



Version 2.0

7/10/2008

This document contains the official rules clarifications, frequently asked questions, and errata for the *Call of Cthulhu* Living Card Game. All official play and tournaments will use the most recent version of this document to supplement the most recent *Call of Cthulhu* LCG rulebook.

The version number will appear in front of every entry so you can easily see which changes are made with every revision of this document.

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Rules Clarifications

(v.1) Adding and Removing Subtypes

Players can only add existing subtypes (i.e., a subtype that exists on any tournament-legal card) to a card through card effects.

For example, a player cannot add the subtype “Direwolf” to a card using *M.U. Science Building*.

(v1.8) Attached Cards

When a card becomes attached to another card by card effects, that card is now considered a support card (regardless of its normal type) with the Attachment subtype. The card loses all of its characteristics (such as skill value, icons, and type) except for any text that relates to its attached state. The card retains its faction identity and printed cost.

Any time an attachment has a requirement that is not met, it is immediately discarded from play. For example, if an attachment had the requirement “Attach to Servitor only,” and if the card to which it was attached loses the Servitor subtype, the attachment would leave play.

When a card changes **type** (character, support, event, or story), any cards that are attached to it are immediately discarded from play.

(v2.0) Card States

If a card has an ability that triggers **in response to said** card entering the discard pile, that effect does not resolve or trigger if that character had blank text, was attached to a domain as a resource, was discarded from hand, or was insane before it entered the discard pile.

For example, Darrin controls *Living Mummy* (ELD R163). His opponent Tommy has blanked its text with *Forgotten Isle* (UT U69). Then, Tommy plays *Shotgun Blast* (ARK C22). *Living Mummy* takes 1 wound and is destroyed.

Once *Living Mummy* is placed in the discard pile, both players have the option to trigger responses from *Living Mummy* being placed in the discard pile.

However, since *Living Mummy*’s text was blanked, Darrin cannot trigger its response. Both players have the option to respond, starting with the active player. Once both players pass, play proceeds and that window to respond is now closed.

Similarly, after a card is placed in the discard pile, returned to a player’s hand, or leaves play for any reason, any effects and/or wounds are removed after all responses have resolved. Any attachments attached to a card that left play are discarded, unless otherwise stated in game text.

Note that some cards, like *Local Sheriff*, are not triggered in response to entering your discard pile, but have “**Action:**” effects that can be triggered from your discard pile. These effects can be triggered from your discard pile even if the card was blank, insane, discarded from hand, or attached to a domain as a resource before it entered the discard pile.

(v1.8) Choosing Targets

A player cannot trigger a card effect that requires him to choose a character, support card, or story card if there is no such card to choose.

For example, a player could not play *Opening the Limbo Gate* (UT R99) if there were no character cards in each player’s discard pile.

Further, a player cannot trigger a card effect that requires him to choose a certain number of targets if there are not enough valid targets available.

Also note that if a card is targeted, but becomes an illegal target (e.g., via a **Disrupt:** action), the targeting effect is then ignored.

For example, if Darrin plays *Forced Entry* (UT C11) on Tommy’s *Unstoppable Hound* (UT C96),

Tommy may choose to use *Unstoppable Hound*’s **Disrupt:** action, which would return the Hound to Tommy’s hand. Assuming both players subsequently pass, the *Forced Entry* now resolves, but since the Hound is no longer in play and is thus an illegal target, the *Forced Entry* is ignored.

(v.1) Committing to Stories

Once the active player has committed one or more characters to a story, opponents are able to commit their own characters even if all of the active player’s characters are somehow removed from the story beforehand.

Furthermore, that story will resolve regardless of whether any characters are at that story.

(v.1) Deckbuilding Clarifications

A player’s three domain cards do not count toward his deck’s 50-card minimum.

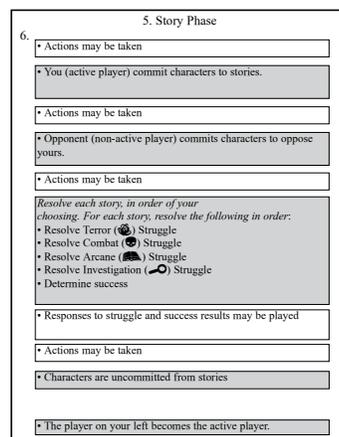
(v1.8) Eligible Targets

In order to target a card with an effect, that card must meet the targeting requirements. Any part of the effect for which that character is ineligible is simply ignored.

For example, with *Driven by Madness* (AE R106) you may target any Cultist character, as per the targeting requirement. If that character has Willpower or a terror icon, it is ineligible for the second part of the card’s effect (“At the end of the phase, that character goes insane”), so that part of the effect is ignored.

(v.1.8) End of Turn vs. End of Story Phase

If the active player commits no characters to a story, the Story Phase ends immediately.



The End of the Turn is a separate phase that occurs after the Story Phase. The End of the Turn should have its own grey (non-interrupt) box in the timing flowchart, as seen above.

(v1.9) Gaining Control

If a card effect allows you to take control of a card, move that card into your playing area. If that card is an attachment, immediately attach it to an eligible card you control. (If you cannot, then you may not take control of the attachment.)

When you have taken control of a card, you are considered to be that card's controller, but not its owner. When that card leaves play for any reason, or at the end of the game, you must return it to its owner. If it leaves play as the result of a game or card effect, it defaults to the specified out of play state of its owner. **For example, Marius has taken control of Travis' Basil Elton (KD F13) card. When Marius uses the card's ability, Basil Elton is shuffled, by default, back into its owner's deck.**

Note that if you already control a Heroic character, you cannot take control of a Villainous character, and vice versa.

When you gain control of a card, that card's status does not change. Thus, if you gain control of an insane or exhausted character, they remain insane or exhausted.

Any time a player gains control of a committed character during a story, that character is removed from the story.

You cannot gain control of or play a unique card if you already control or own one in play.

(v1.2) Heroic and Villainous

If for any reason you ever have both a Heroic and Villainous character under your control at the same time, you must immediately choose one to be discarded from play.

(v2.0) Infinite Loops

It is possible, with certain card combinations, to create an "infinite loop" (such as having two cards exhaust to refresh each other indefinitely). When executing an infinite loop, the resolving player must follow these two steps:

1. Clearly display the infinite loop to the opponent (and tournament judge, if the opponent requires it). Thus, the player must display, using all cards involved, one full cycle of the infinite loop.
2. State how many times he or she wishes to execute this loop. For example, the player could say "I will now execute this loop seventeen million times." Then resolve the loop that many times instantly. If the execution of this loop causes the player to win the game, the game is over and the executing player wins.

When both players have access to infinite loops that are in direct conflict with one another (for example, the players can alternate taking

actions to add an icon to one of their characters, and they can each do this repeatedly), each player can be assumed to do this an infinite number of times, the two loops are assumed to negate each other, and the game should proceed under this assumption.

Infinite loops should never be abused to cause the game to stall.

(v1.8) Insanity

If you control an insane character, that character cannot be made insane again by either player until restored.

Insane characters must be restored during your refresh phase if you are able to do so.

An insane character's skill, text box, cost, and icons cannot be modified. Although it still counts as a character under your control, it is always treated as having 0 skill, 0 cost, no icons, no traits, no text box, and no faction, regardless of any effects in play. Insane characters may be targeted by any effect that targets a character, but any part of the effect that would modify the card's basic statistics is ignored.

If a non-character card goes insane, it is treated as a character while it remains insane. Once restored, by any means, that card immediately returns to its printed card type, and this does not count as restoring a character. If the restored card is an event card, it is immediately discarded.

If a non-character card leaves play while insane (for example, by wounding), it is not considered to be leaving play as a character, but rather as a 0-cost blank version of its printed card type.

(v.1) Multiple Lasting Effects

Even if not triggered at the same time, multiple lasting effects may affect the same card at the same time. The order in which the lasting effects take place is irrelevant – the net sum result of all lasting effects is applied to the card.

For example, a *Young Deep One* (with 0 skill) is affected by three *Clover Club Bouncers*, lowering that character's skill by 3. The *Young Deep One's* controller then attaches the *Key of Tawil at'Umr* to the character, increasing the *Young Deep One's* skill by 2. The net sum of these four lasting effects is that the *Young Deep One* has a skill of -1.

Note, however, that a character's skill is never considered to be below zero for purposes of resolving effects. Thus in the example above, the *Young Deep One's* skill would count as though it were zero. However, if another lasting effect would give the *Deep One* +1 skill, the net skill would remain at zero.

Lasting effects that affect other character attributes work in the same fashion.

(v1.7) Passive Effects

Passive effects are ongoing effects that are not optional, unless otherwise stated. Passive effects and abilities do not have a trigger such as Action:, Forced Response:, Response:, or Disrupt:

For example, Darrin controls *Decrepit Mausoleum*. (R137 FR). The reduction it provides is not optional.

Similarly, if Darrin attaches *Feast of Locusts* (C117 ELD) to a character, that character is immediately sacrificed when the conditions of *Feast of Locusts* is met.

(v1.3) Paying Costs

If an effect is canceled, any costs that were paid to trigger that effect are still lost. For example, if Player A drains a domain to play *Shotgun Blast*, but Player B plays *Power Drain* (which cancels the *Shotgun Blast*), Player A's domain remains drained, even though the *Shotgun Blast* effects were canceled.

Note that sacrificing a card to pay for an effect is also considered paying a cost. For example, if a player wishes to activate *Dimensional Rift*, he must pay three and sacrifice the Rift. If the effect were canceled, the Rift would still be sacrificed.

When any player has a sacrifice effect, that cost must be paid, if able. If said sacrifice does not happen, then the cost has not been paid and the effect does not resolve.

Similarly, if the effect is a **forced response**, that sacrifice must take place, if able.

For example: Darrin has *Cthulhu, The Great Old One* (ARK R91) in play. During his draw phase, Darrin chooses a character with *Warded Flesh* (ARK R180) attached to be sacrificed.

The character with *Warded Flesh* is returned to its owner's hand, preventing the sacrifice. Thus, the cost has not been paid. However, since *Cthulhu's* ability is a **forced response**, the cost must be paid, if able.

Thus, Darrin must choose a character to be sacrificed. If *Cthulhu* was the only legal target, then he must sacrifice *Cthulhu*.

(v1.2) Player Hand

A player only has a “hand” if said player has at least one drawn card not currently in play. Thus, if a player does not possess at least one unplayed drawn card, he does not have a “hand” for the purposes of triggering effects, paying costs or being targeted by card effects that require having a “hand.”

(v.1) Printed Icons

Printed icons refer only to the icons printed on the left-hand side of characters. Thus, icons granted to a character by card abilities would not be removed by the event *Binding*.

(v1.5) “Put into Play”

“Put into Play” is a game mechanic that bypasses all costs (including resource matches) and play restrictions, with the exception of uniqueness.

For example, Darrin has *Hired Gun* (FR R4) in his hand. The text states: “...**Action:** put Hired Gun into play from your hand.” Thus, Darrin may choose to trigger its text and put the Hired Gun into play, without paying the cost.

(v.1) Resolving Stories

Resolving struggles and determining success at all three story cards happens all within the same “gray box” on the timing flowchart. Thus, no actions or responses can be triggered between one story’s resolution and the beginning of the next story’s resolution.

Additionally, if a story card is won by any player before it is resolved (i.e., at any point during the story resolution sequence), all success tokens are removed from the story, and all characters are no longer committed to that story. Any remaining steps of the sequence are not resolved.

(v1.2) Simultaneous Effects

When card effects, passive abilities, or forced responses simultaneously affect cards controlled by a player, all cards that are affected resolve in the order determined by the card’s controller, one at a time. The player must fully resolve each effect before the next effect takes place.

Whenever a card effect affects both players simultaneously, the active player resolves his effects first.

Whenever character or support cards enter or leave play at the same time, the controlling player chooses the order in which they enter or leave play. They are not required to follow the order in which they originally entered or left play.

For example, if a player wins *The Secret of the North Woods*, the active player would resolve its effects first, and may put his characters into play

in any order. Then, his opponent would do the same.

(v.1) Winning an Icon Struggle

A player wins an icon struggle even when his opponent has committed no characters, or characters with that icon, to the struggle. For example, a player would win a Terror struggle if he had committed any characters with one or more Terror icons and his opponent had committed no characters.

(v2.0) Working Effects

In general, Support and Character card effects can only be triggered (or affect the game) when the card is in play. Event cards can be triggered from your hand using an action. In general, card effects on non-event cards in a player’s hand, discard pile, and dead pile are not considered to be actionable **unless the card specifically states that it can be triggered while in its out-of-play state.**

For example, Darrin has an *Elder Thing Scientist* (FR R91) in his hand. Normally he could not trigger the text on the card unless it was already in play. However, since the text on the card specifically states you may trigger its effect from your hand, Darrin may choose to use its ability.

Additionally, cards that are in play (or event cards that are played) do not interact with cards that are out of play unless they refer to the out of play state with which they are interacting.

For example: Paranormal Specialist (Unspeakable Tales U5) has the ability: "Action: exhaust and pay 1 to choose a Villianous character. Return that character to its owner's hand." This ability could not choose a character in a player's discard pile.

(v1.6) “X” (The Letter “X”)

Unless specified by a preceding card, card effect, or granted player choice, the letter “X” is always equal to 0.

For example, Darrin controls *Slithering Formless Spawn* (ARK U194). His opponent, Tommy, targets it with *Forgotten Isle* (UT U69). Since the *Slithering Formless Spawn* has a blank text box, it does not have a value assigned to X. Thus, its skill is now zero.

(v1.9) Playing Events

When you play an event (from your hand), it doesn’t immediately go into your discard pile. It is placed in your discard pile after the action is complete.

When you play an event from your discard pile, it does not remain in your discard pile, but rather is placed back in your discard pile after the action is complete.

(v2.0) Multiple Effects and the word “Then”

Some cards have effects that would attempt to do more than one thing. Generally, these effects resolve independently of one another. (If the first effect of the card does not or cannot resolve, the second effect will still occur.)

For example: Y’Golonac’s ability reads: "Action: pay 1 to choose and ready a character. That character must commit to the same story as Y’Golonac, if able." Y’Golonac can target a ready character with this ability, and even though the first part (ready a character) does not resolve, the second part of the effect does resolve.

Any time two effects are linked by the word “then,” the first effect *must* resolve in order for the second effect to occur.

For example: Balance of Thoth’s card text reads: "Action: remove a wound from a character. Then, place a success token at a story of your choice." You must remove a wound from a character in order to place a success token at a story with this card.

Keyword Clarifications

(v1.8) Cost of 0

A card with a cost of 0 (including X=0) cannot be reduced.

(v1.5) Day and Night

If at any time both Day and Night cards are both in play, it is simply considered to be both Day and Night for the purposes of triggering effects and choosing targets.

(v2.0) Duration of Effects

If a triggered ability has no specified duration, then the effects of that ability expire at the end of the current phase. “Put into play,” “Remove from play,” and “Take Control” effects are all an exceptions to this rule, and unless specified by a specific duration are considered to be permanent effects.

With "take control" effects, control of the card in question is granted to the most recent "take control" effect.

(v1.3) Forced Responses

A **forced response** must trigger, if able.

For example: Darrin has *Temple of Ramasekva* (ARK R178) in play. During a story, Darrin’s *Hired Muscle* (ARK C11) is wounded. Even during the story resolution phase when normal actions and responses cannot be used, *Temple of Ramasekva’s forced response* must trigger.

(v1.2) Icon Boosters

Icon boosters are large struggle icons that add an additional struggle of the same type. Story cards with booster icons (either added by characters or support cards) are treated as having two icons of that struggle.

Thus, if one icon was removed from the story card by a card effect, there would be one fewer struggle.

For example, if you commit an *Elder Shoggoth* to a story (which adds a Terror struggle) and your opponent plays *Inside Information* to remove a Terror struggle, there would still be one Terror struggle to be resolved.

Icon boosters are always resolved immediately following the first struggle of the matching type (i.e., if the booster icon was Terror, there would be two Terror struggles before moving onto the Combat struggle).

(v2.0) Paid, Overpaid, and Cost

The **printed cost** of a card is the cost that is printed on that card. The **actual cost** of a card or effect is the printed cost after any cost modifiers have been applied. The actual cost of a card is also the amount that is **paid** to play the card from your hand, or to trigger the effect.

Overpay is the difference between the number of resources on the domain that was drained to play the card or trigger the effect minus the value that was paid for the card or effect, if that difference is one or higher.

(v1.8) Icon Removal

If, after all modifiers have been applied, a character has a negative number of a specific icon, that character is considered to have 0 icons of that kind.

If a new modifier is added into the mix, all icon modifiers must be re-applied to the printed number of icons in order to re-determine how many icons of that type that character has.

You can “remove” an icon from a character who does not have that icon, but the modified number of icons that character possesses will still be 0.

(v1.8) “If Able”

Certain card effects contain the text “if able.” For these cards all normal rules apply for choosing targets and triggering effects, with one exception: If there is no legal target during resolution, there is no effect.

For example, Darrin plays *Deep One Rising* (ARK PS M4). Both players pass on using disrupt actions and the effect now resolves. However, if there are no legal targets for Darrin

to choose, the text of *Deep One Rising* has no effect.

If a player cannot fulfill the entire effect of an “if able” clause, that effect is ignored. For example, if you play *Byakhee Attack*, an opponent with only one card in hand cannot choose and discard 2 cards, so they keep the card in their hand. (You can still play *Byakhee Attack* because of the “if able” clause, but since the clause cannot be fulfilled its effect is ignored by that opponent.)

If a player must choose between multiple “if able” effects, he may not choose an option that has no eligible targets unless no alternative is available.

(v1.8) Invulnerability

If a character with Invulnerability ever has a wound on it that would destroy that character, that character is destroyed. (For example, if a character with Toughness is wounded, gains Invulnerability, and then loses the Toughness, that character is destroyed.)

(v1.3) Lowest Skill

A character is considered to be of lowest skill if it is the only character in play.

At any time a card effect targets a character with the lowest skill and there is a tie, the card effect's controller may choose which character is affected.

(v1.6) Loyal

When a player drains a domain in order to pay the resource cost of a Loyal card, the domain must contain enough resources that provide a match of that card's faction to pay the modified cost of the card (normally just 1 resource match is sufficient).

(v1.6) “Minimum of 1”

If an effect allows a player to reduce a card's cost, it cannot be further lowered if the reducing effect has stipulation “to a minimum of 1.”

If a player uses a combination of effects to reduce the cost of a card where one of the effects has the “minimum of 1” stipulation, and the other reducing effect does not, the “minimum of 1” takes precedence.

For example, Darrin controls *Man on the Inside* (ELD U8). He then plays *Rite of Passage* (ELD R14) which reduces the cost of  cards by 1 (to a minimum of 1).

Although *Man on the Inside* may be played for free, Darrin's *Rite of Passage* takes precedence and Darrin must pay at least 1 to play *Man on the Inside*.

(v2.0) Moving Wounds

Moving a wound to a character is not considered wounding that character, or choosing that character to be wounded, for the purposes of triggering card effects. A character still suffers from a wound that has been moved onto it.

You cannot move a wound onto a character with Invulnerability.

(v1.6) Multiple Effects

If a card has multiple effects, all effects on the card are resolved, if possible, independently of whether any other effects of the card are successful (following targeting restrictions as normal), **with the following important exception:**

If a card uses the word “then,” then the preceding effect must have been resolved successfully for the subsequent dependent effect to be resolved.

For example, Darrin controls *Mother's Avenger* (ELD C183). His opponent, Tommy then plays *Sacrificial Offerings* (UT U66), choosing *Mother's Avenger* to be wounded.

Darrin chooses to use *Mother's Avenger's* disrupt action to prevent the wound. Tommy responds with *Writhing Wall* (ELD U142) to cancel *Mother's Avenger's* ability. Since the wound was not canceled, Darrin may not draw a card.

(v1.5) Overpay

In order to “overpay” for a card or triggered effect, that card must have at least 1 actual cost.

For example, Darrin has *Seal of Isis* (UT U102) in his hand. If he chooses to play it, he cannot overpay since it currently has 0 cost. However his opponent, Tommy, has *Red Gate Mound* (ARK U177) in play. The actual cost to play the Seal of Isis is raised by 1, and thus may now be overpaid for.

(v1.6) Resource Match

Card effects which grant a resource match do not affect other costs, such as Steadfast. Resource match effects do, however, affect Loyal cards unless otherwise stated in game text.

(v1.2) Sacrifice and Destroy

“Sacrifice” and “Destroy” are not interchangeable terms. Thus, a card that is “destroyed” is not considered to be “sacrificed,” and vice versa.

(v1.6) Steadfast

In order to play a Steadfast card from a player's hand, that player must control at least that many resources found in the card's title on any number of domains he controls.

If a Steadfast card has a printed cost of zero, the player must still control at least that many resources, although that player does not need to drain a domain.

(v1.4) Story Totals

A player has achieved victory if he or she has three or more story cards in his “won” story card pile.

If any card effect shuffles a won story card back into the story deck, that player no longer has that story for the purposes of counting his victory total.

For example, Darrin has won two story cards and needs only one more to win the game. But his opponent then wins the story card *The Well* (ARK F9), and chooses to activate its effects, removing one of Darrin’s won story cards and shuffling it back into the story deck. Now Darrin needs two stories to win the game.

(v1.6) Text box

A card’s text box consists of subtypes and game text relevant to gameplay including keywords such as **Willpower** and **Fast**.

A card’s cost, title, descriptors, faction symbol, skill, printed card type (i.e., character, support), collector information, and flavor text are not considered to be part of the text box.

A card attached to a domain as a resource does not have a text box.

(v1.8) Toughness

Toughness +X is cumulative. Therefore, a character with Toughness + 1 that gains Toughness +2 can now take 3 additional wounds before being destroyed.

(v1.6) Triggered Effects

A triggered effect is defined as any effect that follows the text: “**Action:**” “**Response:**” “**Forced Response:**” or “**Disrupt:**” on a character, support, or event card.

A triggered ability is a triggered effect printed on a card already in play.

(v1.9) Card Effect vs. Game Effect

All effects are either card effects or game effects. Card effects are produced by cards, game effects are produced by the rules of the game.

(v1.9) Exchange Control or Game Position

An exchange must involve 2 entities that are changing their status or position. If one of the entities is absent or cannot be changed, the exchange attempt fails.

(v1.9) Transient and Steadfast

The play restriction on whether or not you can play a Steadfast card is checked before you drain a domain to pay for that card. Transients only count as two resources when that domain is drained to pay for a card. When checking faction resources to see if you are able to play a Steadfast card, Transient cards count as a single resource of their faction.

(v2.0) "Cannot"

The word "cannot," when appearing in card text, is absolute. Effects that attempt the described action will not affect any card that "cannot" be affected by such an effect.

Arkham Edition Errata

(v1.2) Behind the Pallid Mask R135

Should read “**Action:** reveal and discard the top X cards of your deck. For each  card revealed this way, each opponent must choose to either discard that number of cards from hand (or his entire hand) or discard the top four cards of his deck.”

In accordance with the general “Player Hand” rule (see page 2), a player may not choose the first option unless he has a “hand.”

For example: If player A played *Behind the Pallid Mask* and revealed four Hastur cards, and player B only had two cards in hand, player B may choose one of two options:

1. He may choose the first option on *Behind the Pallid Mask*, and discard his hand. Even though he only has two cards, he has now satisfied the game text and will not suffer any further ill effects, such as being forced to discard anything from his deck.
2. He must discard 16 cards off the top of his deck.

A player may not however, choose to discard just one card from his hand and then 12 from his deck.

(v1.2) Dockside Speakeasy R26

Should read “**Action:** exhaust and to choose a resource attached to your Domain...”

(v2.0) Dream Messenger R166

Should read: “**Disrupt:** before an Action or Response resolves, choose a character or support card in play. Until the end of the phase, that card gains a *Subtype* of your choice.”

(v.1) Expedition Leader U35

This card was mistakenly printed with the “U” rarity label, but is in fact a Rare card.

(v.1) The King in Yellow U147

Should read: “...while *The King in Yellow* remains exhausted.”

Thus, when *The King in Yellow* is readied (for any reason, including its controller’s refresh phase), any character that had been driven insane by *The King in Yellow* can hereafter be restored (unless chosen by *The King in Yellow* again, of course).

Note that *The King in Yellow* can target already insane characters, as “that character goes insane” is not a part of the targeting restriction on the card.

(v1.4) Mi-Go Scientist R189

Should read: “...or returns that character to its owner’s hand.”

(v.1) The Orient Express R238

This card was mistakenly printed with the “R” rarity label, but is in fact an Uncommon card.

(v1.2) Persuasive Friends C81

Should read : “**Action:** lower the cost of the next  character card...”

(v1.2) Power Drain U139

Should read: “**Disrupt:** cancel an Action or Response just triggered.”

(v1.2) Shadowed Reef U117

This is a support card and should be indicated as such in the bottom left.

(v.1) Shakedown! R20

Should have the text: “Play during the Story phase.”

(v1.2) To See Another Day R239

This is a support card and should be indicated as such in the bottom left.

(v.1) True Magick U240

Should read: “**Response:** after you succeed at a story with at least double...”

This card was mistakenly printed with the “U” rarity label, but is in fact a Rare card.

Unspeakable Tales Errata

(v1.4) Cthulhu R55

Cthulhu has the **Invulnerability** keyword. It is misprinted as **Invulnerable**.

(v1.3) Lair of the Deep Ones R70

Should read: “...exhaust to choose and destroy...”

(v1.6) On Ice **R12**
Success tokens remain on the story targeted by *On Ice*.

(v1.4) Shub-Niggurath **R109**
Shub-Niggurath has the **Invulnerability** keyword. It is misprinted as **Invulnerable**.

(v1.4) Yog-Sothoth **R91**
Yog-Sothoth has the **Invulnerability** keyword. It is misprinted as **Invulnerable**.

(v2.0) Sacrificial Offerings **R91**
Should read: "**Action:** Choose and wound an opponent's character. Then, that character's controller may choose and wound a character."

Arkham Edition Premium Starter

(v1.5) Deep One Rising **M4**
Should read: "...after Deep One Rising enters play from your hand."

(v1.6) Witch Tree **M13**
Should read: "...If that card is a  card, attach it to one of your Domains as a resource. If not, place the revealed card on the top of its owner's deck."

Forbidden Relics Errata

(v2.0) Brazier of Noden **R31**
Brazier of Nodens can only be triggered in response to your regular (as provided by the framework of the draw phase) draw opportunity.

(v1.6) Chant of Thoth **R98**
Should read: "...you may play those cards as though you were playing them from your hand. If any of the chosen cards are event cards, put them on the bottom of your deck instead of your discard pile after playing them."

(v2.0) Shining Trapezohedron **R104**
Should read: "**Action:** Exhaust and pay 1 to..."

(v1.6) Spawn from K'n-Yan **R112**
Spawn from K'n-Yan is sacrificed at anytime the controlling player controls neither an *Artifact* or *Environment* card. A player does not need to control both.

(v1.9) Watkins Family Plot **R125**
Should read: "**Response:** after you overpay for a triggered ability, exhaust Watkins family plot to put into your hand from your discard pile a character with printed skill X or lower..."

Eldritch Edition Errata

(v1.7) Auto-de-fe **R76**
Should read: "...put into play all characters and support cards with the printed subtype..."

(v1.7) Black Spawn from Below **U184**
Should read "...Lower the cost to play Black Spawn from Below by 1 for each resource type other than  attached to the domain drained to play Black Spawn from Below (to a minimum of 1)."

(v1.7) Expatriate Reporter **U69**
Should read "...Lower the cost to play Expatriate Reporter by 1 for each resource type other than  attached to the domain drained to play Expatriate Reporter (to a minimum of 1)."

(v1.8) Ezbekiyeh Gardens **R208**
The phrase "different type of icon" denotes two things: The icon chosen is singular (i.e. you are choosing a single type of icon that all the printed icons will become) and the icon chosen is different from all the printed icons on the target character.

(v1.8) Feasts of Locusts **C117**
Should read: "Attach to a character. If, at any time its controller controls 5 or more characters, they must sacrifice attached character."

(v1.6) Ghoul Khanum **C187**
Should read: "**Response:** after you win an icon struggle by at least 2 icons, put a success token on the story that Ghoul Khanum was committed."

(v1.7) Man on the Inside **U8**
Should read "Lower the cost to play Man on the Inside by 1 for each resource type other than  attached to the domain drained to play Man on the Inside (to a minimum of 1)."

(v1.7) Military Escort **U39**
Should read "...Lower the cost to play Military Escort by 1 for each resource type other than  attached to the domain drained to play Military Escort (to a minimum of 1)."

(v1.7) Seduction of the Tombs **C50**
Should read: "...or discard pile a non-*Ancient One*  character. At the end of the phase, sacrifice that character."

(v1.7) Spectral Hunter **U162**
Should read "Lower the cost to play Spectral Hunter by 1 for each resource type other than  attached to the domain drained to play Spectral Hunter (to a minimum of 1)."

(v1.7) Thing from the Stars **U132**
Should read "...Lower the cost to play Thing from the Stars by 1 for each resource type other than  attached to the domain drained to play Thing from the Stars (to a minimum of 1)."

(v1.9) The Mother's Seed **U206**
Should read: "**Action:** sacrifice attached character to put into play a non-*Ancient One*  character from your hand."

(v1.9) Police Sergeant **C11**
Miskatonic Administrator **C40**
Construction Crew **C67**
Shoggoth Slave **C100**
Moon-cursed Lycanthrope **C128**
Ruthless Fanatic **C160**
Mi-Go Explorer **C190**

Should all read: "**Disrupt:** Before a card effect resolves..."

(v2.0) Riddles **U169**
Each player totals the cost of all of his cards revealed by this effect, and then compares this total with his opponent's. The player with the lowest total cost discards his cards. The "lowest total cost" is a single value, and if both players meet this value, they must both discard the revealed cards.

(v2.0) I Am It and It Is I **U225**
Should read: "**Action:** Choose a story to which at least one *Ancient One* character is committed. All non-*Ancient One* characters committed to this story lose..."

Masks of Nyarlathotep Errata

(v1.8) Alchemist **R93**
Chemist **R40**
Coral Infection **R58**
Forgotten Ones **R79**
Heterodox Physicist **R24**
Interstellar Visitor **R114**
Unexpected Ally **R8**
Should all read: "**Response:** after an opponent plays a *Ritual* event from his hand..."

(v1.8) Gang Boss **U42**
Treat his ability as if it were a **Disrupt:** action.

(v2.0) Jackson Elias **R127**
The ability should be an "**Action:**" instead of a "**Response:**".

Forgotten Cities Errata

(v1.8) Absent-Minded Accountant U22
Should read: "... Then, Absent-Minded Accountant goes insane."

(v1.8) Bureau Chief C4
The cost of any triggered effect without a printed cost is assumed to be 0.

(v1.8) Richard Upton Pickman R38
Should read: "...then, treat that character as though its printed text box were blank until the end of the phase."

(v1.8) Starry Wisdom Deacon U97
Should read: "**Action:** Sacrifice Starry Wisdom Deacon to lower the cost of the next event card you play this phase by 5."

(v1.8) K'n-yan R136
The ability should have the clause, "if able."

Spawn of Madness Errata

(v1.9) Torch the Joint F2
Should not have the labeled type "Support."
Should have the labeled type "Event."

(v1.9) Danny O'Banion's Cronie F5
The ability should have the restriction: "Limit once per phase."

(v1.9) Glimpse of the Void F14
Should not have the labeled type "Support."
Should have the labeled type "Event."

Kingsport Dreams Errata

(v1.9) Charles Dexter Ward F9
This additional text applies to Charles Dexter Ward: "Charles Dexter Ward can be chosen as the target of an effect that would cause him to go Insane, including a lost Terror struggle at a story to which he is committed."

If Charles Dexter Ward is wounded, he is immediately destroyed, regardless of any toughness he may possess."

(v1.9) Visitor From the Spheres F11
If a copied effect chooses a target, you may not choose a new target when copying the effects with this card.

(v2.0) Basil Elton F13
If you are not the owner of Basil Elton, but you control him and trigger his ability, he is shuffled into his owner's deck. (Whenever a card

leaves play, it automatically defaults to its owner's out of play state.) The effect will still resolve.

(v2.0) Thomas Olney F3
Should read: "**Response:** After another character you control enters a discard pile from play..."

Thomas Olney cannot use his ability to return himself to play.

Conspiracies of Chaos Errata

(v2.0) Blood Magician.....F11
A character must actually lose an icon (that it possessed at the time the Blood Magician's ability was triggered) in order for Blood Magician to gain that icon.

Dunwich Denizens Errata

(v2.0) Wilbur Whateley F13
Wilbur Whateley retains all success tokens while he is insane.

Timing Clarifications

(v2.0) Actions, Disrupts, and Responses
Throughout the course of the game's action windows, players alternate taking actions. Actions consist of playing a card from hand, or of triggering an action effect on a card already in play.

Disrupt and Response effects are played as a result of the actions that the players take, or as a result of something that occurs because of a game effect. (Such as a character being wounded as the result of a combat struggle, or a player drawing cards during the draw phase.)

Disrupts are played immediately whenever their play requirement is met, and their resolution precedes the resolution of the occurrence that allowed the disrupt to be triggered.

Responses are played after the resolution of the action or framework game event that meets their play requirement, but before the next player action is taken, or before the next game event resolves. Any number of responses can be played to any occurrence that allows them to trigger, with response opportunities passing back and forth between players, starting with the active player. Once both players pass a response opportunity, play proceeds to the next action or game effect.

Forced Responses should always trigger immediately, whenever the circumstances of their text would indicate.

Passive abilities take effect immediately, whenever the circumstances of their text would indicate. The main difference between a passive ability and a forced response is that the Forced Response can be cancelled.

Note that once stories start resolving, the resolution of all stories is considered a single game effect, and that all responses to anything that occurs during story resolution will be played in the same window of opportunity. Disrupts will still interrupt story resolution and take place immediately, as they precede the occurrence that is being disrupted.

For Example: The "Response:" effect on *Hastur* reads: "Response: after *Hastur* enters play, all characters go insane." After you play *Hastur* from your hand, both players, starting with the active player, will have the opportunity to trigger responses to *Hastur* entering play, and *Hastur*'s response could be triggered at this time. Once both players have passed their response opportunity, play proceeds to the next (non-response) player action. Once this action has initiated, the opportunity to play responses to the previous action has passed.

(v2.0) Responses on Cards Leaving Play
Some cards respond to leaving play, or to effects that may cause them to leave play. Such responses can be triggered as if the card were still in play. Note that only Response or Forced Response effects can be triggered in this manner, and they must respond to leaving play or the effect that causes them to leave play. Cards may not take "one last Action" before they leave play.

For Example: The "Response:" effect on *Randolph Carter* can be triggered in response to a wound that destroys *Randolph Carter*.

Banned List

(v2.0) Banned Cards

The following cards are not legal for organized tournament or league play:

ARKHAM EDITION

The Rip-off R82

ELDRITCH EDITION

Rite of Passage R14

Secrets of Bubastis R44

Theosophist Meeting R74

Dream Summoning R104

Saturnalia R134

Born in the Spheres R164

Veneration of Apis R194