

ARKHAM HORROR FREQUENTLY ASKED QUESTIONS

The following are frequently asked questions about the ARKHAM HORROR ROLEPLAYING GAME and its supplements. The FAQ is organized by general

system questions, followed by question specific to each product. This is version 1.3. As this document is updated, the most recent updates appear in red.

General System Questions

QUESTION: What happens when a character is wounded (their dice pool limit is reduced to 0) and they suffer damage? For example, an investigator has been wounded and is then attacked again before they have a chance to strain themselves and restore their dice pool limit. Do they suffer no damage?

ANSWER: This is an area of the rules with some flexibility. Characters who are wounded cannot have their dice pool limit brought below zero, so while they do suffer damage as normal, it doesn't have its normal effect. However, if a wounded character suffers damage, the GM has the discretion to do one of the following:

If the character is not important to the ongoing story, such as an NPC with the Major NPC rule but little narrative significance like an unnamed eldritch monster, the GM can decide that if they suffer damage while wounded, they are killed or incapacitated instead. This is especially appropriate if the current structured encounter would otherwise be over.

If the character is an important named NPC or an investigator, then the GM can decide that if they suffer damage while wounded, they suffer an injury instead. We especially recommend this for investigators (player characters) as this makes them less likely to suffer an ignominious death.

QUESTION: Can you split a Move simple action? For example, since the Move action lets a character move 10 feet, can they move 5 feet, perform another action, then move the remaining 5 feet?

ANSWER: No. The Move simple action lets a character move up to 10 feet. So, if a character moves less than 10 feet, they have still performed a full Move simple action. More importantly, a character must complete one action before

performing their next action. So in the previous simple action, the character would move 5 feet by performing a Move simple action, perform another action, then move 5 feet by performing a second Move simple action.

QUESTION: What is this symbol?

ANSWER: This symbol represents one of the spaces for dice in a character's dice pool. The total number of symbols is the dice pool maximum for a character. The symbols can be used by setting actual dice on top of them to indicate how many dice are in the pool (and by setting tokens on them to represent damage or horror). Or they can be used simply as an indicator of how big the character's dice pool is.



QUESTION: A character cannot perform the same complex action more than once during a single turn in a structured scene. How does this work with performing attacks? Does this mean a character can only make one attack?

ANSWER: No, a character can make multiple attacks. However, they can only attack the same target with the same weapon once. So, if a character has two pistols, they can shoot a monster once with one pistol, then once with another pistol. And if a character is facing two monsters, they can shoot each monster once with one pistol and once with the other pistol. A character could even shoot a monster with a pistol, then run up and punch the monster with their fist. (Although that might end up badly for the character!)

QUESTION: When asked to divide something in the game, do you round up or round down?

ANSWER: You should always round up by default.

QUESTION: Can you perform a complex action with both advantage and disadvantage?

ANSWER: Yes! You can perform an action with both, and they do not cancel each other out. You simply add two additional dice to the role, and after rolling remove both the highest result and the lowest result.

QUESTION: Can horror dice be spent to perform simple actions? Also, can characters leave horror dice unspent in their pool?

ANSWER: Except for their specific exceptions, horror dice function as normal dice. This means you can spend them to perform simple actions, or you can choose not to spend them at all! Of course, the greater your horror dice limit grows, the harder it is to avoid rolling them...

QUESTION: When I have a knack, ability, or other rule that triggers due to a dice result (such as suffering a trauma when a horror die rolls a result of 1, or a successful attack

with a sword generates an additional success if at least one of the die rolls a result of 6), is this determined before or after any modifiers are applied to the dice results?

ANSWER: Any trigger from dice results is determined before any modifiers are applied.

QUESTION: Can I have my character strain themselves during a narrative scene, or just during structured scenes?

ANSWER: As per the rules on page 31, characters can strain themselves during narrative scenes as well as structured scenes. However, since characters can have their damage healed during narrative scenes by successful actions using Knowledge, straining themselves and suffering the subsequent injury as a consequence is often a major drawback.

If a character strains themselves during a narrative scene, they suffer the injury after they have had a chance to perform one complex action of their choice.

Hungering Abyss Starter Set

QUESTION: The Seal and Puzzle Box puzzles have two ways to generate “moves” to solve them. One involves a complex action during structured scenes, where each success generates moves. The second is performing a simple action in a narrative scene to gain moves without rolling. However, normally you don’t have to spend dice to perform simple actions during narrative scenes.

ANSWER: This is normally correct. However, there are exceptions to the rule about not spending dice to perform simple actions during narrative scenes. This is one.

QUESTION: What happens if the party runs out of dice and does not solve the puzzle by the end of the scene?

ANSWER: If this happens, the party has a choice. In some cases, such as the puzzle box, they can simply leave without solving it (as no single clue is required to complete the adventure successfully). In other cases, such as the barrier puzzle, the party can spend more time trying to solve it. This involves beginning a new scene so their dice pools refresh, and means they spend another hour or so trying to figure it out. A GM can add consequences for the delay; for example, if the investigators cannot solve the barrier puzzle quickly, the ghoul priest may return with more ghouls.

Core Rulebook

QUESTION: When I use the Pulp Heroics knack, is there any limit as to how many poisons, venoms, gasses, or strange spells I can resist at once?

ANSWER: No, it works the same whether you’re affected by one or ten. Of course, if your character has been exposed to ten different venoms or poisons at once, the bigger concern might be your game master feeling vindictive!

QUESTION: If my character suffers multiple injuries at once (such as from the Backstab knack), are those injuries inflicted simultaneously or one after the other?

ANSWER: They are inflicted sequentially, not simultaneously. So each is resolved before the next one is inflicted

and resolved. This is particularly important since the severity of each injury increases by 1 for each prior injury suffered. So if your character suffers two injuries at once, you will have to add 1 to the second result.

ARKHAM HORROR ERRATA

With each printing, we strive to update and correct any issues that have become apparent in our products. This document collects all corrections that have been made since the first printing of

each product. More recent printings of each product may have had some of these changes made in their text. This is version 1.3. As this document is updated, the most recent updates appear in red.

Hungering Abyss Starter Set

Main Book

PAGE 12: At the end of the first paragraph, add the following sentence: “An investigator may only perform the exact same complex action once during a narrative scene, or once per turn during a structured scene.”

PAGE 18: Under Attacks and Damage, change “The target reduces their dice pool limit by the result of the calculation. If the result is less than zero, the dice pool limit does not change” to “The target reduces their dice pool limit by the result of the calculation, and if they reduce it below the number of dice they currently have in their pool, they must discard dice until the number equals the new limit.”

PAGE 18: Under Attacks and Damage, change “If they choose to strain themselves, the character’s dice pool limit is healed up to their original dice pool maximum and they then suffer one injury.” to “If a character chooses to strain themselves, they restore their dice pool limit to their dice pool maximum. Then, at the end of the current turn, they suffer one injury.”

PAGE 19: Under Injuries, change “the effects of some injuries are temporary, while those of others are permanent: a deep cut can heal, but a lost limb cannot regrow” to “Normally, injuries are either temporary (like a deep cut) or permanent (a lost limb), but for the purposes of this adventure all of the injuries that investigators can suffer are able to be healed through some means as listed on the Injury Results table (except for the Dead result).”

PAGE 39: Under Ye Olde Magick Shoppe, change the following sentence “...purchase useful tools, though only a character with the Lore skill (like Daisy Walker and Agnes Baker) can purchase spells.” to “...purchase useful tools.”

PAGE 39: Under River Docks, add the following weapon for sale. “Bowie Knife: 3 dollars (1 available).”

PAGE 42: Under Scene 9: Before the Finale, change “Ruth Turner’s autopsy notes (Key Evidence #1) suggest that whatever is happening, it’s going on underground” to “Ruth Turner’s autopsy notes (Key Evidence #1) suggest that whatever is happening, it’s going on in the woods.”

GM Board

TRAUMA TABLE: In Column 1, Row 1, change the text to “Roll 1D6 (Add 1 for each result of 1 rolled on a horror die for this check)”

NPC Sheets

MULTIPLE SHEETS: All instances of the **Minor NPC** ability should be changed to “**Minor NPC:** This NPC cannot strain themselves, and if they become wounded, they are killed or knocked unconscious at the GM’s discretion.”

MULTIPLE SHEETS: All instances of the **Major NPC** ability should be changed to “**Major NPC:** This NPC may strain themselves once per structured scene. If this NPC is wounded after they strain themselves once, they are killed or knocked unconscious at the GM’s discretion.”

NIGHTGAUNT, GHOULISH CULTIST: Add the **Minor NPC** ability (as defined in the previous entry) to these sheets.

BOB, GHOUL PRIEST, PETER WARREN, BILLY COOPER, NARÔGATH THE CHARNEL LORD, AGNES BAKER, LITA CHANTLER: Add the **Major NPC** ability (as defined in the previous entry) to these sheets.

GHOUL PRIEST: The sentence “a number of targets that they can perceive equal to the number” should be changed to “a number of targets that they can perceive up to the number”.

UMORDHOTH'S TENTACLES: The **Slithering Retreat** ability should be changed to "**Slithering Retreat:** This NPC cannot strain themselves. If this tentacle becomes wounded, it retreats into its pit. If it is grappling a character, it throws them. The thrown character must perform a reaction using **Agility**. If they fail, they collide with a nearby wall or column and suffer 2 damage and an injury."

INVESTIGATOR PORTFOLIOS: In the Investigator Quick Reference section and the Reactions subsection, it refers to using **Athletics** to block melee attacks. The skill used should be **Melee Combat**.

Core Rulebook

Chapter 2: The Rules

PAGE 15: After the final paragraph in the first column, add the following sentence. "One other note; when dividing something unevenly in this system, always round up."

PAGE 31: In the third paragraph of column two, revise the final sentence to read as follows: "Then at the end of their current turn (or after performing one complex action during a narrative scene), they suffer one **injury**."

Chapter 3: Character Creation

PAGE 51: Under Guardian Advancements, the knack Like a Rock should be a Tier 4 knack, not a Tier 3 knack.

PAGE 55: Under Adventurer Skills, an adventurer may improve **Agility**, not **Intuition**, to a 3+.

PAGE 57: Under Hunter Skills, a hunter may improve **Agility**, not **Athletics**, to a 2+.

PAGE 66: In the second bullet point, the page reference for **Chapter 4** is listed as 93. It should be 81.

PAGE 71: In the description of the knack Symbol of Belief, the beginning of the second sentence should read: "If they succeed, until the end of the investigators' next turn..."

PAGE 73: In the description of the knack Haunting Whispers, the beginning of the first sentence should read: "*Spell* Once per session, your character may perform..."

PAGE 73: In the description of the knack Mists of R'lyeh, the final sentence should read: "The spell lasts until the end of the investigators' next turn, or after 5 minutes in a narrative scene."

PAGE 74: In the description of the knack On a Roll, the end of the final sentence should read: "...or until they roll two results of 1 during the same action."

PAGE 75: In the description of the knack Nope!, the beginning of the second sentence should read: "Until the end of the current scene, your character may add 2 to the result..."

PAGE 77: In the description of the knack Heroic Disarm, the beginning of the first sentence should read: "When your character successfully performs a complex action

using **Athletics** to grapple or attack an armed enemy and generates..."

PAGE 79: The knack Ward of Protection should have both the *Spell* keyword and the *Faith* keyword.

Chapter 4: Equipment

PAGE 82 AND 85: In the special rules for the Browning M1918 Automatic Rifle and Thompson M1921A Submachine Gun, change the Full Auto rule to the following: "(each additional success generated on this attack roll deals +1 damage)."

PAGE 90: In the special rules for Climbing Gear, change the first sentence to read: "When a user preforms a complex action to climb, they add 1 to the result of all dice rolled."

PAGE 99: In the rules for The Gold Pocket Watch, add the following clarifying text to the first option listed in the second paragraph: "(in a narrative scene, the investigators have approximately one minute where they move much faster than everyone else)" and the following clarifying text to the second option listed in the second paragraph: "(in a narrative scene, this NPC loses all their dice and moves much slower for one minute)".

Chapter 8: Allies and Enemies

PAGE 195: In the description of the Pearl-Handled Tommy Gun, change the last sentence to read: "Every additional success generated on this attack roll deals +1 damage."

Chapter 9: Terror at the Tick-Tock Club

PAGE 245: In **Table 9-1: Psyche Knacks**, change the first sentence of the Whispers of Uncertainty entry to read: "Once per turn, this NPC may perform a simple action to target an opponent within 20 feet."