

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): +2 experience
- ☞ **Switchblade (level 2)** (👤 152): +1 experience
- ☞ **Higher Education** (👤 187): +3 experience
- ☞ **Streetwise** (👤 189): +3 experience
- ☞ **Scrapper** (👤 193): +1 experience
- ☞ **David Renfield** (👤 112): +3 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
- ☞ **Jeremiah Kirby** (👤 32): +2 experience
- ☞ **Gené Beauregard** (👤 99): +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), **Jewel of Aureolus** (👤 269), **Voice of Ra** (👤 16): 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."
- ☞ **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."
- ☞ **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.
- ☞ **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."
- ☞ **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."
- ☞ **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."
- ☞ **Eon Chart (both versions)** (👤 98, 100): Theses cards should read "following basic actions" instead of "following 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.)"

Forbidden

Cards from this list cannot be included in your deck.

- ☞ **Double or Nothing** (👤 26)