## Monsters

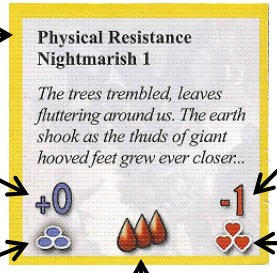



Border Color
Black: moves 1 space
Red: moves 2 spaces
Yellow: doesn't move
Green: Check combat side for details
Blue: Flies to nearest player in the Street area or the Sky
*Note:* monsters stop moving once they encounter a player

Awareness
Reduces your **Sneak** by this number when attempting to evade

Dimension Symbol
Determines when monster moves; When a gate closes, monsters matching the gate's symbol are removed

Combat Abilities
Ambush: You may not flee once combat starts
Endless: Goes back into the cup when defeated
Resistances: Player's bonus of the matching type only has ½ the effect (round up)
Nightmarish X: If you pass the horror check, you still lose this many Sanity
Overwhelming X: If you defeat the monster, you still lose this many Stamina




Horror Rating
Reduces you **Will** in Horror Check (Monster Encounter Step 2)

Horror Damage
How many Sanity you lose if you fail the Horror Check (Monster Encounter Step 2)

Toughness
How many times you must succeed (roll 5 or 6) when fighting a monster (Monster Encounter Step 3b)

Combat Rating
Reduces your **Fight** (Monster Encounter Step 3b)

Combat Damage
How many Stamina you lose if you don't defeat the monster (Monster Encounter Step 4)

## Phases of Play

1. **Upkeep**: refresh exhausted cards, perform upkeep actions, adjust skills
2. **Movement**
   a. Move players in Arkham according to their **Speed**, evade monsters (or stop at a monster you did not evade), pick up clues you end on
   b. Other World movement
   c. Stand up delayed investigators
3. **Arkham Encounters**
   a. No gate: player has an encounter, draw from location deck and perform action corresponding to your location
   b. Gate: player is drawn through the gate to the Other World
4. **Other World Encounters**: draw from Gate deck until a card matches an encounter symbol for that gate, perform the action
   *Note:* Monsters that appear in Phase 3 or 4 are removed from the board when the encounter is resolved, player keeps defeated monsters
5. **Draw a Mythos card**
   a. Open gate and spawn monster: If the area shown has an open gate, monsters appear at all open gates; if there was no gate, add a gate, discard the clue token, add a monster, add doom token
   b. Place a clue token
   c. Move monsters: Using Dimension Symbols in the card's lower right, move monsters according to arrow color
   d. Activate Mythos ability
      i. Headline: resolve headline, discard card
      ii. Environment: replaces any existing Environment
      iii. Rumor: discard if another Rumor exists, remains in effect until pass or fail conditions are met
      iv. Other: Place or remove markers according to card, when card leaves play, remove corresponding markers

## When Encountering a Monster

1. **Choose to either Evade** (**Sneak** minus monster's awareness) **or Fight** (go to Step 2)
2. **If you choose to fight, do a Horror Check:** Roll the number of dice corresponding to your **Will**, minus the monster's Horror Rating; if you lose, take damage corresponding to Horror Damage; done only once per combat
3. **Choose to Evade or Fight** (repeat until you defeat the monster or go insane/ unconscious)
   a. Evade the monster: continue to Step 4 if you fail
   b. Fight/ Combat: Must succeed the number of times shown by the monster's Toughness
      i. First, select weapons and cast spells using **Lore**
      *Note:* You may only use up to 2 hands worth of weapons and spells at one time
      ii. Roll the number of dice corresponding to your **Fight** plus spell and weapon modifiers minus the monster's Combat Rating
4. **Monster Damage**: If you failed to evade or defeat a monster, remove the number of Stamina corresponding to the monster's Combat Damage, and return to Step 3 unless you have gone insane or are unconscious (lose ½ of items. ½ of clue tokens, all retainers)

## Investigator Card Skills

1. **Speed**: # of spaces you move during the Arkham movement phase, assuming you evade monsters along the way and don't engage in combat
2. **Sneak**: # of dice you roll when trying to Evade a monster, subtract monster's Awareness number
3. **Fight**: # of dice you roll when in combat with a monster, subtract monster's Combat Rating
4. **Will**: # of dice you roll in a Horror Check, subtract monster's Horror Rating
5. **Lore**: # of dice you roll when casting a Spell, subtract modifiers on the spell card
6. **Luck:** # of dice you roll if an encounter uses Luck

*Note:* Gates can be sealed using either **Fight** or **Lore**



**Clue token**: Adds dice to any roll, can be used after the roll



**Doom token**: Placed on Ancient One card, removed by sealing gates with Elder cards



**Elder token**: Placed on gates after they are sealed



**Explored marker**: Denotes Other World was explored



**Closed marker**: Neither players nor monsters can enter closed areas

## Special Board Actions

| Color | Neighborhood | Location | Instead of an encounter you may |
|---|---|---|---|
| Orange | Northside | Curiosittie Shoppe | Draw 3 Unique Items & purchase 1 |
| White | Downtown | Bank of Arkham | Take out a bank loan if you don't already have one |
| White | Downtown | Arkham Asylum | Regain 1 Sanity for free or pay $2 to restore max Sanity |
| Black | Easttown | Police Station | Become Deputy of Arkham for either: 10 monster toughness, 2 gates, or 5 monster toughness + 1 gate |
| Purple | Rivertown | General Store | Draw 3 Common Items & purchase 1 |
| Blue | French Hill | Silver Twlight Lodge | If you have a Silver Twlight Membership, use the Inner Sanctum entry during an encounter here |
| Brown | Southside | Ma's Boarding House | Select an Ally for either: 10 monster toughness, 2 gates, or 5 monster toughness + 1 gate |
| Brown | Southside | South Church | Bless any investigator for either: 5 monster toughness or 1 gate |
| Red | Uptown | Ye Olde Magick Shoppe | Pay $5 to draw 2 Spells & keep 1 |
| Red | Uptown | St. Mary's Hospital | Regain 1 Stamina for free or pay $2 to restore max Stamina |
| Yellow | Miskatonic University | Administration | Pay $8 to draw 2 skills & keep 1 |
| Yellow | Miskatonic University | Science Building | Gain 2 clue tokens for either: 5 monster toughness or 1 gate |
| Green | Merchant District | River Docks | Gain $5 for either: 5 monster toughness or 1 gate |

## How to Win

1. **Close all gates**: When the last gate is closed, players must have at least as many gate trophies as there are players
2. **Seal 6 gates**
3. **Defeat the Ancient One**

## What causes the Ancient One to awaken

1. Doom track fills up
2. Too many open gates (1 or 2 players = 8 gates open, 3 or 4 p = 7 gates, 5 or 6 p = 6 gates, 7 or 8p = 5 gates)
3. Gate opens and there are no unused gate markers
4. Monster appears but there are no monsters to draw from
5. Terror Level 10 and there are twice as many monsters on the board than allowed

## Closing & Sealing Gates

1. **Explore the Other World:** when you return to Arkham, place an Explored Marker under player
2. **Close a Gate:** gate can be reopened
   a. During the Arkham Encounters phase, determine if you will use **Fight** or **Lore** (may not use weapons or spells), subtract the gate's modifier; if successful take the Gate Marker and remove monsters with matching Dimension Symbols, if unsuccessful you may try again next turn
3. **Seal a Gate:** gate can not reopen and no monsters can appear here after being sealed, must be done immediately after closing
   1. Spend 5 Clue tokens, take a Doom token from the unused pile, place it on the gate (Elder sign up)
   2. Use the Elder Sign Unique Item, player does not need to close the gate first but automatically loses 1 sanity and 1 stamina, take a Doom token from the Ancient One's doom track and place it on the gate (Elder Sign up), discard Elder sign to the box

## Miscellaneous

1. **Monster limit:** # of players + 3 (applies only to monsters moving around the city or in the Sky, not those in the Outskirts or drawn and removed)
   a. If drawing a monster would bring the # of monsters above the limit, place the monster in the Outskirts (monsters in the Outskirts limit = 8 - # of players)
   b. When # of monsters in the Outskirts exceeds the limit, return all monsters in the Outskirts to the cup and increase the Terror Level by 1
2. **Terror Track:** remove 1 Ally from the draw pile every time the Terror Level increases
   a. Shops close: Terror Level 3 = General Store closes, 6 = Curiositie Shoppe, 9 = Magick Shoppe
   b. Terror Level 10: monster limit is removed
3. **Insane:** lose items, go to Arkham Asylum, restore 1 sanity, begin as normal next round
4. **Unconscious:** lose items, go to St. Mary's Hospital, restore 1 stamina, begin as normal next round
5. **Insane/ Unconscious in Other World:** go to Lost In Time & Space, restore to 1 sanity/stamina, you are delayed, move to your desired location in Arkham once you can move
6. **Devoured:** Lose all items (except trophies), draw a new investigator, start as usual next round
   a. Devoured if either both sanity & stamina are reduced to 0 or
   b. Maximum sanity or stamina is reduced to 0

## Fighting the Ancient One

1. **Investigators refresh:** refresh cards, use character abilities, adjust skills, trade items
2. **Investigators attack**
   a. Beginning with the 1st player, each player makes a Combat check (Monster Encounter Step 3b)
   b. Add total number of successes from each player
   c. When successes = Ancient One's combat rating, remove 1 Doom token
   d. When all Doom tokens are removed, the players win
3. **Ancient One attacks**
   a. Ancient One attacks each player one at a time
   b. If player's sanity or stamina are reduced to 0, you are devoured and eliminated from the game
   c. If all players are devoured, the Ancient One wins