ELDRITCH HORROR

The following are frequently asked questions, errata, and clarifications for *Eldritch Horror* and its expansions.

Last updated on August 11, 2017. Content added in this update is marked in red.

Errata

- In the Reference Guide, on page 4, the third bullet point under "Conditions" should read as follows: "An investigator cannot gain a copy of a Condition that he already has. An investigator cannot choose to gain a copy of a Condition that he already has."
- In the Reference Guide, on page 10, the third bullet point under "Rumor" should read as follows: "When a ***Rumor*** Mythos card is solved, discard it, all tokens on it, and all Rumor tokens, Epic Monsters, and Eldritch tokens it placed on the board." In addition, a sub-bullet below this should read as follows: "Do not discard any other tokens placed by the ***Rumor*** Mythos card such as Clues, non-Epic Monsters, or Gates spawned by its effects. Do not discard any Conditions or tokens gained by investigators due to the ***Rumor*** Mythos card's effects."
- In the Reference Guide, on page 11, the fourth bullet point of step 1 "Determine Dice Pool" under "Tests" should read as follows: "He adds the single highest bonus that applies (for example, 'Gain +3 ').".
- In the Reference Guide, on page 12, the fourth bullet point under "Winning/Losing" should read as follows: "If a Mythos card cannot be drawn during the Mythos Phase, the Mythos Phase ends. Then, if investigators have not won the game, investigators lose the game."
- The Dynamite Asset's effect should read as follows: "**Action:** You may discard this card to cause each Monster on your space to lose 3 Health."
- The Holy Water Asset's second effect should read as follows: "**Action:** You may discard this card to choose an investigator on your space. That investigator gains a Blessed Condition."
- The Puzzle Box Asset's effect should read as follows: "When you perform a Rest action, you may attempt to open the puzzle box (–2). If you pass, you may discard this card to gain 1 Artifact."
- The Mi-go Braincase Artifact should have the ***Teamwork*** trait in addition to its other traits.
- The text effect of the Zombie Monster should read as follows: ": Spawn the Zombie Horde Epic Monster on this space. If you do, discard this Monster."
- The "Shub-Niggurath Awakens!" text on the back of the Shub-Niggurath Ancient One sheet should read as follows: "Spawn the Shub-Niggurath Epic Monster on The Heart of Africa. Then move all Ghoul, Goat Spawn, and Dark Young Monsters on the game board to that space."
- The second paragraph of the Fractured Reality Mythos card's effect should read as follows: "When there are no Eldritch tokens on this card, advance Doom by 1 for each Gate on the game board, and then solve this ***Rumor***."
- The second paragraph of the Lost Knowledge Mythos card's effect should read as follows: "When there are no Eldritch tokens on this card, each investigator discards all Clues, and then discard all Clues on the game board and solve this ***Rumor***."
- In the *Forsaken Lore* Rulesheet, a bullet point under "Lost in Time and Space" is missing and should read as follows: "If a Lost in Time and Space Condition effect would 'spawn 1 Gate' and there are no Gates in the Gate stack or discard pile, he (the investigator) chooses one Gate on the game board instead."
- From the *Forsaken Lore* expansion, the Police Ledger Asset's effect should read as follows: "When you perform a Rest action, you may attempt to decipher the ledger ( ). If you pass, you may discard this card to gain 1 Clue."
- From the *Mountains of Madness* expansion, the Exploring Hyperborea Mystery's final paragraph should read as follows: "At the end of the Mythos Phase, if there are Eldritch tokens on this card equal to half , solve this Mystery."
- From the *Mountains of Madness* expansion, Other World Encounter #34's fail effect should read as follows: "The shape pulls you underground. Lose 1 Health. You see a little bit of light and climb toward it ( ). If you pass, you climb out back on Earth; close this Gate. If you fail, the ground crushes you; gain 1 ***Injury*** Condition."



Errata cont.

- From the *Mountains of Madness* expansion, the first paragraph on the back of the "All In" Funding Condition should read as follows: "With so much money burning a hole in your pocket, you cannot resist the opportunity to double your winnings. Roll 1 die."
- From the *Mountains of Madness* expansion, the Excavating the Elder Things Adventure's second paragraph should read as follows: "When this Adventure is completed, advance the active Mystery by 1; then draw a random ***Antarctica III*** Adventure."
- From the *Mountains of Madness* expansion, the Through the Mountains Adventure's second paragraph should read as follows: "When this Adventure is completed, advance the active Mystery by 1; then draw a random ***Antarctica III*** Adventure."
- From the *Mountains of Madness* expansion, the Through the Frozen Waste Adventure's second paragraph should read as follows: "When this Adventure is completed, advance the active Mystery by 1; then draw a random ***Antarctica III*** Adventure."
- From the *Mountains of Madness* expansion, the Cold White Silence Mythos card's effect should read as follows: "When there are no Eldritch tokens on this card, each investigator that has a Hypothermia Condition loses 4 Health and becomes Delayed; then solve this ***Rumor***."



- Starting from the release of the *Strange Remnants* expansion, the formatting of a card's trait line has changed. A card's traits are now separated by spaces, not commas.
- From the *Under the Pyramids* expansion, the Haunter of the Dark Mystery card's effect should read as follows: "When this card enters play, spawn the Haunter of the Dark Epic Monster on Arkham. An investigator on Arkham chooses an encounter as if the Epic Monster is not on his space unless he has the Shining Trapezohedron Artifact."
- From the *Under the Pyramids* expansion, the Doom replacement effect on the back of the Abhoth Ancient One sheet should read as follows: "Each time Doom would advance, spawn 1 Cultist Monster on a Wilderness space instead; spawn the Monster on a space that does not contain a Cultist Monster if able. Then, if there are no Cultist Monsters on this sheet, investigators lose the game."
- From the *The Dreamlands* expansion, the Focused Training Prelude's second paragraph should read as follows: "***Talent*** Conditions in the reserve can be gained as part of the Acquire Assets action. Each ***Talent*** Condition in the reserve has value 1. As an additional cost to gain a ***Talent*** Condition, an the investigator must spend 1 Focus."
- From the *The Dreamlands* expansion, the Twin Blasphemies of the Black Goat Prelude's second paragraph should read as follows: "During step 9 of setup ('Resolve Starting Effect'), if Shub-Niggurath is the Ancient One, search the Mystery deck for the Spawn of the Black Goat Mystery instead of drawing a random Mystery."
- From the *The Dreamlands* expansion, the It Could Be Worse Mythos card's first paragraph should read as follows: "When this card enters play, the Lead Investigator loses all but 1 Sanity."
- From the *Cities In Ruin* expansion, the Exploring the Crater Mythos card's first paragraph should read as follows: "As an encounter, an investigator on Tunguska may search for samples of the meteorite that fell there (👁). If he passes, he may spend Clues equal to half 🕯 to solve this ***Rumor***."
- From the *Cities In Ruin* expansion, the Return to G'harne Mythos card's first paragraph should read as follows: "As an encounter, an investigator on The Heart of Africa may search for the symbol that once held the cthonians at bay (👁). If he passes, he may spend Clues equal to 🕯 to solve this ***Rumor***."

Frequently Asked Questions

Below are a number of frequently asked questions organized by topic. Rulings in this document take precedence over all other rulings.

Core Mechanics

Q. Can an investigator resolve a triggered effect multiple times?

A. No. A triggered effect is resolved exactly once for each time it is triggered.

For example, the "Bank Loan" effect triggers exactly once when an investigator performs the Acquire Assets action. As such, an investigator would not be able to resolve that effect more than once to add more than two successes to his test result.

Q. Can an investigator use an ability that lets him roll "additional" dice after he's already rolled for a test?

A. No. When an investigator resolves a test, he must declare any additional dice he wish to roll before rolling any dice.

Q. When does the minimum-one-die-on-tests rule apply?

A. When resolving a test, the investigator, first, calculates his dice pool. That is, he adds together his skill, Improvements, test modifier, bonuses, and additional dice. Then he rolls his dice pool. At this point, if his dice pool is zero or fewer dice, he rolls one die instead.

Q. What happens if an effect allows an investigator to reroll up to two dice but he has rolled only one die?

A. The investigator may use that effect to reroll his single die. He cannot use that effect to reroll a single die more than once.

Q. Is every roll considered a test?

A. No. An effect that tells you to roll a specific number of dice, such as the effect on a Cursed Condition, is not a test. These rolls cannot be rerolled or modified by effects that affect tests.



Q. Are effects that say "may," "or," and "unless" optional?

A. Yes. Effects using the words "may," "or," and "unless" grant the investigator a choice. If an effect says, "may," the investigator chooses to resolve that effect or not.

If an effect says, "or," the investigator chooses one of the effects separated by the "or."

If an effect says, "unless," the investigator may resolve the effect following "unless." However, if he chooses not to or is unable to resolve that effect, he must resolve the effect preceding "unless."

Q. If an investigator chooses an effect, can that effect be prevented?

A. Yes. The effect an investigator chooses can be prevented by another effect. In such a case, the investigator's choice is not negated. For example, an investigator must discard his Spell unless he loses 2 Sanity. If that investigator chooses to lose 2 Sanity, that loss of Sanity can be prevented with the Whiskey Asset or the Instill Bravery Spell.

Q. Can an investigator choose not to apply a passive bonus when resolving a test?

A. No. A passive bonus, such as "gain +3 ," must be applied when resolving a test with the indicated skill.

Some bonuses, such as "you may gain +5 during a Combat Encounter," use the word "may." As such, these bonuses are optional and do not need to be applied when resolving a test.

Investigators

Q. If an investigator uses an effect that applies to "investigators" or "an investigator," does that effect include himself?

A. Yes. Unless the effect says "other investigators" or "another investigator," it can affect any or all investigators, including the one who is using the effect.

Q. What happens if a new investigator's starting possessions are being used by another investigator?

A. When a player chooses a new investigator, he receives that investigator's starting possessions from the decks, discard piles, or reserve. If the starting possessions are not in these places, such as if another investigator or a defeated investigator has them, the new investigator does not start with those possessions.

Q. If an investigator has an ability that functions "once per round" can that ability affect setup?

A. No. Setup occurs before the first round has begun. As such, effects with a "once per round" restriction cannot be used during setup.

Q. When an investigator is defeated, can the newly chosen investigator be given the Lead Investigator token at the end of the Mythos Phase?

A. Yes. Both choosing a new investigator and passing the Lead Investigator token occur "at the end of the Mythos Phase." The Lead Investigator chooses the order to resolve effects that occur at the same time, so a new investigator can be chosen, and then the Lead Investigator token can be passed to him.

Q. If all investigators are defeated at the same time, do investigators lose the game?

A. No. At the end of the Mythos Phase, each defeated investigator will choose a new investigator to play as. However, if being defeated would cause a player to be eliminated, such as if the Ancient One has awoken, all players could be eliminated. In this case, investigators lose the game.

Q. How does Finn Edwards's active ability work?

A. When Finn Edwards uses his active ability, he chooses himself, another investigator on his space, or both himself and another investigator on his space.

If Finn chooses only himself, he moves to an adjacent space connected by a Ship or Train path.

If Finn chooses only another investigator on his space, that investigator may move to an adjacent space connected by a Ship or Train path.

If Finn chooses both himself and another investigator on his space, Finn moves to an adjacent space connected by a Ship or Train path, and the chosen investigator may choose to move to that space as well. Finn and the chosen investigator cannot move to separate spaces.

Q. What happens if Finn Edwards uses his passive ability to not discard a flipped Unique Asset when instructed?

A. After resolving the effects on the back of a Unique Asset, if the investigator was not instructed to "flip this card", the Unique Asset is shuffled into the Unique Asset deck.

This occurs most frequently when Finn Edwards uses his passive ability to choose not to discard a Unique Asset, but it could occur in other ways. Regardless of how it occurs, the Unique Asset is shuffled into the Unique Asset deck.

Q. How does Ursula Downs's passive ability work?

A. Once per round, Ursula may choose to spend one fewer Focus when paying for an effect, including spending a Focus to reroll a die when resolving a test. This can reduce the cost of an effect to zero Focus.

Q. Does Wilson Richards's passive ability allow him to reroll a single die twice?

A. No. If Wilson or another investigator on Wilson's space spends a Focus to reroll a die and his dice pool is only one die, that investigator cannot use Wilson's passive ability.

Q. How does Charlie Kane's action ability work?

A. Charlie Kane's action ability may allow another investigator to perform one additional action whether that investigator has already performed actions during the round or not. However, he cannot affect a Delayed investigator.

Q. While the Supplying the North Mystery is in play, can Charlie Kane purchase a Provisions Unique Asset for another investigator?

A. No. The effect that allows an investigator to gain a Provisions Unique Asset triggers when the investigator perform the Acquire Assets action, but it is not a part of that action. As such, Charlie Kane is not able to purchase a Provisions Unique Asset and allow another investigator to gain that possession.

Likewise, Charlie Kane cannot spend two successes during an Acquire Assets action to move another investigator to Miskatonic Outpost.

Q. Can "Skids" O'toole reroll a 1 if that die has already been rerolled?

A. Yes. When resolving a test, "Skids" O'toole can reroll any die with a result of 1. There is no limit to the number of dice he can reroll or the number of times a die can be rerolled.

Q. How does Hank Samson's passive ability work?

A. When Hank Samson encounters a Monster, if that Monster has both a test and a test, he resolves the test first. Then he resolves the test only if he lost one or more Health from the test.

If the Monster has a or other test in place of the test, Hank resolves that test first, and then he resolves the test only if he lost one or more Health.

If the Monster has an or other test in place of the test, Hank's passive ability has no effect on the encounter.

Q. If Hank Samson defeats a Monster and loses Health from the same test, does he resolve the test?

A. No. When a Monster is defeated during a Combat Encounter, that encounter immediately ends. Hank Samson will not resolve the test. (Note: This ruling takes precedence over any other ruling it contradicts.)



Q. How does Harvey Walters's action ability work?

A. As an action, Harvey Walters chooses another investigator on his space. That investigator improves one skill of his choice if Harvey's value for that skill is equal to or higher than his own. This comparison is made using the skill's modified value, including Improvement tokens and Impairment tokens. Bonuses to skills, such as from Assets, do not affect a skill's modified value.

Q. Is the additional Clue gained with Mandy Thompson's passive ability gained from the Research Encounter?

A. No. After resolving a Research Encounter, Mandy's passive ability could allow her to gain an additional Clue. However, this Clue is gained from her passive ability, not the Research Encounter.

Q. Can Minh Thi Phan use her action ability to gain a travel ticket even if her space is not connected to another space by the appropriate path?

A. Yes. Minh's action ability allows her to gain a travel ticket of her choice, even if she could not gain that type of travel ticket using the Prepare action. Furthermore, Minh can use her action ability even if she is not on a City space.

Q. How does Rex Murphy's passive ability work?

A. If at any time, Rex Murphy does not have a Cursed Condition, he immediately gains one Clue and improves one skill of his choice and then gains a Cursed Condition.

Q. How does Sister Mary's passive ability work?

A. Sister Mary and each other investigator on her space adds 1 to the result of each die rolled as part of an effect printed on a Condition card that has the ***Bane*** or ***Boon*** trait. This modification applies whether the die is rolled as part of a test or not.

Q. Can Jenny Barnes use her action ability to allow herself or another investigator to perform the Acquire Assets action if that investigator is not on a City space or on a space containing a Monster?

A. No. An investigator can perform the Acquire Assets action only if he is on a City space and only if there are no Monsters on his space.

Q. Can Michael McGlen use his action ability if he already has a Wanted Condition?

A. Yes. Michael McGlen can use his action ability if he has a Wanted Condition. If he does, he resolves all effects of the ability except that he will not gain another Wanted Condition.

Q. Does Michael McGlen's passive ability allow him to reroll the die rolled as part of a Dark Pact's reckoning effect?

A. Yes. Michael McGlen's passive ability allows him to reroll any single die that is rolled as part of a ***Deal*** or ***Pursuit*** Condition's effect even if the die is not rolled as part of a test. This includes the one die rolled when resolving the ☠ effect of a Dark Pact Condition or a Promise of Power Condition.

Q. Can Wendy Adams's passive ability stop her from gaining a Condition she chooses to gain?

A. Yes. If an effect allows Wendy Adams to gain a Condition as part of a cost, such as "you may gain 1 ***Madness*** Condition" or "unless you gain a Blight Condition," she may use her passive ability to not gain that Condition instead. If she does, the cost of gaining the Condition has still been paid.

Q. Can Amanda Sharpe's action ability improve the same skill multiple times?

A. Yes. If Amanda's action ability is used to discard multiple Talent Conditions, she may improve the same skill more than once. However, she cannot improve a skill to more than two above its printed value.

Q. What happens if Kate Winthrop is on a space containing a Dream Portal and a Gate would spawn on that space?

A. Both the Dream Portal effect and Kate Winthrop's passive ability will attempt to replace the Gate spawn. The active investigator decides which effect takes priority. As such, he could have Kate's passive ability cause the Gate to be discarded instead of spawning.

Q. What counts as "encountering a Gate" when using Luke Robinson's passive ability?

A. Luke can resolve his passive ability to ignore Monsters on his space when choosing an encounter. However, he must choose to encounter a Gate.

The most common way to encounter a Gate is to draw and resolve an Other World Encounter card. However, resolving any encounter that requires Luke to occupy a space containing a Gate is encountering a Gate. For example, the Caught in the Web Mystery grants a different option for encountering a Gate.



Q. What is Luke Robinson's starting space if there are multiple Gates on the game board or if there are no Gates on the game board?

A. Luke's Investigator token is not placed during step 3 of setup as usual. After resolving setup, Luke chooses a space that contains a Gate and places his Investigator token on that space. If there are no Gates on the game board, he places his Investigator token on a space of his choice instead.

Ancient Ones & Mysteries

Q. Do effects that "advance the active Mystery" or "solve the active Mystery" affect the Final Mystery?

A. No. The Final Mystery is not a Mystery card nor is it considered the active Mystery. As such, effects that advance or solve the active Mystery do not affect the Final Mystery.

Q. If the third Mystery would be solved at the end of the Mythos Phase, but investigators lose the game during the Mythos Phase, is this the investigators winning and losing at the same time?

A. No. If investigators lose the game while resolving a Mythos card, the Mythos Phase has not yet ended, and the third Mystery is not yet solved.

An example of investigators winning the game and losing the game at the same time would be if the only remaining investigator is resolving a Combat Encounter against the Cthulhu Epic Monster, and his test result causes both the Cthulhu Epic Monster and the investigator to be defeated at the same time.

Q. Against Azathoth, what does the Eldritch token on the Omen track do?

A. When the Omen advances to the green space, Doom advances by one for each Eldritch token on that space. Note that Eldritch tokens placed on the green space of the Omen track do not replace that space of the track. This advancement of Doom is in addition to the advancement for each Gate on the game board with the green Omen icon.



Q. Against Yig, what happens when an investigator is defeated and Yig has awoken?

A. Unlike other Ancient Ones, when an investigator is defeated, that player is not eliminated. The player will selected a new investigator as if the Ancient One has not awoken.

Q. When playing against Syzygy, do investigators need to solve two Mysteries to win the game?

A. No. When the Syzygy Ancient One sheet is flipped, one Clue will be placed on the Ancient One sheet for each solved Mystery. However, the Sealing the Portal Special Encounters will also place Clues on the Ancient One sheet.

Solving the Mysteries is not required to attempt the Special Encounters or win the game. However, solving Mysteries greatly reduces the difficulty of the Final Mystery.

Q. If an investigator defeats a Cultist Monster as part of a Spawn of Abhoth Special Encounter during the Encounter Phase, can he resolve another encounter?

A. Yes. If an investigator defeats every Monster on his space during the Encounter Phase, he may resolve an additional encounter of his choice.

Q. When resolving a Spawn of Abhoth Special Encounter, can an investigator benefit from a bonus that applies during a Combat Encounter?

A. No. A Spawn of Abhoth Special Encounter is not a Combat Encounter. As such, bonuses that state "during a Combat Encounter" do not apply to tests resolved during the Special Encounter. (Note: This is in contradiction to an entry in the Frequently Asked Questions section of some printings of the *Under the Pyramids* expansion rulebook. This ruling takes precedence over other rulings.)

Q. When resolving Nephren-Ka's reckoning effect, if an investigator is already on The Bent Pyramid, does he lose Sanity?

A. Yes. The effect on the Nephren-Ka Ancient One sheet first allows each investigator to move one space toward The Bent Pyramid. Then each investigator that did not move loses 1 Sanity. Because an investigator on The Bent Pyramid cannot move closer to the space he occupies, he cannot move and will lose 1 Sanity.

Q. Does the Spawn of Hastur Epic Monster's ability prevent it from losing two or more Health during a Combat Encounter?

A. Yes. If any effect, including the effects of a Combat Encounter, would cause the Spawn of Hastur Epic Monster to lose two or more Health, it loses one Health instead.

Possessions & Conditions

Q. Can an investigator choose to discard a possession he does not want?

A. No. An investigator cannot simply discard possessions he does not want. However, he can trade those possession to another investigator or discard them if an effect causes him to.

Q. How does the Blunderbuss Asset's effect work?

A. Similar to the Double-barreled Shotgun, an investigator with the Blunderbuss gets two successes for each 6 he rolls when resolving a test during a Combat Encounter. However, for each 1 he rolls during that test he negates one success. This means that when calculating his total successes, he subtracts one from the test result for each 1 he rolled to a minimum of zero successes.

Q. Can the Grotesque Statue Artifact prevent other investigators from losing Sanity?

A. No. The Grotesque Statue Artifact's second effect allows the investigator to spend one Clue to prevent himself from losing Sanity from a single effect. It does not allow him to prevent any other investigator from losing Sanity.

Q. Can the Agency Quarantine Asset or the Shrivelling Spell cause an Epic Monster to lose Health?

A. Yes. Effects that cause Monsters to lose Health, such as the Agency Quarantine Asset or the Shriveling Spell, can cause Epic Monsters to lose Health.

Q. Can an investigator have multiple copies of the same Unique Asset?

A. Yes. There is no limit to the number of Unique Assets an investigator can have.

Q. Can an investigator gain a random Unique Asset when told to gain a random Asset?

A. No. If an effect says, "gain 1 random Asset from the deck," the investigator gains the Asset from the Asset deck, not the Unique Asset deck. An investigator gains a Unique Asset only if the effect specifically calls for a Unique Asset.

Q. Can the effects on the front of a double-sided card be used while the card is facedown?

A. No. Only the currently showing face of a double-sided card is relevant. While a double-sided card is facedown, the effects of its front face are ignored and cannot be used.

Q. Can investigators trade Task Assets?

A. Yes. ***Task*** Assets, like other Assets, may be traded using the Trade action. If a ***Task*** Asset has one or more tokens on it, those tokens remain on the card when traded.

Q. What happens if an investigator gains a Courier Run Unique Asset and there are no Clues in the Clue pool that correspond to City spaces?

A. The investigator should discard the Clue on the nearest City space containing a Clue, placing that Clue faceup on his Courier Run Unique Asset.

Q. Does an effect that gives a bonus to when resolving Spell effects apply to the test on the front of the Spell card?

A. Yes. All text on the Spell card, both front and back, is that Spell's effect. As such, when resolving the test on the front of the Spell, the investigator adds one bonus to his .

Q. If an investigator fails to cast the Wither Spell, can he still use a different Spell or Asset to gain a bonus to his test during a Combat Encounter?

A. Yes. Choosing to resolve the Wither Spell does not prohibit the investigator from using other effects to modify his test.

Q. Can an investigator cast the Mists of Releh Spell if there are no Monsters on his space?

A. Yes. The Mists of Releh Spell does not require an investigator to be on a space containing a Monster. However, that investigator will still suffer any consequences of resolving the Spell's effects.

Q. Can an investigator use the Mists of Releh Spell to encounter some of the Monsters on his space but not all of them?

A. No. If an investigator passes the test of the Mists of Releh Spell, he chooses an encounter as if there are no Monsters on his space or encounters all Monsters on his space as normal.

Q. Can the Clairvoyance Spell allows an investigator to ignore Monsters on his space?

A. No. The Clairvoyance Spell's effect allows an investigator to choose to encounter a Clue on another space. The investigator is considered to be on that space for all effects during that encounter.

Q. While casting a Blessing of Isis or Plumb the Void Spell, when is the investigator chosen?

A. When resolving the effects of a Blessing of Isis Spell or a Plumb the Void Spell, you choose an investigator before resolving the test. This choice is made regardless of the success or failure of the test.

Q. Can an investigator benefit from both the Storm of Spirits Spell and a Weapon Asset?

A. No. The Storm of Spirits Spell allows an investigator to resolve a test in place of the test during a Combat Encounter. If he does, bonuses to his do not apply to the test. However, bonuses to the investigator's apply to the test.

Q. If an investigator gains a Condition during a Rest action, can he resolve a "when you perform a Rest action" effect of that Condition?

A. No. All effects that trigger "when you perform a Rest action" trigger at the same time as the investigator performs that action. Any Conditions he gains thereafter will not trigger until the next time he performs a Rest action.

Q. Can an investigator with a Lost in Time and Space Condition be moved by another investigator using the Plumb the Void Spell?

A. No. If an effect states that an investigator cannot move, such as a Lost in Time and Space Condition or a Detained Condition, that investigator cannot move on his own nor can he be moved by any effect.

Q. When can an investigator discard a Debt Condition with a Funding Condition?

A. If an investigator would gain a Debt Condition and he already has a Funding Condition, he may discard the Funding Condition instead of gaining the Debt Condition.

If an investigator has both a Debt Condition and a Funding Condition, he may discard both cards at any time so long as the effect of neither Condition is currently being resolved.

For instance, a Mythos card instructs investigators to resolve ☙ effects; an investigator may choose to discard both Conditions before resolving the ☙ effect of either Condition, but he cannot begin resolving his Debt Condition, decide he doesn't like what he sees, and then discard both Conditions before finishing the effect.

Q. Does an investigator recover additional Health and Sanity from effects, such as the Healing Words Spell or Provisions Unique Asset, if he has a Condition that restricts him from recovering Health or Sanity during a Rest action?

A. No. An investigator with a Condition that restricts him from recovering Health or Sanity, such as Poisoned or Hypothermia, cannot recover Health or Sanity from a Rest action including additional Health and Sanity from other effects during a Rest action.

However, effects that cause an investigator to recover Health or Sanity without performing a Rest action, such as the Private Care Asset, affect that investigator as normal.

Q. When an investigator moves to another space using the Kopesh of the Abyss Artifact's effect, does that investigator encounter the Monsters on his new space?

A. No. The investigator will encounter each Monster on his space. Then, if he defeats all Monsters on his space, he may move to the nearest space containing a Monster. He will not encounter the Monsters on his new space nor will he resolve an additional encounter. If he remains on that space until the next Encounter Phase, he will then encounter each Monster on that space as normal.

Q. Can the Crystal of the Elder Things Artifact negate Health loss that cannot be prevented?

A. Yes. An investigator with the Crystal of the Elder Things Artifact cannot lose Health or Sanity from Mythos card text effects even if that Health or Sanity loss cannot be prevented. The Crystal does not create a prevention effect that "prevents" the loss of Health or Sanity if it would occur. Instead, it prohibits Mythos card text effects from causing the investigator to lose Health or Sanity.

Q. If an investigator with a Know Thy Enemy Unique Asset gains more than one Clue during a Research Encounter, can he place multiple Eldritch tokens on his task?

A. Yes. An investigator places one Eldritch token on a Know Thy Enemy Unique Asset for each Clue he gains as part of a Research Encounter.

However, Clues gained from other effects, such as Mandy Thompson's passive ability, are not gained as part of the Research Encounter and do not allow the investigator to place an Eldritch token on the Know Thy Enemy Unique Asset.

Q. What happens if an investigator gains a Treasure Map Unique Asset and there are no Clues in the Clue pool?

A. The investigator should discard the Clue on the nearest space containing a Clue, placing that Clue faceup on his Treasure Map Unique Asset.

Actions & Delayed

Q. Can an investigator's "additional" action be used to perform an action he has already performed in that round?

A. No. An investigator may perform an action only once each round, even if he is able to perform an additional action, such as from the Ruby of R'lyeh Artifact or Charlie Kane's action ability.

Q. Can an investigator be Delayed more than once?

A. No. Becoming Delayed while already Delayed has no effect. An investigator cannot choose to become Delayed to pay for an effect if he is already Delayed.

Q. What happens if an investigator becomes Delayed during his action?

A. If an investigator becomes Delayed during the Action Phase, he immediately ends his current action, loses any remaining actions, and ends his turn instead. If the investigator has no actions remaining to lose, he will not become Delayed, and he will be able to perform actions in the next round.

Q. If the Lead Investigator or investigators as a group choose an investigator to become Delayed, can that investigator negate that effect with the Pocket Watch Asset?

A. Yes. The Pocket Watch Asset or Mark Harrigan's passive ability prevents the investigator from becoming Delayed unless he chooses to become Delayed to pay for an effect. In this case, there is a choice involved, but that choice does not pay for an effect. This remains true regardless of that investigator's role in the decision making process and even if the Lead Investigator is Mark Harrigan or the investigator with the Pocket Watch Asset and he chooses himself.

Q. Can an investigator resolve effects with a "during the Action Phase" restriction if she is Delayed?

A. No. Effects that state "during the Action Phase" can be resolved before or after performing an action. An investigator who begins the Action Phase Delayed, rights her Investigator token but does not perform any actions. As such, she does not have an opportunity to resolve effects that state "during the Action Phase."

Q. Does the Trade action cause an investigator to "gain" the possessions given to her?

A. No. As part of the Trade action, both investigators may give any number of their possessions to one another. However, none of the exchanged possessions were gained as part of the action.

Q. Can an investigator use a component action multiple times if he has access to multiple copies of the same component?

A. Yes. An investigator may use each component action he has access to up to once per round.

For example, an investigator could perform the component local action of a Detained Condition of another investigator on his space as his first action; then perform the same component local action of a third investigator's Detained Condition as his second action.

Similarly, if an investigator has two copies of the Dog Sled Unique Asset, he could use the component action of both of those Unique Assets during the same round.

Encounters & Combat

Q. Can an investigator resolve an "as an encounter" effect if there is a Monster on his space?

A. No. Effects that say "as an encounter" are treated just like any other encounter option available. The investigator must encounter all Monsters on his space. Then, if there are no Monsters on his space, he may resolve that effect as his additional encounter.

If an effect says "instead of resolving an encounter," such as the Detained Condition, this can be resolved even on a space containing a Monster.

Q. Why do some Research Encounter not give the investigator the Clue?

A. Some Research Encounters do not allow the investigator to "gain this Clue." However, these encounters often feature other beneficial effects for the investigator, such as gaining an Artifact or retreating Doom.

Q. Can an investigator use multiple weapons during combat?

A. An investigator can apply only a single bonus to a test. However, he may use any other effects from his other possessions. For example, if an investigator has a Bull Whip Asset and a .45 Automatic Asset, he may apply the +3 bonus from the .45 to his 💪 instead of the +1 bonus from the whip, and he may reroll one die by using the whip's other effect.

Q. What effects are negated by Physical Resistance and Magical Resistance?

A. When resolving a Combat Encounter against a Monster with Physical Resistance or Magical Resistance, an investigator cannot apply bonuses to his dice pool as described in the *Mountains of Madness* rulesheet.

Bonuses are effects on cards or other components that grant extra dice when testing a skill. Bonuses are always written with the following format: "Gain +X Skill" where X is the number of dice and Skill is the affected skill. For example, the .38 Revolver Asset says, "Gain +2 💪 …"

Any other effects that allow rerolls (such as the Lucky Rabbit's Foot Asset), dice manipulation (such as the Lucky Cigarette Case Asset), or "additional dice" (such as Jim Culver's and Agnes Baker's passive abilities) still apply.

Q. Does Physical Resistance or Magical Resistance restrict an investigator from using the Storm of Spirits Spell, Shriveling Spell, or Banishment Spell?

A. No. The Storm of Spirits Spell allows an investigator to test 📖 in place of 💪 during Combat Encounters. This is not a bonus, and as such, it is unaffected by Magical Resistance or Physical Resistance. Similarly, the Shriveling Spell and Banishment Spell do not apply a bonus during a Combat Encounter, so they are unaffected by Magical Resistance or Physical Resistance.



Mythos, Gates & Monsters

Q. If a Mythos card's effect causes another Mythos card to be resolved, should that Mythos card's icons be resolved as well?

A. Yes. When resolving a Mythos card, all elements of the card must be resolved if possible. If a Mythos card's effect is to resolve an additional Mythos card, all elements of that additional card must also be resolved.

Q. Is closing a Gate and discarding it the same thing?

A. No. Although closing a Gate does cause it to be discarded, discarding a Gate is not considered closing it. For example, if an effect would discard a Gate while the Mysterious Lights Mythos card is in play, that effect is still resolved, discarding the Gate, even though "Gates cannot be closed."

Q. When is a Monster's spawn effect resolved?

A. When a Monster is spawned, it's "When this Monster is spawned" effect is resolved immediately as part of the effect that spawned it.

Q. If a Monster's or Epic Monster's toughness is reduced to zero, is that Monster defeated?

A. Yes. A Monster or Epic Monster is defeated if it has lost Health equal to or greater than its toughness. If a Monster's toughness is reduced to zero, it is defeated. Even if it has not lost any Health, zero lost Health is equal to zero toughness.

Q. What happens if an effect would cause the Omen to advance to the red space while it is already on that space?

A. "Advance the Omen to the red space of the Omen track" means to advance the Omen until it is on the red space. If the Omen starts on the red space, it will advance four times in total and return to the red space of the Omen track.

If Syzygy is the Ancient One, this will trigger its "When the Omen advances to the red space of the Omen track" effect.

Q. What happens to Gates in the Gate stack after they are revealed?

A. Revealed Gates remain where they are in the Gate stack unless the effect that causes the Gates to be revealed states otherwise. The Gate stack is not randomized nor are the Gates discarded or otherwise moved in the Gate stack.

After a Gate in the Gate stack has been revealed, it remains revealed until it is removed from the Gate stack or the Gate stack is randomized.

Preludes

Q. If Doom starts on a space containing an Eldritch token placed by the "Apocalypse Nigh" Prelude, do you resolve a Disaster?

A. No. The Prelude states that a Disaster is resolved only when Doom advances to a space containing an Eldritch token. Doom must advance for the effect to trigger.

Spaces & Paths

Q. What space type are spaces on the Antarctica side board?

A. The spaces on the Antarctica side board do not have a space type. When an investigator encounters a Clue on the Antarctica side board, he draws and resolves an Antarctica Research Encounter.

Q. Are two spaces connected by a Local path adjacent?

A. Yes. Two spaces connected by a Local path are adjacent.

Q. Do paths leading off the side of the game board connect to the opposite side of the game board?

A. Yes. Paths that lead off the side of the game board connect to the corresponding paths on the opposite side of the game board. For example, Tokyo and space 2 are adjacent, connected by a Ship path.

Q. Can there be multiple Clue on a space?

A. Yes. Some effects move Clues to other spaces or spawn Clues on specific spaces. There is no limit to the number of Clues that can be on a space. However, each Clue is encountered separately.

Q. Can an investigator interrupt part of his action to move along a Local path?

A. Yes. Once per round, during the Action Phase, an investigator may move along any number of interconnected Local paths. This movement can be resolved before, after, or during any action the investigator performs.

Q. Are devastated cities still "named city spaces"?

A. Devastated spaces are no longer City spaces; they have no space type. However, a devastated space does retain its name. An effect that refers to a "named City space" means a space that is both a City space and a named space. As such, a devastated space is not a named City space because it is no longer a City space.

Variant Reference Cards

With the introduction of new mechanics in *Eldritch Horror* expansions, some player groups may wish for a more difficult or more relaxed experience with certain player counts. The variant Reference cards shown below can be used to increase or decrease the game's difficulty.

For 1 or 5 Players

Players who desire a less punishing experience for 1 or 5 players can use the following Reference cards instead of those from the base game.





For 4, 7, or 8 Players

Players who desire a more challenging experience for 4, 7, or 8 players can use the following Reference cards instead of those from the base game.





