



FAQ Update 9/18/20

This document contains errata and rules clarifications for the third edition of *Arkham Horror*.

Content added or modified in this update is in red text.

Errata

This section contains changes to the game's printed components—the changed or added text is *italicized*.

Rules Reference (Core Game)

- **p3, Monster Phase, 202.2d:** This entry should read, "A monster's activation text might indicate a destination or prey that it moves toward, engages, or affects in some other way. *A monster moves towards its destination or prey by the shortest possible path.* (See rule 418, 'Destination' and rule 466, 'Prey')
- **p4, Monster Phase, 202.2g:** This entry should read, "If a monster has multiple possible destinations or targets, the option closer to the monster takes precedence. If one or more of these options are the same distance from the monster, the players as a group decide which of those spaces is the monster's destination."
- **p4, Reckoning (Mythos Token), 204.12:** Add these entries:
 - **204.12d:** "Resolve all reckoning effects that are in play when the reckoning token is drawn from the cup. One at a time, in any order, resolve each effect in its entirety before resolving the next effect."
 - **204.12e:** "If a component with a reckoning effect enters play while the investigators are resolving a reckoning mythos token, do not resolve the new reckoning effect on that component as part of the resolution of that token. The effect will be active while resolving the next mythos token drawn from the cup."
- **p7, Archive, 407.5h:** Add this entry: "When an archive card attaches to another component, most commonly a neighborhood deck, tuck that card under the component it attaches to, such that the effect text is still visible."
- **p7, Archive, 407.5i:** Add this entry: "An attached card will state a mechanical effect triggered by interacting with the component it is attached to."
- **p8, Attack Action, 409.5:** This action should read, "If there are multiple monsters *in your space*, you can attack only one of them and you apply only the attack modifier of the monster you are attacking."
- **p9, Component Action, 414.2a:** Add this entry: "A component action on a card in the codex can be performed by any investigator."
- **p9, Damage, 416.12:** This entry should read, "An asset cannot be *voluntarily* assigned damage in excess of its health."
- **p11, Engaged, 428:** Add these entries:
 - **428.3.1:** "While a monster is engaged, it cannot move, unless an effect states that any investigators with which it is engaged move with it."
 - **428.5.1:** "While you are engaged with a monster, you cannot move, unless an effect states that any monsters with which you are engaged move with you."
- **p12, Event, 430.9:** This entry should read, "Event cards are used while resolving a gate burst, during which *the event discard pile* is shuffled and placed on the bottom of the event deck. (See rule 204.11)"
- **p11, Engage, 427.1a:** Add this entry: "There is no functional difference between a monster engaging an investigator and an investigator engaging a monster. The phrases 'when you engage this monster' and 'when this monster engages you' are synonymous."

- **p12, Event, 430.11:** Add this entry: *“If an effect would take or discard a card from the event deck when there are no cards in the deck, cancel the entire effect and instead place one doom on the scenario sheet; then shuffle the event deck to create a new event deck.”*
- **p13, Headlines, 440.8a:** Add this entry: *“The mechanical text of a rumor headline in the codex affects all investigators.”*
- **p14, Horror, 442.12:** This entry should read, “An asset can not be *voluntarily* assigned horror in excess of its sanity.”
- **p16, Movement, 455.3:** This entry should read, “If you move into a space with a *ready* monster, that monster immediately engages you and your movement ends. (See rule 427, ‘Engage’)”
- **p21, Traits, 491.3:** Add these entries:
 - **491.3:** *An effect may instruct you to reveal, spawn, or gain a card with a specific trait. To do so, reveal cards from the appropriate deck until you reveal a card with the specified trait and put that card into play as instructed. Shuffle any other cards you revealed this way and return them to the deck from which they came.*
 - **491.3a:** *For decks where you normally take or reveal cards from the top of the deck, such as the item deck, reveal cards from the top and return them to the bottom.*
 - **491.3b:** *For decks where you normally take or reveal cards from the bottom of the deck, such as the monster deck, reveal cards from the bottom and return them to the top.*
- **p22, Trade Action, 492.4:** This entry should read, “Assets that were used by an investigator during *the action phase* and then traded to another investigator during that same *phase* cannot be used again until the start of the next action phase.”
- **p22, Watcher, 495.2.1:** Add this entry: *“A monster with watcher does not prevent you from having an encounter during the encounter phase while you are engaged with it. This rule overrides 428.6”*

Cards and Sheets

- **Archive, Card 5:** The clue text box should read, “When there are three or more clues on the scenario sheet, *if there are no markers on the board*, add card 4 to the codex.”
- **Scenario Sheet, Tyrants of Ruin:** The starting space should be the “*Gilman House*.” A corrected copy of this scenario sheet is included at the back of this document.



Frequently Asked Questions

This section addresses questions that are frequently submitted by players. It is organized alphabetically by the relevant rules reference topic.

Action

Can you interrupt a move action to perform a separate action?

No. You must finish resolving each action before performing a different one.

Assets

An encounter at Arkham Asylum told me that an ally could recover sanity. Can I choose any ally in play?

Unless an effect that affects an asset specifies a location for that asset (such as “an ally in any space” or “an item in your space”), that effect can target only the assets controlled by the investigator encountering or triggering it. An asset controlled by an investigator is in that investigator’s space.

Clues

The Follow Up talent instructed me to spawn a clue. Where does it go?

Any time an effect spawns a clue, resolve that effect the same way you would resolve a spawn clue mythos token: take the top card of the event deck, place a clue in central area of the corresponding neighborhood, and shuffle the card into the top of that neighborhood deck.

Doom

What happens when you place multiple doom at once?

When a game effect places more than one doom, place them one at a time, in the order of your choosing. If any of that doom triggers a game effect, resolve it before placing the remaining doom.

Example: During a scenario that uses Anomalies, there is three doom in Rivertown—two at the Black Cave and one at the Graveyard—when a Gate Burst resolves in Rivertown that adds one doom to each location. The investigators add one doom to the Graveyard and then add one to the Black Cave, which causes an anomaly in that neighborhood. The final doom would be added to the General Store, but it is instead placed on the scenario sheet because of the anomaly.

Encounter

An encounter allows me or an ally to recover damage or sanity. Can another investigator recover?

No. “Ally” is a card type; when game text refers to allies, it is referring to those cards. Players are exclusively referenced as “investigators.”

After resolving an anomaly encounter, what do I do with the card?

Like other non-event encounters, place the card on the bottom of the deck it was drawn from.



Focus

Can I spend a focus to reroll a die during any of my tests?

Yes; it does not need to be a test using the skill matching that focus.

Do my focus tokens affect when a monster considers me its prey?

Yes; a focus token increases the corresponding skill for all purposes, including monster prey.

Example: Tommy and Norman each have an Observation of three, and a Hulking Thrall’s activation text states, “Move toward and engage highest ,” so the thrall moves toward whichever of those two investigators is closest. Ever the guardian, Tommy focuses his  so that the monster will move toward him instead of Norman.

Headline

What happens when I draw a headline card while my investigator is defeated?

Resolve as much of the headline effect as you can. Since you do not have an investigator, you cannot suffer damage or horror or gain conditions. You do not have a space, so effects that spawn a monster or add doom to your space will have no effect. You have no skills, so you cannot make any tests (you have a non-value for skills, not a zero); assume that you gained no successes and apply any applicable consequences.

Monster

Can I look at both sides of a monster card?

Both sides of a monster card in play are open knowledge. Investigators may look at either side of any monster cards in play at any time, unless specified otherwise. Players cannot look at monster cards in the monster deck.

Mythos Token

Do I draw my two mythos tokens simultaneously? In what order do I resolve them?

Draw and resolve them one at a time. Resolve the entire effect of the first token before drawing and resolving the second.

Remnant

I just used the shriveling spell to defeat a monster. Do I get a remnant?

No. You only gain a remnant for defeating a monster if you did it as part of an attack action, not if the monster was defeated via a different effect or component action.

Starting Card

Can I trade my starting assets to another investigator?

Yes. Starting assets are treated just like other assets, so spells, allies, and items can be exchanged during a trade action. Talents and conditions cannot normally be traded, so you cannot trade starting talents or conditions.


Test

Can I use an effect that lets me modify a die result (like the lucky cigarette case) to activate the additional ability on the shotgun (“Each 6 you roll as part of an attack action counts as two successes”)?

Yes. Changing the result of the die will trigger any effect that requires a specific die result, including the shotgun or the CURSED condition.

Trade Action

If an item is traded and has already been used this action phase, it cannot be used again until the next action phase. What is “using” an item?

An item is considered used if its mechanical text has affected the game state. For example, the ally Sachiko Higa has been used if an investigator has gained her +2 bonus to  as part of an attack action this round. The tattered cloak item has been used if it has prevented its owner from being targeted or engaged by a monster this round.

Clarifications

This section includes clarifications for specific cards and abilities, organized alphabetically by the component’s title (the component type is stated in parentheses).

Calvin Wright (Investigator)

Calvin’s *Friend in Need* ability works much like exchanging money or remnants during a trade action. Calvin and the other investigator (or ally) may move damage or horror tokens freely between their investigator sheets (or ally card). This can be a one way trade (e.g. Calvin takes three damage tokens from Sachiko Higa and gives her no horror in return) or tokens can move in both directions (e.g. Calvin takes three horror from Tommy Muldoon while Tommy takes two damage from Calvin.)

Because this damage/horror is not being “suffered,” it cannot be prevented or assigned to assets, nor can Calvin exchange damage or horror with an item or talent; his ability specifically allows him to exchange damage and/or horror with an investigator or an ally.

Dark Insight (Starting Card)

Diana’s Dark Insight talent allows her to modify a number of different dice equal to the amount of doom in her space. She cannot increase the result on any individual die by more than one.

For example, if there is two doom in her space, Diana could use Dark Insight to change two different dice showing 4s to 5s (and thus increase the number of successes in her test result). She could not use Dark Insight to increase one die two times to change a 3 to a 5.

Gabriel and Motorcycle (Starting Cards)

When you perform a move action, the effect of the item replaces the usual effect of that move action. You are still considered to have performed a move action, and thus cannot both use Gabriel (or the motorcycle) and a normal move action on the same turn.

Marie Lambeau (Investigator)

After you perform the action granted by *Smoky Velvet*, you still get two actions on your turn; the action granted by *Smoky Velvet* is an additional, out-of-turn action. However, you are still limited to performing any given action once per round. For example, if you performed a move action during your turn before Marie uses *Smoky Velvet*, she cannot grant you a move action, nor can you perform a move action on your turn if she granted you that action earlier this round using *Smoky Velvet*.

When Marie grants you an action while you are delayed, you stand your investigator instead of performing that action. Per the rules reference (417.2), “the next time you would perform an action, you stand up your investigator token and skip that action; you are no longer delayed.” You can still perform that action during your turn this round, since you skipped the action when you recovered from being delayed.

Rex Murphy (Investigator)

Rex has no focus limit to allow him to benefit fully from mechanical effects that may allow him to focus a skill more than once, including his Overcome All Odds starting talent.

Wendy Adams (Investigator)

Shortcut is not a move action, so Wendy can use the extra movement granted by the ability in the same round in which she uses a move action.

Witch-Blood (Starting Card)

“This action” refers to Witch-Blood’s component action: “Perform an action you have already performed this turn.” It does not allow the other investigator to use the action that Marie performed twice, but rather to use an action that they themselves used earlier this round.

Example: On Tommy Muldoon’s turn, he focuses and attacks a monster. On Marie’s turn she wards her space and then uses her Witch-Blood talent to perform a second ward action on her turn. She then uses Smoky Velvet so that Tommy can perform Witch-Blood’s component action; he can either focus or attack again.

The Witch-Blood component action cannot be granted to an investigator who has not yet activated this round, because there are no actions that they’ve already taken





TYRANTS OF RUIN

The Story So Far...

Deep beneath Devil Reef, the tyrants of Y'ha-nthlei rule the dark waves, yearning to surpass their ancient, mortal frames. They stir below the water, sending their Deep One progeny to corrupt the surface world.

Starting Space

Gilman House

Reckoning

Spread terror in each neighborhood with a **Deep One** monster.