

# Arkham Horror 2nd Edition Core Set, Revised Printing plus Dunwich Horror Expansion

## DM Notes

References in **red** are to the official core set rule book.

References in **green** are to the official expansion rule book.

Discarded cards are returned to the bottom of the appropriate deck, face-down. (p. 22)

Other than being shuffled during Setup, decks other than Location decks are not shuffled during play unless a player is specifically instructed to do so by the text on a card. Location decks are always shuffled before a player draws from them. (p. 22)

**Cards that refer to "Arkham" also apply to spaces and Locations in Dunwich (p.5).**

When a Monster spawns:

- If Monster cup is empty, Ancient One awakens
- If Terror Level = 10 and # of Monsters in play  $\geq$  twice normal limit, Ancient One awakens
- Does # of Monsters in play (Arkham + Sky) exceed limit? (p.18)
  - **Spawn Monsters (denoted by a red circle on the bottom left of the front of the marker) do not count towards the Maximum Monsters in Play limit, nor can they be sent to the outskirts.**
  - **Monsters on the Dunwich board do not count towards the Maximum Monsters in Play limit, nor can they be sent to the outskirts.**
  - If so, place excess Monsters in Outskirts ONE BY ONE
  - After each Monster: does # of monsters in Outskirts exceed limit? (p.18)
  - If so, return all Monsters in Outskirts to cup, increment Terror Track by 1
  - Continue to place excess Monsters in Outskirts ONE BY ONE, check for too many Monsters in Outskirts at each addition
  - Then: see next section

When Terror Track advances:

- If Terror level < 10
  - Remove a random *Ally* card from the game for every point TT advances
  - Level 3: General Store closes
  - Level 6: Curositie Shop closes
  - Level 9: Ye Olde Magick Shop closes
  - Level 10: Cap on number of Monsters in play is removed
- If Terror level = 10, any additional Terror points are added to the Doom Track instead

When a Gate opens:

- If Gate cup is empty, Ancient One awakens
- Does # of open Gates exceed limit? (p. 20) If so, Ancient One awakens.

**When a character is *Devoured*:**

- The character is immediately removed from play. All cards are discarded to the bottom of their respective decks, tokens are returned to stock, and the Investigator sheet is shuffled into the unused Investigator sheets. The player retains any unspent *Trophies*.
- The player draws a new character at random from the unused Investigator sheets and sets it up as if starting a new game, beginning play the following turn.

**When the Dunwich Horror Track advances: (pp. 7-8)**

- If the Dunwich Horror Track is full, the Dunwich Horror spawns. Place the Dunwich Horror Monster marker on the Sentinel Hill space.

**Combat with the Dunwich Horror: (pp. 7-8)**

- When a character enters Combat with the Dunwich Horror, its stats are determined by drawing a Dunwich Horror card (other than Toughness, which is always 5 as listed on the back of the Monster marker). This Dunwich Horror card is used for the entire Combat.
- When Combat ends, either by the character or the Dunwich Horror being defeated, or by the character successfully escaping, the Dunwich Horror is discarded to the bottom of the deck, face-down.
- If the character defeats the Dunwich Horror:
  - the player may search the Common Item, Unique Item, Skill, Spell or Ally deck for any one card and take it. Any deck so searched is then shuffled.
  - All tokens are removed from the Dunwich Horror Track.
  - The Dunwich Horror Monster marker is set aside until it is needed again; if the Dunwich Horror track gets filled again, it will respawn.