

HAUNT OF THE WATCHERS

RULES

REVISION 1.0



Doom is stamped on the name of this city like lines on the hands of a killer. Doom that crawls from sewers and stalks alleyways. Doom that lurks in rank bowers, calling to passers-by with the voice of a child. Doom that watches the stars without blinking, waiting for a time that is almost... now.

INTRODUCTION

Haunt of the Watchers is a free 'remix' of the *Fantasy Flight* board game *Arkham Horror*. Though it makes use of the *Arkham Horror* components, *Haunt* is in no way affiliated with or authorized by the makers of that game. It was developed for fun, and is offered in that spirit to other *Arkham Horror* players.

Haunt can be played by one to five players, with most games lasting three to five hours. The *Arkham Horror* components are required to play *Haunt*, and some familiarity with the original rules is assumed. The various *Arkham Horror* expansions are *not* supported.

Haunt was assembled by *Jeremy Neal Kelly*. The latest revision is available at:

<http://www.anthemion.org/haunt.html>

Differences And Similarities

Haunt differs from *Arkham Horror* in a number of ways:

- ◆ The game is not divided into fixed 'turns', but into a series of units called 'days'. Each day starts with an Upkeep phase; after that, its structure is determined by the investigators, who act in any order and as little or as often as they like; so long as the necessary resources are allocated.
- ◆ Skills are managed differently. Instead of selecting a *set* of bonuses and using these throughout the day, specific bonus pairs are allocated *as needed* and used for only part of the day. Allocated bonuses

are covered with markers, leaving them unavailable for reuse. Five markers are removed each day.

- ◆ Monsters do not wander randomly; some hunt the investigators, while others collect clues which they use to open gates, summon more monsters, or speed the return of the Ancient One.
- ◆ Spells and evasion are more useful. *Blessings* and *Curses* are less powerful.
- ◆ For most investigators, Other Worlds are harder to escape.
- ◆ Gates can be shut only at certain times, and shutting a particular gate often requires a trophy from the corresponding Other World.
- ◆ Ancient One encounters are shorter and less difficult, and may occur several times in a single game. Most games feature at least one such encounter.
- ◆ Investigators who lose their last Sanity or Stamina points are removed from play. Players who lose an investigator may start another the next day.
- ◆ The game requires more planning and is generally more difficult.

Haunt leaves other parts of *Arkham Horror* unchanged:

- ◆ Most *Arkham Horror* components are used. Because *Haunt* does not follow the rules printed on the *Blessing*, *Curse*, *Bank Loan*, or *Retainer* cards, it is preferable to replace these with markers. It is helpful also to obtain sixty small markers for use as Doom tokens, Terror tokens, and skill bonus markers. Otherwise, no new components are needed.
- ◆ Though skill bonuses are allocated differently, the skill-check mechanism is the same.



To open the portal, you must press the idol to your forehead while kneeling before the Sign of Eights. But can you do it, I wonder? You paled when I took the thing from my waistcoat, and you accepted it like a condemned man takes the noose. Now you stare as if confronted with your own skeleton.

Be still, man! Why do you start so?

Ah, you thought that fellow meant you harm, didn't you? You saw him turn the corner and you believed he was here for you! But I know him; he tallies change at the bank down this street. He does not know or care about you.

I can offer you no peace in this world or the next. Oblivion haunts you like a shadow; every door is locked behind you, every step leads down. But you have the idol, and the Green Cord, and the keys. Use them now, with whatever courage is left to you, or be swallowed forever by the depths.

SETUP

Some *Arkham Horror* components are used differently in *Haunt*; others are not used at all.

Common Items

Remove the following from the Common Item deck:

- ◆ One of each weapon;
- ◆ All *Knives*.

Unique Items

Remove the following from the Unique Item deck:

- ◆ One *Enchanted Blade*;
- ◆ One *Enchanted Knife*;

- ◆ One *Elder Sign*;
- ◆ *Blue Watcher of the Pyramid*.

Spells

Remove the following from the Spell deck:

- ◆ Three *Shrivellings*;
- ◆ All *Voice of Ra* cards.

Mythos Cards

Remove the following from the Mythos deck:

- ◆ *Happy Days Are Here Again*;
- ◆ *The Story Continues*;
- ◆ All Rumor cards.

Location Cards

There are nine Location card types, each representing a different area in the city. Instead of keeping nine separate decks, shuffle these together into a single Location deck.

Other Cards

Blessings, *Curses*, *Bank Loans*, and *Retainers* work differently in *Haunt*. Because the cards list the original rules, it is preferable to replace them with markers of some sort.

Gates

- ◆ Every game features one gate of each type, plus three unknown duplicates. To achieve this, separate the gates into two piles of eight, with each type represented once in each pile, and turn the gates face-down. Shuffle one pile and select three gates. Shuffle these into the other pile of eight and place them face-down at the city locations marked with red diamonds. Place the remaining five face-down near the board in the gate discard pile. Do *not* look at any gate when it is face-down.

After placing the gates, select any *three* and turn them face-up.

Ancient Ones

Select an Ancient One for the investigators to oppose. *Nyarlatotep* is a good choice for a first game.

Investigators

Select, provision, and place between *two* and *five* investigators. A three-investigator game with *Kate Winthrop*, *Darvell Simmons*, and *Joe Diamond* is a good choice for a first game.

The following investigators are not used in *Haunt*:

- ♦ *Mandy Thompson*;
- ♦ *Sister Mary*.

Tokens

By using the Terror track marker and covering skill bonus allocations with Sanity or Stamina tokens, it is possible to play *Haunt* with no new components. It is preferable however to obtain sixty small markers for use as Doom tokens, Terror tokens, and skill bonus markers; decorative glass 'gems' work well for this.



My years at the observatory were a time of wonderment, then trepidation, and at last paralyzing horror. I will not tell you what I saw, but know this: as cruel as the old gods were, they who bartered virgin's blood for harvest and calm skies, the new god Science is crueler still. For it promises extinction to all, and withholds even the soothing pretense of hope.

Hah! Our armoured ships, our dirigibles — what can they do? The sword hangs above, and we are powerless to shield ourselves, powerless to flee. We are babes newborn; we open our eyes for the first time, only to see the wolf slavering at the cradle.

SEQUENCE OF PLAY

The investigators' goal — as in *Arkham Horror* — is to prevent the return of the Ancient One. To do this they must seal or close a number of gates before the Doom and Terror tracks overflow.

Opposing the investigators are creatures from distant worlds of perversity and horror. Some of these creatures

will attack the investigators; others will open gates, summon more monsters, or attempt to wake the Ancient One. Occasionally the Ancient One will rise from its deathless sleep to join in the fight. Eventually it will enter the city, and the world will meet its horrifying end.

The game is played as a series of 'days', each beginning with an Upkeep phase. During this phase, monsters enter the city, the Ancient One comes nearer to wakefulness, and various other effects are resolved. After the Upkeep, the investigators may undertake a number of City phases and Other World phases.

City phases are played by investigators in city locations; starting such a phase requires the allocation of a Speed bonus. City phases allow investigators to move, gather resources, or shut gates. They also allow monsters in the city to pursue their dark purposes.

Other World phases are played by investigators in dimensionless realms outside our understanding. They do not require the allocation of Speed bonuses. These phases allow investigators to explore and perhaps escape Other Worlds.

Any number of City and Other World phases may be played in any order, though the availability of Speed bonuses will limit the number of City phases. After the Upkeep, the investigators may end the day at any time, even without playing a City or Other World phase, though they may not interrupt a phase already begun. Nor may any phase be started while another is in progress.

Upkeep Phase

Every day begins with one Upkeep phase, during which the Doom or Terror level increases, Mythos cards are played, monsters leave or enter play, bonus markers are cleared, and various other effects resolved.

I) Doom Track Or Terror Track

First, add *two* tokens to the Doom track or *one* to the Terror track. If the tracks are too full to accommodate the new tokens, the game is immediately lost.

II) Return Monsters

Next, return monsters *without clues* from city locations to the cup.

III) Other World Monsters

For each investigator in play at the *start* of the game, draw one monster and place it in the Other World from which it originates, atop any monsters already there.

The Other World for a given monster is identified by the green symbol on its token. The same symbol is found on the gate to that world:

Circle.....	<i>Tuggoth</i>
Cross.....	<i>R'lyeh</i>
Crescent.....	<i>Outskirts</i>
Diamond.....	<i>Plateau of Leng</i>
Hex.....	<i>Abyss</i>
Slash.....	<i>The Dreamlands</i>
Square.....	<i>Another Dimension</i>
Star.....	<i>Great Hall of Celeano</i>
Triangle.....	<i>City of the Great Race</i>

IV) Mythos Cards

In addition to specifying Mythos effects and clue placement, Mythos cards affect monster placement, monster movement, and monster activities, and determine the investigators' ability to seal or close gates.

In this segment, discard all Mythos cards in play, then draw and place one card near the board for each investigator at the *start* of the game.

V) Mythos Effects

After the Mythos cards are drawn, resolve their effects in the order the cards were placed, keeping in mind that effects that remove monsters from the city do *not* apply to monsters placed in the same Upkeep. They *do* apply to monsters placed in previous days, however.

VI) Mythos Location Clues

Next, place one clue for each Mythos card that specifies a clue placement. Clues are usually placed on the board in the locations specified by the cards; however:

- ◆ If an investigator is at the location, give the clue directly to him or her. If several investigators are there, allocate the clue as desired.
- ◆ If a monster is at the location *without* an investigator, place the clue on that monster. If several monsters are there, place it on the monster with the fewest clues. If several tie for the least number of clues, place it on the monster with the fewest clues and the lowest Awareness. If this

does not resolve the tie, choose one of the tied monsters.

VII) Mythos Location Monsters

In the lower-left of each Mythos card, a location is specified with an illustration and a caption; this is the card's *Mythos location*. For each card, draw a monster and place it at this location, then place a single clue on that monster. If multiple cards specify the same location, place multiple monsters and clues.

VIII) Transport Investigators

If any investigator is at a location with a face-up gate, compare the Other World symbol on that gate with the symbols on the Mythos cards. If the symbol is displayed by any card on a *black* field, a strange breeze has turned suddenly to a howling vortex that consumes everything near the gate. Transport all investigators at the gate location to the first section of the Other World specified by the gate. Remove any *Retainers* from the transported investigators.

Resolve this effect during *this* segment only.

IX) Return From Time And Space

For each investigator Lost in Time and Space, roll a single die. If the roll is a success, move the investigator to the city location of his or her choice. This roll is not a skill check, so clues may *not* be spent to roll more dice. If the roll is a failure, the players have the *option* to remove the investigator from play.

X) New Investigators

If one or more investigators were recently removed from play, select, provision, and place the same number of new investigators at their starting locations.

A new investigator may *not* start with more clues, more allies, more spells, or more *value* in items and money than were carried by the investigator he or she replaces. If necessary, discard clues and the player's choice of allies, spells, and items or money until this limitation is met.

XI) Exhausted Cards

Refresh all exhausted skills, spells, and items.

XII) Bonus Markers

Remove any *five* skill bonus markers from each investigator's card.

XIII) Upkeep Effects

Finally, resolve all effects specific to the Upkeep phase:

- ◆ Give two dollars to each investigator with a **Retainer**;
- ◆ Cast spells like **Heal** and use items like the **Healing Stone** that are usable only during Upkeep.

City Phase

Speed bonuses play a special role in **Haunt**; though they can be allocated and used during skill checks like other bonuses, they are also used to initiate City phases.

A City phase allows *one* investigator to move, transfer inventory items, and perform an activity in the city. It also allows monsters in the city to move and perform their activities. A City phase may be started anytime after the Upkeep phase, so long as another phase is not in progress. Any number of City phases may transpire in a given day.

I) Speed Bonus

To start a City phase, an investigator within the city must allocate a Speed bonus; see the **Skill Allocations and Checks** section in **Miscellanea** for information on bonus allocations.

Investigators cannot allocate bonuses on behalf of others, so investigators without free Speed bonuses cannot move, initiate inventory transfers, or perform City activities. Activating an item that grants movement points does *not* by itself allow an investigator to do these things.

II) Investigator Movement

The active investigator gains a number of movement points equal to the Speed bonus used to start the phase; he or she may use these to move a distance of one location per point. The investigator may allocate unused points before, during, or after the move to item effects that use them. Any points unused at the end of the segment are lost. Other investigators may not move at this time.

Some Speed bonus allocations confer no movement points, and Mythos effects may reduce the number that would otherwise be available. If the investigator begins the phase with no points, he or she may not move. Monsters will move as usual, however, and the investigator is free to transfer inventory or perform an activity in his or her current location.

If the investigator's move passes *out of* or *through* a location containing monsters, he or she must pass an Evade check against the *most observant* monster there. A monster's Awareness is displayed on the front of its token in the upper-right corner. This value modifies Evade checks against that monster, so *lower* values signify *more* observant monsters.

If the check is passed, the investigator moves to his or her destination, or to the next monster if another blocks his or her path. A separate check must be rolled for each group of monsters in locations through which the investigator travels.

If any Evade check is passed with one or more *extra* successes, the investigator has also managed to spy on the monsters or perhaps steal an item of cultic significance. If the monsters carry clues, take one clue for each extra success and give it to the investigator, *if* desired.

If the check is *not* passed, the move ends at the monster's location, even if this is the investigator's starting location. The investigator does *not* lose Stamina, but he or she may *not* move again this phase, and a monster encounter will result.

Because skill bonuses are reusable throughout the phases in which they are allocated, a single Sneak bonus may be used for any number of Evade checks in the same move.

At any point during the move, the active investigator may exchange inventory items with other investigators in the same location; see the **Assets, Inventory, and Attributes** section in **Miscellanea** for details.

III) Monster Movement

Monsters do not wander randomly; they watch day and night as the stars twist above them, and in the livid halo of some poisonous black sun they read the will of their terrible overlord, which they hasten ever to fulfill.

The will of the Ancient One is shown by the active Mythos cards, each of which displays several Other World symbols on fields of grey or black. A monster's goal is determined by comparing its Other World symbol with those on the cards:

- ◆ **Destroy nearest investigator**

If the monster's symbol is *not* displayed by any Mythos card, its goal is to destroy the *nearest* investigator. If several investigators are equally near, the monster follows the *white* arrow toward

one of them, or the *black* arrow if the white does not approach a target. If no arrow leads to a nearest investigator, the monster targets the *First Investigator* among those nearest. If no investigator is in the city, the monster does not move.

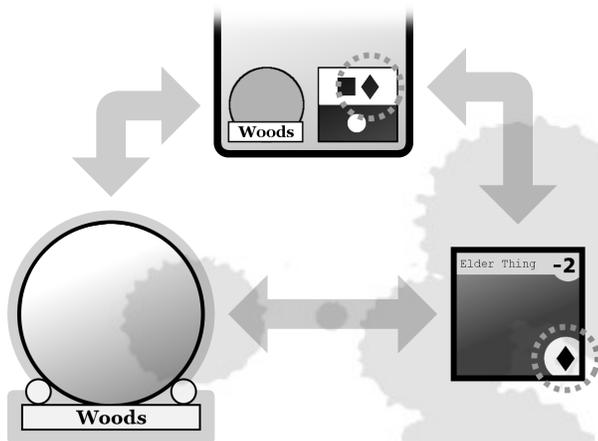
◆ *Collect clues*

If the monster's symbol is displayed by a Mythos card, but if it has no clues, its goal is to enter the nearest location with one or more *uncollected* clues. If several such locations are equally near, the monster follows the *white* arrow toward one of them, or the *black* arrow if the white does not approach a clue. If this does not resolve the tie, choose one of the tied locations.

If no location contains uncollected clues, the monster's goal is to destroy the nearest investigator, as above.

◆ *Perform activity*

If the monster's symbol is displayed by a Mythos card, and if it already bears one or more clues, its goal is to enter the nearest Mythos location associated with the monster's symbol and perform an activity there. If several such locations are equally near, the monster follows the *white* arrow toward one of them, or the *black* arrow if the white does not approach an associated location. If this does not resolve the tie, choose one of the tied locations.



Mythos locations are displayed in the lower-left of each Mythos card, with an illustration and a caption; Other World symbols are displayed in the lower-right of each Mythos card, in fields of grey or black. A location is associated with a symbol if any card shows the location *and* bears the symbol.

Each Mythos card associates two, three, or four symbols with a single location.

After the investigator has moved, move *every* monster in the city toward its goal *unless* the monster shares a location with an investigator, or has already reached its goal.

The color of a monster's border determines the manner in which it moves:

- ◆ Most monsters have black borders, and these move *one* location at a time.
- ◆ Red-bordered monsters are fast, and these move *two* locations at a time. If a monster's goal is one location away, it enters that location and stops.
- ◆ Blue-bordered monsters fly, and these travel by moving from a city location to the *Sky*, and thence to another city location. Travel to or from the *Sky* requires one move. Fliers *always* move to the *Sky* before entering another location, so two moves are required even when traveling to adjacent locations.
- ◆ Yellow-bordered monsters can move one location at a time as black-bordered monsters do. However, if a yellow-bordered monster bears two or more clues, it instead discards one of them to teleport *directly* to the location it seeks. A monster will never discard its last clue to teleport.
- ◆ Green-bordered monsters have special moves that are explained on the backs of their tokens.

Monsters in locations with investigators *never* move; even green-bordered monsters forgo their special moves when investigators are near. As a result, monsters already in city locations with investigators *always* meet those investigators in the upcoming encounter segment.

Example: A Cultist, bearing the Crescent symbol, stands in the French Hill streets. It carries one clue. There are four Mythos cards in play, and three of them bear the Crescent; they specify the Woods, the Science Building, and the Black Cave as Mythos locations. The Woods are farther away than the other two, so that location is ruled out. The white arrow at the French Hill streets does not approach the remaining locations; the black arrow does, however, approach the Black Cave. The Cultist has a black border, so it moves one

location in the direction of the black arrow to the Rivertown streets.

At any time and in any phase, if a monster is in a location with uncollected clues it *immediately* collects them. If several monsters share the location, distribute each clue in turn to the monster with the fewest clues. If several monsters tie for the least number of clues, give precedence to the monster with the lowest Awareness value. If this does not resolve the tie, choose one of the tied monsters.

Monsters in Other Worlds or the Outskirts do not move in this or any other phase.

IV) Monster Encounters

Monster encounters now occur in *every* city location shared by investigators and monsters, even if the investigators were not active this phase. The encounters may be resolved in any order. For information on resolving monster encounters, see the *Encounters* section below.

Investigators in Other Worlds do not encounter monsters during this phase.

V) Investigator Activity

If desired, the active investigator may select and resolve *one* City activity. This involves investigating a location, banishing a monster, or entering, sealing, or closing a gate.

◆ *Investigate location*

Investigators not in street locations may *investigate*, allowing them to gather clues and reveal gates.

Start by giving any clues on the board at the location to the investigator. Next, draw from the Location deck until a card is found matching the color of the current location, returning other cards to the bottom of the deck. Then resolve the encounter associated on the card with the location. If the encounter moves the investigator to a different location, end the activity *without* revealing the gate. If the investigator is *not* moved, and if there is a face-down gate at the location, turn it face-up.

If turning a gate face-up reveals a symbol displayed by any Mythos card on a field of *grey*, the investigator has been drawn through the gate; move him or her to the first section of the specified

Other World. Investigators transported to Other Worlds lose their *Retainers*. Only gates revealed during *this* phase capture investigators; if the gate was face-up when the activity started, nothing happens.

The chance to encounter monsters has already passed, so if the Location card causes a monster to appear, it does *not* attack this phase. If the card specifies the placement of a gate at a location already containing one, nothing happens.

Some Location cards allow the investigator to close one or more gates. In many respects, this works as gate-closing normally does:

- A gate is eligible to be closed *only* if its Other World symbol appears on a Mythos card in a field of black;
- For each targeted gate, two tokens must be added to the Doom track or one to the Terror track;
- If investigators share a location with a targeted gate, they may be drawn into an Ancient One encounter;
- The active investigator must pass a Focus check for each targeted gate to complete the ritual.

The Location encounter has begun the closing ritual, however, so there is *no* need to discard matching monster or gate trophies.

Though investigators may acquire clues in other ways, the Investigate activity is the *only* way to collect clues directly from the board; investigators do *not* gather clues automatically as monsters do.

◆ *Banish monsters*

If there is a face-up gate at the location, the investigator may perform a ritual to *banish* one or more monsters from the city.

Start by discarding *one* of the active investigator's clues, then roll a Focus check, applying the modifier printed on the gate token in red. For each *success* that is rolled, the investigator may move *one* monster from anywhere in the city directly to the Other World specified by the gate, so long as the monster's symbol *matches that of the gate*. Any clues carried by banished monsters are discarded.

As with all skill checks, it is possible to add dice to this check by discarding clues after the first roll, at the rate of one die per clue.

◆ *Enter gate*

If there is a face-up gate at the location, the investigator may *enter* it. Discard his or her **Retainer**, if any, and transport the investigator to the first section of the specified Other World.

◆ *Seal gate*

If there is a face-up gate at the location, and if at least one Mythos card displays the gate's symbol on a *grey* field, the investigator may perform a ritual to *seal* the gate with an energy field, rendering it useless.

Start by discarding *five* of the investigator's clues, then add *two* tokens to the Doom track or *one* to the Terror track.

Next, check for and if necessary resolve an Ancient One encounter. For more information, see the *Encounters* section below.

If the active investigator is not destroyed by the Ancient One, he or she may roll a Focus check to complete the ritual; the check has no modifier and its difficulty is *one*. If the check is passed, the gate is sealed; return it to the gate pile. If the check is passed with one or more *extra* successes, award the gate to the investigator as a trophy.

Gate *sealing* differs from gate *closing* only in the way the ritual is performed; in particular, sealing a gate does *not* prevent another gate from opening at the same location.

◆ *Close gate*

If there is a face-up gate at the location, and if at least one Mythos card displays the gate's symbol on a *black* field, the investigator may perform a ritual to release the energies that maintain the gate, effectively *closing* it.

Start by discarding from the active investigator a monster or gate trophy bearing the *same symbol* as the gate to be closed; then add *two* tokens to the Doom track or *one* to the Terror track.

Next, check for and if necessary resolve an Ancient One encounter. For more information, see the *Encounters* section below.

If the active investigator is not destroyed by the Ancient One, he or she may pass a Focus check to complete the ritual; the check has no modifier and its difficulty is *one*. If the check is passed, the gate is closed; return it to the gate pile. If the check is passed with one or more *extra* successes, award the gate to the investigator as a trophy.

Example: Joe Diamond moves to the Unvisited Isle where there is a face-up gate to the Plateau of Leng. The gate bears a diamond, and one of the Mythos cards displays a diamond on a black field, so he decides to close it. Though he has no matching monster trophies, he collected a Plateau of Leng trophy earlier, and that obviously does bear the matching symbol. He discards the trophy and adds one token to the Terror track.

At this point Joe is drawn into an encounter with the Ancient One, but he manages to survive, so the ritual continues.

Joe has a Focus of three, so he rolls three dice. He scores one success, which is enough to close the gate but not enough to keep the trophy. He discards a clue and uses his Hunches ability to roll two more dice. He scores another success and takes the trophy.

Again, though the active investigator *may* perform one activity during the City phase, he or she is *not* required to do so.

Any skill bonuses allocated earlier in the phase are available for checks rolled during these activities, including the Ancient One encounter. This includes the Speed bonus used to start the phase and the Sneak bonus that goes along with it.

VI) *Monster Activities*

At the end of the phase, *every* monster in the city completes an activity if it is able to do so. A monster is able if *both* these conditions are met:

- ◆ The monster bears one or more clues;

- ◆ The monster is in a Mythos location associated with its Other World symbol.

A location is associated with a symbol if *any* Mythos card bears the symbol *and* shows the location in its lower-left corner.

Other World symbols are displayed by Mythos cards in fields of grey or black. These colors determine the activities to be performed when monsters bearing those symbols are at the Mythos locations on the cards. The presence or absence of gates also affects the monsters' actions:

- ◆ **Summon monsters**

If *all* Mythos cards associating the location with the monster's symbol display that symbol on a *grey* field, the acting monster seeks to summon more monsters.

If there *is* a gate at the location, turn it face-up, if it is not already. Discard *one* of the monster's clues to move the topmost monster from the Other World listed on the gate to the gate's city location, then *repeat* this action until all the clues are gone.

If the specified Other World contains no monsters, move the topmost monster from the *Outskirts* instead. When both Other World locations are empty of monsters, stop discarding clues; the activity is complete.

If there is *no* gate at the location and the gate discard pile is *not* empty, the monster opens a gate instead. Discard *all* the monster's clues, shuffle the unused gates, draw one, and place it face-down at the location.

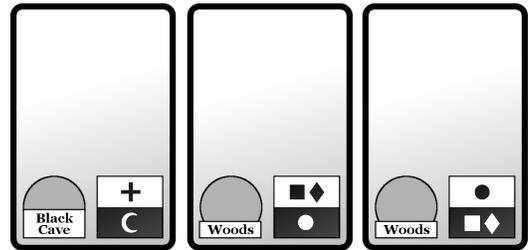
If there is *no* gate at the location and the gate discard pile *is* empty, the monster does nothing; discard no clues. Similarly, if another rule — like Kate Winthrop's special ability — prevents the summoning of a monster or gate at the location, the monster does not act, and no clues are discarded.

- ◆ **Increase Terror**

If *any* Mythos card associating the location with the monster's symbol displays that symbol on a *black* field, the acting monster increases the Terror level. Discard *all* the monster's clues and increase the Terror level once for each clue discarded.

If some effect prevents the Terror level from increasing, the monster does nothing; discard no clues.

Example: There are three Mythos cards in play:



There are also three monsters in the city.

The first, a Cultist carrying one clue, is at the Silver Twilight Lodge. This is not a Mythos location, so the monster does not act.

The second, a Shoggoth carrying one clue, is at the Black Cave. This is a Mythos location, but the Shoggoth's symbol is a diamond. Though several Mythos cards bear diamonds, the card for this location does not, so the monster does not act.

The third, a Mi-Go bearing two clues, is at the Woods. This monster's symbol is a circle. The monster bears clues, and is at a Mythos location associated with its symbol; so it does act. The second Mythos card for the Woods displays the circle on a grey field, so the Mi-Go could Summon monsters; however, another card for this location displays the circle on a black field, and that takes precedence. Therefore, the Mi-Go discards its clues to increase the Terror level by two.

Monster activities may be resolved in any order.

Other World Phase

An Other World phase allows one investigator in an alien dimension to explore his or her surroundings and possibly return to the city. Time moves differently in those strange realms, so no Speed allocation is needed. An Other World phase may be started anytime after the Upkeep, so long as another phase is not already in progress. Like the City phase, any number of Other World phases may transpire in a given day.

Other World Encounter

Start the phase by drawing from the Gate deck until a card is found matching one of the colors above and to the right of the Other World location, then resolve the specified encounter.

Occasionally an Other World encounter summons a monster; when this happens, the investigator encounters that monster *alone*. If the monster survives the encounter, return it to the cup. Monsters that began the phase in the Other World do *not* interact with the investigator.

Other World Movement

Each Other World location is divided into two sections; when an investigator moves to such a world, he or she starts in the first of these.

After the encounter, *if* the investigator wishes to escape, roll a Focus check with no modifier. For each success, advance the investigator by *one* section, returning to the city after the second of these. When returning to the city, the investigator may appear in any location with a face-up gate to the Other World *from which* he or she travels. If no such gate exists, the investigator may *not* return at this time.

End Of Game

The Doom and Terror tracks herald the return of the Ancient One; as the game is played, tokens are added to them, each one a step toward this world's inevitable destruction. Tokens are added at various times:

- ♦ At the beginning of each Upkeep, the players add *two* tokens to the Doom track or *one* to the Terror track;
- ♦ The same is done before sealing or closing a gate: *two* Doom tokens must be placed or *one* Terror token;

- ♦ Some Mythos effects add tokens to the Terror track. Monsters add to this track when they complete *Increase Terror* activities.

The tracks have different effects on the game:

- ♦ If the Doom track is nearly full when sealing or closing a gate, the Ancient One may draw investigators at the gate location into an encounter. The resulting encounter could cause tokens to be removed from the Doom track.
- ♦ If an effect calls for the placement of a Terror token when the Terror track is already full, the Ancient One comes fully awake and enters the city. The game is immediately lost.

When a rule specifies the placement of one or more Doom tokens, the players *may* place Terror tokens instead, at the rate of one Terror for two Doom tokens, rounding up. If the Doom track is already full, the players *must* place Terror tokens. Filling both tracks does not end the game by itself; however, if another token is placed, the game is immediately lost. Though Terror tokens can be placed instead of Doom tokens, Doom *cannot* take the place of Terror tokens.

Victory Conditions

To prevent the return of the Ancient One, the investigators must seal or close gates until their number is reduced to the *absolute value* of the Ancient One's Combat modifier. When this condition is met, the game is won, and the cataclysm averted — *for now*.

Neither *Hastur* nor *Azathoth* has a fixed Combat modifier. When playing against *Hastur*, the game is won when there are *four* or fewer gates in the city. Against *Azathoth*, it is won when there are *six* or fewer.



The thing exists at the same time in two worlds: a cosmos apart; why should it not simultaneously block every exit from the room? Why should it not, while leering from atop the staircase, also stand just behind you, its hideous insect language transfixing you with atavistic horror? Why should it not, while throttling your guide on the lawn below, also lay one chitinous tentacle across your neck, as gently as the mother touches her infant?

ENCOUNTERS

As they search the dark city streets, the investigators will face hellish terrors from numberless black worlds; terrors to test their wits, their strength, and even their sanity.

Monster Encounters

In the City phase, after the active investigator and all monsters have moved, encounters occur between investigators and monsters in the same city locations. These involve *all* investigators in locations with monsters, even those not active this phase. When several investigators occupy the same location, they fight together during the encounter; similarly, when several monsters are together, they fight as a group. As a result, only one encounter occurs at a given location in a given phase. Encounters may be resolved in any order.

Monster encounters also occur in Other World phases when an encounter card specifies the appearance of a monster. Such encounters are resolved immediately after the card is drawn, and they include only the active investigator and the newly-summoned monster; other investigators and monsters in the same Other World are not involved.

An encounter is made up of one or more *rounds*, each divided into one or more *segments*, described below.

Initiative Segment

First, the investigators and monsters vie for *initiative*. Select any *one* investigator at the location to roll an Evade check against the monster group. Each monster token displays an Awareness value in its upper-right

corner; this value modifies Evade checks; so *lower* values denote *more* observant monsters. The Awareness of a group of monsters is that of its most observant member, so the check uses the *lowest modifier* in the group. By default, the check's difficulty is *one*. If one or more monsters at the location have *Ambush*, the difficulty is *increased* by one.

If the check is passed, the investigators have won the initiative for this round; if they wish, they can use this to *escape*, immediately ending the encounter. If they choose not to escape, the investigator who engages a monster this round will attack *before* the monster does.

If the check is passed with one or more *extra* successes, the investigators may also steal a number of clues equal to the number of *extra* successes from *any* of the monsters at the location, if they carry clues.

If the check is *not* passed, the investigators may *not* escape, and the investigator who engages next will attack *after* defending against their target's attack. No Stamina is lost at this time.

As always, skill bonuses are available throughout the phase in which they are allocated, so a Sneak bonus allocated or used during movement can be reused for this check.

Engagement Segment

Next, one of the investigators must *engage* one of the monsters. *Any* investigator and *any* monster at the location may be chosen.

Upon being selected, the investigator must roll a Horror check against the engaged monster; the Horror modifier and Sanity damage are displayed on the back of the monster's token in the lower-left corner. The check's difficulty is *one*; if it is passed, nothing happens. If it is failed, remove the specified number of Sanity points from the investigator attempting the check. If this exhausts his or her Sanity, the investigator has become permanently insane and is removed from play.

If the monster has the *Nightmarish* ability, the number of Sanity points specified by that ability are lost if the Horror check is *passed*. This effect does *not* apply if the check is failed.

Attack Segment

After the Horror check, the investigator must fight the engaged monster; this requires the resolution of one or

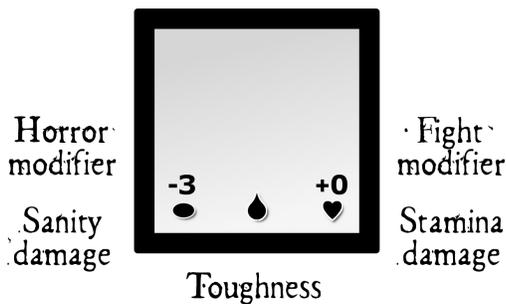
more *monster* or *investigator attacks*. The order of the attacks is determined by the outcome of the Initiative segment earlier this round.

If the investigators *won* the initiative, the engaging *investigator* attacks first; resolve an investigator attack, and if the monster is *not* eliminated, follow this with a monster attack.

If the investigators *lost* the initiative, the engaged *monster* attacks first. If the investigator is *not* killed or removed from the location, follow this with an investigator attack.

◆ Monster attack

During the monster attack, the engaging investigator must roll a Fight check; the modifier is displayed on the back of the monster's token in the lower-right corner, and the check's difficulty is *one*.



Because this is a Fight check, Combat check bonuses are *not* applied; in particular, most weapons and spells are *not* usable during monster attacks. A Fight bonus may be applied to the check, but it does not have to be.

If the check is passed, the engaging investigator has resisted the attack, and nothing happens. If it is failed, remove the specified number of Stamina points from the investigator. If this exhausts his or her Stamina, the investigator has been killed and is removed from play. Some monsters inflict special damage effects when Combat checks are failed, but this is *not* a Combat check, so these are not resolved at this time.

If the monster has the *Overwhelming* ability, the number of Stamina points specified by that ability are lost if the Fight check is *passed*. This effect does *not* apply if the check is failed.

◆ Investigator attack

During the investigator attack, the engaging investigator must roll a Combat check. This is a *type* of Fight check, so the monster's Fight modifier applies, along with the

investigator's Fight bonus, if any. Unlike the monster attack, however, weapon bonuses, spell bonuses, and other Combat check bonuses *also* apply.

If the monster has *Physical* or *Magical Resistance*, weapons of the corresponding type confer only half their usual bonuses, rounding up. If it has *Physical* or *Magical Immunity*, weapons of the corresponding type have no effect. *Magical Resistance* and *Magical Immunity* grant the same protection against bonuses conferred by spells. As in *Arkham Horror*, an investigator cannot in a single check use items or spells accounting for more than *two* hands.

The check's difficulty is the monster's *Toughness*, displayed on the back of its token in the middle. If the check is passed, the engaged monster has been driven off; return its token to the cup and give *all* the clues it carried to the investigator. If the check is passed with one or more *extra* successes, the monster has been *destroyed*; give its token to the investigator as a trophy. If the engaged monster has the *Endless* ability, *two* or more extra successes are required to keep the trophy.

If the check is failed, nothing happens; the investigator does *not* lose Stamina. A few monsters inflict special damage effects when Combat checks are failed, however, and these *do* apply.

Some weapons, like *Dynamite*, read 'discard after use'. These are retained until they are used to *pass* a Combat check.

◆ Continuing combat

If the engaging investigator and the engaged monster remain at the location after *both* attacks, the investigator has the *option* to repeat the Attack segment, resolving both attacks again in the same order. Because repeating the segment continues the same engagement, spell effects that persist until the end of this combat *continue* to work as long as this is done. The segment may be repeated as often as desired.

If the investigator or monster is no longer at the location, or if the investigator chooses not to continue the combat, a new round starts with another Initiative segment. The segments repeat until all monsters or all investigators are removed from the location, or until the investigators win the initiative and choose to escape.

Example: Jenny Barnes and Bob Jenkins face a Ghoul, a Witch, and a Shoggoth. They are both

low on Stamina and clues, but if they collect the Witch trophy and escape, they can close the last gate they need to win the game.

The first Initiative segment begins. Jenny can allocate the best Sneak bonus of four; the Ghoul's Awareness is -3, however, and it has Ambush, so two successes would be needed to pass the check. This cannot be done without spending clues, so the investigators don't even allocate a bonus; they fail the check, letting the monsters have the initiative.

Bob has a Shotgun, Jenny has a .45 Automatic, and either can allocate their best Fight bonus of four. One of them could engage the Witch and probably pass the Combat check during the investigator attack, but because the monsters have the initiative, the engaging investigator will have to survive the monster attack first. The Witch's Fight modifier is -3, and weapons do not help during Fight checks, so either investigator could roll only one die. The Witch inflicts enough Stamina damage to kill either investigator, so they decide to eliminate the Ghoul and try for the Witch later when they have the initiative.

The Engagement segment begins, and Bob selects the Ghoul. He allocates his best Will bonus of six; the Ghoul's Horror modifier is zero, so Bob rolls six dice for two successes, passing the check.

The Attack segment is next. The investigators lost the initiative, so the Ghoul attacks first. With Bob's Will bonus of six came a Fight bonus of one, but this is obviously not good enough, so he allocates his best Fight bonus of four. The Ghoul's Fight modifier is -1, so Bob rolls three dice for two successes. The Ghoul's attack fails, costing Bob no Stamina.

Now Bob attacks. He has already allocated a Fight bonus of four, and because this is a Combat check, he is able to use his Shotgun. After

applying the Ghoul's Fight modifier, Bob rolls seven dice and scores one success. The Ghoul's Toughness is one so it returns to the cup.

Another Initiative segment begins. The lowest monster Awareness is now -1. Jenny allocates her best Sneak bonus of four and rolls three dice, but scores no successes. The monsters gain the initiative again.

The Engagement segment starts, and one of the investigators must engage the Witch or the Shoggoth. Though the Shoggoth is tougher and inflicts more damage, either monster could kill either investigator right now, and the Shoggoth's Fight bonus of -1 is easier to resist, so Bob engages it, hoping merely to survive. He passes the Horror check but loses one Sanity point to the Shoggoth's Nightmarish ability.

The Attack segment begins. The Shoggoth attacks first with a Fight modifier of -1. Bob's Fight bonus of four allows him to roll three dice, and he passes the check with one success. He counterattacks with the Shotgun, but the Shoggoth's Physical Resistance and Fight modifier let him roll only five dice. He scores two successes, but the Shoggoth has Toughness three, so it survives. Bob does not continue the combat.

A third Initiative segment begins. Jenny rolls three dice again, and this time gets one success, winning the initiative.

Bob knows he will attack first, so he engages the Witch. This monster inflicts no Sanity damage, so there is no Horror check.

Another Attack segment begins. Bob applies his Fight bonus of four, uses the Shotgun for another four, and subtracts three for the Witch's Fight modifier. He rolls five dice and scores four successes, three more than the Witch's Toughness of

one. This kills the *Witch* before she can attack, and collects the trophy needed to win.

The last Initiative segment begins. The *Shoggoth's Awareness* is -1, so Fenny rolls three dice again and passes the check. The investigators use the initiative to escape, thus ending the encounter.

Ancient One Encounters

The dimensions are linked by geometries no human comprehends, and to meddle with them is to knock on the door to a twisted alien hell. If the investigators knock too loudly, something is sure to answer.

Encounter Check

Beginning a gate ritual may draw the attention of the Ancient One; whether this happens depends on the state of the Doom track and on the Focus skills of the investigators at the location:

- ◆ If the track has *six or more* empty spaces, no encounter results;
- ◆ If the Doom track is *full*, an encounter *does* result, and *all* investigators at the location participate;
- ◆ If track has *one to five* empty spaces, an encounter *might* result, and some or all investigators could be involved.

For each investigator at the location, roll a number of dice equal to his or her Focus value, then select *one* result. If the value *exceeds* the number of empty spaces on the track, an encounter *does* result, and *that* investigator participates in it.

Only one encounter occurs in a given phase, so if several investigators are drawn into it, they fight together.

Some cards like *Flesh Ward* are discarded when the Ancient One comes awake. This happens only if the Ancient One stirs *in the presence* of the investigator bearing the cards; however, so if a given investigator does *not* participate in an encounter, none of his or her cards are lost.

Example: Amanda Sharpe moves to the Black Cave, where Harvey Walters and a face-up gate to the Abyss wait. Amanda wants to seal the gate, so she discards five clues and adds two

tokens to the Doom track, which now has four empty spaces.

Amanda and Harvey now roll to see if an Ancient One encounter will occur. Amanda has a Focus of three, so she rolls three dice, obtaining a one, a four, and a five. She could avoid an encounter by selecting the one or the four, but she hopes to remove some tokens by engaging the Ancient One, so she selects the five. An encounter will result, and Amanda, at least, will participate. Harvey has a Focus of two, and he rolls a two and a six. He does not want to face the Ancient One, so he selects the two. Only Amanda engages the Ancient One.

Encounter Resolution

◆ Start of Battle segment

At the beginning of the encounter, resolve the Ancient One's *Start of Battle* effect, if it has one. This effect applies *only* to investigators participating in the encounter.

◆ Attack segment

The investigators and the Ancient One next engage in combat. One by one, in any order, each investigator must roll a Combat check against the Ancient One; its Combat modifier is printed to the left of its name, and its *Toughness* is *four*. The investigators cannot kill or even hurt the Ancient One, but strong attacks will weaken its hold on our dimension: after each successful check, remove *two* tokens from the Doom track.

Because the Ancient One always survives combat, it *always* counterattacks; after all the investigators have attacked, resolve the Ancient One's attack, targeting each investigator in any order.

Unless they specifically indicate otherwise, spells and effects that target monsters also affect the Ancient One; this includes spells like *Red Sign of Shudde M'ell*, which *can* be used to lower the Ancient One's *Toughness*. The Ancient One encounter counts as a single combat, so spell effects persist until the caster escapes or is destroyed.

Shub-Niggurath increases the *Toughness* of all monsters, and as she is herself a monster, the difficulty of checks rolled against her is *five*.

◆ Escape segment

After the Ancient One's attacks, each investigator may stay another round or attempt to escape. An Escape check is resolved like the Encounter check: if the Doom track is full, no escape is possible, if the track has six or more empty spaces, escape is certain, and if the track has one to five spaces, investigators attempting escape must roll and compare one result against the Doom track.

When all participating investigators escape, the encounter is over; if any do *not* escape, the encounter continues with another Attack segment. The Attack and Escape segments repeat until all investigators escape or are destroyed.



Where is Professor Erland, the man who did these deeds? Well, it depends which of the deeds you mean.

If you seek the hand that lifted the Book of Cos from its altar, you must search the entrails of a Thrid, for it was bitten off and consumed by one as we fled.

If you seek the brain that deciphered the Grey Man's map — would that we had never found him! — you must visit the Forum of Kyklis, for I saw its enclosure there last, rolling down the temple steps.

Finally, if you seek the soul that braved these terrors, you must comb the hell-strewn cataracts that veil the blackest reaches of space. For there it surely writhes in everlasting horror.

MISCELLANEA

First Investigator

The *First Investigator* at any point in the game is the one with the greatest Sanity. If several tie for this distinction, the *First* is the one among these with the greatest Stamina. If this does not resolve the tie, choose one of the tied investigators.

Cards that mention the *First Player* should be taken to reference the *First Investigator*.

Skill Allocations And Checks

In *Arkham Horror*, skill bonuses are set at the start of the turn, and investigators use them throughout its duration. In *Haunt*, bonuses work very differently.

First, bonuses must be *allocated* to be used; this involves placing a marker over the value on the investigator's card. The six primary skills are arranged in three pairs — Speed and Sneak, Fight and Will, Lore and Luck — so allocating one bonus also allocates a second, associated bonus.

Once allocated, *either* skill bonus can be used repeatedly throughout the current *phase*. Bonuses may be allocated at any time, but only *one* can be applied to a given check, and a bonus *cannot* be applied after the check is rolled — only before. It is never *necessary* to apply a bonus to some check; if the investigator is unable or unwilling to apply one, the check is rolled without it.

After the phase in which it is allocated, a given bonus cannot be allocated or used again until the marker covering it is removed. *Five* bonus markers are removed from each investigator's card during the Upkeep phase.

Unlike other skills, Focus does *not* require an allocation to be used; it can be applied as often as desired in any phase.

Some items, allies, and Skill cards improve an investigator's skills. Because these increase skill values rather than providing modifiers, they produce *no* benefit unless a bonus is allocated. Other items and effects provide *modifiers*, and these are available whether a bonus is allocated or not.

In all other respects, skill checks work as they do in *Arkham Horror*: the investigator sums his or her skill bonus, item and spell bonuses, Mythos effect bonuses, and the check modifier, and then rolls the specified number of dice. A die scores a 'success' if it shows a five or a six. If the number of successes equals or exceeds the check's difficulty, the check is passed. Investigators can spend clues after the first roll, one by one, to add additional dice to the check.

As in *Arkham Horror*, Sneak bonuses apply to Evade checks; Will to Horror checks; Fight to Combat checks; and Lore to Spell checks.

Casting Spells

Spells are much more useful than they are in *Arkham Horror*:

To cast a spell, the investigator first rolls a Spell check, applying the *Casting Modifier* printed on the card. Lore bonuses may be applied to such checks, but they do not have to be.

If the check is passed, the casting was a success; exhaust the Spell card and resolve its effect. Once exhausted, a spell cannot be cast again until it is refreshed, which happens at the end of the Upkeep phase. No Sanity is lost after a successful Spell check.

If the check is failed, the caster has been overcome by eldritch energies; the spell is *not* exhausted, its effects are *not* resolved, and the caster pays the *Sanity Cost* of the spell. Because the spell is *not* exhausted, the caster is free to try again by rolling another Spell check. No hands are filled by failed casting attempts.

Because they can be retried as often as desired, spells without *Sanity Costs* can be considered automatically cast if the Spell check would produce a number of die rolls *at least equal* to the check's difficulty.

The effects of some spells like *Heal* and *Mists of Releh* vary with the number of successes rolled; in particular, scoring extra successes with *Mists of Releh* allows clues to be stolen just as they would be during a normal Evade check. With respect to their *Sanity Costs*, however, such spells are treated like any other: if no successes are rolled, the casting is a failure, and the spell's *Sanity Cost* must be paid; the spell is not exhausted, however, and the caster may try again. If even *one* success is rolled, the casting is a success: no Sanity is lost, the card is exhausted, and the check may *not* be rolled again.

Harvey Walters' Strong Mind ability *does* diminish the amount of Sanity lost when he fails a Spell check.

Assets, Inventory, And Attributes

In the course of their grim work, the investigators will acquire a number of tokens and cards representing useful items and abilities. In *Haunt*, these are categorized as *assets*, *inventory*, and *attributes*.

The following possessions are considered *assets*:

- ◆ Monster and gate trophies;
- ◆ Clues;
- ◆ Money.

The following qualify as *inventory*:

- ◆ Common and Unique items *without* loan markers;
- ◆ Spells;
- ◆ Allies.

All other tokens and cards are *attributes*:

- ◆ Skills;
- ◆ *Blessings* and *Curses*;
- ◆ Common and Unique items *with* loan markers;

- ◆ *Retainers*;
- ◆ *Deputy of Arkham*;
- ◆ *Silver Twilight Lodge Membership*;
- ◆ Sanity and Stamina.

Investigators in *city* locations can transfer *assets* to others in the *same location* at any time, even during encounters or while moving.

Investigators in *city* locations can also transfer *inventory*, but only during their move. Transfers may occur at the beginning, middle, or end of a move, and may involve any number of other investigators; however:

- ◆ The investigators must share a location for at least *part* of the move;
- ◆ The number of transfers in a given move cannot exceed the *Focus value* of the active investigator, with one transfer being consumed every time a card is moved from one investigator to another.

Investigators in the same *Other World* locations do not share the same space or even the same time, so they cannot transfer assets or inventory, even if an effect grants them movement points.

Attributes can *never* be transferred or discarded.

Shops, Loans, And Retainers

Investigators who shop at the *General Store* or the *Curiositie Shoppe* are *not* required to buy any of the items they draw.

Bank Loan cards are not used in *Haunt*; instead, if an investigator is at the *Bank of Arkham* and wishes to obtain a loan, place a loan marker on *one* of his or her Common or Unique items, then give the investigator money equal to the *face value* of the item.

Though the marked item's *card* stays with the investigator, it serves only to track the loan; the *item* is held by the bank as collateral, and as such, it can never be used or transferred for any reason. To redeem the item, the investigator must return to the *Bank* and pay its face value; the marker is then removed, and the item becomes usable and transferable as before.

No investigator may obtain a loan if he or she already has an item with a loan marker covering it.

Retainer cards also are not used in *Haunt*. If an effect grants a *Retainer*, place a *Retainer* token on the investigator's card and give him or her *two* dollars. Every Upkeep thereafter, give another *two* dollars to each investigator with a *Retainer*.

Investigators cannot honor the terms of their *Retainers* if they leave the city; therefore, if an investigator is transported to an *Other World* or becomes *Lost in Time and Space*, discard any *Retainer* he or she might be carrying.

No investigator can have more than one *Retainer*. If an effect grants a second *Retainer*, give the investigator an additional *two* dollars, but do *not* add a second token.

Blessings And Curses

Blessings and *Curses* also work differently in *Haunt*; instead of affecting all skill checks, they change only the way *Horror* checks are resolved.

When a *Blessed* investigator makes a *Horror* check, he or she has *two* chances to roll and pass it instead of the usual one; conversely, when a *Cursed* investigator makes a *Horror* check, he or she must roll and pass the check *twice* or the entire check is considered a failure.

An investigator can bear only one *Blessing* or one *Curse*. If a *Blessed* investigator receives a *Curse*, remove the *Blessing* but do not add a *Curse*; if a *Cursed* investigator receives a *Blessing*, remove the *Curse*. If a *Blessed* investigator receives a second *Blessing*, give him or her one point of *Sanity*, but do *not* add a second marker; similarly, when a *Cursed* investigator receives a second *Curse*, remove one point of *Sanity*, but do not add a marker.

Clue And Monster Exhaustion

Clues that are not exploited will eventually lose their relevance. If the pool is found to be exhausted when an effect calls for the placement of a clue, return *one* clue from *each* investigator to the pool; then continue to resolve the effect. Repeat as often as needed whenever an effect places or awards clues.

If the monster cup is empty when one or more monsters are meant to be drawn, return the topmost monster from the *Outskirts* and *each* of the *Other Worlds* to the cup, then proceed with the drawing. Repeat as often as needed whenever an effect places monsters.

Phases And Turns

A few cards make reference to 'turns'; in these and all other cases, the word 'turn' is synonymous with 'phase'. When a card calls for an investigator to 'stay here next turn', the investigator may not leave the location voluntarily until *after* the next City or Other World phase, whether that phase is initiated by the affected investigator — after forgoing his or her move — or by another. In particular, the investigator may *not* roll a Focus check to move from one Other World section to the next.

If a card calls for the 'next turn' to be lost, the affected investigator may not initiate a phase until another investigator completes a City or Other World phase. If no other investigators remain in the game, he or she must wait until the next day when a new investigator is started.

In either event, the investigator *may* be moved *involuntarily*, as happens when a Combat check is failed against a **Nightgaunt**. If this happens, any requirement to 'stay here' is cancelled; the investigator still loses his or her 'next turn', however, if applicable.

Arrest

If an investigator is arrested, he or she must move to the **Police Station**, surrender *five* dollars or the rest of his or her money, and lose his or her 'next turn' as above.

Time And Space

If an investigator becomes Lost in Time and Space, move him or her to the **Lost in Time & Space** location. Investigators in this location cannot move or start phases. Once during each Upkeep, roll a *single* die for each **Lost** investigator; if the roll is a success, move him or her to *any* city location. This is not a skill check, so clues may *not* be spent to add dice to the roll.

If the roll is *not* a success, the player has the *option* to remove the investigator from play. Having done this, a new investigator may be started later in the Upkeep.

Insanity And Death

If an investigator loses his or her last point of Sanity or Stamina, or is *devoured*, immediately remove his or her token from play. Record the number of clues and spells carried by the investigator, along with the total value of the investigator's money and items, then discard *all* his or

her assets, inventory, and attributes, and remove the investigator's card from the game.

For each investigator removed from play, a new investigator may be started during the next Upkeep. The new investigator may *not* start with more clues, more allies, more spells, or more value in items and money than were carried by the last investigator. After provisioning the new investigator, discard clues and the player's choice of allies, spells, and items or money until this limitation is met.

HAUNT OF THE WATCHERS

PLAY SUMMARY



REVISION 1.0

UPKEEP PHASE

Two Doom or one Terror

Game lost if tracks too full

Return monsters

Any without clues

Other World monsters

One per Mythos card

Mythos

◆ Mythos cards

One per starting investigator

◆ Mythos effects

No starting clues for monsters

Remove no monsters placed this Upkeep

◆ Mythos clues

Directly to investigators or monsters at location

◆ Mythos location monsters

One per Mythos card, one starting clue each

◆ Other World capture

All face-up gates with symbols on black

All investigators at capture locations, discard *Retainers*

Investigators

◆ Time and Space

One die, no extras for clues, to any city location on success

Remove from play on failure, if desired

◆ New investigators

One per investigator removed previous day

◆ Exhausted cards

◆ Bonus markers

Five per investigator

◆ Upkeep effects

Retainers, spells, items

CITY PHASE

Speed bonus

Movement

◆ Active investigator move

Transfer inventory, if desired

Apply unused movement points to effects

◆ Monster movement

Every monster in city, lowest Awareness first

No move if investigator in location or already at goal

Collect unclaimed clues

Monster encounters

All city locations with monsters and investigators

Activities

◆ Active investigator activity

Investigate, Banish, Enter, Seal, or Close, if desired

◆ Monster activities

All monsters with clues at goal locations

Summon monsters, open gate, or increase Terror

OTHER WORLD PHASE

Other World encounter

First card matching Other World color

Other World movement

Focus check, advance one section per success, if desired

Return to matching gate after second section

INVESTIGATE LOCATION

Collect clues

Location encounter

End activity if moved from location

Reveal gate

If face-down

Transport all at location if symbol on grey, discard *Retainers*

BANISH MONSTERS

Face-up gate at location

One clue

Focus check

Modifier on gate

One matching monster per success from city to Other World

ENTER GATE

Face-up gate at location

Transport to Other World, discard *Retainer*

SEAL GATE

Gate symbol on grey field

Five clues

Two Doom or one Terror

Ancient One encounter

All investigators at location

Focus check

No modifier

Remove gate on success, take trophy on extra success

CLOSE GATE

Gate symbol on black

Monster or gate trophy

Symbol matching gate

Two Doom or one Terror

Ancient One encounter

All investigators at location

Focus check

No modifier

Remove gate on success, take trophy on extra success

MONSTER ENCOUNTER

All investigators and monsters in City location

Active investigator and summoned monster in Other World

Initiative segment

Any investigator

◆ Evade check

Lowest monster Awareness

Difficulty plus one if any monster has *Ambush*

Escape or attack first on success

Steal clues on extra successes

Engagement segment

Any investigator and any monster

◆ Horror check

Two rolls for *Blessing* or *Curse*

Nightmarish on success, Sanity loss on failure

Attack segment

Engaging investigator and engaged monster

◆ Monster attack

Fight check, difficulty one

Overwhelming on success, Stamina loss on failure

◆ Investigator attack

Combat check, difficulty monster *Toughness*

Return to cup on success

Take trophy on extra success, two extra for *Endless*

Special monster damage on failure, no Stamina loss

◆ Continue combat

Repeat segment, if desired

ANCIENT ONE ENCOUNTER

All investigators at location

Encounter check

One die per Focus, choose one

Participate if value exceeds Doom track spaces

Start of Battle segment

Combat segment

◆ Combat checks

Modifier on card, *Toughness* four

Two Doom per success

◆ Ancient One attack

Escape segment

Each investigator, if desired

As encounter check

HAUNT OF THE WATCHERS

PLAY SUMMARY

OTHER WORLD SYMBOLS

The Other World symbols on the active Mythos cards determine the behavior of gates and monsters:

Symbol On Mythos Card In Field Of Grey

- ◆ Matching gates can be *sealed*;
- ◆ Matching gates capture the active investigator when turned *face-up*;
- ◆ Matching monsters gather clues and move to the specified Mythos location, where they *summon more monsters* or *open a gate*. If no clues are available, monsters seek to destroy the nearest investigator.

Symbol On Mythos Card In Field Of Black

- ◆ Matching gates can be *closed*;
- ◆ Matching gates capture investigators during *Upkeep*;
- ◆ Matching monsters gather clues and move to the specified Mythos location, where they *increase the Terror level*. If no clues are available, monsters seek to destroy the nearest investigators.

If the symbol is *also* displayed on a grey field, *this* activity takes precedence.

Symbol On No Mythos Card

- ◆ Matching gates cannot be sealed or closed;
- ◆ Matching gates do not capture investigators;
- ◆ Matching monsters seek to destroy the nearest investigator.

MONSTER MOVEMENT

The *direction* in which a monster moves is determined by its goal, described in the *Monster Movement* section in *Sequence of Play*. The *way* in which it moves is determined by the color of its token:

⌘ *Black Border*

The monster moves one location at a time.

⌘ *Blue Border*

If the monster is in a street or a location, it moves to the *Sky*. If it is in the *Sky*, it moves to *any* street or location.

⌘ *Green Border*

The monster follows the movement instructions on the back of its token.

⌘ *Red Border*

The monster moves two locations at a time.

⌘ *Yellow Border*

If the monster carries two or more clues, it discards *one* of them to teleport to *any* street or location. If it carries one clue or none at all, it moves one location at a time.

MONSTER ABILITIES

⌘ *Ambush*

In the Initiative segment, if *any* monster at the location has *Ambush*, the Evade check difficulty is *increased* by one.

⌘ *Endless*

Two or more extra Combat check successes are needed to keep the monster as a trophy.

⌘ *Magical Immunity*

Neither *Magical Weapons* nor spells confer Combat check bonuses.

⌘ *Magical Resistance*

Magical Weapons and spells confer *half* their usual Combat check bonuses, rounded up.

⌘ *Nightmarish*

Investigators who *pass* Horror checks lose the specified number of Sanity points.

⌘ *Overwhelming*

Investigators who *pass* the Fight check during the monster attack lose the specified number of Stamina points.

⌘ *Physical Immunity*

Physical Weapons confer no Combat check bonuses.

⌘ *Physical Resistance*

Physical Weapons confer *half* their usual Combat check bonuses, rounded up.

GLOSSARY

☞ *Associated Mythos Location*

A location is *associated* with a given monster if any of the Mythos cards specifying it as a Mythos location *also* bear the monster's Other World symbol. In a given day, a single monster may have one associated Mythos location, several, or none at all.

☞ *Awareness*

A monster's Evade modifier, printed on the front of its token.

☞ *First Investigator*

The investigator with the greatest Sanity. If several tie for the most Sanity, the one among these with the greatest Stamina. If this does not resolve the tie, choose one of the tied investigators.

☞ *Focus Check*

A skill check rolled using an investigator's Focus value. Unlike other skill bonuses, Focus does *not* require an allocation to be used.

☞ *Mythos Location*

Any location listed in the lower-left corner of an active Mythos card.

☞ *Skill Bonus Allocation*

Placing markers over the skill bonuses on an investigator's card *allocates* them, allowing those bonuses to be applied to skill checks throughout the current phase. Bonuses are allocated in pairs: Speed and Sneak, Fight and Will, or Lore and Luck. Bonuses already covered with markers cannot be allocated until the markers are removed, which happens during Upkeep.

ODDS

	1+	2+	3+	4+	5+	6+	7+	8+	9+	10+
	successes									
1 die	33%	-	-	-	-	-	-	-	-	-
2 dice	56%	11%	-	-	-	-	-	-	-	-
3 dice	70%	26%	4%	-	-	-	-	-	-	-
4 dice	80%	41%	11%	1%	-	-	-	-	-	-
5 dice	87%	54%	21%	5%	0%	-	-	-	-	-
6 dice	91%	65%	32%	10%	2%	0%	-	-	-	-
7 dice	94%	74%	43%	17%	5%	1%	0%	-	-	-
8 dice	96%	80%	53%	26%	9%	2%	0%	0%	-	-
9 dice	97%	86%	62%	35%	14%	4%	1%	0%	0%	-
10 dice	98%	90%	70%	44%	21%	8%	2%	0%	0%	0%
11 dice	99%	92%	77%	53%	29%	12%	4%	1%	0%	0%
12 dice	99%	95%	82%	61%	37%	18%	7%	2%	0%	0%
13 dice	99%	96%	86%	68%	45%	24%	10%	3%	1%	0%
14 dice	100%	97%	89%	74%	52%	31%	15%	6%	2%	0%
15 dice	100%	98%	92%	79%	60%	38%	20%	9%	3%	1%

HAUNT OF THE WATCHERS

ADDENDA

REVISION 1.0



It was slow going; the wall was crazed with centuries of rot, and the engraved text full of unsettling idiosyncrasies.

The symbols told that nine harbingers would precede the Final Catastrophe; though the term used was not 'harbinger', but a borrowed Sumerian word meaning 'librarian', 'wise man', or 'prophet'. We struggled to parse the names, rendered as they were in those strangely corrupt glyphs.

I was shaking my head at the futility of it when sudden understanding came like a thunderclap. Darkness rose before me, and a great sound filled my ears, as if the deepest, blackest oceans had come rushing up to swallow us. As my senses fled, I heard my friend's voice, as if from a great distance. "Gods below, man! Look there — the last name is yours!"

COMMENTARY

Recent Changes

- Revision 1.0 makes these changes to **Haunt**:
 - A number of cards have been returned to or removed from the Common Item, Unique Item, and Spell decks.
 - Three gates are turned face-up at the start of play.
 - What was known as a 'turn' is now called a *day*. The word 'turn' is now synonymous with 'phase'.
 - It is no longer possible to play extra Mythos cards.
 - Monsters with colored borders are no longer returned during Upkeep; instead, monsters *without* clues are returned.

- Five skill bonus markers are removed from each investigator's card during Upkeep.
- Items and allies can be transferred only during *movement*, and the number of transfers cannot exceed the active investigator's Focus value.
- Monster encounters are resolved differently. Combat consists of separate monster and investigator attacks, and at the beginning of each round the investigators roll an Evade check to determine which side attacks first. Monsters no longer share statistics or special abilities, and each must be engaged individually by a single investigator.
- 'Discard after use' weapons are retained until they are used to *pass* a Combat check.
- During the Investigate activity, investigators collect clues *before* resolving a location encounter.
- It is now possible to *banish* monsters from the city by performing a ritual on a gate bearing the Other World symbol of the targeted monsters.
- The gate modifier is no longer applied when sealing gates.
- It is no longer possible to *deactivate* gates; the game can be won whether remaining gates are face-up or face-down.
- On obtaining a **Bank Loan**, an investigator receives the *full* face value of the collateral item, but he or she must redeem the item before receiving another loan.
- Investigators now roll to escape Other Worlds *after* resolving an encounter, and they advance once for each success rolled. Monsters that survive encounters with investigators in Other Worlds are returned to the cup.

Design Notes

Despite its great success and its many excellent qualities, **Arkham Horror** is not what I hoped it would be.

I have the same small complaints others have: spells are too weak, **Blessings** and **Curses** too powerful, many locations underutilized. My real complaint, though, is that

the investigators' path through the game seems too straightforward. Though *Arkham Horror* offers a wealth of *tactical* complexity, the greater task of shutting gates is very simple — it just happens to be interrupted by numerous monster and location encounters. On this larger, strategic scale, the game world lacks the detail I wanted.

For many, of course, the game is already perfect. I wanted to play the game I imagined when I heard about *Arkham Horror*; however, and that's what this remix attempts to be.

Generally, my goals were to:

- ◆ Add strategic complexity;
- ◆ Increase the difficulty;
- ◆ Replace mechanisms that seemed tedious or unbalanced;
- ◆ Use as many of the original components as possible;
- ◆ Avoid introducing new components.

Bonus Allocations

The bonus allocation system is the biggest change in *Haunt*.

I didn't enjoy the skill adjustment system in *Arkham Horror*; it's an interesting idea, but I found it difficult to make good decisions here, as exploiting one opportunity would cause others to be missed in later turns. Choices like this are what game play is all about, of course, but events in *Arkham Horror* are so random that it seemed impossible to assess the tradeoffs rationally. I rarely found good reasons to prefer one distribution over another, and as a result, I felt frustrated rather than challenged.

Investigators are constrained in *Haunt* but they have more flexibility: they can use their best bonuses to exploit pending opportunities while conserving their second-best for contingencies. This makes investigators more powerful — which is *not* desirable — but it encourages players to use skills more aggressively. *Arkham Horror*, by contrast, rewards safer, intermediate strategies. As a player, I feel more engaged with the allocation system in *Haunt*.

The investigators are balanced in part by their Focus values. Adding Focus checks to *Haunt* conserves some of that balance, while adding a new distinction between investigators who excel at escaping Other Worlds and shutting gates, and those who are better left to fighting or gathering resources.

Turn Structure

The bonus allocation system required changes to the game's turn structure. Allowing players to initiate City and Other World phases 'at will' lets them control the pace of the game. When interesting opportunities arise, they can exploit them fully — *if* they have saved the necessary resources. If nothing interesting is available, they can skip ahead to the next day, when something likely *will* be happening.

Dividing the day into phases made the *Chthonian* special movement ability too powerful, so for this and other reasons, monsters without clues are removed from the city during Upkeep. It used to be that monsters with colored borders were removed, but it's easy enough to steal clues from *Chthonians*, and the current system is more interesting.

Spells

Many players have commented on the weakness of spells in *Arkham Horror*.

Most spells relate to combat. Some produce effects not offered by weapons, but even these compete indirectly with weapon items. Now consider the ways spells in *Arkham Horror* are inferior to non-disposable weapons:

- ◆ Most spells incur Sanity costs;
- ◆ A spell might not function when the investigators need it;
- ◆ A given Spell card can be used only once per turn;
- ◆ Spells are drawn two at a time at *Ye Olde Magick Shoppe*, while items are drawn three at a time, giving buyers a better selection.

There are many shortcomings here to be balanced. Though there is a thematically-compelling tradition in Mythos-inspired games of making spells dangerous to the caster, *Arkham Horror* already allows investigators to win encounters that Lovecraft's characters would never survive.

Haunt makes spells much more useful. It might seem to go too far in this, but compare a common set of spells in *Haunt* against a like combination of weapons. Start with an investigator carrying *Shrivelling* and *Wither*. These confer an impressive modifier of +9, but investigators who are good with spells generally begin with lower Fight bonuses. *Wither* can be cast effortlessly, but with a Lore allocation of four, *Shrivelling* has a 30% chance of costing

at least one Sanity. Only five skill bonuses are refreshed each day, so allocating a bonus to cast spells likely entails forgoing a move later. Finally, each spell can target only one monster in a given day.

Now consider an investigator carrying a **.45 Automatic** and a **Magic Knife**. These grant a smaller Combat bonus, but they can be used by any investigators, even those with high Fight bonuses. They never fail or incur Sanity costs, and they can be used any number of times in a given day. **Magical Weapons** are less common, and physical resistances more common than magical, but this benefits spell users only slightly. Even after greatly improving their utility, spells are less generally useful than weapons. This is one of the reasons **Haunt** removes many weapons from the Common and Unique Item decks.

Ultimately, balance is best measured by looking at the choices made by experienced players. I am certainly an experienced player of *this* game, and I still find myself sending investigators to **Ye Olde Magick Shoppe** only occasionally.

Shrivelling presented a special problem. Because it is so much better than **Wither** or **Dread Curse of Azathoth**, it was difficult to balance it and its peers at the same time. I resolved this by leaving only two in the deck.

Loans, Retainers, Blessings, And Curses

In *Arkham Horror* I found it annoying to roll for **Bank Loans**, **Retainers**, **Blessings**, and **Curses** during Upkeep. **Haunt** eliminates these rolls, and its **Bank Loan** system provides a use for valuable but unwanted items.

Blessings and **Curses** were obviously overpowered in the original game. By diminishing Sanity losses, **Haunt's** **Blessing** implementation further promotes the use of spells.

Monster Activities

Monster activities are the most interesting part of **Haunt**. Because monsters in *Arkham Horror* move randomly, I didn't get the sense that they were there for any real reason; they seemed more like stations in an obstacle course than minions of a malevolent alien entity.

Monster activities add color to **Haunt** and present interesting tactical challenges. They also maintain the game's difficulty when more investigators are played. **Haunt** starts with eleven gates whether two investigators participate or five; when there are more investigators,

however, more monsters enter the city, and more Mythos locations appear. This greatly increases the probability that two or more monsters will begin the day with clues in associated Mythos locations. When this happens, at least one monster is bound to complete its activity if a City phase is started. This means more monsters, more gates, and more Terror level increases.

Monster Encounters

Shutting gates does not remove monsters from the city, so **Haunt** often involves more fighting than *Arkham Horror*. This is not desirable thematically, but because so many components focus on combat, it is inevitably the best-developed part of the game. The banishing ritual offers another way to eliminate monsters, and it produces a compelling tension between the need to shut gates quickly and the desire to keep them open in case difficult monsters appear.

Ancient One Encounters

The Ancient One mini-game at the end of *Arkham Horror* is interesting; I'd like to play more games with varied structures like this. It is also very dangerous, and as such, it's a significant part of the game that players actively seek to avoid.

I wanted something to distinguish the choice between playing Doom tokens and Terror tokens, and a less difficult version of this mini-game suggested itself. Ancient One encounters are more common in **Haunt**, so the content supporting this part of the game will be enjoyed more often.

Other World Travel

The Gate deck is one of the most colorful parts of *Arkham Horror*, and unlike the city Location decks, there are enough cards in it to have many encounters without repetition.

Though some encounters are very dangerous, Other World travel seemed too predictable in *Arkham Horror*. In **Haunt**, it is difficult to know when an investigator will be sent to an Other World, and investigators with low Focus values face many encounters there. Allowing investigators to travel in Other Worlds without Speed allocations supports exploration without altogether limiting their ability to work in the city. Investigators who are desperate to return can do so if they spend clues on their Focus checks.

Investigators who lose their last points of Sanity or Stamina are removed from play. Because this leaves fewer opportunities to become Lost in Time and Space, it seemed reasonable to make that outcome more costly.

Sealing And Closing Gates

Restricting the times during which gates can be sealed or closed presents an interesting challenge: investigators must recognize the scarcity of these opportunities and exploit them aggressively, but they must not exhaust themselves, as monsters always must be fought, and better opportunities might arise.

From an occult standpoint, it made sense that monster and gate trophies would offer a means of closing associated gates, and it is certainly more interesting to use them this way than it is to exchange them for money, clues, allies, or *Blessings*.

Doom And Terror Tracks

The Doom and Terror tracks keep the investigators focused on their goal of shutting gates. Either track can be largely filled without trouble, but toward the end of the game it becomes necessary to choose with care. Placing Terror tokens instead of Doom tokens minimizes the number of Ancient One encounters, but Terror increases can be unpredictable, and Terror tokens cannot be removed.

Insanity And Death

Arkham Horror's approach to Sanity and Stamina exhaustion is practical and player-friendly, but ultimately too forgiving. Lovecraft's characters experience crippling madness and sudden, arbitrary mutilation and death. His stories proclaim the futility of human efforts, and the irrelevance of human concerns. Why should investigators in this bleak universe be taxed to the nearest hospital when they fall in combat?

Lovecraft's philosophy isn't really suitable for games, which more than anything seek to magnify the player's efforts rather than diminish them. Thematic liberties must be taken — and many are — but this one goes too far.

Haunt considers investigators who exhaust their Sanity to be permanently insane. Those who exhaust their Stamina are dead. The weight of this penalty is mitigated by starting a new investigator in the next Upkeep. To remove the temptation to farm investigators for their starting items, *Haunt* prevents new investigators from starting with more resources than those they replace.

Note that the *Witch House* and *R'lyeh* each host an encounter that costs the investigator from one to six points of Sanity with no chance of escape. These locations must be explored very carefully.

Miscellanea

I tried to include *Rumors* in *Haunt*, but they made the rules for Mythos card placement too complex. They also made the game still more dependent on chance, and I think there's enough of that already.

I wish I knew how to use the encounters at less-visited locations like the *Train Station*. I tried placing clues at 'stable' locations at the start of the game, but I still didn't find the locations worth investigating, and the surplus of clues complicated monster management during the early game.

I also wish there was another use for Luck bonuses. Speed bonuses are used to start City phases, and Sneak, Fight, and Will bonuses all have important tactical applications. Luck checks are rolled more often than others during Location and Other World encounters, but this hardly approaches the importance of the other skills.



I saw horrific things during my travels. I saw a chorus of devils — hundreds! thousands! — keening with riotous glee, bloody beaks raised to an alien firmament. I saw a vast writhing protoplasm — greater than the Earth, greater than the Sun! — pulsing, glowing in the frozen void of space. I saw books that could talk, and men who could not talk, for they had no mouths.

But what brought me, at last, to this padded room? My encounter with a Chilth Daemon, a scaly, black, winged monstrosity, rapacious, though hardly the most dangerous of its kind. It is an excellent mimic, you see, and as it picked at the splintered bones of my colleague Simmons, it sang the otherworldly caricature of a song it must have learned while stalking one of its victims. I'll sing it for you now; it goes, 'Row, row, row your boat, gently down the stream...'

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