

ELDER SIGN™



Elder Sign FAQ v1.0

Last updated 12/29/2011



Errata

This section contains corrections to the rules.

DICE

The Wildcard Symbol

The wildcard result on the red die may be used as a lore, a peril, a terror, or **4 investigation** (not 1 investigation as previously stated in the rules).

INVESTIGATORS

Carolyn Fern's ability should read:

Once per day, at the start of any player's turn, Carolyn may restore 1 Sanity to 1 investigator of her choice (including herself).

Mandy Thompson's ability should read:

Once per day, after any player has rolled, Mandy may re-roll 2 dice before determining if the active player was able to defeat a task.

Vincent Lee's ability should read:

Once per day, at the start of any player's turn, Vincent may restore 1 Stamina to 1 investigator of his choice (including himself).

Note: The phrase "Once per day" is further clarified later in this FAQ.

ITEMS

Spells and Held Dice

Spells that hold dice are cast **after** a player's roll, not **before**. The player looks at the roll, then, if he wishes to save a particular die, casts the spell and places the die on the spell. The 'held' die remains on the spell card until used to complete a task or until removed (as described below).

- Dice may have their results modified by items/abilities before being placed on a spell, but not afterwards.
- Before any roll, a player may remove some or all of the dice held on spells in order to roll them. Any spell that has no dice remaining on it is discarded. New dice cannot be added to a spell to replace those that were removed from it.
- If a die becomes locked while it is on a spell, the die is removed from the spell and locked. If the spell has no dice remaining on it, the spell is discarded.

MIDNIGHT

Midnight no longer occurs during a player's turn. Instead, it occurs immediately **after** any player's turn in which the clock hand moved to or past 12. Because midnight is not part of a player's turn, Kate Winthrop's Science! ability does not affect the appearance of monsters at midnight.

MONSTERS

Placing Monsters

When placing a monster under the bottom task of an Adventure card if there are no available monster tasks in play, players must distribute monsters as evenly as possible. That is, no Adventure card may have a second monster placed below it until all Adventure cards have at least one monster placed below them (and no Adventure card can get a third monster until all have at least two, etc.).

MUSEUM ENTRANCE

First Aid

The museum entrance sheet is correct and the rulebook is incorrect. Investigators receiving first aid may heal 1 stamina OR 1 sanity for free.





FAQs

This section contains answers to common questions.

ANCIENT ONES

Abilities

Can you clarify Shub-Niggurath's Black Goat of the Wood ability?

Shub-Niggurath's ability adds a new task, consisting of a single terror symbol, to each monster.

Battling the Ancient One

Does successfully completing the Ancient One's "task" during the battle lock the dice used to complete it as usual?

Yes.

Can you use Clue tokens, allies, and investigator abilities when battling the Ancient One?

Yes.

What exactly happens when an investigator is devoured while battling the Ancient One?

A Doom token is added to the Ancient One's Doom track as usual, and that player is eliminated from the game. Note, however, that the clock is still advanced during that player's "turn," even though he has been eliminated.

What happens to the current mythos card when the Ancient One awakens?

Discard it. Any of its lingering effects immediately end.

Are locked dice freed when the Ancient One awakens?

No. Those dice are lost forever. The exception to this is if the current Mythos card has locked any dice. The Mythos card is discarded from play at the start of the battle, ending its effects (and freeing any dice locked by it).

Do "At Midnight" effects continue to take effect when battling the Ancient One?

No.

DICE

The Red/Yellow Die

Can you get the red or yellow die more than once per adventure by using multiple items? Can I discard the red or yellow die after failing a task and then use an item to get the die back?

No. There's only one red die and one yellow die. Once a player uses an item to get the yellow die (for instance), he rolls the yellow die with his die pool for the rest of the adventure, until it is either used to complete a task or discarded to pay for failing to complete a task. Once a die is discarded to pay for failing to complete a task, it is gone for the rest of that player's turn and cannot be reacquired with another item or ability until the next turn.

Locked Dice

Can dice be locked by more than one source?

If a die is locked by more than one monster, adventure, or game effect, then as soon as it is freed from one lock, it becomes locked by one of the remaining locks. Thus, it's possible to have a die doubly or triply locked, in which case the investigators need to remove all of the locks in order to free up the die.

Can investigator abilities unlock dice for use?

Character abilities that grant the use of dice (such as Gloria Goldberg's Psychic Sensitivity or Jenny Barnes' Trust Fund) do not unlock dice that are locked. Only Sister Mary's Guardian Angel ability allows her to access locked dice.

What happens if a die is locked while being held on a spell?

The die is removed from the spell and locked. If the spell has no dice left on it, the spell is discarded.





DOOM

If the last Doom Token and the last Elder Sign are added at the same time, what happens?

The investigators win just as the Ancient One is about to awaken.

If an investigator's death awakens the Ancient One, does that player get a new investigator?

No. However, the clock still advances during the dead investigator's "turn" during the battle with the Ancient One.



INVESTIGATORS

Abilities

Can investigator abilities be used on other players' turns?

Most investigator abilities have a trigger that determines when they can be used. So, for instance, Bob Jenkins' Shrewd Dealer ability (When Bob gains 1 or more Common Items, he gets 1 extra Common Item) can trigger during any investigator's turn, if Bob somehow gains a Common Item. However, several abilities trigger "Once per roll." These abilities may only be used during

that investigator's turn, as described in the next question. Finally, Mandy Thompson, Carolyn Fern, and Vincent Lee have had their abilities changed to function "Once per day." This means that they may use their ability once per clock rotation, always resetting to be used again at midnight.

What does "Once per roll" mean?

These abilities may be used only on that investigator's turn, once per roll of the dice. Note that re-rolling the dice via Clue tokens or other effects does not give another use of the ability. A new roll is considered to have started after the previous roll has completely resolved (i.e. the investigator has completed a task or discarded a die for failing to complete a task).

What does "Once per day" mean?

Several investigators have been errata'ed so that their abilities function "once per day." This means that once the investigator has used his ability, he cannot use it again until after midnight has occurred. Once per day abilities can be used during other investigators' turns. Exactly when is detailed in the ability itself.

How does Joe Diamond's Hunches ability work?

Each time Joe spends a Clue token, he receives a second, free re-roll (as though he had spent a second Clue token). For a full clarification of what spending a Clue token entails, please see the appropriate question under "Items, Spells, Clues, & Allies."

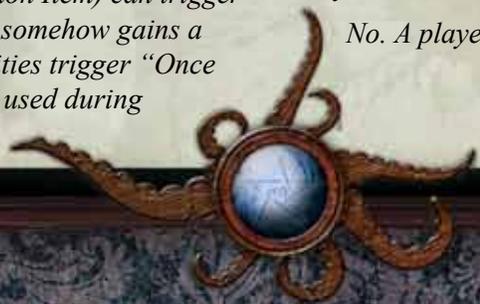
Focusing and Assisting

Can you focus or assist at the same time you successfully complete a task?

No. A player may only focus or assist when failing to complete a task.

Can you focus more than once during an adventure if you've used the previously focused die?

No. A player may only focus once per turn, period.



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Can you both focus and be assisted on the same roll?

No, only one or the other.

Can I both use a focused die to complete a task and complete another task on the same roll?

No. Investigators may only complete one task per roll (unless they are Amanda Sharpe).

ITEMS, SPELLS, CLUES, & ALLIES

Can you clarify exactly what spending a Clue token allows a player to do?

After a player has made a roll, but before it is resolved, he may spend a Clue token to re-roll **one, some, or all** of his dice. Afterward, he may spend another Clue token if he still isn't happy with the re-rolled result (again re-rolling one, some, or all of his dice), and so on, until he's out of Clue tokens. Note that abilities that are usable only "once per roll" do not reset to be used again until the roll actually finally resolves.

Can players use items, spells, clues, and/or allies during another player's turn?

No, players cannot use Clue tokens on another player's turn. Cards likewise cannot be used in that fashion unless the item/spell/ally specifically says otherwise. At least for now, no such cards exist.

What do items mean when they say "defeat" a monster?

When a player uses an item/spell that "defeats" a monster, that player chooses a monster in play (not necessarily at the same adventure his investigator is at) and turns that monster facedown. None of the monster's costs must be paid (such as advancing the clock or losing sanity/stamina) and all of that monster's tasks are considered to be completed. The monster is collected as a trophy when the player's turn ends (and not before), whether the investigator succeeds at the adventure or not. Note that if a monster is only partially covering a task, any uncovered parts of the task are still uncompleted for purposes of succeeding at the adventure.

Can you use Whiskey/Food to pay the Sanity/Stamina cost of a task?

Yes. In Elder Sign – unlike Arkham Horror – losing and spending sanity/stamina are considered to be the same thing.



MYTHOS CARDS AND MIDNIGHT

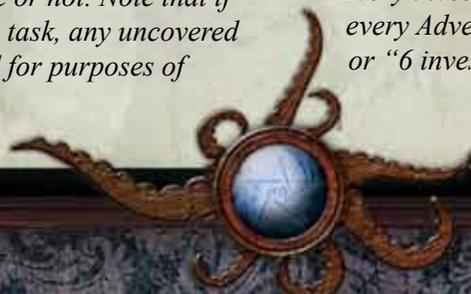
Mythos Cards

Do any Mythos cards have lingering effects after the end of the day?

Only one Mythos card has an effect that can last past midnight – "The Stars Align...Above an Open Door." This card places an additional Adventure card in play. This Adventure card remains in play until completed. All other Mythos cards with lingering effects have their effects end at midnight.

Can you clarify "A Warning...of a Conspiracy's" lingering effect?

Every investigation result (magnifying glass symbol) on every Adventure card, whether it be "1 investigation" or "6 investigation" is increased by 1 until midnight.





MONSTERS

Are monsters added to the bottom of Adventure cards actually the last task on the card?

Yes. If an Adventure card has an arrow, and a monster is added to the bottom of the card, the monster task must be completed last (barring an item to defeat the monster or an effect to ignore the arrow).

Can monsters that are part of a 'reward' be placed on the new adventure entering play?

Yes. When placing monsters, first replace any missing Adventure cards, then place the monsters.

MUSEUM ENTRANCE

When buying souvenirs, can I buy one of each souvenir, or just one in total?

Each time you visit the souvenir shop, you may make one and only one purchase. Thus, you could buy a Common item, or a Clue token, or an Elder Sign, etc.

What happens to trophies spent at the museum entrance?

Spent monsters are returned to the monster cup, while spent adventures are placed on the bottom of the appropriate deck of cards.

Can items or other abilities modify the die roll at the lost and found?

No. The die roll at the lost and found cannot be modified by any game effect.

Midnight and "At Midnight:" Effects

Does midnight occur at the start of the game?

No. Although a Mythos card is drawn to start the game, "At Midnight" effects do not trigger at the start of the game.

If a monster or effect moves the clock to/past midnight during a player's turn, does midnight happen immediately?

No, do not resolve midnight until after a player's turn is over.

Do "At Midnight" effects occur if no investigator is present on the Adventure card?

Yes. All "At Midnight" effects in play trigger at midnight, regardless of where the investigators are located at the time.

Do "At Midnight" effects continue when battling the Ancient One?

No.

If an investigator completes an adventure and an "At Midnight" effect enters play just as the clock advances to midnight, does the new "At Midnight" effect occur right away?

Yes. Sometimes bad things happen to good people.

