

ARKHAM HORROR[®]

THE CARD GAME



Notes, Errata, and Frequently Asked Questions

V.1.2 January, 2018—A Phantom of Truth Edition

This document contains card clarifications, errata, rule clarifications, and frequently asked questions for *Arkham Horror: The Card Game*. The most recent version of this document is considered a supplement to the *Arkham Horror: The Card Game Rules Reference*. All changes and additions to this document since the previous version are marked in **red**.

New Content (v1.2): Campaign Guide Errata (Echoes of the Past), Card Errata (Various Humans are actually Humanoid, The Gold Pocket Watch, Dr. William T. Maleson, Corrosion, Patient Confinement), 1.11 Transferring Investigators Between Campaigns, 2.3 Limits Pertaining to Play Areas, Frequently Asked Questions, Quick Reference (Chaos Token Names)

Twisting, Warping, Changing

The sciences, each straining in its own direction, have hitherto harmed us little; but some day the piecing together of dissociated knowledge will open up such terrifying vistas of reality, and of our frightful position therein, that we shall either go mad from the revelation or flee from the deadly light into the peace and safety of a new dark age.

—H. P. Lovecraft, *The Call of Cthulhu*

Notes and Errata

This section contains notes and errata pertaining to specific cards or sections of the rulebook. The document version number in which an entry first appeared is listed with that entry in order to establish a history of when each change was made.

Errata overrides the originally printed information on the card it applies to. Unless errata for a card appears below, the original English product printing of that card and all of its information is considered accurate, and overrides all other printings. This includes translated cards, promotional or organized play cards, and printings which may appear in alternate products.

Rulebook Errata

(v1.0) Rules Reference page 7, column 1, “Costs”

The third bullet point should read: “When a **player** is exhausting, sacrificing, or otherwise using cards to pay costs, only cards that are in play and **under that player’s control** may be used...”

(v1.0) Rules Reference page 10, column 1, “Elimination”

Add the following, as step 0 (i.e. before step 1): “**0. For the purpose of resolving weakness cards, the game has ended for the eliminated investigator. Trigger any “when the game ends” abilities on each weakness the eliminated investigator owns that is in play. Then, remove those weaknesses from the game.**”

(v1.0) Rules Reference page 21, column 2, “Weakness”

The fifth bullet point should read: “If a weakness is added to a player’s deck, hand, or **threat area** during the play of a scenario, that weakness remains a part of that investigator’s deck for the rest of the campaign. (Unless it is removed from the campaign by a card ability or scenario resolution.)

(v1.1) Rules Reference page 16, column 2, “Permanent”


The fourth bullet point should read: “A card with the permanent keyword cannot **leave play (except by elimination)**.”

Campaign Guide Errata

(v1.1) Blood on the Altar, resolutions section

In the “If no resolution was reached” resolution, between the third and fourth bullet points, add the following bullet point: “If Dr. Henry Armitage is not listed under ‘Sacrificed to Yog-Sothoth’ in your Campaign Log, record that *Dr. Henry Armitage survived The Dunwich Legacy*.”

(v1.2) Echoes of the Past, resolutions section

The final bullet point in Resolution 2 should read: “Then, add 2  tokens to the chaos bag.”

(v1.2) The Unspeakable Oath, “Interlude II: Lost Soul” section

The first part of this interlude should read:

“If an investigator resigned with the asset version of Daniel Chesterfield under his or her control, proceed to **Daniel Survived**.

If the enemy version of Daniel Chesterfield was in play when the scenario ended, proceed to **Daniel Was Possessed**.

If neither of the above are true, proceed to **Daniel Did Not Survive**.”

Card Errata

(v1.0) Roland’s .38 Special (Core 6)

Daisy’s Tote Bag (Core 8)

On the Lam (Core 10)

Heirloom of Hyperborea (Core 12)

Wendy’s Amulet (Core 14)

These cards have no level (instead of being level 0).

(v1.0) Smite the Wicked (TDL 7)

This card’s **Forced** ability should read: “When the game ends, if attached enemy is in play: Zoey Samaras suffers 1 mental trauma.”




(v1.0) Searching for Izzie (TDL 11)

This card’s **Forced** ability should read: “When the game ends, if Searching for Izzie is in play: Jenny Barnes suffers 1 mental trauma.”

(v1.1) Burned Ruins (revealed) (TDL 205)

This card’s first ability should read: “**Forced** – After you fail a skill test while investigating the Burned Ruins: Flip 1 clue token on the Burned Ruins to its doom side.”

(v1.1) Lucky Dice (TDL 230)

This card’s  ability should read: “When you reveal a non- chaos token, spend 2 resources: Ignore that chaos token and reveal another one to resolve. If that token has a  symbol, remove Lucky Dice from the game (cannot be ignored/canceled).”

(v1.2) Peter Clover (TDL 79)

O’Bannion’s Thug (TDL 97)



Mobster (TDL 98)

The “**Human**” trait on each of these cards should read “**Humanoid**” instead.


(v1.2) Clover Club Pit Boss (TDL 78)

This enemy’s traits should be “**Humanoid. Criminal. Elite.**”

(v1.2) The Gold Pocket Watch (TDL 305)

Each of this card’s  symbols should be  symbols, instead.

(v1.2) Dr. William T. Maleson (TDL 302)

This card’s  ability should read: “When you draw an encounter card from the encounter deck...”

(v1.2) Corrosion (TPtC 102)

This card’s **Revelation** ability should read: “Discard **Item** assets from your play area and/or from your hand...”


(v1.2) Agenda 1a—The Truth is Hidden (TPtC 121)

Agenda 2a—Ransacking the Manor (TPtC 122)

Agenda 3a—Secrets Better Left Hidden (TPtC 123)

The first ability on each of these agendas should read “Skip the ‘Place 1 doom on the current agenda’ step of the Mythos phase.”

(v1.2) Historical Society (Historical Museum) (TPtC 130)

This location’s ability should read: “While investigating this location, your  cannot be increased.”

(v1.2) Patient Confinement (TPtC 178-181)

Each of these locations should not have the “**Arkham Asylum**” trait.

Definitions and Terms

This section provides definitions for important terms that serve a precise function in the game. The terms are presented in alphabetical order.

“Record in your Campaign Log...”

Often the players will be instructed to record a key phrase in the Campaign Log. This should be written under “Campaign Notes” unless specified otherwise. Because the players may be instructed to check the Campaign Log for this phrase at a later time in the campaign, the indicated phrase should be recorded as it appears, without alteration.

For example: If the players are instructed to record in the Campaign Log that “the investigators were four hours late,” this shouldn’t be rewritten as “the investigators were pretty late,” because the exact number of hours might be important in a later scenario.

“Remember that...”

Sometimes a scenario card will instruct the investigators to “remember” a key phrase, often based on an action they have taken or a decision they have made within that scenario. This phrase may come up later during that scenario, and may trigger additional or different effects. There is no need to record this phrase in the Campaign Log, because it will only ever matter during that scenario, or during that scenario’s resolution. The players do not need to “remember” any such instruction beyond the end of the scenario in which it appears.

Signature Cards

An investigator’s “signature cards” are the cards that are only available to that investigator, and cannot be included in another investigator’s deck. This includes player cards with the text “(Investigator Name) deck only,” as well as non-basic weaknesses that are listed under “Deckbuilding Requirements” and therefore can only be included in that investigator’s deck.

Signature cards are governed by the following *additional* rules:

- ◆ The number of each signature card listed under an investigator’s “Deckbuilding Requirements” is the exact number of copies of that card that is to be included in that investigator’s deck. If no number is specified, that number is 1.
For example: Under “Deckbuilding Requirements” for Roland Banks, the following cards are listed: “Roland’s .38 Special, Cover Up, 1 random basic weakness.” Roland Banks must include exactly 1 copy of his signature cards—Roland’s .38 Special and Cover Up. He is not permitted to include more than 1 copy of either of these cards.
- ◆ **An investigator cannot control another investigator’s signature cards.**
For example: Roland has the Roland’s .38 Special card in play. He has the card “Teamwork” which can allow investigators at the same location to trade or give assets among one another. However, because Roland’s .38 Special is one of Roland’s signature cards, he cannot give it to another investigator.


Rulings and Clarifications

This section contains additions and clarifications to the core game rules. Each entry is presented with a unique section number so it can be easily identified when making rulings, answering questions, or otherwise referring to the entry.




It should be used in conjunction with the Rules Reference to establish the rules of play. If the text of this document directly contradicts the text of the Rules Reference, the text of this document takes precedence.

1. Game Play

(1.1) Attacks of Opportunity


Attacks of Opportunity are only triggered when 1 or more of an investigator’s actions are being spent or used to trigger an ability or action.  abilities with a bold action designator do not provoke attacks of opportunity.



(1.2) Triggered Abilities


An investigator is permitted to use triggered abilities (, , and ) from the following sources:

- ◆ A card in play and under his or her control. This includes his or her investigator card.
- ◆ A scenario card that is in play and at the same location as the investigator. This includes the location itself, encounter cards placed at that location, and all encounter cards in the threat area of any investigator at that location.
- ◆ The current act or current agenda card.
- ◆ Any card that explicitly allows the investigator to activate its ability.

(1.3) Reaction () Opportunities


When a triggering condition resolves, investigators are granted the opportunity to resolve  abilities in response to that triggering condition. It is only after all investigators have passed their reaction opportunity that the game moves forward.

Using a  ability in response to a triggering condition does not prevent other  abilities from being used in response to that same triggering condition.


For example: Roland has just defeated an enemy and wishes to trigger his  ability: “After you defeat an enemy: Discover 1 clue at your location.” He discovers 1 clue at his location. He may then play Evidence! (Core 22) in response to defeating that same enemy. As both cards have the same triggering condition (“After you defeat an enemy”), triggering one of these reactions does not prevent Roland from triggering the other.

(1.4) Nested Sequences

Each time a triggering condition occurs, the following sequence is followed: (1) execute “when...” effects that interrupt that triggering condition, (2) resolve the triggering condition, and then, (3) execute “after...” effects in response to that triggering condition.

Within this sequence, if the use of a  or **Forced** ability leads to a new triggering condition, the game pauses and starts a new sequence: (1) execute “when...” effects that interrupt the new triggering condition, (2) resolve the new triggering condition, and then, (3) execute “after...” effects in response to the new triggering condition. This is called a **nested sequence**. Once this nested sequence is completed, the game returns to where it left off, continuing with the original triggering condition’s sequence.

It is possible that a nested sequence generates further triggering conditions (and hence more nested sequences). There is no limit to the number of nested sequences that may occur, but each nested sequence must complete before returning to the sequence that spawned it. In effect, these sequences are resolved in a Last In, First Out (LIFO) manner.

*For example: Roland and Agnes are embroiled in a fierce battle. Roland has a Guard Dog in his play area, and is engaged with a Goat Spawn with 2 damage on it. Agnes is engaged with a Ghoul Minion. Roland wishes to play a .45 Automatic, which provokes an attack of opportunity from the Goat Spawn, dealing 1 damage to Roland. Roland assigns this damage to his Guard Dog, which has a  ability: “When an enemy attack deals damage to Guard Dog: Deal 1 damage to the attacking enemy.” Before resolving the playing of Roland’s .45 Automatic, Guard Dog’s ability resolves, and 1 damage is dealt to the Goat Spawn, which would defeat it. Goat Spawn has the following **Forced** ability: “When Goat Spawn is defeated: Each investigator at this location takes 1 horror.” Before resolving the damage dealt to the Guard Dog, 1 horror is dealt to*

each investigator at the location, including Agnes, who has a **D** ability: “After 1 or more horror is placed on Agnes Baker: Deal 1 damage to an enemy at your location.” Before resolving the Goat Spawn’s defeat, Agnes deals 1 damage to the Ghoul Minion engaged with her. Now that there are no further **D** or **Forced** abilities to trigger, the players return to the previous triggering condition and resolve the Goat Spawn’s defeat, and resolve any “After...” effects that might occur when it is defeated. Then, the players resolve the damage dealt to the Guard Dog, and resolve any “After...” effects that might occur from that damage. Finally, the players return to the original triggering condition, and Roland is able to put his .45 Automatic into play.

(1.5) Choices, and the Grim Rule

When investigators are forced to make a choice and there are multiple valid options, the lead investigator decides between those options. The Grim Rule does not play a part in these choices.

For example: *Locked Door* reads “Attach to the location with the most clues, and without a *Locked Door* attached.” If there are 3 locations that are tied for the most clues, and none of them already have a *Locked Door* attached, the lead investigator decides between those 3 locations. Players are not forced to decide which of those 3 options would be the objectively worst option.

The Grim Rule only comes into effect if players are unable to find the answer to a rules or timing conflict, and are thus unable to continue playing the game. It is designed to keep the game moving when looking up the correct answer would be too time-consuming or inconvenient for the players. The Grim Rule is not an exhaustive answer to rules/timing conflicts.

(1.6) Additional Costs

Some cards add additional costs that must be paid in order to perform certain effects or actions, in the form of “As an additional cost to (specified effect/action) you must (additional cost)” or “You must (additional cost) to (specified effect/action).”

Additional costs are costs that can be paid outside the normal timing point of paying costs (for instance, during the resolution of an effect). If an effect that requires an additional cost would resolve, the additional cost must be paid at that time. If the additional cost cannot be paid, that aspect of the effect fails to resolve.

Additional costs do not have to be paid when a **Forced** effect or mandatory instruction (such as in the Campaign Guide, or on the back of an Act or Agenda card) requires an investigator to resolve an effect.

For example: “Ashcan” Pete is at the Miskatonic Quad and activates Duke’s second ability, which reads: “**➡ Exhaust Duke: Investigate.** You investigate with a base skill of 4. You may move to a connecting location immediately before investigating with this effect.” Pete pays the cost to activate this ability, which is spending one action and exhausting Duke. Then Pete resolves the ability, first moving to the Orne Library, followed by investigating. The Orne Library, however, reads: “You must spend 1 additional action to investigate the Orne Library.” This adds an additional cost that must be paid in order to investigate the Orne Library. This additional cost is paid when the investigate action would resolve, outside the normal timing point for paying costs. If Pete cannot spend the additional action, that aspect of Duke’s effect fails to resolve.

(1.7) Skill Test Results and Advanced Timing

During Step 7 of Skill Test Timing (“Apply skill test results”), all of the effects of the successful skill test are determined and resolved, one at a time. This includes the effects of the test itself (such as the clue discovered while investigating, or the damage dealt during an attack), as well as any “If this test is successful...” effects from card abilities or skill cards committed to the test.

D or **Forced** abilities with a triggering condition dependent upon the skill test being successful or unsuccessful (such as “After you successfully investigate,” or “After you fail a skill test by 2 or more”) do not trigger at this time. These abilities are triggered during Step 6, “Determine success/failure of skill test.”

(1.8) Experience Cost for Level 0 Cards

When purchasing a new card during campaign play, an investigator must pay a minimum of 1 experience. As a result, level 0 cards cost 1 experience to purchase. This minimum only applies when purchasing new cards. It does not permanently alter a card’s level or experience cost, and does not apply when upgrading a card to a higher level version.

(1.9) Wild (?) Skill Icons

A Wild (?) skill icon on a player card may be used to match any other skill icon for the purposes of both card abilities and counting how many matching icons are committed to a skill test. When using Wild icons for the purpose of resolving a card ability, a player must state which icon the Wild is matching at the time the card is used.

Wild icons committed to a skill test are considered “matching” icons for the purposes of card abilities.

(1.10) Taking and Losing Additional Actions

Some card abilities grant investigators “additional actions.” If an investigator has one or more additional actions during his or her turn, the first action he or she takes that is able to qualify as that additional action automatically uses that additional action.

For example: *Daisy Walker* reads: “You may take an additional action during your turn, which can only be used on **Tome ➡** abilities.” The first time Daisy performs a **Tome ➡** ability each turn, it automatically uses up that additional action, and not one of Daisy’s three standard actions.

If an action qualifies as more than one of an investigator’s additional actions, he or she may choose which additional action is used.

If an effect causes an investigator to lose one or more actions, that investigator has that many fewer standard actions to take that turn (the investigator’s three standard actions are the ones that are “lost” first). If an investigator only has additional actions remaining, those are then lost, in an order of the investigator’s choosing.

For example: An effect causes Daisy to lose two actions. She has two fewer standard actions to take during her turn. She cannot choose to “lose” her additional action unless it is the only action she has remaining.

(1.11) Transferring Investigators to a New Campaign

This section expands on the ability for investigators to transfer from a completed campaign to another campaign, as originally described in the section “The End...or Is It?” in the Night of the Zealot campaign guide.

Note: The standard rules of the game dictate that players start each campaign with a clean state (new decks and 0 experience). The following is an optional variant that is likely to affect the game’s balance. Only intrepid investigators who wish to embrace the chaos should choose this option.

When transferring one or more investigators from a completed campaign to a new campaign, players should observe the following rules:




- ❖ Not all surviving investigators in the original campaign need to be transferred. It is okay to transfer some and start fresh with others.
- ❖ Investigator decks remain the same. This includes all story assets and weaknesses earned in the original campaign, as well as experience gained and trauma suffered. Everything recorded in the campaign log under that investigator’s “Earned Story Assets / Weaknesses” should be transferred to the new campaign, as well.
- ❖ All other notes in the Campaign Log should be wiped clean and do not transfer to the new campaign.
- ❖ The chaos bag is reset. This includes all additional chaos tokens that were added to the chaos bag throughout the original campaign.

- ❖ Cards and Campaign Guides are written with the assumption that investigators are not being transferred from one campaign to another. For this reason, campaigns are sometimes referred to as “the campaign.” (For example, “for the remainder of the campaign...”)
- In general, when interpreting such effects, treat each campaign as being separate from one another. However, some effects should be interpreted as if each campaign played is part of one continuous uninterrupted campaign. This includes rules that dictate how an earned weakness or story asset operates, or additional rules that a specific investigator must follow. (For example, “for the remainder of the campaign, the bearer of X weakness must only speak in French.”)

2. Card Ability Interpretation

(2.1) “You/Your,” expanded


The following guidelines are used to interpret which investigator is referenced by the words “you” and “your.”


- ❖ A **Revelation** ability that references “you/your” refers to the investigator who drew the card and is resolving the ability.
- ❖ When resolving a triggered ability (, , or  ability), “you/your” refers to the investigator triggering the ability.
- ❖ If an ability contains a clause identifying whom it is targeting, “you/your” in that ability refers to those investigators. For example, *Stubborn Detective* (Core 103) reads: “While Stubborn Detective is at your location...” this clause identifies “you” as any investigator at his location. *Young Deep One* reads: “After Young Deep One engages you...” this clause identifies “you” as any investigator who engages Young Deep One.
- ❖ Any other instance of “you/your” that does not fall into the above categories refers to the investigator who controls the card, the investigator who has the card in his/her threat area, or who is currently interacting with the card.

A card may have multiple different abilities in which “you/your” may be interpreted differently. “You/your” may refer to a different investigator in each of these abilities.

For example: *Dreams of R'lyeh* reads:

“Revelation - Put *Dreams of R'lyeh* into play in your threat area.

You get -1  and -1 sanity.

➤: Test  (3). If you succeed, Discard *Dreams of R'lyeh*.”

These three abilities reference “you/your” in different ways. For the **Revelation** ability, “your” refers to the investigator who drew *Dreams of R'lyeh* and is resolving its **Revelation**. For its constant ability, “you” refers to the investigator who has *Dreams of R'lyeh* in his or her threat area. For its ➤ ability, “you” refers to the investigator who is performing the ➤ ability.

(2.2) Timing of “At...” or “If...” abilities

Some abilities have triggering conditions that use the words “at” or “if” instead of specifying “when” or “after,” such as “at the end of the round,” or “if the Ghoul Priest is defeated.” These abilities trigger in between any “when...” abilities and any “after...” abilities with the same triggering condition.

(2.3) Limits Pertaining to Play Areas

Some limits may pertain to a particular play area, such as “Limit 1 per deck,” “Limit 1 in the victory display,” or “Limit 1 in play.” This limit restricts the number of copies of that card (by title) that can exist in the specified play area. Another copy of that card *cannot* enter the specified play area if this limit has already been reached. Remember that limits are player specific unless otherwise noted. For example, a card with “Limit 1 per deck” can exist in two different investigator decks.


Note: “Limit X per investigator” is a limit that pertains to an investigator's play area.

Frequently Asked Questions

This section provides answers to a number of common questions that are asked about the game. The entries are presented in a question and answer format, with the newest questions at the end of the list.

Can I investigate a location with no clues on it? If I do, what happens?

Yes. You can investigate a location even if there are no clues on it. However, you won't be able to discover any clues there, because there are no clues on the location to discover. Investigating a location with no clues might still be useful to trigger card abilities such as *Burglary* (Core 45) or *Scavenging* (Core 73).

Are clues on Cover Up (Core 7) considered to be “at my location” for the purposes of Roland's  ability?

No. Generally speaking, cards (such as investigators, assets under your control, enemies in your threat area, etc) are “at” a location. Clues are only “at” a location if they are physically on that location (“Clues,” Rules Reference, page 7).

Is there any difference between “at a location” and “in a location?”


No. Both terms have the same meaning and are used interchangeably.

*If I play an event with a **Fight** ability, like Backstab (Core 51), does it provoke attacks of opportunity?*


No. Abilities with a bold action designator (like **Fight**, **Evade** or **Investigate**) count as an action of that type. In this case, since *Backstab* counts as a **Fight** action, no attacks of opportunity are made, because **Fight** actions do not provoke attacks of opportunity. The same goes for **Fight** abilities on assets, like *.45 Automatic* (Core 16).

*If I use an ➤ ability or play an event with a bold action type (like **Fight**, **Evade**, or **Investigate**), do I need to spend one action to use the ability and another action to initiate the action listed? Or just one action?*

Paying the cost of the ability is enough to initiate the action designated. There is no need to spend an additional action.

Can I trigger the ➤ abilities on two copies of .45 Automatic (Core 16) for +2  and +2 damage?

No. Each ➤ ability is a separate action that must be resolved in full before you have the opportunity to take another action.

Can I trigger the ability  on cards like Physical Training (Core 17) more than once per skill test?

Yes. Unless the ability has a printed limitation on it, you may use it as often as you like, provided you are able to pay the ability's cost each time.

If there are clues or cards at an unrevealed location, and then that location is revealed, what happens to those clues/cards?

Any clues or cards at an unrevealed location remain where they are when the location is revealed. This includes clues physically placed on the location, enemies or assets at that location, and cards attached to that location. Clues that are placed on the newly revealed location from its clue value are simply added to the clues that were already on that location when it was revealed.

If a card effect says to heal damage or horror but does not indicate from where, can I use it to heal assets or investigators other than myself?

No. “Heal X damage/horror” is shorthand for “Heal X damage/horror from your investigator.” If a card simply reads “Heal X horror” or “Heal X damage,” you can only use it to heal horror or damage from your investigator. Cards that allow you to heal other investigators or assets will specify that.

Who gets the effects/benefits of a skill card committed to another investigator's skill test? If I commit Overpower (Core 91) to another investigator's skill test, do I get to draw 1 card, or does the investigator performing the skill test get to draw 1 card?

Generally speaking, the player who committed the skill card gets the effects of any ability on that skill card. In your example, you would draw the 1 card, not the investigator performing the skill test. However, if a skill card changes or adds to the results of the skill test itself, the investigator performing the test receives the benefit of that ability. For example, if you committed Deduction (Core 39) to another investigator's skill test, that investigator would be discovering the additional clue, not you, because you are altering the effects of his or her skill test.

When I use the ability on Stray Cat (Core 76), can I choose any enemy at my location, even if they are engaged with other investigators?

Yes. When you perform a standard evade action, you may only attempt to evade enemies engaged with you. However, card effects (such as Stray Cat or Cunning Distraction (Core 78) may alter or supplant this limitation.

When I attack using Shrivelling (Core 60) and reveal a ☠, ♠, ♣, ♠, or ♣ symbol, when do I take 1 horror?

You would take 1 horror immediately as you reveal the symbol, during "ST.3 Reveal chaos token" ("Skill Test Timing," Rules Reference, page 26). If you had any reactions to taking that horror (such as Agnes Baker's ability), you would trigger it then, before resolving the rest of the attack.

If I automatically fail a test (from revealing a ♣ symbol, for example), I treat my skill value as if it were 0. If the difficulty of the test is 0, does that mean I succeed?

No. No matter what, if you automatically fail a test, you have failed the test, regardless of how your skill value and the difficulty compare.

How does "searching the collection" for a random basic weakness work? Do I use the same pool of weaknesses I used during deck construction? Or do I search through all of my weaknesses?

Anytime players are instructed to search for a random basic weakness—be it during deck construction, during a scenario's setup or resolution, or during a scenario itself—players should use the same pool of weaknesses, which is constructed using all of the basic weaknesses from only 1 copy of each product they own. If each investigator has their own collection of cards, they should each use their own pool of weaknesses constructed in the same manner, so as to avoid players' cards getting mixed together accidentally.

For example: Damon and Kelsy have each constructed decks using Damon's collection, which consists of 2 copies of the Core Set. During deck construction, they each included 1 random basic weakness from a pool of weaknesses consisting of only the 10 weaknesses in a single copy of the Core Set. This leaves a pool of 8 weaknesses remaining. If they are later instructed to each search the collection for a random basic weakness, these weaknesses would be taken from that remaining pool of 8 weaknesses.

I have committed Double or Nothing (TDL 26) and Perception (Core 90) to a skill test during an investigation, and I also have Dr. Milan Christopher (Core 33) in play. If I succeed, which effects are resolved twice?

The effects of a successful skill test are applied during step 7, and Double or Nothing causes each of these affects to be resolved twice. Dr. Milan Christopher's ability is a reaction to succeeding at a skill test, and therefore is triggered and resolved during step 6, after success is determined. During step 7, the game result of the investigation (discovering 1 clue), and the "if this test is successful" result of Perception are both resolved twice due to Double or Nothing's effect.



Can Terror from Beyond (TDL 101) cause weaknesses to be discarded from an investigator's hand?

Terror from Beyond can cause weaknesses to be discarded, even if you are the one making the choice. Terror from Beyond instructs an investigator to choose a card type, and then all investigators are obligated to discard all cards of the chosen card type. In this case, you aren't optionally choosing to discard 1 or more cards; you are selecting a category of cards to be discarded, and the discard is mandatory.

Can I play Ward of Protection (level 5) (TDL 307) to cancel and discard an enemy on the reverse side of an act or agenda? And if so, where does it go?

You cannot. When you flip to the b-side of an act or agenda and it is an encounter cardtype (typically a treachery, enemy or location), you should follow the rules for drawing that encounter card *solely for the purposes of figuring out how that card enters play and for resolving any appropriate revelation effects*. You should not be able to trigger effects based on having "drawn" that card, as it was not actually drawn, and it is not clear who is doing the drawing in such an event.

If I use Duke (TDL 14) to move into a location that causes my turn to "immediately end" in the middle of resolving Duke's ability, does the ability continue resolving?

Yes. If during the resolution of an ability, your turn ends ("immediately" or otherwise), you will still resolve the remainder of that ability. The rest of that ability is not canceled. Note, however, that any "until the end of your turn" effects would still expire at this time, since your turn has ended, but you'll still continue to play out the remainder of Duke's ability.

What constitutes a "skill test on a Spell card" for the purposes of cards like Spirit Atheme (TPtC 35) and Grounded (TPtC 113)?

A "skill test on a card" is any ability that directly prompts a skill test, either through the template "test skill (X)," or by initiating an action that is, in itself, a skill test (for example, any card with **Fight**, **Evade**, or **Investigate** action designators).

Can a location with no valid path to my location be the "nearest" or "farthest" location from my location?

Yes, but only if there are no other eligible locations with a valid path to your location. If there are other locations with a valid path to your location, the nearest or farthest of those must qualify as the "nearest" or "farthest" to your location.

If an enemy is in a location with no valid path to your location, can it still be the "nearest" enemy purposes of cards like Mysterious Chanting (Core 171) or Dance of the Yellow King (TPtC 97)?

Even if it has no valid path to an investigator, an enemy can still qualify as the "nearest" enemy if there are no other enemies in play that are nearer. That said, an effect that require an enemy to track a path to an investigator (such as Dance of the Yellow King) would not cause an enemy to move if there is no valid path.

Blood on the Altar

The following questions contain light spoilers for "Blood on the Altar."

Is the "pile of potential sacrifices" in play or out of play? Are they under any player's control? What about cards that have been placed underneath the agenda deck?

The "pile of potential sacrifices" (and cards underneath the agenda deck) should be considered to be in play for the purposes of game rules, but these cards are under no player's control. (Since the cards are facedown, you should try to remember which unique allies were kidnapped and added to the pile of potential sacrifices without having to look at it.) Additionally, the cards in the pile of potential sacrifices and underneath the agenda deck cannot be affected by player card effects or investigator actions.

Thus, if a unique asset is Kidnapped! (TDL 220), an investigator cannot play another copy of that asset. Additionally, if a player resigns or is defeated, any cards he or she owns that are in the pile of potential sacrifices or facedown underneath the agenda deck will remain as such.

What happens if Duke is listed under "Sacrificed to Yog-Sothoth?" Is "Ashcan" Pete still playable without Duke?

If a required card (such as Duke) is permanently removed from your deck, it also removes the requirement of including that card. If for whatever reason Duke cannot be included in "Ashcan" Pete's deck, that requirement is considered to be removed, and Pete may continue without Duke.

Of course, since this is a significant handicap, you may also choose to optionally retire Pete and continue using a new investigator at 0 experience.

The Last King

The following questions contain light spoilers for "The Last King."

Does a Bystander asset with no clues on it count as a Bystander asset with the fewest clues for the purposes of Dianne Devine's (TPtC 81) ability?

Yes, a **Bystander** asset with 0 clues on it can be the **Bystander** asset with the "fewest" clues.

The Unspeakable Oath

The following questions contain light spoilers for "The Unspeakable Oath."

Is the setup instruction regarding which version of Act 2—"The Really Bad Ones" the investigators should use correct? Am I supposed to be able to trigger the parley ability on Daniel Chesterfield (...Or At Least, What's Left of Him)?

Yes, it is correct, and no, there is no way to trigger it (at least in this reality).

Quick Reference

This section provides standard play information in an abbreviated, quick-reference format that can be helpful in clarifying some common situations in the game.

Spawning an Enemy

1. If an enemy is being spawned without an investigator drawing it, the effect spawning the enemy will typically indicate where that enemy should spawn. After spawning the enemy at that location, it will automatically engage investigators at its location using the rules for Enemy Engagement (Rules Reference, page 10), unless it is aloof.
2. If an investigator draws an enemy, check to see if the enemy has a "Spawn -" instruction.
 - ◆ If the enemy has a "Spawn -" instruction, the enemy spawns at the indicated location. After spawning the enemy at that location, it will automatically engage investigators at its location using the rules for Enemy Engagement (Rules Reference, page 10), unless it is aloof.
 - ◆ If the enemy does not have a "Spawn -" instruction, the investigator drawing the enemy spawns it engaged with him/her, unless it is aloof.

"Prey -" instructions have no direct impact on which location an enemy will spawn at. The only time "Prey -" instructions will impact this process is when an enemy spawns unengaged at a location with multiple investigators, and you use the rules for Enemy Engagement (Rules Reference, page 10) to determine which investigator it should automatically engage.

Chaos Token Names

	Elder Sign	
	Auto-fail	
	Elder Thing	
	Cultist	
	Skull	
	Tablet	