



ARKHAM HORROR

**The Definitive
Reference Guide**

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SETUP

1. Place the gameboard in the center of the table.

2. Pick a first player; give them the first player marker.

Use any of the following ways to pick the first player. First player passes left every round:

- 👉 Roll dice to decide who goes first.
- 👉 Pick the player with the most experience playing Arkham Horror, whoever was ill most recently, or whoever saw or heard the most unsettling thing the past week.
- 👉 Alternatively, wait till everyone has picked an investigator and choose the one with the highest maximum *speed*.

3. Pick an Ancient One; put the other sheets away.

If there are time constraints or other considerations, choose an Ancient One that fits the group's requirements or experience. Yig makes for a shorter game, Nyarlathotep is significantly easier than some of the others, and Cthulhu is particularly challenging.

4. Pick 1-2 investigator characters for each player.

The group may agree to choose their investigators, starting with the first player and continuing clockwise.

Alternatively, shuffle & deal out 2 investigator sheets to each person and choose an investigator to start with. Reserve the 2nd sheet in case you need to start a 2nd character *or* return it to the box.

If you're losing a lot, try playing with 3 or 4 investigators. Two players can easily play 2 investigators each. Put Mandy in your party if you're struggling: her re-roll ability is useful.

Beginning with the first player, everyone takes the following for each investigator they're playing:

- 👉 1 investigator sheet, marker, and stand
- 👉 3 skill sliders
- 👉 an appropriate number of stamina and sanity tokens (see the investigator sheet)
- 👉 any fixed possessions listed (including the appropriate amount of money and clue tokens)

When collecting fixed possessions, remember to keep the investigator decks separate.

5. Place the investigator tokens and decks near one side of the board.

For clarity, the investigator tokens are the following:

- 👉 sanity and stamina tokens
- 👉 clue tokens
- 👉 money tokens
- 👉 elder sign/doom tokens

Shuffle the following investigator decks:

- 👉 common items
- 👉 unique items
- 👉 spells
- 👉 skill decks
- 👉 allies

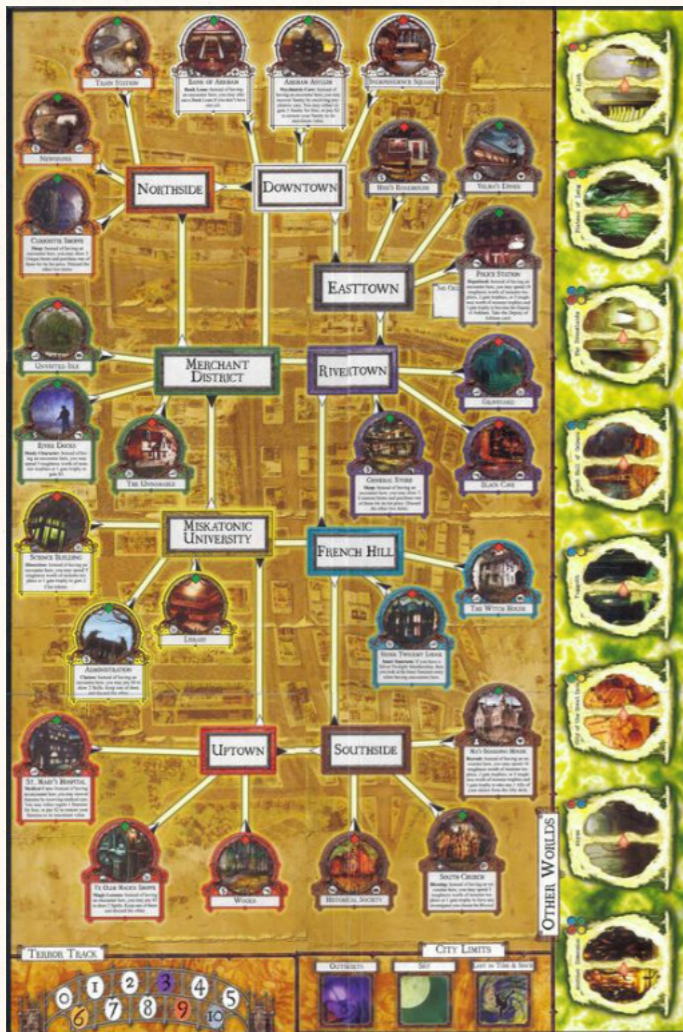
Ancient One sheet

Investigator cards

Investigator tokens

Mythos deck

Location decks (x9)



Gate marker bag

Monster marker bag

Gate deck

Activity, closed, & explored markers

Dice & dice tower

Place the remaining investigator decks nearby:

- ♥ retainers
- ♥ bank loans
- ♥ blessing/curse cards
- ♥ Silver Lodge memberships
- ♥ 3x Deputy of Arkham cards

6. Deal any random possessions listed on their sheets to investigators.

Note: If an investigator has a special ability that applies when drawing cards, it applies during this step.

7. Set your investigator's starting skills.

8. Place each investigator's marker at the location listed as „Home“ on their investigator sheet.

9. Place the terror marker on zero (0) on the terror track.

10. Place a clue token on each unstable location (marked with a red diamond on the map).

Exception: If anyone is playing Kate Winthrop, don't place a clue token on the Science Building.

11. Separate the location decks & place them on the city side of the gameboard.

12. Place the Mythos items on their own side of the gameboard.

For clarity, the Mythos items are as follows:

- ♥ Ancient One sheet
- ♥ Mythos deck and gate deck
- ♥ monster marker bag and gate marker bag
- ♥ activity, closed, and explored markers

If Nyarlathotep is the Ancient One, add the 5 Mask monsters to the container:

- ♥ God of the Bloody Tongue
- ♥ Haunter of the Dark
- ♥ The Black Man
- ♥ The Bloated Woman
- ♥ The Dark Pharaoh

13. Apply the Ancient One's powers:

- ♥ "Worshippers" abilities apply for the whole game.
- ♥ Most "Power" effects apply for the whole game.
- ♥ The "Stirs in Their Sleep" ability is in effect during the entire game, including the Final Battle.
- ♥ Any "Start of Battle" and "Attack" powers only activate once the Ancient One awakens.

14. The first player shuffles the Mythos deck and draws a card.

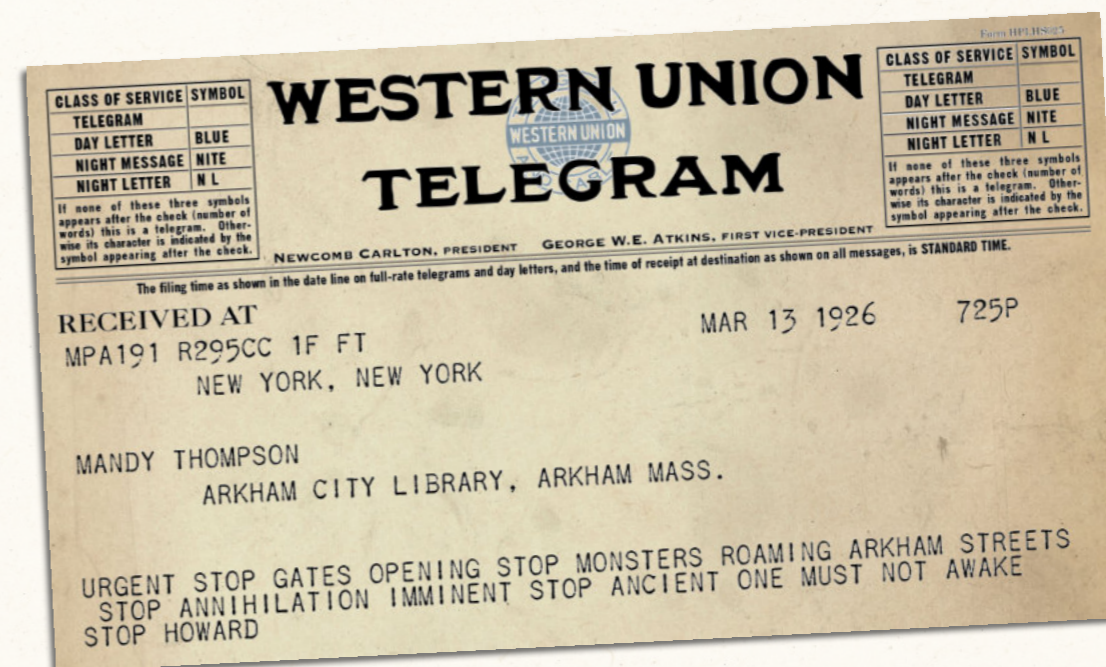
- ♥ If you draw a Rumor, discard it and draw again until you draw a Headline or Environment card that lists an unstable location (lower-left corner) and a gate.
- ♥ "A gate opens and a monster appears": Find the location listed on the lower-left corner of the Mythos card. Draw a gate and place it at the location, then draw a monster marker and place it at the same location.
- ♥ Most Mythos cards also indicate a location where a clue token appears ("Clue Appears At"). Place a clue token there. If an investigator is there, they can immediately take that clue token.
- ♥ Resolve the Mythos card's main effect. Discard headlines after applying them, but Environment (and Rumor) cards persist for at least 1 round.

15. Place a doom token in the first available space on the Ancient One's doom track to indicate that the first gate has appeared.

16. Optionally, read the flavor text (page 14) and investigator bios.

17. Begin!

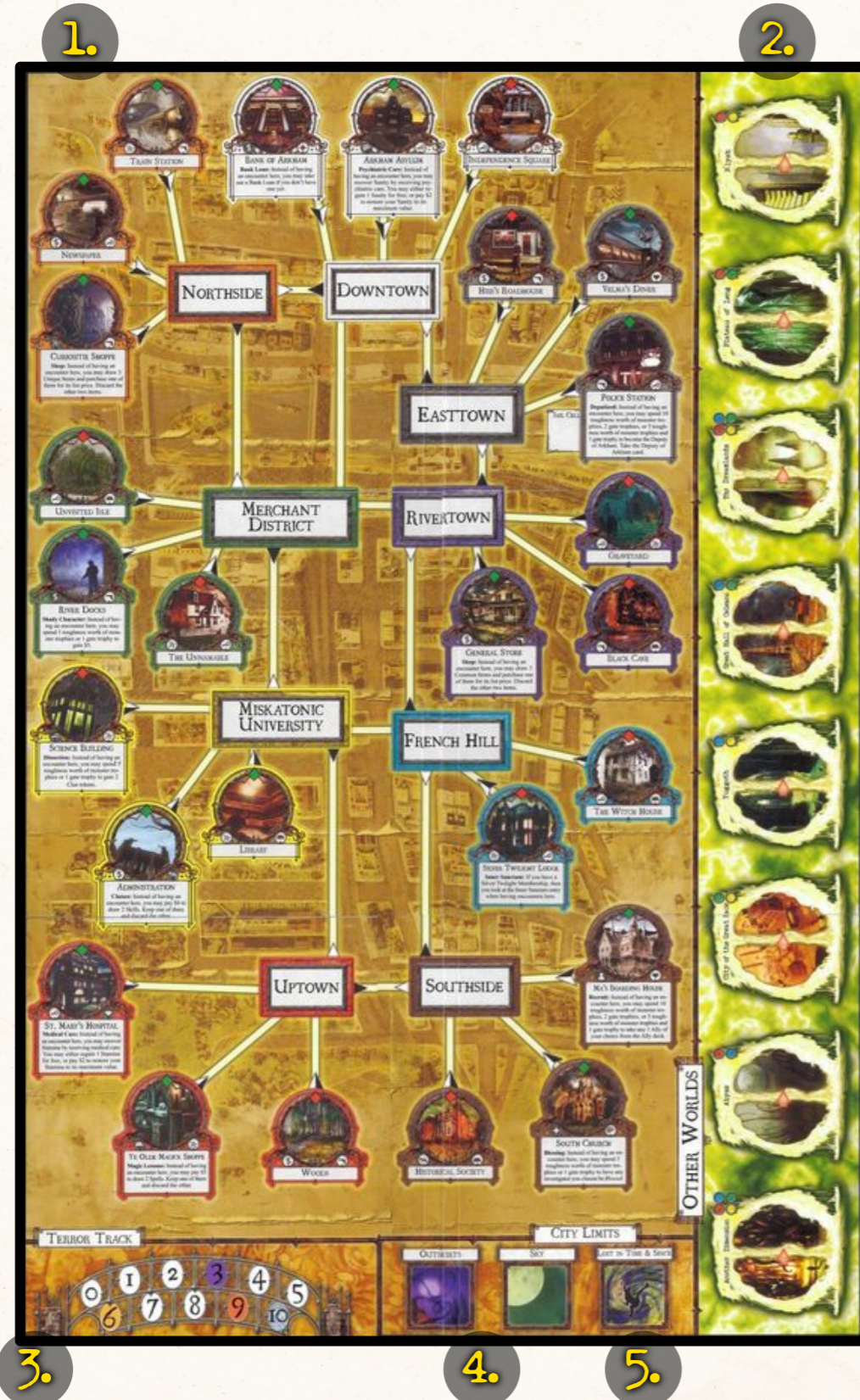
- ♥ Play in turn 1 begins in Phase 2. (After reading the flavor text, go to page 19.)



Starting gate

Some investigators, like Kate Winthrop, start in unstable locations. If a gate appears at the same location where an investigator has started the game, that investigator is immediately drawn through the gate to Area 1 of the corresponding Other World. The player becomes *delayed*, needs to place their investigator marker on its side, and won't be allowed to move their investigator during the next Movement phase. Any monsters remain at the location.

REFERENCE



The gameboard

Depicts the city of Arkham and the Other Worlds to which investigators may travel during the game.

1. Arkham City

Divided into 26 *locations* (circular illustrations) linked by 9 street areas (rectangles labeled with the name of the neighborhood). See below. Also cf. *The Definitive Edition*, "Phase 2: Player Movement" and "Phase 3: Arkham Encounters" (page 19-22, 31-34).

A note on neighborhoods, streets, & locations

- 📍 **Neighborhoods:** 9 sets of thematically related *locations* connected via a *street area*. Not explicitly marked on the board.
- 📍 **Street areas:** 9 labeled rectangles, each connected to a set of 2 or 3 *locations* and labeled with the name of the matching *neighborhood*. Each street area connects all the locations in a neighborhood. Street areas count as a type of location, and streets for different neighborhoods are connected. Sometimes referred to as "the XYZ streets" by game components.
- 📍 **Locations:** 27 round illustrations representing parts of the city where investigators explore and have encounters (cf. "Location cards," page 16; also cf. *The Definitive Edition*, "Arkham Locations", page 33).

2. The Other Worlds

Each consists of 2 areas to the left and right of a bisecting line. Investigators typically enter these worlds by exploring gates.

3. Terror track

Shows the current terror level in Arkham, i.e. the inhabitants' current mental state. Cf. *The Definitive Edition*, "Terror Track", page 43.

4. Outskirts & the Sky

While the monster limit is in effect, place monsters that exceed this number in the Outskirts. The monsters here do not count towards the monster limit.

The Sky is considered a special kind of street area: it's a holding area that is connected to all other streets. It costs monsters one movement point to travel from the Sky to any other street.

5. Lost in Time and Space

A special area where you go when bad stuff happens. Cf. *The Definitive Edition*, "Bad Stuff", page 49.

Dice, tokens, & markers



Dice (normal, blessed, cursed)

Used to make skill checks, fight battles, and determine other outcomes.



First player marker

Passes left (anti-clockwise) at the end of each turn.



Investigator markers and stands

Indicates each investigator's current position on the gameboard (Arkham, Other World, or Lost in Time and Space).



Skill sliders

Used on investigator sheets to track the investigator's current skill levels.



Investigator status tokens

- ☛ Money: Purchase equipment, pay fines, pay for special encounters, etc.
- ☛ Sanity: Your investigator's current level of mental health.
- ☛ Stamina: Your investigator's current level of physical health.
- ☛ Clue tokens: Insights and info about the Mythos threat accumulated before or during the game. Spent on to gain bonuses on skill checks or seal gates. Infinite supply; supplement with any counters you like.



Doom/elder sign tokens

- ☛ Placed doom-face up on the doom track (cf. "Ancient One sheets", p. 15) as new gates open in Arkham. When the doom track is full with doom tokens, the Ancient One awakens!
- ☛ Placed elder sign-face up on an Arkham location after you seal a gate.



Terror marker

Placed on the terror track to indicate the mental state and morale of Arkham's townsfolk. As the terror level increases, stores close and people leave town, eventually allowing monsters to overrun the town completely! Cf. *The Definitive Edition*, "Terror Track", page 43.



Explored markers

Placed under an investigator's marker after they have braved an Other World and returned.



Activity markers

Indicate areas on the board where unusual events are taking place; reminders of activity occurring in an area. Most often used to mark where a Rumor is active, but may also be used for other activities that occur due to the Mythos cards. Cf. *The Definitive Edition*, "Phase 5: Mythos", page 39.



Closed markers

Placed on locations that have closed, either because of the terror level or specific events that have occurred in the game. Neither investigators nor monsters can enter closed locations. Cf. *The Definitive Edition*, "Terror Track", page 43.

Gate markers

Indicate locations in Arkham where gates to Other Worlds have opened. Each gate marker includes:

1. the name of the Other World it leads to (top of the disc; 'The Abyss')
2. its gate modifier (red number) that determines how difficult it is to close the gate ('-2')
3. the dimension symbol (bottom center of the disc; 'hexagon')



Cf. *The Definitive Edition*, "Skill Checks" and "Closing and Sealing Gates", page 23 & 29.

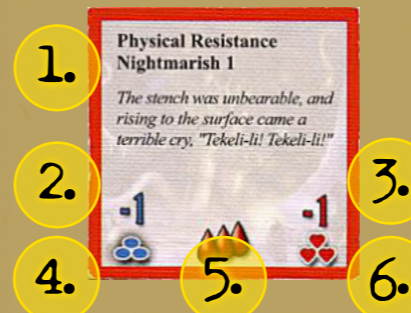
Monster markers (double-sided)

Represent the monsters roaming the streets of Arkham.



The Movement side

1. Name ('Cultist')
2. Awareness rating (red number, top right; '-3')
3. Movement type (border color; 'black' or normal)
4. Dimension symbol (bottom right; 'sickle moon')



The Combat side

1. Special abilities ('Physical Resistance'; 'Nightmarish 1')
2. Horror rating (blue number, bottom left; '-1')
3. Combat rating (red number, bottom right; '-1')
4. Horror damage (blue brain/sanity icons; 3)
5. Toughness (red blood drop icons, bottom center; 3)
6. Combat damage (red heart/stamina icons)

Cf. *The Definitive Edition*, "Phase 5: Mythos" & "Monsters Move", page 39-42, and "Evasion and Combat", page 25-28.

Investigator sheets

Lists the abilities, skills, and starting equipment of the investigator(s) that each player controls.

1. Name & occupation

2. Stamina & sanity

Your starting sanity and stamina values; also your maximum values.

3. Setup info

4. Special abilities

5. Focus

Your character's ability to split their attention between different tasks. When you adjust skill sliders during Upkeep, the total number of stops moved for *all* skills (added up) may not exceed your total focus. Cf. *The Definitive Edition*, "Phase I: Upkeep", page 17.

6. Skills

The basic abilities investigators use to accomplish tasks in the game. Everyone has 6 complementary skills, and a value for each of these skills they can adjust each turn. Cf. "5. Focus", above. Also cf.

"Ashcan" Pete 1.
the Drifter

4 Sanity 2.
6 Stamina 4.

Home: River Docks 3.
Fixed Possessions: S1, 3 Clue Tokens, 1 Ally (Duke)
Random Possessions: 1 Common Item, 1 Unique Item, 1 Skill
Focus: 5. 1

Scrounge 4.
When Pete draws from the Common Item, Unique Item, or Spell deck, he may draw from either the top or the bottom of that deck, his choice. Pete may look at the bottom card of those decks at any time.

SPEED	0	1	2	3	
SNEAK	6	5	4	3	
FIGHT	6.	2	3	4	5
WILL	5	4	3	2	
LORE	0	1	2	3	
LUCK	3	2	1	0	

The Definitive Edition, "Phase I: Upkeep" (page 17) and "Skill Checks" (page 23).

Ancient One sheets

Lists the powers, combat statistics, and worshipers associated with each of these alien beings.

1. Combat rating

Final Battle only.

2. Name

3. Defenses

Cf. *The Definitive Edition*, "Monster immunities & resistances", page 28.

4. Worshipers

Apply whenever you draw a listed monster.

5. "Stirs in its slumber"

Applies throughout.

6. Attack

Final Battle combat abilities and damage.

7. Powers

Usually applies for the whole game.

8. "Start of Battle" abilities

Only when the Final Battle begins.

1. -3
2. Yig
3. None
4. Worshipers
5. The Father of Serpents
6. Attack
7. When a gate opens (including during setup), each investigator in play must pass a Sneak (+2) check or be Cursed. Reduce the modifier by 1 for each open gate.
8. Start of Battle
9. 9.
10.

While Yig stirs in his slumber, he has a doom token whenever a Cultist is defeated or an investigator is lost in time and space.

Each investigator must pass a Sneak (+1) check or lose 1 Sanity and 1 Stamina. This check's modifier decreases by 1 each turn (+0 the 2nd turn, -1 the 3rd, etc.)

If the results of an investigator's skill check includes two or more 1s, he loses 1 Sanity and 1 Stamina. If the investigator is devoured as a result, no successes are scored and he fails the check.

9. Doom track

The Ancient One wakes if this is full. The only way to remove doom tokens is to seal gates using Elder Sign cards.

Note: All Ancient Ones won't have all these abilities. If it isn't listed, ignore it.

Cf. *The Definitive Edition*, "Closing and Sealing Gates" (page 29) and "The Final Battle", page 47.

Location cards



Arkham location cards

Represent encounters that take place at the various locations in Arkham. Cf. "The gameboard", page 10; also cf. *The Definitive Edition*, "Phase 3: Arkham Encounters" and "Arkham Locations", page 31-34.

Each neighborhood on the gameboard has a deck of 7 cards dedicated to it, and each card has an encounter for each location in that neighborhood.

The Arkham location decks are separated into 9 neighborhoods (from top to bottom in the order in which they appear on the gameboard):

- (1) Northside
- (2) Downtown
- (3) Easttown
- (4) Merchant District
- (5) Rivertown
- (6) Miskatonic University
- (7) French Hill
- (8) Uptown
- (9) Southside

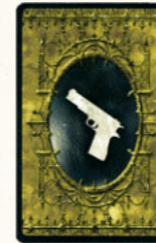


Gate cards

Represent the encounters that take place in the Other Worlds. Unlike the Arkham location cards, which are divided into separate decks for each neighborhood, you shuffle all the gate cards together into one deck and draw until you find one with the right color.

Cf. *The Definitive Edition*, "Phase 4: Other World Encounters", page 35.

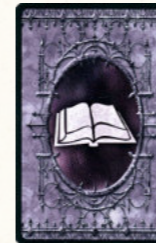
Investigator cards



Common items: Ordinary but useful items that can aid an investigator.



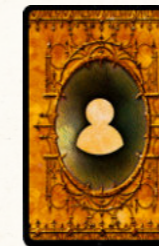
Unique items: Unusual, sometimes bizarre, and possibly magical items that can greatly assist investigators. Includes elder signs, which can permanently seal gates.



Spells: Magical rituals an investigator can perform with the *lore* skill.



Skills: Represent an investigator's abilities. Typically give a bonus to a skill or allow you to reroll the dice when you fail a certain kind of dice roll. Rare and expensive to acquire.

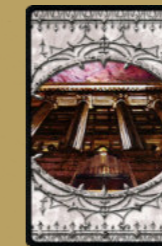


Allies: People or creatures who assist the investigators in their adventures. The most powerful investigator cards, found either at Ma's Boarding House or through encounters at some of the more dangerous and unstable locations in Arkham.

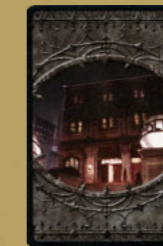
Special investigator cards



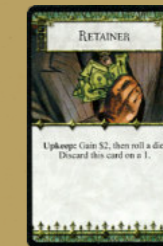
Blessings/curses



Bank loans



Deputy cards



Retainers



Lodge memberships

These are special investigator cards that represent unique privileges or obligations. They have a wide variety of effects.

In most cases, a player may only have one copy of each special card at the same time.

Mythos cards

Where the dimensional forces are assaulting Arkham each turn; where major events are taking place.

Each turn during the Mythos phase, the first player draws one Mythos card and performs several effects, as described below (cf. *The Definitive Edition*, “Phase 5: Mythos”, page 39).

1. Title and type

See “Three types of Mythos cards”.

2. Event description

An event that may affect the investigators.

3. Clue location

Most Mythos cards list a location where a clue token appears.

4. Activity/close

You may need to place or more “activity” or “closed” markers on specific locations. Check if the card reads “Activity At” or “Close” and simply follow the instructions. In this example, there is no relevant text.

5. Gate location

Identifies where a gate opens. Alternatively, a monster surge may occur or the location could have been sealed. Cf. *The Definitive Edition*, “Phase 5: Mythos”, page 39.



6. Movement box

Determines monster movement in Arkham & the Sky. It shows 2 movement areas, represented by black and white boxes. These are matched to the color of arrows leading to and from each location and street area on the board—either black, white, or both.

The movement box also includes at least 1 dimension symbol, which match the dimension symbols on one or more monster markers' movement side. It also matches dimension symbols on the gate markers to certain Other Worlds. Cf. “Components—monster markers and gate markers”, page 13. Also cf. *The Definitive Edition*, “Monster Movement”, page 41.

Three types of Mythos cards

1. Headline

Immediately resolve the card's text and discard the card.

2. Environment

There are 3 types: *Urban* and *Weather* cards only affect investigators in Arkham; *Mystic* Environments may also affect those in Other Worlds.

Only 1 Environment Mythos card can be in play at a time, regardless of its type. The special effect of an Environment card remains in play until it is replaced by another Environment card.

Note: Some Ancient Ones completely negate the text of certain environment subtypes; if this is the case, the specified subtype cannot replace an active environment card.

3. Rumor

Not applicable during setup. The special text of a Rumor remains in effect until either the *Pass* or *Fail* condition on the card is met, at which point the card is resolved and discarded.

Only 1 Rumor can be in play at once.

If you draw a Rumor when there is already one in play, ignore the special text of the newly drawn Rumor and discard it after resolving its other effects for the turn (such as gate appearing and monster movement).



FAQs

Investigator abilities

Unless otherwise noted, these investigators can use their abilities in any location, street, or Other World area:

- ♥ Carolyn Fern's Psychology ability
- ♥ Kate Winthrop's Science! ability
- ♥ Vincent Lee's Physician ability

What do these investigator's abilities mean?

Darrell Simmons

When the photographer draws encounter cards at Arkham locations, he draws 2 cards and chooses 1 to encounter. This applies when Arkham encounters instruct you to draw 2 cards and encounter 1.

Gloria Goldberg

When the writer draws encounter cards at Other World locations, she draws 2 cards and chooses 1 to encounter. This applies when Other World encounters instruct you to draw 2 cards and encounter 1.

Harvey Walters

The professor's Strong Mind ability ("reduce all sanity loss by 1") does not reduce the cost of casting spells (it doesn't mean he can cast extra spells).

Michael McGlen

The gangster's ability to reduce stamina losses does not reduce the cost of combat (he doesn't gain an extra attack).

Kate Winthrop

♥ If Kate Winthrop has an explored marker during a monster surge and is in the same location as a gate that has a monster surge, her Science! ability completely cancels the surge.

♥ If Kate has an explored marker during a monster surge but is at a different location than where the monster surge happened, resolve the surge as normal but don't place monsters at Kate's location.

Note: Kate's ability does not reduce the number of monsters drawn for the surge; it simply redistributes them to other gates.

♥ Kate's Science! ability prevents her from encountering specific monsters (such as the Mi-Go mentioned in an encounter at the Science Building).

♥ Kate's Science! ability prevents monsters from appearing due to Other World encounters.

Mandy Thompson

The researcher's reroll ability also affects any extra dice you gain by spending clue tokens. For example, suppose you roll 3 dice on a *fight* check, and score 0 successes. If you have a clue token, you can use it to roll a 4th die. If you're playing Mandy and the 4th die fails, Mandy's power lets you reroll all 4 dice again—not just the 4th die.

However, this ability only works 1x per turn, so think carefully about whether you want to spend clue tokens before using it—otherwise it could affect only the original roll and not the additional dice you bought with clue tokens.

Ancient One abilities

What is required to close or seal gates when playing against Yog-Sothoth?

Yog-Sothoth's "The Key and the Gate" power says that "the difficulty to close or seal a gate increases by 1." This does not mean you need 6 clue tokens to seal gates; instead, you need 2 successes on *lore* or *fight* checks to close gates.

Encounters (any phase)

Are spells considered items? When an encounter instructs you to discard items, can you discard spells?

Yes. Spells are considered items for all purposes. This doesn't always make perfect thematic sense, but it keeps things simple.

Important: When adding up items before discarding them, count all common items, unique items, and spells. In addition, the Deputy's Revolver and the Patrol Wagon both count as items. Allies, skills, and other cards do not count towards this total. If an investigator who has only one item is knocked unconscious or driven insane, they do not lose that item because 1 rounded down is 0.

Note: Some items state that they cannot be lost or stolen unless you choose to allow it—but they still count towards your total for the purposes of calculating how many items to discard. You can choose to discard or keep these items, as you like, but you still need to discard a number of items equal to half of your total items—protected or not.

If a card tells you to "lose your next turn," does this mean skip all phases, including Upkeep?

Yes, skip all phases except the Mythos phase. Ignore any monsters, etc. — it's as if you weren't there at all.

Note: This is different from being told to "stay here next turn," which means you are *delayed*.

If a card tells you to "stay here next turn," what does this mean?

Your investigator is effectively *delayed*. You must still evade or fight each monster in your location or area during the Movement phase.

Note: The investigator cannot move, use movement points, or cast spells during this Movement phase to do so.

How do you resolve an encounter that says "your turn ends?"

Your investigator may do nothing further for the remainder of this turn until the Mythos phase.

Can you voluntarily fail a check, or ignore successes?

No, you cannot ignore successes or voluntarily fail a check, for example when you roll dice during an encounter and consult a table.

If an encounter or other event tells you to give or spend all of some resource (money, stamina, sanity, clue tokens, focus, etc.), but you have zero of that resource, does this count as having given or spent that resource?

No, you must have that resource to give away or spend in order to meet the requirements.

Timing questions

When does an investigator pick up clue tokens from the board?

You pick up clue tokens in only 2 cases:

- ⚠ During the Movement phase, if you end your movement in an Arkham location or street area containing clue tokens, and after evading or fighting any monsters in the same location or area. You cannot pick up clue tokens from a location or street area and then continue moving.
- ⚠ During the Mythos phase, when a clue token is placed in the same location as one or more investigators. If you cannot agree which investigator gets the clue token, the first player decides.

Important: Investigators do not pick up any clue tokens when they are sent to a location with a clue token during the Upkeep phase, the Arkham Encounters phase, or the Other World Encounters phase.

When can you perform actions during a phase?

You can perform actions at any time during the listed phase as long as any given conditions are met. However, once an encounter is drawn, you must resolve it before you can perform any more actions.

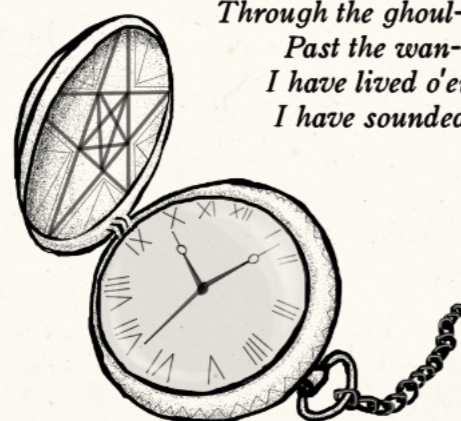
When is an investigator drawn through a gate?

Investigators are only drawn through gates in the following cases:

- ⚠ During the Arkham Encounters phase, if you're in a location or street area with a gate but you don't have an explored marker.
- ⚠ Some Arkham Encounters may cause a gate to open in an investigator's location or to move on to a location with an open gate.
- ⚠ During the Mythos phase, when a gate opens in the same location as an investigator, or if a gate is moved on to the investigator's location or street area. (Your investigator also becomes *delayed*.)
- ⚠ A specific card or ability states you are drawn through a gate. (In this case, follow the instructions provided on the card.)

What happens if game effects result in timing conflicts?

If two or more game effects happen simultaneously, the players choose the order in which they occur. If the players cannot agree, the first player decides.



*Through the ghoulish-guarded gateways of slumber,
Past the wan-mooned abysses of night,
I have lived o'er my lives without number,
I have sounded all things with my sight.
—HP Lovecraft*

Phase 3: Arkham Encounters

What happens if a location card tells an investigator to move to another location and have an encounter there?

Move your investigator to the other location; then draw another location card or perform the location's special encounter.

For example, Amanda Sharpe draws a random encounter from the Southside location deck and looks at the entry for the Historical Society. According to the card, a janitor offers her a ride to the Woods. If she accepts, she moves to the Woods and has another encounter there.

If a location card tells an investigator they may move to another location and have an encounter there, what happens if the location has any monsters, clue tokens, and/or a gate on it?

Ignore all monsters and clue tokens at the new location. Monsters on the board are only dealt with during the Movement phase. The investigator has a normal Arkham Encounters phase at the new location, depending on whether the location has a gate or not.

Suppose a location card tells an investigator to go to another location, have an encounter, and return. What happens if the second encounter directs the investigator to move again?

After you have fully resolved subsequent encounters, you return to the location where you had the first encounter. If subsequent encounters conflict with resolving the first encounter, the first encounter takes precedence.

If an encounter instructs an investigator to "stay here for two turns and gain two clue tokens," do they forfeit the clue tokens if some effect forces the investigator to leave that location before the two turns are up (e.g. "A gate appears")?

No; the two effects ("stay here" and "gain clue tokens") are separate. If a gate appears before the investigator has spent two turns in the location, the investigator is drawn through the gate and delayed in an Other World. The new condition—being delayed in an Other World—can supersede the "stay here" instruction without affecting the "gain clue tokens" instruction.

When a location card says "a gate and a monster appear," which appearance is resolved first?

The gate appears first, and any investigators at the location are drawn through the gate. Then the monster appears. Monsters that appear as a result of these encounters stay on the board, count against the monster limit, can go to the Outskirts, etc., as normal.

When a location card says "a gate and a monster appear," do you add a doom token to the doom track?

Yes.

When a location encounter states that your investigator has an Other World encounter and then immediately returns, what happens if the Other World encounter delays you?

Your investigator immediately returns to the location in which they had their location encounter and are *delayed* there.

Phase 4: Other World Encounters

An Abyss encounter says "the caverns split." What happens if the investigator must "Move to the Black Cave" and there is a gate on the Black Cave?

The investigator moves to the new location but does not get an explored marker. The investigator made an unexpected exit and was not returned to Arkham.



Phase 5: Mythos

Ithaqua's "Icy Winds" power says, in part, "all Weather cards are discarded without their special effects taking place." What happens if a non-Weather Environment is in play and you draw a Mythos card with a Weather Environment effect?

Don't replace or discard the existing non-Weather Environment card. Perform the basic upkeep actions of the new Weather Mythos card (gate, place clue tokens, move monsters), but ignore its special ability and then discard it.

Mythos cards

When a Mythos Card says all Cthonians and Dholes in Arkham are returned to the cup, do you remove them from the Outskirts?

No. The Outskirts do *not* count as "in Arkham".

When does a Mythos card's special ability activate? Are these special abilities activated if Mythos cards are drawn for ancillary information?

The special ability is resolved before any part of the Mythos card is resolved. The ability is only triggered if the Mythos card is being resolved in full.

When a card or other game effect instructs you to draw a Mythos card outside of the Mythos phase, does the card have any effect beyond that described by that specific game effect?

No. Discard the card without further effect.

Suppose your investigator has an explored marker, and is in the same location or street area as a gate. What happens when a clue token is placed in that location or street area during the Mythos phase?

The clue token does not appear due to the gate, so your investigator does not gain a clue token.



Environment cards

Do environment cards affect investigators in Other Worlds?

Most cards specifically state "in Arkham", so any Environment cards that don't include this phrase also affect the Other Worlds. In particular, cards that increase the toughness of monsters also increase any monsters that appear in the Other World as a result of an encounter.

What happens if environment cards conflict with other game effects, for example other Mythos cards?

The Environment card takes precedence, even in conflicts with other Mythos cards. For example, suppose the Planetary Alignment (Environment) card, which sets the sanity costs of spells at 0, is in play at the same time as another card that increases the sanity costs of spells by 1. In this case, the sanity costs for spells would be 0, so ignore the increase in the cost mentioned by the non-Environment card.

Specific Mythos cards

"How do you interpret the following cards?"

Curfew Enforced

The Deputy is not subject to the "Curfew Enforced" Mythos card. In other words, if the Deputy stays on the streets at the end of their turn, they cannot be sent to jail.

The Terrible Experiment

Cards that affect monsters at Miskatonic U. (such as the Campus Security Increased Mythos card or the Flute of the Outer Gods unique item) do not affect monsters spawned by "The Terrible Experiment", because such monsters are not actually on the board; they can only be fought as if they were.

If investigators fail "The Terrible Experiment" while the "Raining Cats and Dogs" environment is in play, this sends Fire Vampires that were on the card to the cup.

All Quiet in Arkham!

This Mythos card affects investigators in Arkham and in Other Worlds. (The text of the effect does not specify "in Arkham.")

Ill Wind Grips Arkham

This Mythos card affects the first player if they are in an Other World. (The text of the effect does not specify "in Arkham.")

Fourth of July Parade!

When resolving this Mythos card, any investigators who are kicked out of Merchant District locations immediately move the shortest distance needed to leave. If two or more spaces are tied for the shortest, the player chooses.

Monsters and combat

When must an investigator evade or fight a monster?

You must evade or fight monsters in only 2 cases:

⚠ During the Movement phase, if you end your movement in an Arkham location or street area containing 1 or more monsters, or attempt to leave a location or street area containing 1+ monsters. You must do this during your Movement phase even if you are *delayed*.

⚠ During the Arkham Encounters phase and the Other Worlds Encounter phase, when an encounter says "a monster appears."

You don't need to evade or fight monsters in the following cases:

⚠ If an encounter instructs you to move to a different location or street area with monsters during the Arkham Encounters phase.

⚠ If an encounter instructs you to move to a different location or street area with monsters during the Other Worlds Encounters phase. However, you may choose to evade or combat any number of those monsters.

What happens when combat is a stalemate - for example, when Michael McGlen can't roll enough dice to kill the monster, he continually absorbs the combat damage, but can't evade either?

The investigator's sanity is reduced to 0, they go insane, and the combat ends immediately.

When encountering multiple monsters as a result of an Arkham or Other World encounter, how do you draw them?

You draw them all at the same time and may encounter them in any order you choose.

Your investigator doesn't need to engage monsters during the same turn they return from an Other World. Can you choose to engage a monster if you wish?

Yes, provided your investigator returned during the Movement phase. If they returned during any other phase, you must wait until the next Movement phase to engage the monsters.

During the turn in which you return from an Other World, if there is more than one monster on your location, can you choose to engage one monster and ignore the other?

Yes, if you returned during the Movement phase. If you returned during any other phase, you must wait until the next Movement phase to engage the monsters.

In an area with both monsters and clue tokens, may your investigator pick up clues before fighting the monsters or must they defeat or evade all monsters first?

Monsters first, then clues.

Monster abilities

Does a monster's physical & magical immunity/resistance protect them from secondary effects or bonuses from weapons and spells?

No. Physical or magical immunity or resistance does not prevent the secondary effects of a Physical/Magical Weapon or Spell. These monster abilities only reduce and/or eliminate the bonus to the Combat check provided by a weapon. This has no effect on the item's other abilities.

Which types of resistance or immunity affect magical weapons?

A magical sword, while a physical weapon in the general sense, is a magical weapon in a rules sense.

How do you calculate the bonuses for multiple items if the monster has physical or magical resistance?

When calculating the effect of physical or magical resistance, calculate the effect per item. For each item, divide the bonus effect by 2, round up the result, and add all the results together. For example, the adjusted bonus for a +1 weapon is +1, for a +2 weapon is +1, and a +3 weapon is +2. So 2x +1 weapons = 2; 2x +2 weapons = 1+1 = 2; a +3 weapon + a +1 weapon = 2 + 1 = 3.

Does the Chthonian's ability to inflict stamina loss affect investigators in Other Worlds?

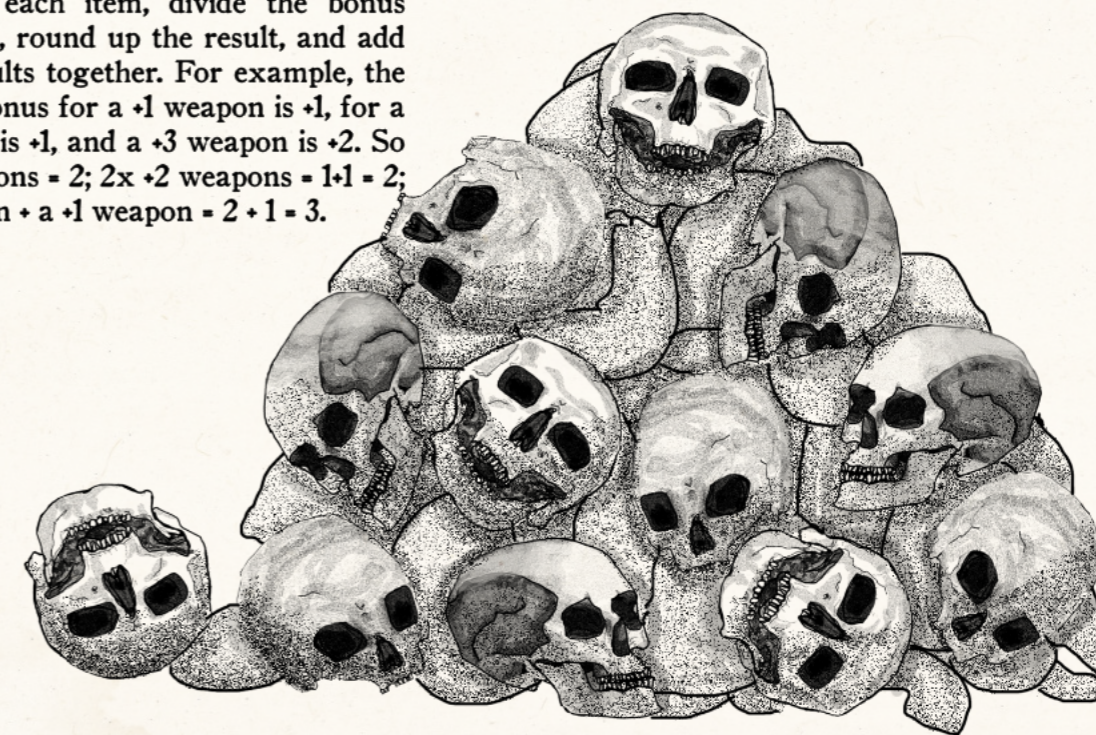
No. The Chthonian creates an earthquake that only affects Arkham and the investigators located there. This is one of the few times investigators are safer in Other Worlds.

Can you use weapons against the Dark Pharaoh?

Yes. You can use weapons against The Dark Pharaoh (Mask monster) as normal, because you are still making a Combat check. You are merely using *lore* to make it instead of *fight*. Presumably you're coming up with clever ways to use items.

If the Hound of Tindalos is in range of two investigators, who will it move towards?

If two investigators are equidistant to the Hound when it moves, the Hound goes after the investigator with the lower *sneak* value (including items, etc.). If there's still a tie, the first player chooses. As with flying monsters, the Hound goes to the Outskirts if the monster limit is reached.



Investigator cards

If I discard a card to pay a cost, do I also get the listed benefit for discarding that card?

No. If you discard a card to pay a cost of some kind, you get no other benefits for discarding the card. For example, you could discard the ally Duke to get rid of the Rumor "The Stars Are Right", but you do not also immediately restore your sanity to its maximum.

Some items state that they cannot be lost or stolen unless you choose to allow it. When does this ability come into play?

It comes into play when an investigator goes *insane*, gets knocked *unconscious*, or defaults on a bank loan. It also comes into play when any other game effect specifically instructs you to lose an item or tells you an item is stolen.

If your investigator gains a second blessing, curse, or retainer when they already have one, do you roll a die to keep or lose it next turn? Have you just acquired a new card, or do you simply keep the old and roll normally in the next Upkeep phase?

Treat the card as if it were newly acquired, so don't roll during the next upkeep to see if you lose it.

Common items

Do I have to use the Bullwhip or Cross in combat to gain their special abilities?

No; for these two cards, you don't have to use them in combat to gain the benefit of their secondary abilities. For example, if you have the Cross you get a +1 Horror check bonus even if you're not holding it (e.g. because you're using the 2-handed Tommy Gun).

Can you equip the Bullwhip for its combat bonus even if it's exhausted?

Yes.

Spells, general

When your investigator casts a spell, can you spend all your sanity to pay its sanity cost?

Yes. Pay the sanity cost and roll the Casting a spell check; if it succeeds, the spell takes effect. Regardless of the result, your investigator then goes *temporarily insane*. However, you can't cast a spell if you don't have enough sanity to pay its full cost.

Note: If your investigator casts a spell to gain combat bonuses, they go insane before combat begins.

If you have 2 copies of a spell, can you attempt to cast again using a 2nd copy if the 1st fails?

Yes. However, although the attempt to cast the first spell failed, the number of hand icons on the first spell still count against the limit of weapons and spells an investigator may use at one time.

Can "Any Phase" spells (like Enchant Weapon, Shriveling, Wither, Dread Curse of Azathoth, and Red Sign of Shudde M'ell) be cast at any point in the combat sequence?

Yes. For example, you could legally use a Red Sign to cancel a monster's Nightmarish special ability before being forced to make a beginning-of-combat Horror check, or determine your success in casting a spell that gives a combat bonus before deciding whether to fight or flee.

Can you try to cast your spell before you decide whether to fight or flee a monster?

Yes, but you cast it in combat, not as part of the Evade check before combat (that is, as part of the *flee* roll after the Horror check). For example, if you fail to cast a spell, you might decide not to fight.

Spells, specific

"How does X spell work?"

Find Gate

If you entered the Other World during the Movement phase because of the Nightgaunt's combat ability, you can immediately cast Find Gate and return to Arkham without experiencing any Other World encounters.

Flesh Ward

When you are told to lose 1 or more stamina points, you may cast Flesh Ward to prevent that loss. For instance, this can work on the stamina from a single failed Combat check. This does not make you immune to further harm from that source; it only prevents it once.

Flesh Ward does not protect you from all damage caused by a given monster during a whole combat. In combat, the "one source" of damage Flesh Ward allows you to ignore is the stamina loss from 1 failed Combat check, not all damage caused by a particular monster for the duration of the combat (i.e. one monster's repeated attacks over a whole combat).

Mists of Releh

If you fail to cast Mists of Releh, you can still make the Evasion check normally.

The Red Sign of Shudde M'ell

Using this spell does not allow you to ignore "abilities" other than the boldfaced ones - for example, the special damage on a Nightgaunt or Elder Thing, or the instructions on the Masks that have them.

Voice of Ra

A monster's Magical Resistance or Immunity does not affect the bonus gained from casting Voice of Ra.



Unique items

How does the Flute of the Outer Gods work? Must you first make an Evade or Horror check or are those also considered „Combat“ checks?

Evade and Horror checks occur before the Combat check. The Flute of the Outer Gods only applies to the Combat check.

How do you use a Gate Box?

A Gate Box allows an investigator to return to Arkham through any gate even if there are no open gates to the Other World they are coming from.

When you return to Arkham using a Gate Box, gain an explored marker. You gain an explored marker even if the gate you return to doesn't correspond to the Other World you left from.

Allies

If you have the ally Duke („discard to immediately restore your sanity to its maximum“) and you draw an encounter that says you must roll a die and lose that much sanity, when can you discard Duke? Not at all once the encounter card is drawn, before the roll, or after the roll?

You may discard Duke after the roll, provided you aren't *temporarily insane*. So, in the case of Duke, you can use him before or after drawing an encounter card, but if you draw the encounter card and it inflicts sanity loss that reduces you to 0 sanity, you go *insane* before you can use Duke. Flesh Ward is one exception to this rule because it prevents a stamina loss and is intended to be used in response to such events.

Bank loans

Why not take out a bank loan, give all of your items and money to other investigators, and then default on the loan?

You cannot deliberately default on a loan. The only way to get rid of a bank loan is to roll 1-3 on an Upkeep roll.

Some items cannot be lost or stolen unless you choose to allow it. What happens to these items if the investigator who owns them defaults on a bank loan?

This ability would come into play when an investigator defaults on a bank loan. So if you default on a bank loan, you must discard all your cards, but you don't need to discard cards with this ability.

Deputy of Arkham

Can you be arrested as the Deputy? If so, do you stop being Deputy if you are arrested?

Yes, you can be arrested, but if you are, you do not stop being Deputy.

How exactly do you use the Patrol Wagon?

When using the Patrol Wagon, you simply relocate your investigator to the chosen location, ignoring monsters along the way. You don't need to find a route to your chosen destination that is free of monsters. However, if you begin or end your movement in a space with monsters, you must still evade them as usual.

Can more than one investigator become a deputy?

No. Another investigator can't trade in trophies to become the Deputy if another investigator is already the Deputy.

Gates and Other Worlds

Are investigators always delayed when they travel through gates?

No. An investigator is delayed when a gate opens up in their location, but not if they enter the gate normally. This ensures that investigators traveling to Other Worlds have two Other World Encounters rather than just one.

You must discard all clue tokens at the location where any gate appears. Afterwards, no clues can appear on a location with a Gate. If the Mythos card instructs you to put a clue on a location with a gate, simply ignore this instruction. What happens if there are clues at a location where a gate appears?

You must discard all clues at the location where any gate appears. Afterwards, no clues can appear on a location while it has an open gate.

What happens to a monster that emerges from a gate that appears at a closed location? Is the monster trapped inside the closed location?

The gate replaces the location, so while the gate is open there is no closed location for the monster to be "trapped" in. Put the gate over the closed marker.

What happens if a location closes while there is a monster and a gate there?

The gate replaces the location, so the gate should be on top of the closed marker. If the gate is closed, resolve the effects of a closed location—in other words, any monster or investigator at the location that appeared with the gate is tossed out into the street.

Do you add doom tokens to the doom track even if a gate doesn't appear (i.e. if a gate opens on Kate Winthrop's location)?

No.

Locations in Arkham

If a card causes a location to close temporarily, what happens to any monsters or investigators at that location?

Monsters and investigators at that location are immediately moved into a street area as if the location had closed permanently.

When spending monster trophies, do you count any modifiers to toughness currently in effect?

Yes, use the modified toughness. This bonus applies to the use of any monster trophies spent at any location.

Why wouldn't investigators just camp out at the Curiosity Shoppe and buy the 4 elder signs?

If an investigator shops at the Curiosity Shoppe or General Store, you must purchase 1 of the 3 items drawn if you have enough money to do so. The other two items drawn are discarded to the bottom of the deck. This makes it significantly harder to "browse" the unique item deck looking for elder signs.

If my investigator is at the Curiosity Shoppe or General Store, can I purchase more than 1 of the items I draw if I can pay for them?

No.

When spending monster trophies, do you have to have them in exact groups of 5, 10, etc.?

No, but you may overspend only as much as is necessary and you get no "change" back.

At locations where trophies can be traded for items, can I use the location's special ability more than once a turn?

Each investigator may only trigger a location's special ability once per turn, unless a game effect specifically allows them to activate it more than once.



EXAMPLES

Skill checks

First Michael McGlen makes a *sneak* (-1) check. In this example, *sneak* is the skill he must use for the check. The modifier is -1, i.e. a penalty for the investigator. Since no difficulty is specified, it is 1.

Then Michael must make a *luck* (+2) [2] check. In this example, *luck* is the skill he must use. The modifier is +2, i.e. a bonus for the investigator, and the difficulty is 2.

Currently Michael's *sneak* is 3 and his *luck* is 2. For the first check, he subtracts 1 from his *sneak* (for the -1 modifier), so he rolls 2 dice. For the second, he adds 2 to his *luck* (for the +2 modifier), so he rolls 4 dice.

He rolls for the *sneak* check and gets a 2 and a 5. The 5 is a success, giving him a total of 1 success. Since the *sneak* check had no listed difficulty, its difficulty is 1, so Michael has enough successes to pass the check.

He then rolls 4 dice for the *luck* check and gets 2, 5, 3, and 6, for a total of 2 successes. The check's difficulty was 2, so Michael passes the *luck* check.

Skill checks: Spending clue tokens

Joe Diamond fails a *lore* (-1) [3] check, but gets 2 successes. Deciding that he really needs to pass this check, he discards 1 clue token and rolls another die, getting a 3. Still no success, so Joe spends a second clue and rolls a second die, this time getting a 6. This extra success increases his total number of successes for the check to 3, enough to pass the check.

Combat

Ashcan Pete moves from the Merchant District into Northside, where a Star Spawn is waiting. Pete wants to continue moving to the Curiosity Shoppe, so he must evade the Star Spawn. Pete's current *sneak* is 4 and the Star Spawn's awareness is -1, so Pete rolls 3 dice, hoping for at least 1 success. If he passes the check, he has evaded the Star Spawn and may continue moving. If he fails, the Star Spawn damages him for 3 stamina and he enters combat with it.

If Pete successfully evades the Star Spawn, he could choose to remain in the Northside area without fighting it for now. However, during the next Movement phase, he'll need to deal with the Star Spawn again (by attempting either an Evasion or Combat check).

If the same location also has a Shoggoth, Pete needs to evade both monsters to keep moving. If Pete decides to evade the Star Spawn first and fails the check, he can no longer move. If he wins the ensuing combat with the Star Spawn, he must still either evade or fight the Shoggoth.

Ashcan Pete failed to evade the Star Spawn, so now he must make a Horror check. Pete's *will* is currently 3, but the Star Spawn's horror rating is -3, so Pete doesn't get to roll any dice for the check and automatically fails. Pete loses 2 sanity for the Star Spawn's horror rating. If he had somehow managed to succeed, nothing would have happened to him.

After failing his Horror check, Pete decides to fight the Star Spawn instead of fleeing. Pete's *fight* is 6 and the Star Spawn's combat rating is -3, so Pete rolls 3 dice. The Star Spawn's toughness is 3 (the difficulty for the check), so Pete must succeed on all 3 dice to defeat the monster. If Pete succeeds, he takes the Star Spawn marker and places it in front of him as a monster trophy. If he fails, the monster deals its combat damage to Pete.

Weapon and spell limits

Ashcan Pete encounters a Star Spawn. He decides to use his .45 Automatic (+4 Physical Combat bonus, 1 hand) and Shriveling (+6 Magical Combat bonus if successfully cast, 1 hand). He successfully casts Shriveling, so he gains a total bonus of +10 (+4 from the weapon, +6 from the spell). Pete adds his *fight* value of 6 and deducts the Star Spawn's combat rating (-3), leaving him with 13 dice with which he needs to roll 3 successes (because the Star Spawn's toughness is 3).

Casting spells

Harvey Walters attempts to cast Heal, a spell with a casting modifier of +1 and a sanity cost of 1. He pays the sanity cost, then he makes a *lore* (+1) check. His *lore* is currently 4, so he rolls 5 dice and gets 2 successes. The spell is successful. The spell's effect allows Harvey to recover stamina equal to the number of successes he rolled on the Casting a spell check, so Harvey recovers 2 stamina.

Monster limit and the Outskirts

In a 3-player game, the monster limit is 6 and the maximum number of monsters in the Outskirts is 5. There are 3 open gates on the board, 6 monsters in Arkham, and 4 monsters in the Outskirts. During the Mythos phase, you draw a location that already has an open gate, so you have to draw 3 more monsters. You first draw 2 monsters and place them in the Outskirts. Placing the second monster in the Outskirts exceeds the limit for a 3-player game, so you increase the terror level by 1 and return the six monsters in the Outskirts to the cup. Finally, you draw the third monster and place it in the Outskirts.

Monsters moving

Example 1

The first player draws a Mythos card with the slash, triangle, and star symbols in the white area, and a hexagon in the black area. Monsters with the slash, triangle, and star symbols move in the direction of the white arrows, and monsters with the hexagon symbol move in the direction of the black arrows.

Specifically:

- ☞ The Gug, with its slash symbol, follows the black and white arrow leading out of its current location.
- ☞ The Dark Young does not move. Although it has a hexagon symbol, its border is yellow, indicating that it is a stationary monster that never moves.

Example 2

The first player draws a Mythos card with the square and diamond symbols in the white area, and a circle symbol in the black area. Monsters with the square and diamond symbols move in the direction of the white arrows, and monsters with the circle symbol move in the direction of the black arrows.

Specifically:

- ☞ The Dimensional Shambler, with its square symbol, follows the white arrow leading out of its current location. Then, because it has a red border, signifying that it is fast, it moves 1 more time (2), again following the white arrow.
- ☞ The Dhole does not move. Although it has a circle symbol, it is sharing a location with Amanda Sharpe, so it remains there instead of moving away.

GLOSSARY

Discarding cards

Do not make discard piles. When you discard a card, return it facedown to the bottom of the appropriate deck.

Exhausting and refreshing cards

You exhaust some cards when you use them, which means you turn them 90 degrees right for the remainder of the turn. You cannot use an exhausted card until it has been refreshed.

At the start of the Upkeep phase, each investigator refreshes all their exhausted cards by turning them upright, to indicate that those cards can now be used again.

Investigators vs. players

The rulebook assumes that each player controls only one investigator. If there are more investigators than players, all rules and components that refer to the number of players refer instead to the number of investigators.

Location

Some cards or instructions use "location" loosely. It usually excludes street areas and Other Worlds, but sometimes it means your current location (including street areas and Other Worlds). See specific card descriptions for any clarifications.

Sacrifice vs. cost

These terms are synonymous.

The start of the Upkeep phase or a turn

Some effects use either the phrase "at the start of the Upkeep phase" or "at the start of a turn." In cases where the text refers to refreshing or not refreshing a card, resolve the effect during the "Refresh Exhausted Cards" step. In all other cases, resolve the effect during the "Perform Upkeep Actions" step.

Stable vs. unstable locations


An unstable location has a red diamond printed above it on the board and a stable location is any location with a green diamond. Any location with an elder sign has become stable.

"Searching the deck" for a specific card

Look through the entire deck for the card, take it, and reshuffle the deck.

"Searching the deck" for the first of a specific type of card, such as a tome or weapon

Flip cards over from the top one at a time until you find a card of the appropriate type. Take that card and place the other cards that were revealed on the bottom of that deck.

A sepia-toned illustration of a colossal, multi-tentacled creature, likely Cthulhu, emerging from the sea. The creature's body is covered in intricate, scale-like patterns and is supported by thick, muscular legs. Its head is a complex, bulbous structure with numerous tentacles extending from it. The creature's presence causes a massive, turbulent wave to crash onto a dark, rocky shore. In the bottom right corner, a small human figure stands on the shore, providing a sense of scale to the creature's immense size. The sky is filled with many small birds in flight. The overall atmosphere is one of awe and terror.

“They worshiped, so they said, the Great Old Ones who lived ages before there were any men, and who came to the young world out of the sky. Those Old Ones were gone now, inside the earth and under the sea; but their dead bodies had told their secrets in dreams to the first men, who formed a cult which had never died. This was that cult, and the prisoners said it had always existed and always would exist, hidden in distant wastes and dark places all over the world until the time when the great priest Cthulhu, from his dark house in the mighty city of R’lyeh under the waters, should rise and bring the earth again beneath his sway. Some day he would call, when the stars were ready, and the secret cult would always be waiting to liberate him.”

THE CALL OF CTHULHU

WELCOME TO ARKHAM

The year is 1926, the height of the Roaring Twenties. Flappers dance till dawn in smoke-filled speakeasies drinking alcohol supplied by rum runners and the mob. It's a celebration to end all celebrations in the aftermath of the War to end all Wars.

Yet a dark shadow grows in the city of Arkham. Alien entities known as Ancient Ones lurk in the emptiness beyond space and time, writhing at the gates between worlds. These gates have begun to open and must be closed before the Ancient Ones make our world their ruined dominion.

Only a handful of investigators stand against the Arkham Horror. Will they prevail?