



Arkham Horror FAQ v1.2  
January 4, 2007

Following are the frequently asked questions, errata, and clarifications for the **Arkham Horror** board game. Sections that are new to version 1.2 of the FAQ are printed in **blue**.



### Revised Printing

FFG reprinted the **Arkham Horror** board game in Fall 2006, and much of the errata and rule changes in this document were incorporated into the rulebook and components of this revised edition, as noted below.

### Expansion Errata

Errata and FAQs for **The Dunwich Horror** expansion and **The Curse of the Dark Pharaoh** expansion can be found on page 6 of this document.

## Errata

### Cards

**Flesh Ward (Spell)** should have a Sanity cost of 1, and its text should read: “**Any Phase:** Cast and exhaust to ignore all Stamina loss being dealt to you from one source. Discard this spell if the Ancient One awakens.”

**Healing Stone (Unique Item)** should cost \$8 and include the text “Discard this card if the Ancient One awakens.”

**Lantern (Common Item)** should cost \$3 and read “+1 to **Luck checks**.”

*Corrected versions of these cards are included in both the revised edition of the **Arkham Horror** board game and in the **Dunwich Horror** expansion.*

### Investigator Sheets

Jenny Barnes should start with 2 Common Items rather than 1, and Bob Jenkins should start with \$9 rather than \$8.

*These corrections have been made to the investigator sheets included in the revised edition of the **Arkham Horror** board game.*

## Rule Changes and Clarifications

The following rules have been changed or clarified to improve the game.

*All these changes have been incorporated into the rulebook included in the revised edition of the **Arkham Horror** board game.*

### Game Setup

(page 5 in the first printing of the Arkham Horror rules)

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**.

### Perform Upkeep Actions

(page 6 in the first printing of the Arkham Horror rules)

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

### Arkham Encounters

(pages 8-9 in the first printing of the Arkham Horror rules)

If an investigator is drawn through a gate that appears as a result of an encounter (such as “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.



## Open Gate and Spawn Monster

(page 9 in the first printing of the Arkham Horror rules)

When opening a gate in a location where there is no elder sign or gate, if there are five or more investigators playing, then draw and place two monsters instead of one.

When, at the beginning 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 now called a **monster surge**. When a monster surge occurs, the number of monsters drawn and placed is now equal to the number of open gates **or the number of players, whichever is greater**.

When placing monsters, they 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 this turn. If there are more monsters to be placed than allowed by the monster limit, the players should decide where monsters will be placed. The players must make this decision before monsters have been drawn from the cup. If the players cannot agree where the monsters are to be placed, the first player decides the placement.

**Example:** *There are 3 open gates (at the Black Cave, Science Building, and Unvisited Isle), 7 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: 7 monsters are drawn from the cup and placed on the open gates. They must be distributed as evenly as possible, so each of the 3 gates has 2 monsters placed on it, and the 7th monster is placed on the Black Cave, where the monster surge occurred. The Black Cave now has 3 monsters, while the other 2 open gates each have 2 monsters on them.*

## Weapons and Spell Limits

(page 15 in the first printing of the Arkham Horror rules)

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.

## Investigator Status

(page 16 in the first printing of the Arkham Horror rules)

If an investigator is reduced to **both** 0 Sanity **and** 0 Stamina at the same time, that investigator is **devoured**.

If an investigator’s **maximum** sanity or **maximum** stamina is reduced to 0, that investigator is **devoured**.

## The Terror Track

(page 18 in the first printing of the Arkham Horror rules)

Once the terror level has reached 10, if it ever increases again (via 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 should have increased.

## The Ancient One Awakens

(pages 18-19 in the first printing of the Arkham Horror rules)

The Ancient One also awakens if a monster should be drawn from the monster cup, but there are no monsters in the cup.

The Ancient One also 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

(page 19 in the first printing of the Arkham Horror rules)

Before the final battle begins, discard any active **Environment** or **Rumor** cards. Additionally, once the final battle begins, investigators should no longer collect money or roll for Retainers or Bank Loans.

## Monsters in Encounters

(page 20 in the first printing of the Arkham Horror rules)

Many encounters state that “A gate and a monster appear!” For these encounters, both the monster and the gate stay on the board. However, many other encounters state that just a monster appears. For example, one of the Black Cave encounters states “A monster appears!” and one of the Hibb’s Roadhouse encounters states “A horrible monster appears!” When a monster but not a gate appears in an encounter, the monster does not stay on the board. If such a monster is defeated, players may take it as a trophy (unless its special ability states otherwise). If the monster is not defeated, it is returned to the monster cup, regardless of whether the investigator evades the monster or is knocked unconscious or driven insane by it.

## Frequently Asked Questions

The following questions have been frequently asked about Arkham Horror.

### The Sky and Flying Monsters

**Q:** *Please clarify how flying monsters move.*

**A:** Flying monsters move according to the following rules:

1. Flying monsters only move when their symbol comes up in the Mythos Phase, just like other monsters.

2. Flying monsters will not leave a space that already contains an investigator.

3. When a flying monster in a street area or location moves, it will either move to an adjacent street space that has an investigator in it, or failing that, move to the Sky.

4. When a flying monster in the Sky moves, it will move to any street space on the board with an investigator in it. If there's more than one investigator to choose from, the monster moves into the space of the investigator with the lowest Sneak value. If the investigators' Sneak values are the same, the first player chooses which investigator the monster moves toward, as usual. If there are no investigators in a street space, the monster remains in the Sky.

### The Outskirts and Monster Limits

**Q:** Can you give an example of how 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 board would bring the number of monsters above the monster limit, the monster is placed in the Outskirts area instead. When the Outskirts become too full, the terror level is increased by 1 and all the monsters in the Outskirts are returned to the monster cup. The maximum number of monsters that may be in the Outskirts without raising the terror level is 8 minus the number of players, as listed in the chart on page 18 of the rulebook.

**Example:** In a 3-player game, the **monster limit is 6** and the **maximum number of monsters in the Outskirts is 5**. There are 3 open gates on the board, 6 monsters in Arkham, and 4 monsters in the Outskirts. During the Mythos Phase, you draw a location that already has an open gate, so you have to draw 3 more monsters. You would first draw 2 monsters and place them in the Outskirts. The Outskirts limit would be **exceeded** upon placing the second monster, so you would then increase the terror level by 1 and return the six monsters in the Outskirts to the cup. Finally, you would draw the third monster and place it in the Outskirts.

### Locations

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

**A:** They are immediately moved into a street area as if the location had closed permanently.

**Q:** How exactly do location special abilities work?

**A:** The investigator may use the printed action on a location rather than draw an encounter card for that location during the Arkham Encounters Phase. When he does so, he must be able to meet the requirements (have at least \$1 to shop with, or have Clue tokens, gates trophies, or monster trophies to spend, etc.). In other words, players may not use the special ability of a location if they cannot actually resolve it.

**Q:** When spending monster trophies, do you count any modifiers to toughness currently in effect?

**A:** Yes, use the modified toughness. This bonus applies to the use of any monster trophies spent at any location.

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

**A:** If an investigator shops at the Curiosity Shoppe or General Store, the investigator must purchase one of the three items drawn if he or she has enough money to do so. The other two items drawn are discarded to the bottom of the deck. This makes it significantly harder to "browse" the Unique Item deck looking for 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 the location has a monster and/or gate on it?

**A:** First, the investigator must successfully evade or fight any monsters at the location. If successful, the investigator has 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 the gate. Then the monster appears. Monsters that appear as a result of these encounters stay on the board, count against the monster limit, can 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:** If an encounter, when failed, tells the investigator he must "stay here for 2 turns and gain 2 Clue tokens" but before the 2 turns have ended a gate appears at the location and draws the investigator into an Other World, does the investigator lose the 2 Clue tokens?

**A:** No. The investigator immediately receives the Clue tokens when he or she agrees to meet the requirements of the encounter. If a gate opens in the meantime, the investigator is sucked through the gate and becomes delayed in the Other World. He no longer has to miss two turns if sucked through on the first – the new condition (being delayed in the Other World) is in effect.

### Gates and Other Worlds

**Q:** Do I receive an "explored" marker if I enter the first area of an Other World, have an encounter, and become lost in time and space?

**A:** No.

**Q:** Do I receive an “explored” marker if I enter the first area of an Other World, have an encounter, and am sent back to Arkham?

**A:** Yes.

**Q:** Do I receive an “explored” marker if I enter the first area of an Other World, cast “Find Gate,” and return to Arkham?

**A:** Yes. In general, whenever you “return to Arkham,” you reappear at a gate that leads to the Other World you were in and gain an “explored” marker.

**Q:** Why is an investigator delayed when a gate opens up in their location, but not delayed if he enters the gate normally?

**A:** If the investigator was not delayed by a gate opening up in his location, he would be able to get through the Other World having only one Other World Encounter rather than two.

**Q:** If an investigator is delayed in the Other Worlds and draws an encounter that returns him to Arkham, is he still delayed when he returns?

**A:** Yes. Returning to Arkham doesn’t affect the fact that he is delayed.

**Q:** If a gate with the + symbol is closed, are + symbol monsters removed from the Outskirts too?

**A:** Yes. All monsters showing the same symbol as the 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? Is the monster trapped inside the closed location?

**A:** The gate replaces the location, so while the gate is open there is no closed location for the monster to be “trapped” in. Put the gate over the closed marker. If the gate is later closed, then resolve the effects of a closed location – i.e., any monster or investigator at the location that appeared with the gate is tossed out into the street.

## Investigator Cards

**Q:** If I discard a card to pay a cost (e.g., to get rid of the Rumor “The Stars Are Right”), do I also get the listed benefit for discarding that card (e.g., the ally Duke may be discarded to immediately restore your Sanity to its maximum)?

**A:** No. If you discard a card to pay a cost of some kind, you get no other benefits for discarding the card.

**Q:** Are spells considered items? When an encounter instructs you to discard items, can you discard spells?

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

**Q:** The Skill card “Sneak” (and other Skill cards named after skills) says “+1 Sneak” in bold letters, then says

in normal font “When you spend a Clue token to add to any Sneak check, add one extra bonus die.” Are there two potential bonuses on this card, or is the text in normal font explaining what the bolded “+1 Sneak” means?

**A:** These are two different bonuses. The Sneak card gives you a permanent +1 Sneak bonus, as well as the separate ability to add one extra die to Sneak checks whenever you spend a Clue token.

**Q:** When using the Patrol Wagon, do you need to find a route to your chosen destination that is free of monsters, or do you simply relocate your investigator to the chosen location?

**A:** You simply relocate your investigator to the chosen location, ignoring monsters that would be passed through. However, if you begin or end your movement in a space with monsters, they must still be evaded as usual.

**Q:** Do I have to be using the Bullwhip or Cross in combat to gain their special abilities?

**A:** No, in the case of these two cards, you do not have to use them in combat to make use of their secondary abilities.

**Q:** When exactly can Flesh Ward be cast?

**A:** When you are told to lose 1 or more points of Stamina, you may cast Flesh Ward to prevent that loss. For instance, this can work on the Stamina from a single failed Combat check. This does not make the investigator immune to further harm from that source, it only prevents it one time.

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

**A:** No. You cannot receive movement points or use any items requiring movement points while in an Other World.

## Investigator Abilities

**Q:** Does the Strong Mind ability (reduce all Sanity loss by 1) of the professor, Harvey Walters, apply to the casting of spells?

**A:** No. The professor’s ability works on losses, not costs. The same distinction applies to the gangster, Michael McGlen, and his ability to reduce Stamina losses.

**Q:** What happens when characters that get to draw extra encounter cards at locations (Darrell Simmons for Arkham encounters and Gloria Goldberg for Other World encounters) have an encounter that instructs them to draw 2 cards and choose 1 to encounter?

**A:** When instructed to draw 2 cards and choose 1, these investigators draw an extra card – which means they draw 3 cards and choose 1 to encounter.

## Mythos Cards

**Q:** *Is the Deputy subject to the “Curfew Enforced” Mythos card? In other words – if the Deputy stays 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 is active.

**Q:** *Do cards that affect monsters at Miskatonic University (such as the “Campus Security Increased” Mythos card or the “Flute of the Outer Gods” Unique Item) affect monsters spawned by “The Terrible Experiment”?*

**A:** No. Those monsters are not actually on the board; they can only be fought as if they were.

**Q:** *What do activity markers do? Are they just referenced by cards that I haven’t seen yet?*

**A:** Activity markers are just reminders of activity that is occurring in an area. They are most often used to mark where a Rumor is active, but may be used for other activities that occur from the Mythos cards as well.

## Monster Abilities

**Q:** *What happens if you draw a nightgaunt (special ability: if you fail a Combat check against a nightgaunt, you are drawn through the nearest open gate) as an Other World Encounter?*

**A:** The nearest gate is the gate back to Arkham, so you are immediately returned to Arkham and given an “explored” marker. Thematically, as servants of Nodens, nightgaunts sometimes helped investigators.

**Q:** *Who determines where a Hound of Tindalos moves if two investigators are tied in being nearest to the hound?*

**A:** As per the rules governing flying monsters, the hound will go after the investigator with the lower Sneak value. In case of a tie, the first player chooses.

**Q:** *Does Physical/Magical Immunity/Resistance prevent the secondary effects of a Physical/Magical Weapon or Spell?*

**A:** No. These monster abilities only reduce and/or eliminate the bonus to the combat check provided by a weapon. This has no effect on the item’s other abilities.

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

**A:** No, the Cthonian creates an earthquake that only affects 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 “All 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:** Do not replace or discard the existing non-Weather Environment card. Do the basic upkeep portions of the

new Weather Mythos card (gate, clues, monsters move), but ignore its special ability and then discard it.

**Q:** *Yog-Sothoth’s The Key and the Gate power states that “the difficulty to close or seal a gate increases by 1.” Does this mean 6 Clue tokens are required to seal gates?*

**A:** No. It means only that 2 successes are required on the Lore or Fight check to close gates.

## Battling the Ancient One

**Q:** *In combat with Ancient Ones, do investigators get a full Upkeep Phase, or is the Upkeep Phase limited in some way during the final battle?*

**A:** Investigators get a full Upkeep phase.

**Q:** *In combat with an Ancient One, how do cumulative successes in the “Investigators Attack” step work?*

**A:** To defeat the Ancient One, the players must do a total number of successes equal to the number of players multiplied by the number of doom tokens on the Ancient One. So, if 4 players are facing Yig (doom track of 10), they need 40 successes to win. For every 4 successes they do, they remove 1 doom token to track their progress. If the investigators get 9 successes in the first round of combat, they would remove 2 doom tokens, and 1 success would carry over to the next round of combat.

**Q:** *At the start of battle with Ithaqua, how do you roll to see if you lose items? Do you choose each item one at a time and roll to see if you lose it, or do you roll all the dice at once and then choose which items you lose?*

**A:** You roll separately for each item.

## Miscellaneous

**Q:** *Exactly where, when, and what can investigators trade?*

**A:** Investigators may trade any time they are in the same location **except** during combat. They may trade before, during or after movement, which means trading does not end a move.

They may trade **Common Items, Unique Items, Money,** and **Spells.** They may not trade Clue tokens, Allies, and Monster and Gate trophies.

**Q:** *If a card tells you to “lose your next turn,” does this mean skip all phases, including Upkeep?*

**A:** Yes. Note that this is different from being told to “stay here next turn,” which means you are delayed.

**Q:** *When can a character perform actions during a phase? For example, if a player 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: not at all once the encounter card is drawn, before the roll, or after the roll?*

**A:** Actions can be performed at any time during their listed phase as long as any given conditions are met.

However, once an encounter is drawn, it must be resolved before any more actions can be performed. So, in the case of Duke, you can use him before or after drawing an encounter card, but if you draw the encounter card and it inflicts Sanity loss that reduces you to 0 Sanity, you go insane before you can use Duke. Flesh Ward is one exception to this rule because it prevents a Stamina loss and is intended to be used in response to such events.

**Q:** How does a re-roll work? Can you re-roll only the skill dice that you have before spending Clue tokens, or can you re-roll all the dice you've rolled on a given check, including the extra dice gained from spending Clue tokens?

**A:** You re-roll all the dice you've rolled for the skill check so far, so you can re-roll dice gained from spending Clue tokens as long as you spend your Clue tokens before using your re-roll.

## The Dunwich Horror Expansion



### Allies in The Dunwich Horror vs. The Curse of the Dark Pharaoh

The **Dunwich Horror** expansion and **The Curse of the Dark Pharaoh** expansion have different rules for how the new Allies included with each expansion should be incorporated into the base game. The Dunwich Horror rules state that only 11 total Allies should be used in the game, while the Curse of the Dark Pharaoh rules instruct players to use all the Allies from the original game and the expansion, but to discard two Allies each time the terror level increases.

While players may agree to use either method for dealing with expansion Allies, officially, the Dunwich Horror rules are preferred. They read:

“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, then that Ally must be one of the 11 Ally cards used.”

### Lost Carcosa's Purple Encounter Symbol

Due to a printing error, one of Lost Carcosa's encounter symbols is purple. It should be blue.

**Q:** If the number of monsters in Arkham is at the monster limit, and a monster that is in Dunwich moves to the Sky, what happens to that monster? It seems that it should be moved the Outskirts, but the rules state that "Monsters on the Dunwich board do not count against the monster limit and do not go to the Outskirts."

**A:** The monster is moved to the Outskirts. The Sky is considered part of Arkham (since it is on the Arkham board), so a Dunwich monster moving to the sky is no longer considered a Dunwich monster. A monster that is arriving in Arkham is moved to the Outskirts if its arrival would exceed the monster limit.

## The Curse of the Dark Pharaoh Expansion



### Allies in The Dunwich Horror vs. The Curse of the Dark Pharaoh

See “Errata for the Dunwich Horror Expansion,” above.

### Wilson Richards's Infinite Focus

One of the encounters for the Unvisited Isle instructs the player to “draw Spells equal to your focus,” and one of the encounters for the Other World instructs the player to “gain Clue tokens equal to your focus.” However, Wilson Richards, the handyman character from **The Dunwich Horror** expansion, has infinite focus. For these encounters, treat Richards's focus as being 4.

### The Triune Mask/Mask of the Three Fates

One of the Inner Sanctum encounters instructs the player to search the Exhibit Item deck for the “Triune Mask” card. This should be the “Mask of the Three Fates” card instead.