

MANSIONS OF MADNESS

FORBIDDEN ALCHEMY

EXPANSION

Errata and FAQ Version 1.1

This document contains errata and answers to frequently asked questions for *Forbidden Alchemy*, an expansion to *Mansions of Madness*.

Errata

The errata for *Forbidden Alchemy* is found below.

Initial Shipment Errors

The first English edition shipment of *Forbidden Alchemy* contained a few unfortunate errors. If your Keeper Guide and Investigator Guide/Rules of Play booklets do not contain the “Revised Printing” tag on their covers, your copy is subject to the errata marked with an asterisk (*). Owners of a copy from the initial shipment can receive free replacement components to correct these issues by emailing FFG at: customerservice@fantasyflightgames.com.

General

- * **“Wrong Turn” Mythos Card:** The Fail result of this card should read “The keeper may move you to any other space in a Hallway that contains no Exploration, Lock, or Obstacle cards.”
- * **“Bone Saw” and “Sword Cane” Starting Item Cards:** These card should begin with the sentence “Action: Attack a monster in your space.”
- * **“Studies on Hysteria” Starting Item Card:** This card should instruct the player to “Discard 1 insanity trauma” instead of a “mental” trauma.
- * **“Memory Hole” Side Effect Card:** This card should use the term “health” instead of “stamina.”

Story 1: Return of the Reanimator

- * **Objective Card 1B:** The investigator win condition should read “An investigator with Clue 1 may spend an action to attempt Alchemy Puzzle #10B. Pass: The investigators win.”
- * **Event Card III:** This card should use the term “health” instead of “wounds.”

- * **Event Card IV:** The 1A and 1C sections of this card should read “The keeper places West in the Library. West is a **named** maniac with +3 **health** per investigator. When the keeper uses the Creature of Night action, West **may move up to 3 spaces** instead of 1.”

Story 2: Lost in Time and Space

- * **Objective Card 1C:** The first paragraph of this card should read “When revealed, the keeper places The Pet in any room **containing an investigator**. The Pet is a named shoggoth with +5 health per investigator. **The Pet cannot enter a room with a Lock card.**”
- * **Map Setup:** The map on page 4 of the Investigator Guide should depict the Guest Bedroom tile instead of the Holding Cell tile. The sealed door icon should not be on the map (no sealed door token is used in this story).

On page 6 of the Keeper Guide, the Seed Cards section should refer to the Guest Bedroom instead of the Observation Room. Refer to the image below for the correct Map Setup diagram.



Hiding Space

Return of the Rearimator

Q. When Objective cards 1A and 1C refer to escaping from the Graveyard, does this include both the Graveyard and Graveyard 2 rooms?

A. Yes.

Q. When the keeper uses the "Crawling Hands" Keeper Action card, can he move a crawling hand token through a barricaded door?

A. Yes.

Q. Event card IV refers to "West," but Objective 1A refers to "Dr. Herbert West." Are they the same monster?

A. Yes. All instances of "West," "Herbert West," and "Dr. Herbert West" refer to the same named monster.

Lost in Time and Space

Q. Does time travel remove status effects such as fire and darkness from the board?

A. No. Just as time travel does not remove dropped items from the board, it does not remove status effects.

Q. How many Mythos cards and threat should the keeper begin with?

A. For each investigator at the start of the game, the keeper draws 1 Mythos card and gains 1 threat. So, if 3 investigators are playing, the keeper draws 3 Mythos cards and gains 3 threat.

Q. On Event card I, what does the phrase "on an investigator" mean? Can he take an investigator's Clue card?

A. The keeper chooses 1 Exploration card carried by another investigator; he cannot choose an Exploration card that is on the board. The keeper cannot choose a Clue card.

Yellow Matter

Q. When Dr. Faust is replaced with another named monster, is that new monster still considered to be Dr. Faust? Do damage tokens transfer to the new named monster?

A. The new named monster is indeed Dr. Faust. While mutation tokens do transfer to the new named monster, no other tokens transfer, including damage tokens, stun tokens, etc.

Q. For Objective 1A, does the keeper win if he uses the "Mutagen Testing" Keeper Action card on Dr. Faust to kill an investigator?

A. Yes.

Q. The entryway between the Root Cellar and the Patio doesn't look like a normal door. Does it count as a door?

A. Yes, it is a door and counts as a door for all card effects.

Q. Can the keeper move the test subject through a ladder?

A. Yes, both the keeper and the investigators may move the test subject through a ladder.

Q. Are mutation tokens component-limited or unlimited?

A. Mutation tokens are component-limited. If the keeper runs out of mutation tokens, he may not remove them from monsters and investigators currently on the board.

Q. When Event card I instructs the keeper to place corpse markers, what does he do if there are no corpse markers left in the supply?

A. The keeper may use corpse markers on his "Harvest Organs" Keeper Action card as if they were in the supply.

Q. How many mutation tokens are placed when section 1A of Event card IV resolves?

A. The keeper places 1 mutation token on each investigator that shares a space with the test subject.

Q. Does the 1C effect of Event card IV allow Dr. Faust to move back onto the board after he has been eliminated?

A. No.

