

ELDER SIGN™



ELDER SIGN FAQ v1.0

Last updated 8/31/2012



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FERRATA

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 a 4 investigation result (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 reroll 2 dice before determining if the active player was able to complete 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.

SPELLS AND HELD DICE

Spells that secure dice are cast after a player's roll, not before. The player looks at the roll results. Then, if he wishes to secure a particular die, casts the spell and places the die on the spell. The secured die remains on the spell card until a player uses it to complete a task or until it is otherwise 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 "XII." Because midnight is not part of a player's turn, Kate Winthrop's Science! ability does not affect the appearance of monsters at midnight.

PLACING MONSTERS

When placing a monster marker 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 cards have at least two, etc.).

FIRST AID AT THE MUSEUM ENTRANCE

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





FAQ

This section contains answers to common questions.

ANCIENT ONES

Abilities

Q: *How does Shub-Niggurath's Black Goat of the Wood ability work?*

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

Battling the Ancient One

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

A: Yes.

Q: *Can I use Clue tokens, allies, and investigator abilities when battling the Ancient One?*

A: Yes.

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

A: 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 still advances during that player's turn, even though he has been eliminated.

Q: *What do I do current mythos card when the Ancient One awakens?*

A: Discard it. Any of its lingering effects immediately end.

Q: *Are locked dice freed when the Ancient One awakens?*

A: 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).

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

A: No.

THE RED/YELLOW DIE

Q: *Can a player add the red or yellow die to his dice pool more than once per adventure?*

A: No. There's only one red die and one yellow die. After 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 is discarded after failing to complete a task.

Q: *Can a player discard the red or yellow die after failing a task and then use an item to get the die back?*

A: No. When a die is discarded after 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

Q: *Can dice be locked by more than one source?*

A: If a die is locked by more than one monster, adventure, or game effect, 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 the die.

Q: *Can investigator abilities unlock dice for use?*

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

Q: *What happens if a die becomes locked while being held on a spell?*

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

DOOM

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

A: The investigators win.

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

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





INVESTIGATORS

Abilities

Q: *Can investigator abilities be used on other players' turns?*

A: Most investigator abilities have a trigger that determines when they can be used. For example, Bob Jenkins' Shrewd Dealer ability reads, "When Bob gains 1 or more common items, he gets 1 extra common item." This ability can trigger during any investigator's turn, provided Bob somehow gains a common item.

Q: *What does "Once per roll" mean?*

A: These abilities may be used only on that investigator's turn, once per roll of the dice. Note that rerolling the dice by using 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 been completely resolved (i.e. the investigator has completed a task or discarded a die for failing to complete a task).

Q: *What does "Once per day" mean?*

A: This means that after the investigator has used his ability, he cannot use it again until after midnight strikes. Once-per-day abilities can be used during other investigators' turns, as described in the ability text.

Q: *How does Joe Diamond's Hunches ability work?*

A: Each time Joe spends a clue token, he receives a second, free reroll (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

Q: *Can a player focus or assist if he successfully completed a task?*

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

Q: *Can I focus more than once during an adventure if I've used the previously focused die?*

A: No. A player may only focus once per turn.

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

A: No; only one or the other.

Q: *Can a player use a focused die to complete a second task in one roll?*

A: No. Investigators may only complete one task per roll (with the exception of Amanda Sharpe).

ITEMS, SPELLS, CLUES, & ALLIES

Q: *What exactly does spending a Clue token allow a player to do?*

A: After a player has rolled his dice pool, but before he completes any tasks, he may spend a clue token to reroll one, some, or all of his dice. Afterward, he may spend another clue token if he still isn't happy with the rerolled result (again rerolling one, some, or all of his dice), and so on, until he's out of clue tokens.

Q: *Can a player use items, spells, clues, and/or allies during another player's turn?*

A: No. Players cannot use clue tokens during another player's turn. Likewise, Item, Spell, and Ally cards cannot be used during another player's turn unless the card specifically says otherwise. At this time, no such card exists.

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

A: When a player uses an item or a spell that "defeats" a monster, that player chooses any monster in play and turns that monster facedown. It need not be a monster on the adventure the investigator is currently attempting. None of the monster's costs must be paid and all of that monster's tasks are considered completed. The monster is collected as a trophy after the player's turn ends, whether the investigator resolves 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 resolving the adventure.

Q: *Can a player use "Whiskey" or "Food" Common Item cards to pay the sanity or stamina cost of a task?*

A: Yes.





MYTHOS CARDS

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

A: 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.

Q: How does the lingering effect on the "A Warning...of a Conspiracy" Mythos card work?

A: Every investigation result on every Adventure card is increased by "1" until midnight.

MIDNIGHT AND "AT MIDNIGHT:" EFFECTS

Q: Does midnight occur at the start of the game?

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

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

A: No. Do not resolve midnight until after a player's turn is over.

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

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

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

A: No.

Q: 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?

A: Yes.

MONSTERS

Q: Are monsters added to the bottom of Adventure cards considered the last task on the card?

A: Yes. If an Adventure card has an arrow and a monster marker is added to the bottom of the card, the monster task must be completed last (barring the use of an item that defeats the monster or an effect that allows the player to ignore the arrow).

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

A: Yes. When placing monsters, replace any missing Adventure cards first, and then place the monster markers.

MUSEUM ENTRANCE

Q: When buying souvenirs on the Entrance Sheet, can an investigator buy one of each souvenir, or just one in total?

A: Each time a player visits the "Buy a Souvenir" location on the Entrance Sheet, he may only make one, and only one, purchase.

Q: What happens to trophies spent at the museum entrance?

A: Spent monster markers are returned to the monster cup, and spent Adventure cards are placed on the bottom of its appropriate deck.

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

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

