

The List of Taboos

The List of Taboos is a list of *Arkham Horror: The Card Game* cards with optional deckbuilding restrictions or text changes. This list is designed to craft a healthy balance between investigator power and scenario difficulty, and to enforce shifts in deckbuilding environments over time.

Adhering to The List of Taboos is completely optional. Investigators are not forced to adhere to the restrictions on this list, but if an investigator chooses to do so, they must do so in full (an investigator cannot pick and choose which restrictions to use).

Chained / Unchained

Cards from this list have their experience cost increased or decreased by the amount listed below. Each card's level remains the same—only the experience spent to purchase the card is altered. This experience adjustment should also be taken into account when upgrading to or from a card that is on this list.

- ☞ **Pathfinder** (♣ 108): +1 experience
- ☞ **Flamethrower** (♣ 305): +1 experience
- ☞ **Drawing Thin** (♣ 26): +3 experience
- ☞ **Knowledge is Power** (♣ 231): +2 experience
- ☞ **The Necronomicon (Petrus de Dacia Translation)** (♣ 33): +3 experience
- ☞ **Signum Crucis** (♣ 197): -2 experience
- ☞ **Rite of Equilibrium** (♣ 308): -2 experience
- ☞ **Sharpshooter** (♣ 27): -1 experience
- ☞ **Gené Beauregard** (♣ 99): +2 experience
- ☞ **Runic Axe** (♣ 22) Upgrade – **Inscription of the Hunt**: +1 experience.
- ☞ **Shed a Light** (♣ 108): +2 experience

Mutated

Cards from this list have additional or altered text, as described below.

- ☞ **Dr. Milan Christopher** (♣ 33): This card's ☞ ability now reads: "After you successfully investigate, exhaust Dr. Milan Christopher..."
- ☞ **Elusive** (♣ 50): This card now reads: "Disengage from each enemy engaged with you and move to a connecting location with no enemies."
- ☞ **Rex Murphy** (♣ 2): This card's ☞ ability gains: "(Limit once per round.)"
- ☞ **Ritual Candles** (♣ 29, ♣ 5), **Hypnotic Gaze** (♣ 153), **Jewel of Aureolus** (♣ 269), **Voice of Ra** (♣ 16), **Banish** (♣ 113): These cards now read "a symbol" instead of the list of indicated symbols.
- ☞ **Delve Too Deep** (♣ 111): This card gains: "Group limit 2 copies of Delve Too Deep in the victory display."
- ☞ **Springfield M1903** (♣ 226): This card's ➡ ability gains: "This attack may target a non-Elite enemy up to one location away from its standard range, ignoring the aloof and retaliate keywords."
- ☞ **Quick Thinking** (♣ 229): At the end of its ability, this card gains: "(Max once per round.)"
- ☞ **Strange Solution (Acidic Ichor)** (♣ 263): This card's fight ability now reads: "+1 damage" instead of "+2 damage."
- ☞ **Ace in the Hole** (♣ 266): This card gains: "(Max once per round.)"

- ☞ **Lola Hayes** (♣ 6): This card's forced ability is moved to its reverse side, and it should instead read: "**Additional Setup**: After you draw your opening hand, choose a role (♣, ♠, ♡, ♢, ♣, or Neutral)." This card's front side additionally gains: "➡: Switch roles. Does not provoke attacks of opportunity."
- ☞ **Crisis of Identity** (♣ 19): This card's revelation ability now reads: "Discard 1 card in your hand or play area of your current role. Then..."
- ☞ **Sleight of Hand** (♣ 29): This card's ability now reads: "Put a level 0–3 Item asset into play from your hand."
- ☞ **David Renfield** (♣ 112): This card's ⚡ ability now reads: "... Gain 1 resource for each doom on David Renfield (to a maximum of 3 resources)."
- ☞ **Key of Ys** (♣ 315): This card gains the exceptional keyword.
- ☞ **Dark Prophecy** (♣ 32, ♣ 17): This cards now reads "a non-♣ symbol" instead of "a ♣, ♠, ♡, ♢, or ♣ symbol."
- ☞ **Persuasion** (♣ 105): This card's ability now reads "**Parley**. Choose a non-weakness enemy at your location..."
- ☞ **Counterspell** (♣ 110): This cards now reads "a non-♣ symbol" instead of "a ♣, ♠, ♡, or ♢ chaos token."
- ☞ **All In** (♣ 309): At the end of its ability, this card gains: "Remove All In from the game."
- ☞ **Scroll of Secrets (all three versions)** (♣ 116, 188, 189): These cards' ➡ abilities are now ⚡ abilities.
- ☞ **Interrogate** (♣ 20): This card's ability now reads "**Parley**. Choose a non-Elite enemy at your location..."
- ☞ **Mr. "Rook"** (♣ 153): This card's ⚡ ability is now a ➡ ability.
- ☞ **Telescopic Sight** (♣ 230): This card loses the text: "Attached asset cannot be used to attack enemies engaged with you."
- ☞ **Eucatastrophe** (♣ 324): This card's ability gains: "Remove Eucatastrophe from the game."
- ☞ **Mandy Thompson** (♣ 2): This investigator now reads: "Deck Size: 50" and "Deckbuilding Requirements (do not count toward deck size): 3 copies of Occult Evidence..."
- ☞ **Pendant of the Queen** (♣ 22): This card's constant ability now reads: "If this card has no charges, remove it from the game."
- ☞ **.35 Winchester** (♣ 195): This card's ➡ ability now reads: "➡ Spend 1 ammo: **Fight**. You get +2 ♣ for this attack. If a chaos token with a non-negative modifier is revealed during this attack, this attack deals +2 damage."
- ☞ **Three Aces** (♣ 199): This card's ability gains: "Remove each committed copy of Three Aces from the game."
- ☞ **Daredevil** (♣ 18): Instead of "Shuffle each weakness that was discarded...", this card's ability now reads: "After this skill test resolves, draw each weakness discarded by this effect."
- ☞ **Trish Scarborough** (♣ 3): This card's ☞ ability now reads: "After you discover 1 or more clues at a location with an enemy: Either discover 1 additional clue at that location, or automatically evade that enemy if it is non-Elite. (Limit once per round.)"
- ☞ **Ancient Covenant** (♣ 122): This card's ☞ ability now reads: "When you resolve a ♣ token during a skill test..."

- 🌀 **Flute of the Outer Gods** (🌀 268): This card loses the exceptional keyword and gains "Limit 1 per deck."
- 🌀 **A Watchful Peace** (🌀 269): This card's ability gains: "Remove A Watchful Peace from the game."
- 🌀 **Hallow** (🌀 301): This card's ability gains: "Remove Hallow from the game."
- 🌀 **Geared Up** (⚙️ 19): This card's **Forced** effect now reads: "**Forced** – When your first turn of the game begins: One at a time, play up to 5 **Item** assets..."
- 🌀 **Jeremiah Kirby** (⚙️ 32): This card's ability gains: "(Max twice per game.)"
- 🌀 **Prophesiae Profana** (⚙️ 45): This card's constant ability now reads: "...you get +1 🐉, +1 🦊, and ignore the first attack of opportunity you take each turn."
- 🌀 **Black Market** (⚙️ 55): This card gains: "Max once per round."
- 🌀 **Burn After Reading** (⚙️ 76): This card's ability gains "(Max twice per game.)"

- 🌀 **Eon Chart (both versions)** (⚙️ 98, 100): These cards should read "basic actions" instead of "actions."
- 🌀 **Cyclopean Hammer** (⚙️ 187): This card's parenthetical now reads: "... (If you succeed by 3 or more, you may exhaust Cyclopean Hammer to instead deal +2 damage and move the enemy up to two locations away from you.)"
- 🌀 **Research Notes** (🔍 45): This card's second ability gains: "(max 3 evidence spent per round)."
- 🌀 **Power Word** (🔍 81): This card's text box now reads: "➡ If attached enemy is at your location: **Parley**. Test 🐉 (3). If you succeed, give it a command (limit once per round per command) – "Go." This enemy moves once in a direction of your choice."

This card's customizable sheet loses the "Mercy" ability and gains "☐ **Cower**. Add the command: "☞ 'Cower.' This enemy exhausts."

Forbidden

Cards from this list cannot be included in your deck.

- 🌀 **Double or Nothing** (🎲 26)

