuffled and placed facedown near the Kingsport board as well.

8. If it hasn't been done already, shuffle the appropriate cards from this expansion into the following investigator decks:

Unique Item
Common Item
Ally
Skill
Spell

In addition, there are two new special investigator decks (the Captain of the White Ship and Changed decks).

Remember that only 11 Allies are used in each game.

9. If using the Herald/Guardian variant, place the Herald and/or Guardian sheet near the Ancient One sheet.

10. If using the Epic Battle variant, place the Epic Battle cards near the Ancient One sheet.

Additionally, if the monster movement pattern on the mythos card is one shown on one of the three Rift Tracks on the Kingsport board, draw a rift progress marker and place it on that track, as explained in "Rifts" on pages 8–10.

Combining Multiple Expansions

If using more than one expansion board at once (both Dunwich and Kingsport, for example), place both boards above the Arkham board during setup, lining them up as instructed. It does not matter which board is closest to the Arkham board.

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

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

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

KINGSPORT HORROR EXPANSION RULES

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

The Kingsport Board

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

The Phrase "in Arkham" on Cards

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

The Monster Limit and the Outskirts

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

The Sky

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

Returning from Being Lost in Time and Space

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

EXCEPTION: As described below, investigators cannot return to any Kingsport Head location from Lost in Time and Space.

The Kingsport Head

The Causeway, Wireless Station, and Strange High House in the Mist locations are all part of the mysterious Kingsport Head. This area is very difficult to enter and travel in. Investigators who enter the Causeway or Wireless Station must immediately end their movement. In addition, investigators may not move directly into any of the Kingsport Head locations using spells, equipment, or through other unusual methods, such as returning from being *lost in time and space*. Instead, they must move to the Harborside streets and enter the Causeway normally.

Traveling Between Towns

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

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

Monster Surges

When, at the beginning of the Mythos Phase, the first player draws a Mythos card that shows a location that already has an open gate (and therefore a monster is placed at every location with an open gate), this is called a monster surge. Several cards in the *Kingsport Horror* expansion refer to "monster surges."

Aquatic Movement

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

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

However, if an aquatic monster begins its movement in an aquatic location, check to see if there are any other aquatic locations containing investigators. If there are, the aquatic

monster moves directly to that aquatic location. If there are more than one aquatic locations containing investigators, the monster moves to the aquatic location containing the investigator with the lowest Sneak skill. If there is a tie, the first player decides who the monster moves towards. If there are no other aquatic locations containing investigators, the monster moves like a normal, black-bordered monster.

Elusive

Kingsport Horror introduces a new monster special ability: elusive. Monsters with the **Elusive** ability try to avoid combat with the investigators instead of initiating it. **Elusive** monsters are indicated by a green Awareness modifier on their movement side in addition to the **Elusive** ability on their combat side. Investigators may leave or end their movement in areas containing **Elusive** monsters without having to fight or evade the **Elusive** monsters. In order to initiate combat with an **Elusive** monster, the investigator must be in the same area as the monster during the **Movement Phase** and must first pass an **Evade check** against the monster. If the **Evade check** is successful, combat begins as normal. If the **Evade check** is unsuccessful, the investigator's movement immediately ends.

Gate Bursts

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

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

Exhausted Allies

An Ally that is exhausted grants its bonuses (skill or otherwise) normally to the investigator controlling it. However, abilities that require the Ally to exhaust cannot be used while it is exhausted. Exhausted Allies refresh during the Upkeep Phase, like other cards.

Rifts

Because the dimensional barriers near Kingsport are so thin, the area is plagued with dimensional rifts. These are mobile tears in the fabric of the universe from which monsters emerge if they are left unattended. At the start of the game, the three rifts are closed, and the corresponding rift markers are placed randomly on the three Rift Tracks on the Kingsport board to show this. Each Rift Track consists of four spaces divided into two groups, with each group having a different monster movement pattern (as seen on the mythos cards) associated with it.

Each time a mythos card is resolved, check to see if the monster movement pattern on it matches any of the patterns next to a closed rift. If it does, draw a rift progress marker from the pile at random, turn it faceup, and place it in one of the two spaces next to the monster movement pattern that was drawn. If both spaces next to the monster movement pattern are already full, do not draw another rift progress marker.

If, after placing a new rift progress marker, all four spaces next to a closed rift now contain rift progress markers, the rift opens and is placed at the gate location shown on the mythos card that was resolved this phase (even if there is an elder sign token there).

Open Rifts

Open rifts activate during the Mythos Phase starting on the turn after they open. Each rift is marked with a dimensional symbol in either white or black (for example, a black moon). If a drawn mythos card indicates that monsters with the rift's dimensional symbol move, the rift first moves like a normal black-bordered monster along the indicated arrow, and then a monster is drawn from the monster cup and placed in the rift's new location. So, for example, if the mythos card indicates that monsters with the moon dimensional symbol should move along white arrows, the black moon rift would move along the white arrow from its current location, and then a monster would be placed at the rift's new location. **Monsters entering the board through rifts are still subject to the usual monster limit.**

In addition, if a rift moves along an arrow of the same color as its dimensional symbol, a doom token is added to the Ancient One's doom track. So, to use the black moon rift again as an example, if a mythos card indicates that monsters with the moon dimensional symbol should move along black arrows, the black moon rift moves along the black arrow from its current location, spawns a monster in its new location, **and** a doom token is added to the doom track. Clearly, open rifts represent a grave danger to Arkham.

Rift Example

The mythos card above is drawn, and its monster movement pattern matches one of those shown on the Kingsport board. Therefore, a rift progress marker is drawn at random from the pile and placed faceup on the track that shows the matching movement pattern. If both spaces on the track were already full, nothing would happen.
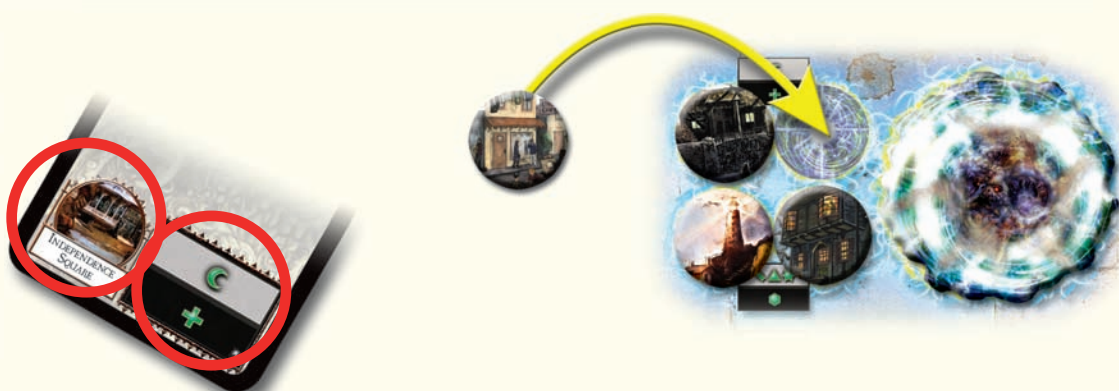
Later, the mythos card shown above is drawn, and its monster movement pattern fills the last space on one of the three rift tracks. The rift marker next to the newly-filled rift track is then taken and placed on the gate location shown on the mythos card.

In this case, the rift marker is placed on Independence Square. If a gate opened in Independence Square as well, that doesn't matter, since rifts do not interfere with gates.

This rift marker has a white circle on it. When monsters with the rift marker's dimensional symbol (the circle) move, the rift marker moves like a normal black-bordered monster. After it moves, a monster is drawn from the cup and placed in its new location. If it moves along a white arrow (since the circle is white), a doom token is added to the doom track.

Investigating and Closing Rifts

Each rift progress marker depicts a location in Kingsport where information about that rift may be found. If an investigator has an encounter at the depicted location, he has investigated that rift progress marker. If the rift associated with a rift progress marker is *closed* when a character investigates it, the rift progress marker is discarded back into the pile of rift progress markers, to be used again later. If the rift associated with the rift progress marker is *open* when a character investigates it, however, the rift progress marker is turned facedown. Once all four rift progress markers associated with an open rift have been turned facedown, the rift closes; the rift marker is returned to its Rift Track and the four rift progress markers are discarded to their pile.

An investigator can only investigate one rift progress marker for each encounter he has in a given location, even if several rift progress markers show that location.

New Ancient Ones

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

Atlach-Nacha

Atlach-Nacha's "Web Between Worlds" ability means that all mythos cards should be treated as if their gate location box was colored red. Thus, any time a sealed gate location is drawn, the elder sign at that location is removed from the board. Clever investigators will attempt to win by closing all of the gates on the board at once.

Eihort

Eihort corrupts the investigators with its brood tokens as they seal gates and defeat cultists. Each time an investigator gains a brood token, there is a chance he will be **devoured**. He rolls a die, and if the number rolled is less than the number of brood tokens he has accumulated, he is **devoured**. The brood tokens from the **devoured** investigator are then added to Eihort's doom track (even if this occurs during the final battle).

Y'Golonac

Tomes gained by investigators as part of their starting equipment do not cause doom tokens to be added to Y'Golonac's doom track. However, Tomes that are drawn from a deck, but discarded (such as when shopping at the General Store or Curiositie Shoppe) *do* add doom tokens to Y'Golonac's doom track. When searching a deck for an item, only add a doom token to Y'Golonac's doom track if the item searched for is a Tome – ignore any cards passed by while searching.

Yibb-Tstll

Increasing the difficulty of Evade checks by 1 means that **two successes** are required to pass any Evade check while Yibb-Tstll stirs in her slumber. If Yibb-Tstll awakens, count the number of Clue tokens left on the board, and set X to that number. If the investigators aren't careful, this value could be hopelessly high.

"HERALD/GUARDIAN" VARIANT

In this variant, powerful supernatural beings known as Heralds and Guardians hinder and help the investigators. Heralds make the game more difficult by adding game elements that hinder the players, while Guardians make the game easier by adding game elements that help them. Players may decide to use a Herald, a Guardian, or both when using this variant, but should generally limit themselves to one of each type at most.

Setup

To use this variant, after an Ancient One has been selected, the players may select one Herald, one Guardian, or both. These may be chosen at random or simply chosen by the players. The Herald sheet is placed to the left of the Ancient One sheet, while the Guardian sheet is placed to the right of the Ancient One sheet. The Herald or Guardian sheet used will indicate if any other cards or tokens need to be used as well.

Gameplay

The rules listed on the Herald and/or Guardian sheet are used in addition to the standard rules, in a way similar to the rules found on the Ancient Ones sheets. Simply follow the instructions on the sheet(s) being used.

Epic Battle Variant

Some players may want a more exciting and challenging battle when the Ancient One awakens. The Epic Battle variant is intended to provide this, and can be used with any Ancient One other than Azathoth, who does not allow for a battle if he awakens.

Setup

To use this variant, shuffle the eight green Epic Battle cards into a deck, and then do the same with the eight red Epic Battle cards. Then, place the green Epic Battle deck on top of the red Epic Battle deck. Finally, find the three Ancient One Plot cards that depict the Ancient One being faced this game, shuffle them up, and set them aside.

Gameplay

When the Ancient One awakens, the players are given an Upkeep Phase to prepare themselves. This follows the standard rules for when the Ancient One awakens. However, after the Upkeep Phase is complete, draw the top card from the Epic Battle deck (that is, the deck formed by placing the green Epic Battle cards on top of the red Epic Battle cards). Follow the instructions on the card. Often, first the investigators attack, and then the Ancient One attacks, but this is not guaranteed. Sometimes the Ancient One attacks first, and rarely, only one side or the other will get to attack during a round.

Once the Epic Battle card is resolved, the investigators receive another Upkeep Phase, again following the standard rules for the final battle. Then, repeat the process – drawing another Epic Battle card, resolving it, and following it up with an Upkeep Phase. This continues until one side or the other wins.

Each "Sinister Plot" Epic Battle card describes how the Ancient One Plot cards are used. The Ancient One Plot cards add some surprises specific to the Ancient One the investigators are battling.

Finally, it is worth noting that the red Epic Battle card entitled "The End of Everything" ends the game immediately, causing the investigators to lose.

Arkham Horror Rule Changes & Clarifications

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

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

The Investigator Cards
Jenny Barnes: Jenny Barnes starts with two Common Items rather than one.

Bob Jenkins: Bob Jenkins starts with $9 rather than $8.

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

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

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

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

Opening Gates and Spawning Monsters
Opening Gates with Five or More Investigators: In a game of *Arkham Horror* with five or more investigators, when opening a gate in a location where there is no elder sign or gate, draw and place two monsters instead of one.

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

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

Gates and Monsters from Encounters

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

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

Flying Monster Movement

These four instructions clarify how Flying monsters move:

1. A flying monsters only moves when its symbol appears in the Mythos Phase, just like other monsters.

2. A flying monster will not leave a location or street area that already contains an investigator. Even if its movement symbols comes up while it occupies such a space, it does not move.

3. When a flying monster in a location or street area *does* move, it moves to an adjacent street area containing an investigator if there is one, or, if there is not, to the Sky.

4. When a flying monster in the Sky moves, it moves to a street area where there is an investigator. If there are no street areas containing investigators, the monster remains in the Sky. If there are multiple street areas containing investigators, the monster moves to the street area containing the investigator with the lowest Sneak. If several investigators are tied for the lowest Sneak value, the first player chooses among the street areas where the tied investigators are located.

Hound of Tindalos Movement

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

Weapons and Spell Limits

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

Zero Sanity and Zero Stamina

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

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

Passing Ten on the Terror Track

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

Additional Ancient One Awakening Conditions

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

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

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

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

The Final Battle

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

ARKHAM HORROR FREQUENTLY ASKED QUESTIONS

These sections answer frequent questions about *Arkham Horror*.

The Outskirts and the Monster Limit

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

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

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

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

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

Locations

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

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

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

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

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

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

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

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

Arkham Encounters

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

A: Assuming that the investigator chooses to move and have an encounter, he must then first successfully evade or fight any monsters at the destination location. If he is successful in doing

so (or if there was no monster), he then carries out what amounts to a normal Arkham Encounters Phase at the new location, following either the "Gate" or "No Gate" instructions on pages 8–9 of the rulebook.

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

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

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

A: Yes.

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

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

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

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

Spells in Combat

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

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

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

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

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

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

Gates and Other Worlds

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

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

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

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

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

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

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

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

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

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

Investigator Cards

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Investigator Abilities

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

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

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

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

Mythos Cards

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

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

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

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

Q: What do activity markers do?

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

Monster Abilities

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

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

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

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

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

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

Ancient One Powers

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

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

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

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

Battling the Ancient One

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

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

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

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

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

number of successes the investigators must accumulate over the course of the final battle to win the game.

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

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

A: The former procedure is correct.

Miscellaneous

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

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

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

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

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

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

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

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

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

Q: When rerolling a skill check, does a player also reroll any additional dice that were gained from spending Clue tokens?

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

CREDITS