

Elder Sign FAQ v2.0

Last updated 7/25/2018

Errata & Clarifications

This section contains corrections and clarifications to the rules.

Adventure cards

Game effects that refer to "Adventure cards" can affect any of the Adventure cards in play (including Other World adventure cards), while effects targeting specific subset of adventure cards (such as Arkham adventure cards, or Other World adventure cards) refer only to that subset of cards.

Entry effects

An investigator is always allowed to move on an adventure during their Movement phase regardless of the Entry effect on that card: if the active investigator cannot pay the cost of the Entry effect, they ignore the effect.

Dice

The Wildcard result on the red die may be used as a lore, a peril, a terror, or a 4-investigation result (not a 1-investigation result, as stated in the rules).

Spells and Secured Dice

Spells that secure dice are cast after a player's roll, not before. The player looks at the roll results. Then, if they wish to secure a particular die, they cast the spell and place that die on the spell, after resolving any item or ability effect allowing for result manipulation, but before resolving any Terror effects due to a failed roll (see Turn Structure below). After a result is secured on a spell, it cannot be further altered by any item or ability effect. The secured die remains on the spell card until a player uses it to complete a task or until it is otherwise removed (as described below).

A die secured on a spell can either be removed from the spell to be rolled in the dice pool along with the other dice, or it can be used for its effect after rolling.

In the first case, a player may remove some or all of the dice secured on spells as long as they are eligible of using those dice. This means that:

- A player is always allowed to remove a green die from a spell and roll it along with their pool of dice
- A player that wishes to reroll a red or a yellow die that is secured on a spell must discard an item or resolve an effect enabling them to do so
- When using the *Unseen Forces* expansion components, a player wishing to reroll a white die secured on a spell must be Blessed

In the second case, after rolling, a player can use some or all of the dice secured on spells for their results, without the need to be eligible of using those dice. This means that a player can use a Blessed die result secured on a spell even if they are not Blessed, and so on.New dice cannot be added to a spell to replace those that were removed from it.

Any spell that has no dice remaining on it is discarded.

If a player casts a spell that allows for more than one die to be secured, they must decide how many dice to secure on the spell card in the moment the spell is cast. They cannot add other dice at a later time. *For example, when casting "Dread Curse of Azathoth", up to two dice may be secured, but the decision must be made the moment the spell is cast.*

If a die becomes locked while secured on a spell, that die is removed from the spell and locked. If the spell then has no dice on it, it is discarded.

Terror results secured on dice do not trigger terror effects. As long as a spell is secured on a spell, it is not considered to be part of the dice pool.

Turn Structure and Attempting an Adventure

The following timing structure complements and expands how to resolve an investigator's turn:

I. Movement phase

1. Investigators may move to a new Adventure during their Movement phase. If that adventure has a facedown effect (from the Gates of Arkham expansion onwards), that facedown effect is to be resolved before flipping the card faceup.

2. If the Adventure card investigators just moved on has an Entry effect (from the *Unseen Forces* expansion onwards), that Entry effect is to be resolved as last step of the Movement phase.

II. Resolution phase

Use the following structure to attempt an Adventure, determine when dice can be added to the dice pool, and ascertain which effects apply:

1. Resolve Events (*Gates of Arkham* expansion only)

2. The investigator whose turn it is decides whether to fail the adventure or attempt it. To intentionally fail it, that investigator resolves the penalties, ends their Resolution phase (the investigator's marker remains on the adventure) and proceeds to the Clock phase.

3. Create the pool of dice; for the first die pool created during a Resolution phase, add all the available green dice; the investigator may then add dice previously secured on Spells, spend items to gain dice, and use investigators' special abilities (such as Jenny Barnes'). Otherwise, add the dice remaining in the pool; items may still be spent and dice can still be added with items at this point. ***Note:*** *Unless using a Relic from the* Omens of the Pharaoh *expansion, you cannot add a yellow or a red die more than once during the same Resolution phase.*

4. Roll the dice pool

5. Apply rerolls or result-changing effects (such as items or investigator abilities)

6. If Cursed (*Unseen Forces* expansion), resolve the black die

7. Secure dice on Spells

8. Check whether a task can be completed. If it can be completed, assign dice from your pool to cover all requirements for that task. If this is the last task on that adventure, continue to **step 9**; if it is not, return to **step 2**. If a task cannot be completed, or if the active player doesn't want to complete a task, do the following in order:

- **a.** Resolve terror effect (mandatory): the same Terror effect cannot be resolved more than once per attempt, regardless of the number of Terror results which have been rolled (so for example a card with a Terror effect "add 1 doom to the doom track" will grant a +1 doom even if the player rolled 2 or more Terror results)
- **b.** Focus or request assistance (optional)
- **c.** Discard 1 die from dice pool (mandatory)
- **d.** Return to **step 2** of the resolution phase

9. The Adventure is successfully resolved. The active investigator resolves the following points, in order

- **a.** Move their investigator marker on the Entrance
- **b.** Gain that Adventure card as a trophy and (in case the card passed was not an Other World card) replace it with a new Adventure card
- **c.** Gain the rewards written on the just passed Adventure card (this means that, if the passed adventure had a new monster appearing, that monster can be placed on the new Adventure card)
- **d.** Move to the Clock phase

III. Clock phase

The *Omens* line of expansions allows players to resolve a special ability on the Entrance to allow any investigator to gain a benefit. "Any" refers to any one investigator in the group, including the investigator whose current Clock phase is being resolved. This is done before advancing the clock.

Additionally, before advancing the clock, players may play spells and items that do not have a specific timing trigger (see FAQ page 10). Then, if at least one Midnight has occurred, the players resolve Midnight effects.

Midnight

Midnight does not occur during a player's turn. Instead, it occurs immediately after any player's turn in which the clock hand moved to or past "XII." Because midnight is not part of a player's turn, Kate Winthrop's "Science!" ability does not affect the appearance of monsters at midnight.

Some game effects may cause the clock to advance past Midnight multiple times during the same turn. Each time the clock strikes Midnight beyond the first time in the same turn, add one doom token to the doom track. Do not draw an additional Mythos card and do not resolve "At Midnight" effects multiple times.

Timing of "At Midnight" Effects

1. When resolving "At Midnight" effects on cards in play, resolve them in the following order:

2. "At Midnight" effects on the Ancient One

3. "At Midnight" effects on monsters, in order of the investigators' choosing

4. "At Midnight" effects on Adventure and Other World cards, in order of the investigators' choosing

5. "At Midnight" effects on other cards, in order of the investigators' choosing

6. Resolve any "The next time the clock strikes midnight..." effects on the current Mythos card.

7. Draw and resolve a new Mythos card. After the Mythos card is resolved, refresh any "Once per day" abilities.

Placing Monsters

When a new monster marker is to be placed, but there are no empty monster tasks in play, the players must place the new monster under the bottom task of an Adventure card of their choice. When doing so, players must distribute monsters as evenly as possible among the adventures; no Adventure card may have a second monster placed below its bottom task until all Adventure cards have at least one monster placed below their bottom task (and no Adventure card can get a third monster until all have at least two, and so on). Monsters on monster tasks **do not** count against the number of monsters at an adventure when determining which card the new monster is placed on. However, when a monster appears at the **current** adventure (e.g: "Entry: A monster appears here"), even if there are no monster tasks empty at that adventure, and even if this makes the distribution of monsters in play uneven, the new monster marker must be placed on the current adventure.

Battling the Ancient One

No game effect can cause to add doom tokens beyond the doom's track maximum: any additional tokens that would be added are discarded once the doom track is full. This includes effects adding 2 or more doom tokens to the doom track at the same time when only one space remains, doom added during final battle due to investigators being devoured, or Ancient Ones' special abilities.

When a doom token is placed on a special doom icon of the doom track during final battle (for example, due to an investigator being devoured after some doom tokens were already removed), the special effect of that doom icon is not triggered.

Core Set

This section contains corrections for the core set of *Elder Sign*.

Rulebook

On page 7, under Resolution phase, the rules read: "After the player resolves an adventure, discards his last die due to a failed roll, or performs an action at the entrance, his Resolution phase ends and he proceeds to the Clock phase." That sentence should read: "After the player resolves or fails an adventure (by not having any remaining dice in their dice pool when unresolved tasks still remain on their current adventure card, or by forfeiting the adventure), or performs an action at the entrance, his Resolution phase ends and proceeds to the Clock phase."

On page 8, under Rolling the Dice, rules read: "At the start of an adventure, the dice pool contains all six green dice (unless instructed otherwise by another effect; see "Locked Dice" and "Items" on page 12)." That sentence now reads "At the start of the Resolution phase, the dice pool contains all six green dice (unless instructed otherwise by another effect; see "Locked Dice" and "Items" on page 12)."

On page 9, under Failing rolls, rules read: "If a failed roll forces the player to discard his last die, he fails the adventure and suffers its penalties (see "Rewards & Penalties" to the right)." That sentence now reads: "If a failed roll forces the player to discard his last die, or a player declares the adventure failed, he fails the adventure and suffers its penalties (see "Rewards & Penalties" to the right)."

On page 15, under Midnight, rules read: "Note: "At Midnight" effects do not occur during the first turn of the game." That sentence now reads: "Note: "At Midnight" effects do not occur during the setup of the game."

Investigators

Carolyn Fern's ability should read: Once per day, at the start of any player's turn, Carolyn may restore 1 Sanity to 1 investigator of her choice (including herself).

Mandy Thompson's ability should read: Once per day, after any player has rolled, Mandy may reroll 2 dice before determining if the active player was able to complete a task.

Vincent Lee's ability should read: Once per day, at the start of any player's turn, Vincent may restore 1 Stamina to 1 investigator of his choice (including himself).

Note: *The phrase "Once per day" is further clarified later in this FAQ.*

The Museum Entrance

The Museum Entrance sheet is correct and the rulebook is incorrect: investigators receiving first aid may heal **either** one stamina **or** one sanity for free.

Ancient Ones

When Hastur awakens, the "X" in his battle task is equal to the number of monsters that were in play when the last doom token was added (minimum of 1).

Cthulhu's Attack ability should read: "When Cthulhu attacks, each investigator must reduce either his maximum Sanity or maximum Stamina by 1. A doom token is then added to Cthulhu's doom track." The remaining of the text is a reminder of the normal rules for the final battle.

Unseen Forces

This section contains corrections for the *Unseen Forces* expansion.

Blessings and Curses

The text in the rulebook and the text in the example that shows how the black die is resolved are contradictory. See **step 6** of the resolution phase on page 3 of this FAQ for proper black die resolution timing.

A black die can never be secured on a spell.

Replacement Cards

The replacement cards included with *Unseen Forces* should be always used, regardless of which expansions you are playing with.

Gates of Arkham

This section contains corrections for the *Gates of Arkham* expansion.

Restricted Cards

The 'Luck' and 'Wanderlust' skills as well as the 'Ancient Egypt, 'Far Side of the Moon' and 'The Vaults of Zin' Other World Cards should have the restricted ('!') icon denoting that they should only be used when playing the "Streets of Arkham" game mode.

Streets of Arkham sheet

An investigator who used the Streets of Arkham special ability during their Movement phase must move to an Arkham adventure in play. They cannot decide to remain on the Streets of Arkham for the rest of their turn, and they cannot move to an Other World adventure. An investigator who didn't use the Streets of Arkham special ability during their current Movement phase is free to spend the rest of their turn on the Streets of Arkham sheet.

Omens of the Deep

This section contains corrections for the *Unseen Forces* expansion.

Advancing to Stage II

In Omens of the Deep, advancing to Stage II is not directly linked to the completion of the second Stage I Special Adventure. You may advance to Stage II in two ways:

a. By having the Ultima Thule sunk by the Deep One Legions. This is an absolute effect, not dependent on the players' choice: as soon as 4 Deep One Legions are in play, the Ultima Thule sinks, the Entrance is flipped, and the game advances to Stage II

b. By advancing to the rightmost space of the Dark Waters track and resolving its special ability. This action is dependent on the player's choice; they can decide to advance to Stage II when the token lands on that space, or they can decide to remain at Stage I. In this case, they can advance to Stage II again by triggering the Dark Waters track's rightmost space an additional time.

Triggering Stage II puts R'lyeh Risen into play, but doesn't discard any other Special Adventure cards that are still in play. For example, if the game advances to Stage II by sinking the Ultima Thule while the "Calling" Special Adventure is in play, both "Calling" and "R'lyeh Risen" will be in play at the same time.

Resolving Echoes of the Dream while in Stage II will result in the reward being gained only once, since the Dark Waters track is no longer in play.

Omens of the Pharaoh

This section contains corrections for the *Unseen Forces* expansion.

Spells

The spell Foresee (from the *Unseen Forces* expansion) allows players to look at the top 4 cards of the Adventure deck, discard 1, and return the other 3 to top of the deck in any order. When playing with *Omens of the Pharaoh*, players are only allowed to use Forsee to manipulate **the active Adventure deck** (the Stage I deck if the entrance's Cairo side is faceup, or Stage II if the entrance's Dashur side is faceup).

FAQ

This section contains answers to common questions. Some sections are broken down by expansion in addition to category.

Adventure Cards

Q: *Does a player have to roll their dice pool to complete a task that has no dice requirements?*

A: Yes, players must always roll their dice pool before attempting a task, even if that task has no dice requirements. If they do not assign dice, other game effects or abilities are still resolved. For example, they can still choose to secure dice on a spell, and the Cursed black die (from the *Unseen Forces* expansion) could still force them to discard a die.

Q: *Can an investigator who, at the beginning of their Resolution phase, is on an adventure card choose not to attempt passing that adventure?*

A: No. An investigator who, at the beginning of his Resolution phase, is on an Adventure card must attempt to resolve it. However, they are allowed to declare the adventure failed before rolling the dice for the first time (to avoid triggering Terror effects, for example). In this case, the investigator marker remains on the adventure, penalties are applied, and the game moves directly to the Clock phase.

Core Set

Q: *Is the "when drawn" effect on the adventure card "Public Lavatory" resolved if this card enters play during setup? Can Kate Winthrop prevent these two monsters from appearing?*

A: The effect is resolved (thus, two monsters appear at that adventure) even if the card enters play during setup. Kate's ability can prevent these monsters from appearing.

Ancient Ones

Q: *While battling the Ancient One, does successfully completing its battle task require an investigator to assign dice to it in order to complete it, as usual?*

A: Yes.

Q: *Is a player allowed to use Clue tokens, allies, spells, items, and investigator abilities when battling the Ancient One?*

A: Yes.

Q: *While battling the Ancient One, what exactly happens when an investigator is devoured?*

A: A doom token is added to the Ancient One's doom track as usual, but no replacement investigator is drawn. Note, however, that the clock still advances during that investigator's turn, even though they have been eliminated.



Q: *When the Ancient One awakens, what happens to the current mythos card?*

A: The current Mythos card is discarded. Any of its lingering effects immediately end, and any dice locked by the card are freed.

Q: *When the Ancient One awakens, are locked dice freed?*

A: Dice locked on the current Mythos card are freed. However, dice locked on monsters and on adventure cards are removed from the game.

Q: *When battling the Ancient One, do "At Midnight" effects continue to take effect?*

A: No.

Q: *While battling the Ancient One, are special doom icons resolved as a result of doom tokens being added to the doom track?*

A: No. No effect from any special doom icons is resolved during the battle with the Ancient One. Thus, no monster or gate can appear, no storm markers are placed, and so on. While battling the Ancient One, simply treat special doom icons as normal doom icons when doom is added back on the doom track

Core Set

Q: *For the purpose of Ithaqua's Icy Winds, is a spell considered spent at the time when dice are secured, or when the dice are spent from the spell they were secured on?*

A: The spell is considered spent when dice are secured. Using results secured on spells doesn't trigger Icy Winds further.

Q: *When playing with Ithaqua, does an item's entire effect resolve before Icy Winds takes effect?*

A: Yes, the item's entire effect resolves first, then Ithaqua's Icy Winds ability resolves. For example an Investigator using an item's effect to heal their Stamina back to their maximum, will first heal, and then lose 1 point of Stamina due to Icy Winds.

Q: *When playing with Ithaqua, do effects forcing players to discard items trigger the Icy Winds ability? What about items or abilities featuring a discard condition to trigger an effect?*

A: Effects (such as Mythos effects) forcing players to discard items do not trigger Icy Winds. However, if discarding a card is part of a cost to pay to trigger an effect (such as gaining a die, or resolving Jenny's special ability), then Icy Winds is triggered.

Q: *How does Shub-Niggurath's Black Goat of the Woods ability work?*

A: Shub-Niggurath's ability adds a new task consisting of a single terror requirement to each monster marker.

Q: *Is Yig's ability triggered (do investigators lose 1 Elder Sign) if a cultist is defeated by the special effect of a spell (such as Bind Monster) or an item (such as the Silver Lance from the* Gates of Arkham *expansion)?*

A: No.

Q: *Is Yig's ability triggered (do investigators lose 1 Elder Sign) by an investigator defeating Ithaqua's Cultist (from the* Omens of Ice *expansion)?*

A: Yes. In general, any "Cultist" monster defeated by an investigator triggers Yig's ability.

Q: *Can the Duke ally's ability be used to prevent Yog-Sothoth from returning an Other World adventure card to the box?*

A: Yes.

Unseen Forces Expansion

Q: *While battling Abhoth, does a Child of Abhoth spawn every time the clock strikes midnight?*

A: No. At Midnight effects are no longer resolved after the Ancient One awakens.

Q: *When Shudde M'ell is the Ancient One and an adventure card locking one or more dice is failed and discarded, are the locked dice freed?*

A: Yes. When Shudde M'ell's World Cracking ability forces an adventure card to be discarded, all dice locked by that card are immediately freed.

Q: *If the "Fresh Start" Mythos card is drawn when Shudde M'ell is the Ancient One, does the game end?*

A: No. Shudde M'ell's World Cracking ability is triggered only by investigators failing an adventure.

Q: *If the "Fresh Start" Mythos card is drawn when Shudde M'ell is the Ancient One, do you put 6 new adventure cards into play even if there are currently less than 6?*

A: Yes.

Gates of Arkham Expansion

Q: *In the "At Midnight" effect on Atlach-Nacha's sheet, "3 or more open gates" are referenced. Is it possible to have more than 3 open gates at the same time?*

A: No, you cannot have more than 3 gates open at the same time while playing *Gates of Arkham*.

Q: *While battling Atlach-Nacha, how does its attack work?*

A: When the Ancient One awakens, before discarding adventure cards from play, all investigators lose 1 Sanity per gate in play (remember that a gate consists of two gate tokens; Atlach's ability works on the number of gates in play, not number of gate tokens). Then, all open gates are collected and placed near the Ancient One sheet. When the Ancient One attacks, one gate is moved onto the Ancient One's sheet, and then each investigator loses either 1 sanity or 1 stamina per gate on the Ancient One's sheet. This means that Atlach's attack will force investigators to lose 1 to 3 points divided between sanity and stamina as the investigators see fit.

Q: *When resolving Ghatanothoa's Annihilating Gaze ability, can investigators use effects or special abilities to modify the result of the green die?*

A: No. No effects or special abilities can be used to modify the result of the green die.

Q: *When Yog-Sothoth (Lurker at the Threshold) is the Ancient One, can an investigator currently at an Other World adventure use dice that were already secured on spells before the current Resolution phase began?*

A: Yes. Yog-Sothoth's ability prevents investigator from using spells while in an Other World, but doesn't prevent investigators from using dice previously secured on spells.

Q: *When Yog-Sothoth (Lurker at the Threashold) is the Ancient One, can Jenny discard a spell while in an Other World to gain the red and the yellow dice?*

A: Yes.

Omens of Ice Expansion

Q: *How many times is Rhan-Tegoth's special ability triggered when an investigator successfully resolves an adventure providing 2 or more Elder Signs? Are Elder Signs gained one at a time, and is Rhan-Tegoth's ability is triggered once per Elder Sign gained, or are Elder Signs gained all at the same time?*

A: Getting multiple Elder Signs from one reward counts as a single instance of getting one or more Elder Signs for Rhan-Tegoth's ability. So, even in case of a card that provides a monster and two Elder Signs as rewards, only one investigator would have to lose 2 stamina.

Omens of the Pharaoh Expansion

Q: *Does the Haunter of the Dark's special ability also affects Missions (from the Omens of the Deep expansion)?*

A: No. The Haunter of the Dark's special ability is triggered by investigators claiming a monster marker as a trophy, and completed Missions are not trophies.

Promotional Ancient Ones

Q: *What does "to the bottom of an adventure" mean for purposes of triggering Daoloth's ability?*

A: It means that this ability triggers when there are no empty monster tasks in play and a new monster token is to be added to an adventure as an additional task.

Q: *When playing against Daoloth, can a new monster token be added to the bottom of the Other World card that will be discarded by resolving Daoloth's ability?*

A: Yes, as long as placing a monster there satisfies all other requirements (i.e. in case there are no empty monster tasks available and that by doing so the distribution of additional monsters at the bottom of adventures is maintained as even as possible)

Q: *When resolving a final battle against the Dark God, what happens if there are less than 6 green dice available?*

A: In the case that there are less than 6 dice available for resolving the final battle against the Dark God (such as in case a green die was locked on an adventure card when the Ancient One awakened and was thus returned to the box), investigators lose the game as soon as the last available green die is locked.

Q: *Hastur's The Third Act ability says that investigator cannot choose to stay on the entrance during their movement phase: does this mean that when playing with the core game or Unseen Forces they cannot use the entrance at all?*

A: Yes. With the core set or *Unseen Forces*, the only case where using the entrance would be possible is when an investigator moves to the entrance from an adventure which was failed the turn immediately before Hastur's awakening. At that point, investigators on adventures are still alive (Hastur's first attack hasn't resolved yet) and moving to the entrance is different from "choosing to stay" on the entrance.

Q: *Is Shub-Niggurath's A Thousand Young ability resolved when soloing the game with Kate Winthrop?*

A: Since no monsters can appear during Kate's turn, the monster generation part of Shub-Niggurath's ability is completely negated by Kate's ability.

Q: *When playing against Yog-Sothoth (The Beyond One), is doom added to the doom track if multiple investigators are devoured by its special ability?*

A: No. The doom penalty for having multiple investigators devoured by The Beyond One ability is limited to only 1 doom at any given time.

Red and Yellow Dice

Q: *Can a player add the red or yellow die to their dice pool more than once per adventure?*

A: No. There is only one red die and one yellow die. After a player uses an item to get the yellow die (for instance), they roll the yellow die with their dice pool for the rest of that Resolution Phase until it is either used to complete a task, discarded after failing to complete a task, or the adventure is successfully completed.

Q: *Can a player discard the red or yellow die after failing a task and then use an item to get the die back?*

A: No. When a die is discarded after failing to complete a task, it is gone for the rest of that player's Resolution phase and cannot be reacquired with another item or ability until the next turn. The sole exception to this rule is the use of Relics in the *Omens of the Pharaoh* expansion.

Locked Dice

Q: *Can dice be locked by more than one effect?*

A: Yes, if a red or yellow die is locked by more than one monster, adventure, or game effect, as soon as it is freed from one lock, it becomes locked by one of the remaining locks. Thus, it's possible to have a situation in which the investigators need to resolve multiple adventures or defeat multiple monsters to free a locked die.

Q: *Can multiple green dice be locked at the same time?*

A: Yes, each green die lock in play locks one different green die.

Q: *Can investigator abilities or game effects unlock dice for use?*

A: Character abilities or game effects granting the use of dice (such as Gloria Goldberg's Psychic Sensitivity, Jenny Barnes' Trust Fund, or spending an item to add a die to the pool) do not allow the use of locked dice unless it's specifically stated on the effect being resolved. For example, locked dice can be used by means of the Erich Weiss' ally card ability (*Omens of the Pharaoh*) or by Sister Mary's Guardian Angel ability.

Q: *What happens if a die becomes locked while it is secured on a spell?*

A: The die is removed from the spell and locked. If the spell has no dice left on it, the spell is discarded.

Q: *If a player defeats a monster that is locking a die, is the locked die freed immediately?*

A: No. Although the monster's tasks are completed, the monster token is not collected and the die is not freed until the end of the Resolution Phase. When the monster is defeated, the monster token is turned facedown, and the die remains on the token as a reminder, until the monster token is collected at the end of the Resolution phase. However, if an effect discards a monster locking a die, that die is immediately freed (and it can be added to the dice pool for the current Resolution phase).

Doom

Q: *If the last doom token and the last Elder Sign are added at the same time, what happens?*

A: The investigators win.

Q: *If an investigator's death awakens the Ancient One, does that player get a new investigator?*

A: No. However, the clock still advances during the dead investigator's turn during the battle with the Ancient One.

Q: *Can the doom track hold more doom tokens than there are spaces on the track?*

A: No, the doom track can only hold as many doom tokens as there are printed spaces. If a doom token would be added to the doom track when the doom track is already full, the token is not added.

Q: *Is a doom token added to the doom track each time the clock advances to midnight?*

A: No, doom tokens are only added to the doom track when a game effect instructs you to do so.

Investigators

Q: *Can investigator abilities be used on other players' turns?*

A: Most investigator abilities have a trigger that determines when they can be used. For example, Bob Jenkins' Shrewd Dealer ability reads, "When Bob gains 1 or more common items, he gets 1 extra common item." This ability can trigger during any investigator's turn, provided Bob gains a common item during that other player's turn.

Q: *What does "Once per roll" mean?*

A: "Once per roll" abilities may be used only on that investigator's turn, once per roll of the dice. Note that rerolling the dice by using clue tokens or other effects does not give another use of the ability. A new roll is considered to have started after the previous roll has been completely resolved (i.e. the investigator has completed a task or discarded a die for failing to complete a task, and the adventure is neither passed nor failed) (see Resolution phase, **step 3** in the Turn Structure section on page 3 of this FAQ).

Q: *What does "Once per day" mean?*

A: This means that after a once-per-day effect has been used, that effect cannot be resolved again until after midnight strikes. Once-per-day effects might be used during other investigators' turns, according to the conditions declared in the effect description text.

Core Set

Q: *How does Joe Diamond's Hunches ability work?*

A: Each time Joe spends a clue token, he rerolls one, some, or all of his dice, as per normal clue resolution. Then, if he's still not happy with the outcome of the reroll, he's entitled to resolve the clue effect a second time, thus choosing again one, some, or all of his dice and reroll them for free a second time, as though he had spent a second clue token. For a full clarification of what spending a clue token entails, please see the appropriate question under "Items, Spells, Clues, & Allies."

Q: *If Ithaqua is the Ancient One and Jenny Barnes uses her ability to discard a spell to add the yellow and red die to her dice pool, does she lose stamina?*

A: Yes. Discarding a card using Jenny's ability counts as spending that card.

Q: *Can items be spent both before and after Jenny Barnes uses her ability during the Resolution Phase?*

A: Yes. 'At the start of her Resolution Phase' of Jenny's ability corresponds to the **step 3** of the Resolution phase sequence presented in Turn Structure on page 3 of this FAQ. Any number of eligible effects may occur during this step.

Unseen Forces Expansion

Q: *Jim's Strange Luck's ability reads: "Once per turn, Jim may focus or assist after a roll in which a task is successfully completed". What does "assist" mean? Is he allowed to request assistance during his Resolution phase, or to offer assistance?*

A: Jim's ability grants him the opportunity to offer assistance during another investigator's Resolution phase being resolved at Jim's current adventure card.

Gates of Arkham Expansion

Q: *"Skids" O'Toole's School of Hard Knocks ability allows Skids to reroll all dice showing a result of Skids' choice. Does this mean that he's allowed to reroll all investigation results rolled regardless of their value?*

A: If Skids wants to reroll investigation results, he must pick one specific result (i.e. 1-, 2-, 3-, or 4-investigation results) to reroll. He only rerolls the dice showing that particular result. For example, if Skids had rolled two 1-investigation results, and two 2-investigation results, he can either pick the 1-investigation or the 2-investigation results to reroll, but he cannot pick both.

Q: *What happens if William Yorick, while resolving the setup ability of "Gifts from the Dead", draws a monster token instructing him to put the token back into the cup, and resolve a different effect?*

A: William still gains that monster token as a trophy, and any special instructions on the monster's back are ignored.

Omens of the Deep Expansion

Q: *When exactly Zoey's ability can be triggered?*

A: Zoey's ability can be triggered at any time during her Resolution phase, as long as there's a monster at her adventure. This means her ability can be triggered even after the monster is defeated. A defeated monster has its marker turned facedown, but it remains at the adventure until the adventure is either passed or failed. Note that Zoey's ability cannot be triggered after a monster is discarded by the resolution of a game effect.

Omens of the Pharaoh Expansion

Q: *Can Father Mateo pay 3 trophies to automatically unlock a Hidden Chamber?*

A: No. Mateo's ability allows him to pay 3 trophies to ignore an effect printed on the back of an adventure card. Hidden Chambers have tasks on their back, and a task is not an effect.

Focusing and Requesting Assistance

Q: *Can an investigator focus or request assistance if they successfully completed a task?*

A: No. An investigator may only focus or request assistance when they fail to complete a task. The sole exception to this is Jim Culver's Strange Luck ability, which allows him to focus or offer assistance even when a task is successfully completed.

Q: *Can an investigator focus again during the same Resolution phase if they have used the previously focused die?*

A: No. An investigator may only focus once per Resolution phase.

Q: *Can an investigator both focus and request assistance on the same roll?*

A: No; an investigator can either focus or request assistance on the same roll, not both.

Q: *Can an investigator use a focused die to complete a second task in one roll?*

A: No. Investigators may only complete one task per roll. The sole exception to this is Amanda Sharpe's Studious ability, which allows her to complete any number of tasks per roll.

Items, Spells, Clues, & Allies

Q: *What exactly does spending a Clue token allow a player to do?*

A: After a player has rolled their dice pool, but before checking for the Cursed die effect and deciding whether to use a spell or not (see **step 5** of the resolution phase on page 3 of this FAQ), they may spend a clue token to reroll one, some, or all of the dice in their pool. After rerolling, they may spend another clue token if they are still not happy with the rerolled results (again rerolling one, some, or all of their dice), and so on, until they are either happy with the results, or out of clue tokens.

Q: *Can a player use items, spells, clues, and/or allies during another player's turn?*

A: Players cannot use clue tokens during another investigator's turn. Likewise, Item, Spell, and Ally cards cannot be used during another investigator's turn unless the card specifically says otherwise.

Q: *Does a secured terror result trigger a terror effect?*

A: No, a secured terror result does not trigger a terror effect: dice secured on spells are not considered to be part of the dice pool.

Q: *What do items and spells mean when they say "defeat a monster"?*

A: When an investigator uses an item or a spell that "defeats" a monster, that investigator chooses a monster on any adventure card (not necessarily the adventure they are at, unless otherwise specified) and turns that monster token facedown. All of that monster's requirements are considered satisfied (including monsters featuring a double task such as in the case when Shub-Niggurath is the Ancient One). In the case that the monster had sanity and/or stamina requirements, these are also considered satisfied, without the investigator losing any sanity or stamina. The monster is collected as a trophy at the end of that Resolution phase, before gaining the rewards for passing the adventure (or suffering the penalties due to losing the adventure). Note that if a monster is only partially covering a task, any uncovered requirements of that task are still considered unsatisfied, and they must be satisfied for purposes of passing that adventure.

Q: *Can secured dice be used to complete a task even if you would otherwise have no dice pool due to having discarded or used the rest of the dice?*

A: Yes.

Q: *When an Ally instructs you to place clues, sanity or stamina tokens on its card, where does these tokens come from?*

A: The tokens come from the piles of clues, sanity and stamina tokens that were set aside during setup.

Q: *Some spells (such as Heal, Bind Monster, Find Gate, Cloud Memory) and items (such as Holy Water) do not say when they are to be used. When can they be played?*

A: These spells and items can be used by the active investigator on that investigator's turn during the following windows:

- During their Movement Phase before moving
- During their Resolution Phase during **step 3** (add dice to the die pool), **step 7** (secure dice on spells) and **step 8d** of the resolution phase detailed on page 3 of this FAQ.
- During their Clock Phase, after using the entrance ability (*Omens of Ice, Omens of the Deep,* and *Omens of the Pharaoh* only), before advancing the clock.

Q: *Some spells and items (such as Greater Banishment, or Healing Stone) say they can be used "before rolling". What does this exactly mean?*

A: As per the Turn Structure section on page 3 of this FAQ, these items can only be used during **step 3** of the Resolution phase. This is the only window in which such effects may be resolved.

Core Set

Q: *Can an investigator use "Whiskey" or "Food" Common Item cards to pay the sanity or stamina cost of a task?*

A: Yes. These may be used instead of losing 1 point of sanity or stamina. Since stamina and sanity requirements on tasks are losses, investigators are allowed to use "Whiskey" or "Food" to prevent them.

Q: *When exactly is the clue gained for using the Necronomicon Unique Item card?*

A: The clue is gained immediately when the card is discarded and the red die is added to the dice pool.

Unseen Forces Expansion

Q: *Is discarding a monster the same as defeating a monster?*

A: No. A monster that is discarded is returned immediately to the monster cup and is not claimed as a trophy.

Gates of Arkham Expansion

Q: *Does using the Dragon's Eye item on an adventure with a gate discard the corresponding Other World adventure card?*

A: Yes. When an effect causes a gate marker on an Arkham adventure to be discarded, the matching gate marker and the corresponding Other World card are discarded as well.

Q: *Can clues placed on Granny Orne be used by other investigators if Granny Orne is controlled by Patrice Hathaway?*

A: No. The clues on Granny Orne can only be used by Patrice, and not by other investigators, since these clues are not actually Patrice's.

Omens of the Deep Expansion

Q: *When using the Khopesh of the Abyss Unique Item card, are normal rules for monsters placement still followed?*

A: No. Moving a monster and placing a monster are different actions. When using the Khopesh of the Abyss, investigators are allowed to move the monster token on any adventure cards of their choice (they are still not allowed to place the monster token on Special Adventure cards).

Q: *If an investigator fails an adventure due to not having enough dice to complete the last task, represented by a monster marker, and they use Blunderbuss to defeat that monster, is the adventure still considered failed?*

A: Yes.

Mythos Cards

Core Set

Q: *Do Mythos cards effects linger after the end of the day?*

A: Only one Mythos card has an effect that can last past midnight: "The Stars Align...Above an Open Door." This card places an additional Adventure card in play. This Adventure card remains in play until completed. All other Mythos cards' effects end at midnight.

Q: *How does the lingering effect on the "A Warning...of a Conspiracy" Mythos card work?*

A: Every investigation requirement on every Adventure card is increased by 1 until midnight.

Gates of Arkham Expansion

Q: *Can players choose the top option of the 'Setbacks or Penalties' Mythos card if it would have no effect?*

A: No.

Omens of Ice Expansion

Q: *Can players choose any of the two options prompted when resolving a new Mythos card?*

A: Players are not allowed to pick the bottom option of a new Mythos card if they cannot fulfill its effect entirely; in that case, they must choose the top option.

Omens of the Deep Expansion

Q: *Can players choose any of the two options prompted when resolving a new Mythos card even if the option picked results in no effect?*

A: Yes. Players are always allowed to choose either portion of the card to resolve, even if this means no effect is being resolved. Note that this is handled differently than Mythos cards from some previous expansions.

Omens of the Pharaoh Expansion

Q: *Can players choose any of the two options prompted when resolving a new Mythos card even if the option picked results in no effect?*

A: Yes. Players are always allowed to choose either portion of the card to resolve, even if this means no effect is being resolved. Note that this is handled differently than Mythos cards from some previous expansions.

Midnight and "At Midnight:" Effects

Q: *Does midnight occur at the start of the game?*

A: No. Although a Mythos card is drawn to start the game, it's not considered to be "midnight"; and thus "At Midnight" effects do not trigger at the start of the game.

Q: *If a monster or effect moves the clock to midnight or past midnight during a player's turn, does midnight happen immediately?*

A: No. Do not resolve midnight until after that player's turn has ended (thus, that player's entitled to fully resolve their Resolution phase and Clock phase before midnight's to be resolved).

Q: *Do "At Midnight" effects occur if no investigator is present on the Adventure card?*

A: Yes. All "At Midnight" effects in play trigger at midnight, regardless of where the investigators are located at that time.

Q: *Do "At Midnight" effects continue when battling the Ancient One?*

A: No.

Q: *If an investigator completes an adventure and an "At Midnight" effect enters play just as the clock advances to midnight, does the new "At Midnight" effect occur right away?*

A: Yes.

Monsters

Q: *Are monsters added to the bottom of Adventure cards considered the last task on the card?*

A: Yes. This means that if an Adventure card has an arrow and a monster marker is added to the bottom of the card, the monster task must be completed last (barring the use of an item that defeats the monster or an effect that allows the player to ignore the arrow).

Q: *Can monsters that are part of a 'reward' be placed on the new adventure entering play?*

A: Yes. When placing monsters, replace any missing Adventure cards first, and then place the monster markers (see **steps 9b** and **9c** of the resolution phase detailed under Turn Structure on page 3 of this FAQ).

Q: *When an Adventure is discarded, what happens to the monsters on that Adventure?*

A: They are returned to the monster cup, and the dice they were eventually locking are immediately freed.

Q: *If, during the Resolution phase, a monster on a total (or partial) monster task is defeated by a game effect, do players need to assign dice to complete the task that was underneath? What if the monster is just discarded?*

A: If a monster on a total (or partial) monster task is defeated during the Resolution phase, the monster token is turned facedown, so that any requirements that the token was covering are still covered, and players don't need to assign dice to them. However, if a monster is discarded by a game effect, the monster token is immediately returned to the monster cup, and requirements underneath the token are now free and must have be completed for an investigator to pass that adventure.

Additional Questions

Q: *What happens to trophies spent at the entrance?*

A: Spent monster markers are returned to the monster cup, and spent Adventure cards are placed on the bottom of the appropriate deck.

Core Set

Q: *When buying souvenirs at the Museum entrance, can an investigator buy one of each souvenir during the same turn, or just one in total?*

A: Each time a player visits the "Buy a Souvenir" location on the entrance, they are allowed to make one, and only one, purchase.

Q: *Can items or other abilities modify the die roll at the Lost and Found?*

A: No. The die roll at the lost and found cannot be modified by any game effect.

Unseen Forces Expansion

Q: *If the white die is secured (either on a spell or on an investigator marker due to focusing or assisting), and the player who secured it loses their Blessed card, is the white die discarded as well?*

A: Yes. If a player has secured the white die, and that player loses their Blessed card, they must remove the white die from where it was secured. If the spell securing it has no more dice secured, that spell is also discarded.

Q: *What happens if you become Blessed during an Adventure but then fail that adventure?*

A: The Blessed card is gained as soon as the investigator is blessed. However, no white die is added to the pool at that moment (the white die is added only at the beginning of the Resolution phase, the first time the dice pool is created). Then, if the adventure is failed, the Blessed card is discarded as normal.

Q: *Can you gain a blessing during the final battle after blessing have been discarded by using an item?*

A: Although no game effect prevents you from obtaining a blessing card, the white die is never added to your die pool, as the final battle is not considered to be an adventure.

Omens of Ice Expansion

Q: *What happens to storm markers on an adventure card if that adventure card is discarded by a game effect?*

A: The storm markers are returned to the pool.

Omens of the Pharaoh Expansion

Q: *Can any investigator move to an unlocked Hidden Chamber?*

A: Yes. However, they won't be able to resolve the Chamber effect of that chamber; that effect can be used only by the investigator who unlocked the chamber at the moment it was unlocked.

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