

MANSIONS OF MADNESS

Errata and FAQ Version 3.1

This document contains errata and answers to frequently asked questions for the *Mansions of Madness* board game. Last updated 4-7-2014. New additions to this document are marked in red.

While some errata has been revised in the second printing of the game, we will include a **corrected set of all known misprinted cards in the first** (non-print on demand) *Mansions of Madness* expansion.

First Printing Errata

To determine whether your copy of the game is from the first printing, refer to ID number beneath the barcode on your box. The print ID number for the first printing is 881OCT10.



- **Strange Skies Mythos Card:** This card should list “Front Path” instead of “Back Door” as a requirement.
- **Witchcraft Keeper Action Card:** The second sentence on this card should read “Action: You may discard 1 Mythos or Trauma card to gain 1 Threat.” (The keeper may **not** discard as many cards as he wants to gain threat).
- **Dark Ritual Keeper Action Card:** This card may only be used **once** per turn.
- **Uncontrollable Urges Keeper Action Card:** This card may only be used **once** per investigator per turn.
- **Dynamite Starting Item Card:** This card should have the “Weapon” trait instead of the “Equipment” trait.
- **Suitcase Obstacle Card:** The image on this card is wrong. It should show puzzle “6A” (matching the text).
- **Blood Pact Spell Card:** One of these cards instructs the player to discard 1 insanity Trauma card. This should instead say “Discard 1 **injury** Trauma card”.

- **Named Monsters:** Named monsters are immune to all effects that automatically kill a monster without dealing it wounds (such as Joe Diamond’s “Lucky Break” card). If the Objective card requires the investigators to kill a monster that was not given a specific name, it still follows all rules for named monsters (including the immunity described above).

Story 1: The Fall of House Lynch

- **Keeper Action Cards:** Use the “Command **Minion**” card (not “Command **Monster**”).
- **Clue 1A:** The keeper must place Walter Lynch **within 2** spaces of any investigator.

Story 3: Blood Ties

- **Component Setup:** The “Exploration Cards” section should include 1 additional “Nothing of Interest” card (total of 9).

Story 5: Green Eyed Boy Errata

- **Map:** The map has a few minor mistakes. Both the Gallery and Tower Room tiles should be rotated. The Gallery’s doors should line up with the Foyer and Dining Room, while the Tower Room’s door should line up with the Attic Loft. Lastly, note that Investigators start at the entrance of the Foyer.
- **Component Setup:** “Blood Pact” should **not** be listed under “Exploration cards”. Instead this should list “De Vermis Mysteriis” and “Crowbar”.
- **Seed Cards:** This incorrectly references a few rooms as follows: “Bathroom” should say “Bathroom 1” and “Coat Storage” should say “Coat Room”.

In addition, the Freezer’s section should read:

- **1B:** Nothing of Interest, Opening the Gate 
- **2A and 1A/1C:** Whatley’s Diary, Dreadful Passage 
- **2B and 1A/1C:** Ceremonial Skull, Dreadful Passage 

Second Printing Errata

To determine whether your copy of the game is from the second printing, refer to ID number beneath the barcode on your box. The print ID number for the second printing is 1002MAR11.



- **Uncontrollable Urges Keeper Action Card:** This card may only be used **once** per investigator per turn.
- **Eldrich Combat Card:** The pass and fail effect of the monster attack on card: “The abomination strikes, using its tentacle as a whip” are reversed. Passing should have no effect.

Story 1: Fall of House Lynch

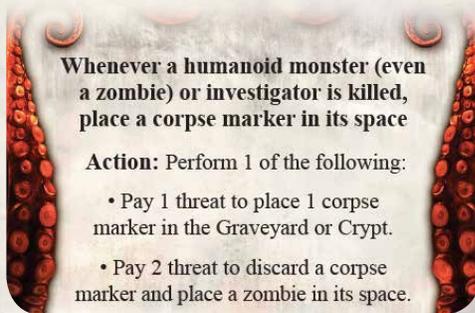
- **Objective Card 1A:** When the objective is revealed, discard all Lock cards from the map and remove the Maniac Attack Keeper action card from the game.
- **Objective Card 1C:** The keeper wins if **two** investigators are killed (not one).

Story 5: Green Eyed Boy Errata

- **Map:** The map has a few minor mistakes. Both the Gallery and Tower Room tiles should be rotated. The Gallery’s doors should line up with the Foyer and Dining Room, while the Tower Room’s door should line up with the Attic Loft. Lastly, note that Investigators start at the entrance of the Foyer.

Raise Dead Errata

The “Raise Dead” Keeper Action card is missing text in some printings of the game. The card should read as follows:



This error occurred in games that have any of the following print IDs: 1596MAR13, 1783AUG13, 2080MAR14.

Frequently Asked Questions

This section lists common clarifications that pertain to all printings of *Mansions of Madness*.

Q: Can the keeper use Uncontrollable urges to make an investigator attack another Investigator with a weapon? What about spells?

A: No. This only allows him to use a spell, equipment, artifact or tome card. If he forces an investigator to cast a spell, he must choose a legal target. To clarify, if a spell says “choose a Monster”, it may not be used against an investigator (even if playing Story 5).

As another example, the Keeper may **not** force an investigator to use the “Sedative” equipment on an investigator who does not have a Trauma card.

Q: When is the bold text on Keeper Action cards resolved?

A: Any bold text on these cards is always active, regardless of whether or not he has used the Action card during his turn.

Q: Can investigators and monsters move up the side of the Foyer stairs (essentially climbing the banister)?

A: Yes.

Q: Can investigators escape the map before the Objective card is revealed?

A: No. They can only escape if the Objective card is revealed and only if it specifically allows them to escape the map.

Q: What happens if the Objective card requires all investigators to escape, but one of them was killed before the finale?

A: In order to win the game, only 1 investigator per player is required to escape. If an investigator was killed before the finale, the player will receive a new investigator. However, if an investigator is killed during the finale, the investigators will not be able to win the game (since he does not receive a new investigator).

Q: Are the investigators required to set up the map?

A: Although the map must be set up before the game, some keepers will prefer to do this before the game. This rule exists so that other players have something to do while the keeper is setting up. Any players can help with any part of setup (besides “Story Choices”, “Seed Cards”, and “Investigator Setup”).

Q: Can an investigator use the Axe’s special ability on a lock card in an adjacent room?

A: No. This card can only be used on lock puzzles in the investigator’s room.

Q: Can the Duke Starting Item card be used to transport items through a locked door?

A: No. When measuring the distance that Duke can travel, the investigator must follow normal movement rules and not travel through locked doors.

Q: Can you clarify what “the keeper also wins if all of the investigators are eliminated” means?

A: Investigators can usually only be eliminated during the finale. If every investigator player is eliminated, the keeper wins the game.

Story Specific FAQ

Q: In Story 1, how does the flaming zombie work?

A: The fire token has no effect while on the zombie. When the zombie is killed, the fire token is placed in the room.

Q: In Story 2, where does the Ladder in the Monastery lead to?

A: It does not lead anywhere until another Ladder marker is placed on the map (as directed by a clue card).

Q: In Story 2, what happens when the final event card is resolved when playing and using Objective 1A or 1C? A: All players lose the game (since it is impossible for them to have clue 1B).

Q: In Story 2, how does Objective 1B work?

A: Once per game, if the keeper is fulfilling the requirements on the Objective card during his turn, he may summon a Cthonian. This does not kill any cultists, and can even be done if the Objective card is already revealed.

Q: How many levels of clue cards should I have for Story 4?

A: Three. By design, this story does not have any #4 clues.

Q: In Story 5 can an investigator use a barrier to prevent the other investigators from escaping the map?

A: No. An investigator can spend an action to move a barrier off of a door regardless of the side of the door he is on.

Q: In Story 5 if an investigator kills an investigator who has the "Loss of Will" Mythos Card, is he considered to have killed an investigator character?

A: No.

Status Effects FAQ

Q: Can both fire and darkness exist in the same room?

A: Yes. Thematically this darkness is actually thick black smoke.

Q: Does darkness effect horror or evasion checks?

A: No.

Q: Can stunned Investigators perform actions?

A: Yes. A stunned investigator receives 1 movement step and 1 action step on his turn.

Q: If the keeper forces an investigator to drop a Torch in a room that is in darkness, can the investigator still ignore darkness?

A: No. Exploration card abilities may only be used if an investigator is carrying the item.

Q: Do stunned monsters cause evade checks? What about horror checks? Can they take samples?

A: Investigators can freely evade stunned monsters (because they cannot attack). Stunned monsters still cause Horror checks and can still take samples (although they are not moved after taking the sample).

Q: Can a room contain two darkness tokens or two fire tokens?

A: No. Each room is limited to one of each status token.

Print On Demand Errata

Season of the Witch

- **Irregular Wall:** This card's text should read, "If you have 'Nola's Journal,' you may discard this obstacle and continue exploring."
- **Nola's Journal:** This card's text should be ignored (you do not need to discard this Exploration card in order to discard the "Irregular Wall" Obstacle card).

The Silver Tablet

- **Map Setup:** The "Chapel" is incorrectly labeled as the "Ceremony Room" on some versions of the map setup sheet.
- **Keeper Setup (Seed Cards):** For story choice 2A, the "Coat Room" incorrectly instructs the keeper to seed the "Dark Room" Lock card (which is not included in this expansion). All occurrences of "Dark Room" should be replaced with the "Trapped Door" Lock card.

'Til Death Do Us Part

- **Story Choices:** Question number 4 should read: "The sheet music is in: A. the Secret Passage B. the Furnace Room"

Print on Demand FAQ

Q: In Season of the Witch, Event card II does not have an ability. Was this intentional?

A: Yes, the card is intended to serve as the passage of time and nothing more.

Q: In Season of the Witch, I chose the following questions to the story choices: 1B, 2A, 3A, and 4A. While playing, the investigators were able to bypass Clue 3 and find Clue 2. Should this be possible?

A: Due to the nature of the scenario's design, it is possible to stray from the clue path and uncover Clue 2 out of sequence. However, it is not recommended since this can create an unwinnable situation for the investigators (they need the story item discovered with Clue 3).

Q: In Season of the Witch, can I use "Alien Statue" if I do not have any skill points?

A: No. The "Alien Statue" card's ability may only be triggered instead of spending a skill point and you have no skill points, you may not choose to spend one.

Q: In The Silver Tablet, what is the purpose of story question 5?

A: Question 5 does not correspond with a particular Clue card. Its purpose is to structure the Seed Cards list properly.