

FAQ v2.0

ETHYLENE

DEATH MAY DIE



# INVESTIGATOR SKILLS

The chart below lists each Investigator's Skills differently from how they are presented on the dashboards. Here, the entry for each level contains ALL the accumulated effects for that skill. You only need to read the effects for the level that the Skill is currently at.

  
Success

  
Bonus Dice







  
Insanity

  
Elder Sign

  
Tentacle









## MARKSMAN

Level 1	Level 2	Level 3	Level 4
You may attack a target 1 space away.	You may attack a target 1 space away. Gain   when attacking a target not in your space.	You may attack a target up to 2 spaces away. Gain   when attacking a target not in your space.	You may attack a target up to 2 spaces away. You may perform 1 free attack per turn against a target not in your space. Gain   when attacking a target not in your space.



## ARCANE MASTERY

Level 1	Level 2	Level 3	Level 4
When making any roll, you may count 1  as a success.	When making any roll, you may count any number of  as successes.	When making any roll, you may count any number of  as successes Heal 1 stress for each  you count as a success.	When making any roll, you may count any number of  as 2 successes each. Heal 1 stress for each  you count as 2 successes.



## STEALTH


Level 1	Level 2	Level 3	Level 4
When you Run, you may Sneak once (one enemy doesn't follow you).	When you Run, you may Sneak up to 3 times.	When you Run, you may Sneak up to 3 times and deal 1 wound to each enemy you sneak past.	When you Run, you may Sneak any number of times and deal 1 wound to each enemy you sneak past.






## BRAWLING

### Level 1


Gain  when attacking a target in your space.

### Level 2

Gain  when attacking a target in your space.

When you attack, you may target ANY NUMBER of figures in your space (split the wounds as you like).

### Level 3

Gain  when attacking a target in your space.

When you attack, you may target ANY NUMBER of figures in your space (split the wounds as you like).

You have 2 free rerolls when attacking a target in your space.

### Level 4

Gain  when attacking a target in your space.

When you attack, you may target ANY NUMBER of figures in your space, dealing the full wounds to EACH target.

You have 2 free rerolls when attacking a target in your space.



## SWIFTNESS

### Level 1

When you Run, you may move 1 additional space.

### Level 2

When you Run, you may move 1 additional space.

You have 1 free Run action each turn.

### Level 3

When you Run, you may move 1 additional space.

You have 1 free Run action each turn.

During a Run, you may take 1 investigator with you when leaving a space.

### Level 4

When you Run, you may move 1 additional space.

You have 1 free Run action each turn.

During a Run, you may take 1 investigator with you when leaving a space.

You have 1 extra action each turn.



## TOUGHNESS

### Level 1

You have 1 free reroll when attacked or rolling for Fire.

### Level 2

When attacked or rolling for Fire, you may reduce wounds taken by 1.

When attacked or rolling for Fire, you may also reduce loss of sanity by 1.

### Level 3

You may reduce wounds taken from ANY SOURCE by 1.

You may also reduce loss of sanity from ANY SOURCE by 1.

### Level 4

You may reduce wounds taken from ANY SOURCE by 2.

You may also reduce loss of sanity from ANY SOURCE by 1.




# UNIQUE SKILLS

## CORE BOX - 1/2












Investigators	Unique Skills	Level 1	Level 2	Level 3	Level 4
Adam	Fueled by Madness	Gain  while your sanity is on a  .	Gain  while your sanity is on a  OR 1 space back.	Gain   while your sanity is on a  OR 1 space back.	Gain    while your sanity is on a  a OR 1 space back.
Ahmed	Healing Prayer	At the end of your turn, you may heal 1 stress OR wound on an investigator in your space (it may be yourself).	At the end of your turn, you may heal 2 in any combination of stress and wounds on an investigator in your space (it may be yourself).	At the end of your turn, you may heal 2 stress AND 2 wounds on an investigator in your space (it may be yourself).	At the end of your turn, you may heal 2 stress AND 2 wounds on EACH investigator in your space (including yourself).
Borden	Savage	When attacking, you may deal 1 additional wound to your target if there are no other enemies in its space.	When attacking, you may deal 2 additional wounds to your target if there are no other enemies in its space.	When attacking, you may deal 2 additional wounds to your target if there are no other enemies in its space. If you kill the target and there are no other enemies in its space, heal all your stress.	When attacking, you may deal 5 additional wounds to your target if there are no other enemies in its space. If you kill the target and there are no other enemies in its space, heal all your stress.
Elizabeth	Lucky	You have 1 free reroll per turn.	You have 2 free rerolls per turn.	You have 3 free rerolls per turn.	You have 3 free rerolls PER ROLL.
Fatima	Read The Omens	You may put the first Mythos card you draw each turn at the bottom of the deck and draw again. If you do, heal 2 stress.	You may draw 2 Mythos cards, choose 1 to play, and put the other underneath the deck. If you do, heal 2 stress.	You may draw 2 Mythos cards, choose 1 to play, and put the other underneath the deck. If you do, heal all stress.	You may draw 2 Mythos cards, choose 1 to play, and put the other underneath the deck. If you do, heal all stress. You may take 2 wounds to cancel any Mythos card's special effects and enemy summoning.
Ian	Vengeance Obsession	When attacked, if you are dealt any wounds, deal 1 wound to that enemy and heal 1 stress.	When attacked, deal 1 wound to each enemy in the attacker's space and heal 1 stress.	When attacked, deal 1 wound to each enemy in the attacker's space and heal 2 stress.	When attacked, deal 2 wounds to each enemy in the attacker's space and heal 2 stress.



## CORE BOX - 2/2

Investigators	Unique Skills	Level 1	Level 2	Level 3	Level 4
Morgan	Protector	If an investigator in your space is attacked, you may redirect the attack to you (before the roll).	If an investigator in your space or 1 space away is attacked, you may redirect the attack to you (before the roll).	If an investigator in your space or 1 space away is attacked, you may redirect the attack to you (before the roll).  You have 2 free rerolls when being attacked by a redirected attack.	If an investigator in your space or 1 space away is attacked, you may redirect the attack to you (before the roll).  You have 2 free rerolls when being attacked by a redirected attack.  After resolving a redirected attack, heal all your stress.
Rasputin	Unkillable	1 free death: If you would die from wounds, instead return to life with full health.	2 free deaths in total: If you would die from wounds, instead return to life with full health.	2 free deaths in total: If you would die from wounds, instead return to life with full health. When you return to life, also heal all your stress.	3 free deaths in total: If you would die from wounds, instead return to life with full health. When you return to life, also heal all your stress.
Sister Beth	High Strung	When making any roll, you may count 1  as 1 success (it still also counts as a  .	When making any roll, you may count any number of  as successes (they still also count as  .	When making any roll, you may count any number of  as successes (they still also count as  ). Heal 1 of your wounds for each  you count as a success.	When making any roll, you may count any number of  as successes (they still also count as  ). Heal 1 of your wounds for each  you count as a success. If you rolled at least   , you may add 3 successes to the roll.
The Kid	Gate Manipulation	If you are in the same space as a Gate, monsters and Cultists summoned there take wounds equal to half their health (rounded up).	If you are within one space of a Gate, monsters and Cultists summoned there take wounds equal to half their health (rounded up).	If you are within one space of a Gate, monsters and Cultists summoned there take wounds equal to half their health (rounded up) and you are always considered safe to Rest.	If you are within one space of a Gate, monsters and Cultists summoned there take wounds equal to half their health (rounded up), you are always considered safe to Rest, you gain  and have 1 free Rest action.

## SEASON 2 - 1/2

Investigators	Unique Skills	Level 1	Level 2	Level 3	Level 4
Adilah	Vodou	Name an Investigator as your Focus at the beginning of the game. Whenever one of you Rests, the other heals 1 wound or stress.	Whenever you or your Focus Rests, the other heals 3 wounds/stress as if they were Resting.	Whenever you or your Focus Rests, the other heals 3 wounds/stress as if they were Resting. When your Focus would take a wound, you may take that wound instead and heal 1 stress.	Whenever you or your Focus Rests, the other heals 3 wounds/stress as if they were Resting. When your Focus would take a wound, you may take that wound instead and heal 1 stress. When your Focus would die from wounds, you may take 2 wounds to keep them alive with 1 health.
Alex	Supersleuth	You may heal 1 stress when you draw a Discovery card, before resolving it.	You may heal 2 stress when you draw a Discovery card, before resolving it.	You may heal all stress when you draw a Discovery card, before resolving it.	You may heal all stress when you draw a Discovery card, before resolving it. Once per turn, after Investigating, you may investigate again, if able.
Ariele	Specialist Hunter	Name a favoured non-Elder One enemy at the start of the game. You gain  when attacking it.	You gain  when attacking the favoured non-Elder One enemy you named at the start of the game. Your favoured enemy rolls 2 dice less (of your choice) when attacking you.	You gain  and have 2 free rerolls when attacking the favoured non-Elder One enemy you named at the start of the game. Your favoured enemy rolls 2 dice less (of your choice) when attacking you.	Choose a second favoured non-Elder One enemy. You gain  when attacking either of your favoured non-Elder One enemies and have 2 free rerolls. Your favoured enemies roll 2 dice less (of your choice) when attacking you.
Hailia	Oracle	When making any roll, you may heal all stress if you roll at least   .	When making any roll, you may heal all stress OR all wounds if you roll at least   .	If you roll at least   on any roll, you may heal all stress OR all wounds. In addition, deal 1 wound to all enemies in your space if you roll at least   .	If you roll at least   on any roll, you may heal all stress AND all wounds. In addition, deal 1 wound to all enemies in your space if you roll at least   .
Luke	Smite Evil	You may ignore monster abilities.	You may ignore monster abilities. Gain   when attacking monsters.	You may ignore monster abilities. Gain   when attacking monsters. When you attack, you may target ANY NUMBER of monsters in your space (split the wounds as your like).	You may ignore monster abilities. Gain   when attacking monsters. When you attack, you may target ANY NUMBER of monsters in your space (split the wounds as your like). When you kill a monster, heal all your stress and wounds.



## SEASON 2 - 2/2

Investigators	Unique Skills	Level 1	Level 2	Level 3	Level 4
Magarethe	Butcher	You may add  to any of your rolls.	You may add  AND 1 success to any of your rolls.	You may add   AND 2 successes to any of your rolls.	You may add   AND 3 successes to any of your rolls.
Mario	Interrogation	Cultists get 1 less  when attacking anyone in your space.	Cultists get 1 less  when attacking anyone in your space and can't spawn in your space.	Cultists get 1 less  when attacking anyone within one space of you. They also can't spawn within 1 space of you.	Cultists get 1 less  when attacking anyone within 1 space of you. They also can't spawn within 1 space of you. At the end of your turn, kill all Cultists in your space.
Mary	Roll With It	Whenever you are wounded, you and investigators in your space heal 1 stress.	Whenever you are wounded, you heal all stress and Investigators in your space heal 1 stress.	Whenever you are wounded, you heal all stress and Investigators within 1 space heal 2 stress.	Whenever you are wounded, you and investigators within 1 space heal all stress and 2 wounds.
Sam	Calm	When you Rest, heal 1 additional stress.	You may Rest in an Unsafe space. When you Rest, heal 1 additional stress.	You may Rest in an Unsafe space. When you Rest, heal 1 additional stress AND 1 additional wound.	You may Rest in an Unsafe space. When you Rest, heal 1 additional stress AND 1 additional wound. You have 1 free Rest action each turn.
Tony	Navigation	When you Run, you may move 2 additional spaces if you started in a Safe space.	When you Run, you may always move 2 additional spaces and ignore Fire.	When you Run, you may always move 2 additional spaces, ignore Fire and heal 2 stress.	When you Run, move any number of spaces and heal 2 stress. Ignore Fire and enemies don't follow you.

## EXTRA PROMOS

Investigators	Unique Skills	Level 1	Level 2	Level 3	Level 4
Scarlett	Play The Odds	Before you make any roll, guess the total number of successes. If you guess right, heal 1 stress.	Before you make any roll, guess the total number of successes. If you guess right, heal 1 stress AND 1 wound.	Before you make any roll, guess the total number of successes. If you guess right, you and all other investigators in your space may heal 1 stress AND 1 wound.	Before you make any roll, guess the total number of successes. If you guess right, you may double the number of successes. Also, you and all other investigators in your space may heal 1 stress AND 1 wound.

# UNSPEAKABLE BOX - 1/3




Investigators	Unique Skills	Level 1	Level 2	Level 3	Level 4
Al	Connected	Gain  if in the same space as a Cultist.	Gain  if in the same space as a Cultist. You may Sneak past Cultists (they never follow you).	Gain   if in the same space as a Cultist. You may Sneak past Cultists (they never follow you).	Gain   if in the same space as a Cultist. You may Sneak past Cultists (they never follow you). Cultists also can't attack you and other investigators in your space.
Bert	Smarts	You may Investigate in unsafe spaces (after Fighting the enemies).	You may Investigate in unsafe spaces (after Fighting the enemies). Other investigators in your space may also Investigate in unsafe spaces.	You may Investigate in unsafe spaces (after Fighting the enemies). Other investigators in your space may also Investigate in unsafe spaces. After you or another investigator in your space Investigates, you heal 2 wounds.	You may Investigate in unsafe spaces (after Fighting the enemies). Other investigators in your space may also Investigate in unsafe spaces. After you or another investigator in your space Investigates, all investigators in your space heal 2 wounds.
Ernest	Demon Hunter	You have 2 free rerolls when attacking monsters.	You have 2 free rerolls when attacking monsters. You may take 1 wound to make a free attack against a monster.	You have 2 free rerolls when attacking monsters. You may take 1 wound to make a free attack against a monster. Gain  when attacking monsters.	You have 2 free rerolls when attacking monsters. You may take 1 wound to make a free attack against a monster. Gain  when attacking monsters. Other investigators within 1 space gain this skill at level 3.
Fleur	Combat Medic	When you Rest, you may divide the healing amongst investigators in your space.	When you Rest, heal an additional 2 stress/health. You may divide the healing amongst investigators in your space.	When you Rest, heal an additional 2 stress/health. You may divide the healing amongst investigators in your space. Also, deal 2 wounds to an enemy within 1 space.	When you Rest, heal an additional 2 stress/health. You may divide the healing amongst investigators in your space. Also, deal 2 wounds to ALL enemies within 1 space.
Gonk	Time Management	You have 4 actions per turn, but you have 2 max health.	You have 4 actions per turn, but you have 3 max health.	You have 4 actions per turn, but you have 4 max health.	You have 5 actions per turn, but you have 5 max health.
Josephine	Infinite Contacts	When you Claim a non-Condition Discovery card, you may place it facedown (on either side) as a Companion with 1 health.	When you Claim a non-Condition Discovery card, you may place it facedown (on either side) as a Companion with 1 health. Your companions have +1 health.	When you Claim a non-Condition Discovery card, you may place it facedown (on either side) as a Companion with 1 health. Your companions have +1 health. At the end of your turn, heal 1 stress for each Companion you have.	When you Claim a non-Condition Discovery card, you may place it facedown (on either side) as a Companion with 1 health. Your companions have +1 health. At the end of your turn, heal 1 stress for each Companion you have. Gain  for each Companion you have.
Julia	Class Act	You may take wounds instead of stress.	You may take wounds instead of stress. At the end of your turn, you may heal 1 of your wounds.	You may take wounds instead of stress. At the end of your turn, you may heal 2 of your wounds.	You may take wounds instead of stress. At the end of your turn, you may heal ALL of your wounds.



# UNSPEAKABLE BOX - 2/3

Investigators	Unique Skills	Level 1	Level 2	Level 3	Level 4
Maki	Resourceful	You may heal 1 wound whenever you Investigate, before resolving the Discovery card.	You may heal 1 wound whenever you Investigate, before resolving the Discovery card. Once per turn, you may take 2 wounds to keep an Item you would discard.	You may heal 1 wound whenever you Investigate, before resolving the Discovery card. Once per turn, you may take 2 wounds to keep an Item you would discard. If you would Claim a Condition, you may instead discard it and heal 2 stress.	You may heal 1 wound whenever you Investigate, before resolving the Discovery card. Once per turn, you may take 2 wounds to keep an Item you would discard. If you would Claim a Condition, you may instead discard it and heal 2 stress. Gain  per Item you have.
Margie	Stiff Upper Lip	When you would take wounds, you may prevent up to 3 and lose the same number of sanity.	When you would take wounds, you may prevent up to 3 and lose the same number of sanity. You may ignore 1  on your rolls.	When you would take wounds, you may prevent up to 3 and lose the same number of sanity. You may ignore 2  on your rolls.	When you would take wounds, you may prevent any number and lose the same number of sanity. You may ignore up to 2  on your rolls.
Maxim	Mad Dog	Whenever you lose 1 or more sanity, you may deal 1 wound to an enemy in your space.	Whenever you lose 1 or more sanity, you may deal 1 wound to ALL enemies in your space.	Whenever you lose 1 or more sanity, you may deal 1 wound to ALL enemies in your space and may also heal 1 of your wounds.	Whenever you lose 1 or more sanity, you may deal 1 wound to ALL enemies in your space and may also heal 1 of your wounds. You may reduce loss of sanity by 1 from ANY SOURCE.
Meryl	Method Acting	At the beginning of your turn, choose an investigator. Copy their signature skill at level 1 until your next turn.	At the beginning of your turn, choose an investigator. Copy their signature skill at level 2 until your next turn.	At the beginning of your turn, choose an investigator. Copy their signature skill at level 3 until your next turn.	At the beginning of your turn, choose an investigator. Copy their signature skill at level 4 until your next turn.
Olivia	Unlucky	When you make any roll that results in no successes, you may gain 1 success for each die you rolled.	When you make any roll that results in no successes, you may gain 1 success for each die you rolled. You may change 1 of your dice to a blank face, except when rolling against yourself.	When you make any roll that results in no successes, you may gain 1 success for each die you rolled. You may change up to 2 of your dice to a blank face, except when rolling against yourself.	When you make any roll that results in no successes, you may gain 1 success for each die you rolled. You may change up to 3 of your dice to a blank face, except when rolling against yourself.
Pops	Calming Presence	Other investigators in your space may choose not to activate their insanity.	Other investigators within 2 spaces of you may choose not to activate their insanity.	Other investigators within 2 spaces of you may choose not to activate their insanity. They may heal 2 stress instead of activating their insanity.	Other investigators within 2 spaces of you may choose not to activate their insanity. They may heal ALL stress instead of activating their insanity.

## UNSPEAKABLE BOX - 3/3

Investigators	Unique Skills	Level 1	Level 2	Level 3	Level 4
Richard	Majesty's Secret Service	Gain  when attacking a target in your space.	Gain  when attacking a target in your space. You may attack a target 1 space away. If you do, gain   .	Gain  when attacking a target in your space. You may attack a target 1 space away. If you do, gain   . You may Sneak 3 times per Run, and deal 1 wound to each enemy you Sneak past.	Gain  when attacking a target in your space. You may attack a target 1 space away. If you do, gain   . You may Sneak 3 times per Run, and deal 1 wound to each enemy you Sneak past. You may convert each  you roll into  , healing 1 stress for each  you convert.
Roxie	Get in There!	Whenever an investigator is about to attack, you may immediately move to their space (enemies follow as normal).	Whenever an investigator is about to attack, you may immediately move to their space. Enemies do not follow you during the use of this skill.	Whenever an investigator is about to attack, you may immediately move to their space. Enemies do not follow you during the use of this skill. Other investigators in your space gain  when attacking.	Whenever an investigator is about to attack, you may immediately move to their space. Enemies do not follow you during the use of this skill. Other investigators in your space gain  when attacking. After the attack that triggered this skill, you may return to your original space.
Tina	Femme Fatale	Once per roll, before rolling dice, you may take 1 wound to gain  .	Once per roll, before rolling dice, you may take 1 wound to gain   .	Once per roll, before rolling dice, you may take 1 wound to gain   or remove 1 die (your choice).	Once per roll, before rolling dice, you may give 1 wound to any figure in your space to gain   or remove 1 die (your choice).
Vincent	Teacher	You may use stress to reroll dice in rolls made by other investigators in your space.	You may use stress to reroll dice in rolls made by other investigators within 2 spaces of you.	You may use stress to reroll dice in rolls made by other investigators within 2 spaces of you. Investigators within 2 spaces of you gain level 1 in Arcane Mastery.	You may use stress to reroll dice in rolls made by other investigators within 2 spaces of you. Investigators within 2 spaces of you gain level 2 in Arcane Mastery.
Walter	Pacifist	When you attack but don't destroy an enemy you may push it 1 space away.	When you attack but don't destroy an enemy you may push it 1 space away and heal 2 stress.	When you attack but don't destroy an enemy you may push it 1 space away, heal 2 stress AND 1 wound.	When you attack but don't destroy an enemy you may push it 1 space away, heal 2 stress AND 1 wound. Wounded monsters and Cultists can't attack you or investigators in your space.



# FREQUENTLY ASKED QUESTIONS

## GENERAL

**Q: During the game, can only the number of Monsters and Cultists that were placed on the board during Setup be summoned?**

A: No, during Setup you must take ALL the figures for the enemies shown on the Elder One Minions and Episode Monsters cards. Any that are not placed on the board initially are left in reserve to be summoned later.

**Q: Can Fire be extinguished in every Episode?**

A: No, only if the Episode card specifies a way to do it (like the Extinguish Fire action in S1-E1).

**Q: If you need to add a Fire token to the board and there are none left, but there are some on your Investigator board, should you swap out the one on your Investigator board with a wound token and then place it on the board?**

A: Yes, the number of Fire tokens on the board is only limited to the number of Fire tokens available for the episode, so if there are some available on Investigator boards, you can use them (but replace with wound tokens, because the investigator is still on fire).

**Q: How is adjacency / within X spaces / X spaces away defined?**

A: A space is considered to be adjacent, or 1 space away from another, if an investigator can move from one to the other with 1 move.

A space is considered “within X spaces” or “X spaces away” from another if it is possible to reach one by moving up to X spaces starting from the other.

The movement can be a move through a door, Staircase/Tunnel tokens or even an special ability that allows it (IE: Waitress companion from S1-E1).

Note that means that spaces that can't be accessed are not considered adjacent. For example, the Vault from S2-E1 “Strange Bedfellows” and the Alien Ship from Lost Episode 2 “Bright Lights, Big Monsters” are not considered adjacent or within X spaces from any other space, which, among other things, means that Marksman can't be used to attack targets in those spaces. (Note: After the Vault is unlocked, adjacency to it is treated as normal).

**Q: If you move somewhere due to any effect other than a Run action, do you collect Fire tokens?**

A: Yes, you do collect Fire. You should move through spaces until you reach the target space, catching Fire from spaces you leave. Examples of effects that move a Investigator are: Codependency, Psychotic Outbreak or Roxie's “Get in there!” Skill.

**Q: In which instances do you take wounds if you cannot take stress?**

A: All instances where this happens are specifically described on the card (Mythos or Discovery). Usually, if you are maxed out on stress, nothing happens if you would take additional stress. Also, you CANNOT take a discovery card option that requires you to take stress if you don't have the required amount of stress to take.

**Q: Can you decrease your Sanity track?**

A: No, right now there are no rules or effects that recover your sanity. That includes Rasputin when he refuses to die (only reset his wounds).

**Q: When does the insanity activate in relation to other events?**

A: When you reach an Insanity Threshold on your Sanity track, you first activate your Insanity, and then level up a skill.

If the sanity was lost because of tentacles rolled, the insanity only activates after resolving the other effects of the roll. This happens because the tentacles are only applied after all other effects. (See Page 11 of the Rulebook for all steps of a Roll).

If the sanity was lost because of another effect, you first completely resolve the effect and then you activate your insanity.

If multiple Investigators should activate their insanity at the same time, they activate in clockwise order, starting from the current player.

**Q: In what order are end of turn effects resolved?**

A:

- First, end of turn effects which are not from the Elder One resolve, in whatever order the player wants.
- Then do the in-between stuff. In that order, resolve fire damage, check Mythos pile for advance, and verify summoning.
- Finally, end of turn effects from the Elder One resolve, all of them one at a time in ascending stage order.

**Q: In what order are resolved effects that are triggered at the same time?**

A: The Active player chooses the order.

**Q: When choosing between options, can I choose one that will have no effect? For example, can I choose to summon an enemy if there are no figures of that type available?**

A: Unless stated otherwise, yes, you may choose an option that will have no effect due to component availability.

## DISCOVERY CARDS

**Q: Can I have more than one discovery card on each side of the investigator board?**

A: Yes.

**Q: Do I shuffle the discovery deck once it is depleted?**

A: No, you only reshuffle if an effect instructs you to do so. If the deck is depleted Investigators don't Investigate anymore.

**Q: Can you choose to not Investigate?**

A: No. If the Investigator is Safe and there are any Discovery Cards in the deck, they have to Investigate.

**Q: When can a discovery card be used? Does it require an action?**

A: Using a discovery card doesn't require the Investigator to use an action. If it's not specified when the investigator may use an effect from a Discovery card, it may be used anytime during their turn. However, it cannot be used while resolving another card, effect, or during a roll. This includes, for example, being attacked by an enemy, resolving an action and end of turn effects. You may not use while resolving them but may do it before or after any of them.

**Q: Are you forced to claim one of the options of a discovery card?**

A: If an option says "you may", it is optional. If both sides are optional, you can discard the card. If one side is non-optional, you must take one option (paying the cost if you can even if you don't want to). If you cannot pay the cost of either options, discard the card.

**Q: Can a Companion take more wounds than their health from an attack?**

A: No. When taking wounds, you can choose how many of them will be applied to each of your Companions, but they can only take wounds up to their health. If there are any remaining wounds, they should be applied to another companion or to the Investigator.

## INVESTIGATOR SKILLS

**Q: Is Toughness Level 2 protection both 1 Health \*and\* 1 Sanity or is it 1 Health \*or\* 1 Sanity?**

A: It protects both 1 health and 1 sanity, but they are both optional.

**Q: If an Investigator using Swiftiness Level 3 or another effect, brings another investigator with them when leaving a space, does the other investigator catches fire? When would the other Investigator have to roll for Fire tokens?**

A: Yes. Investigators only need to roll for Fire at the end of their own turns.

**Q: Can I "drop" an Investigator before the end of a Run using Swiftiness Level 3? Also, can I pick up an Investigator in the middle of a Run?**

A: Yes for both. The decision of taking an investigator or not is made

independently for each space the Investigator leaves during a Run.

For example: Morgan starts his Run action in the same space as Sister Beth. When making his first move, he takes Sister Beth with him. For the second move he decides to leave Sister Beth in that space and takes no one with him when entering a space where Ian and Borden are. For his third move he decides to take Ian with him. And then, he decides to stop.

**Q: How does "Sneak" from Stealth work?**

A: "Sneak" means: When leaving a space, you may ignore one of the enemies there that would follow you (your choice), it stays on the space you were leaving.

Stealth Level 2 allows you to Sneak up to 3 times per Run. Since you can choose to use it at any point of the Run action, you can, for example, make 3 enemies follow you through 2 spaces, and on the last move leave them behind. You can even choose to leave each enemy in a different space, by sneaking each of them when leaving a different space.

You may also sneak past the same enemy more than once if you return to the original space and leave again, which is useful to inflict wounds with Stealth Level 3. Notice, though, that sneaking the same enemy twice would spend 2 of the Sneaks.

**Q: Does Borden with the Savage Skill apply one wound even when she got no success?**

A: Yes.

**Q: Do Bert or Maki get to heal wounds if you run out of discovery cards?**

A: No, Investigate is the act of drawing and resolving the Discovery card. Since the deck is empty, you don't actually investigate, so you don't get the benefit.

**Q: When using Resourceful Level 2 to keep an Item that is discarded after use, does Maki take the 2 wounds before or after using the item?**

A: First, the item's effect is applied. After that, Maki can take 2 wounds to keep it.

**Q: Can Rasputin sacrifice himself in the final stage of Hastur and come back to life?**

A: Yes, he can. The text "take wounds until dead" means that Rasputin can sacrifice himself and still stay alive. He takes wounds until he would be dead, satisfying Hastur effect, and then his ability resurrects him. (It does not trigger the end game condition because he is never actually killed)

Note: Adilah preventing her Focus from dying with her Skill on Level 4 works in the same way as Rasputin Skill.

**Q: Does Rasputin keep his Discovery cards when he cheats death?**

A: Yes, Rasputin keeps everything he had, including special tokens. The only thing that changes is that he heals and loses 1 free death.



**Q: Can Al with Connected Level 2 choose to be followed by a cultist?**

A: Yes, Al may choose to not use his Sneak if wants.

**Q: Tony and Roxie have skills that say “Enemies do not follow you”, can they choose to not use it and be followed by enemies?**

A: No. This effect is not optional.

**Q: Does The Kid’s Gate Manipulation affects summons in a space with a Gate that were not summoned directly to that Gate? (E.g. Cthulhu summoning a Cultist in a R’lyeh space that contains a Gate)**

A: Yes, Gate Manipulation works for any kind of summon as long as the space contains a gate.

**Q: How does The Kid’s Gate Manipulation interact with the Black Goat’s Dark Spawn?**

A: If a Dark Spawn is summoned in a space affected by The Kid’s Gate Manipulation, it is wounded as soon as it is summoned. This means that it would take 2 wounds and summon another Dark Spawn in the space, which would take 2 wounds and summon another one and so on until all Dark Spawn figures available are on the board. All of the summoned Dark Spawn will have 1 health left.

Note: If the summon effect was from the Stage I of Black Goat, after all remaining Dark Spawn are summoned, they all take 1 wound and are killed.

**Q: What happens if The Kid and Meryl (copying Gate Manipulation) affect the same space and a Monster or Cultist is summoned there?**

A: Gate Manipulation deal wounds based on the enemy’s health stat. Since both abilities would trigger, the Monster or Cultist summoned there take wounds equal to half their health twice and is immediately killed.

**Q: How many wounds can Gonk take before dying?**

A: When Gonk takes wounds equal to his current max health he dies. For example, if he has 2 max health, he can take 1 wound before dying, because the second would kill him. An easy way to keep track of this is adjusting the Tentacle Marker starting position on the Wound track based on his Time Management Level.

It’s also important to note that when you upgrade his “Time Management” skill you should move the tracker 1 space to the left, so you also “gain 1 health”. This happens because it’s a wound track: If you have 2 max health and 1 wound, when your max health increases to 3, you still have only 1 wound, but now you have 2 health left.

**Q: When and how Luke’s Smite Evil ignores monster abilities?**

A: Luke only ignores the abilities of Monsters when he is interacting with them, usually attacking, being attacked or dealing wounds. If another player is interacting with a monster, Luke may be affected by the ability. For example, if the Chthonic Entity is attacking another investigator in the same space as Luke, he would take wounds from Chthonic Entity’s ability.

**Q: Can Arcane Mastery be used on enemy attacks?**

A: Yes, effects that are used when making “a roll” or “any roll” may be used both in your rolls and rolls against you. This can be useful with Ian’s Vengeance Obsession, for example.

Other Skills that affect ALL types of rolls, not only yours, are:

- Elizabeth’s Lucky (Rerolls can be used in any roll)
- Vincent’s Teacher (Rerolls can be used in any roll)
- Sister Beth’s High Strung
- Hailia’s Oracle
- Magarethe’s Butcher
- Tina’s Femme Fatale
- Scarlett’s Play the Odds
- Olivia’s Unlucky (Except changing dice to a blank, which cannot be used in rolls against you)

**Q: Can I use Margie’s Stiff Upper Lip Level 2 or 3 to ignore tentacle results from enemy attacks or Fire rolls?**

A: No. This skill only ignores tentacles from your own rolls.

**Q: Is Scarlett’s Play the Odds skill checked before or after rerolls?**

A: After rerolls.

## INSANITY CARDS

**Q: Can you discard a Condition card for the Short Term Memory Loss insanity card?**

A: Yes

**Q: Can you rest with other enemies in your space while down because of Catatonia?**

A: Yes. Catatonia says that you are Safe while down, which means you can Rest.

**Q: While down because of Catatonia: Do you still take damage from effects? Can you be carried with Swiftess Level 3? Can you use Items and Skills?**

A: The only things you can’t do while down are the ones listed:

- You can’t be attacked.
- You can’t Investigate.
- You can’t move or be moved by any effect (Including Swiftess and Codependency).
- You can’t take actions other than Rest.

That means you still take damage from effects (Like Chthonic Entity or Psychotic Outbreaks), you can still use effects that don’t take an action (Like Ahmed’s Healing Prayer Skill or some Items).

**Q: What happens if your Recurring Trauma activates and the Mythos card makes you lose enough sanity to hit another sanity threshold, activating the Trauma again?**

A: In this case, you would trigger the Trauma again, which means you would hit another threshold, which activates the Trauma again and so on until you go completely Insane.

Recurring Trauma can be really dangerous if you are at the end of the Sanity Track. This shouldn't be common though, since it requires a last drawn Mythos card without Summoning Symbol that makes you lose sanity, and you have to be at the very end of the track.

Remember to always replace the Mythos card with the last one drawn with no Symbol, even if it wasn't drawn by the Investigator with Recurring Trauma. Also, the Mythos card next to your Trauma is always shuffled back when the Elder One advances.

## ENEMIES

**Q: What is a monster? Is a Cultist / Disciple of Hastur / Elder One a monster?**

A: Cultists, Monsters and Elder Ones are enemies but distinct categories. Disciples of Hastur are monsters. Effects that target monsters do not apply to Cultists, neither to Elder Ones. Tokens (like guards) are neither of the above.

**Q: Do you shuffle the mythos deck when you advance the Elder One because of a card with three symbols?**

A: Yes, you always shuffle when the Elder One advances.

**Q: Is defeating a stage of the Elder One counted as killing an enemy (relevant for some scenario specific triggers)?**

A: Yes.

**Q: If an Investigator with Brawling Level 4 makes an attack in the same space as Bokrug would it trigger its ability?**

A: If Bokrug is one of the targets of the attack, its ability would trigger. Remember that you can target any number of figures with Brawling, which means you can choose to not target Bokrug to not trigger the ability, but in this case you wouldn't be able to deal wounds to it.

**Q: Can I use Toughness Level 2 to reduce wounds from a Chthonic Entity's attack?**

A: Only if you are the one being attacked. When resolving the attack from the Chthonian Entity, first the Investigator being attacked uses any rerolls, then the wounds from the attack are dealt to each investigator separately. Each Investigator can use their abilities to reduce wounds.

Since Toughness Level 2 only reduces wounds from attacks against you, only the attacked Investigator may use it. Toughness Level 3 or 4 on the other hand, would be able to reduce wounds, because it reduces from any source.

**Q: If you roll for Hastur's Yellow Signs, is it one big roll or several rolls?**

A: One roll, just like rolling for fire.

**Q: When the Black Goat advances, does it wound its newly-summoned Dark Spawn and summons another one?**

A: Yes, the Dark Spawn ability is triggered by any type of wound. The Black Goat Stage 1 effect immediately summons one more Dark Spawn because of the inflicted wound on the previously summoned Dark Spawn.

**Q: When all the Dark Spawns are on the board and multiple take wounds at the same time, but some of them die and others don't, are the recently killed Dark Spawns immediately respawned by the surviving Dark Spawn abilities?**

A: If all Dark Spawn are on the board and multiples take wounds at the same time, first you place all dead Dark Spawn back in the reserve, and then you resolve the effects of the surviving Dark Spawn.

**Q: Can Brawling Level 2 target Yog gates?**

A: Yog gate is not considered a figure, so you can't use Brawling to target it. What you can do is target 1 Yog gate with your attack and use Brawling to target the other figures in the space (but you can't target multiple Yog gates with it).

**Q: What do you do with destroyed Yog Gates?**

A: Yog gates stay aside in a small reserve, from which they are randomized. When destroyed, they return to that reserve.

**Q: When playing with Dagon, do you include the 5 Deep Ones from Season 1?**

A: No, you only use the 3 Servant of the Deep figures. Deep Ones are only used if the chosen Episode uses them (which makes Dagon even more challenging).

**Q: What would happen in a 4-player game with Dagon, if 2 of the Investigators are Deep Ones and one of the Human Investigator dies after Dagon was already summoned?**

A: Dagon's losing condition effect only counts Investigators on the board, so in this case players would immediately lose, because the number of Deep One Investigators (2) would be greater than the number of Human Investigators (1).

**Q: Do effects that trigger when the Elder advances also trigger when the Token advances (after the Elder One was summoned)?**

A: Yes, the Token advancing is considered the same as the Elder One advancing.



## DICE ROLLING

### **Q: Do you roll bonus dice when the enemies attack?**

A: No, you never add bonus dice you gain to rolls against you, unless the effect specifically says so. Rolls against you are rolls where each success is detrimental to you. Enemy attacks and Fire are examples of rolls against you. Another one is Hastur's Final Stage effect.

### **Q: Can you choose to not roll bonus dice from the Sanity Track?**

A: No. You must always add them to your rolls (except rolls against you).

### **Q: Is there a limit to the number of green or black dice you roll?**

A: No, if you run out of dice remember the results.

### **Q: When can you spend stress to reroll?**

A: For any roll provided you have some to spend.

## EPISODES

### **Q: Season 1 - Episode 1 – Do “Destroyed Labs” count as “Damaged Labs”?**

A: No, Damaged Labs are Labs that have wound tokens on them, which means that they weren't destroyed yet.

### **Q: Season 1 - Episode 1 – Can you attack a Lab one space away using Marksman?**

A: No, the only way to deal wounds to a Lab is by using the “Destroy Equipment” action, which doesn't count as an attack.

### **Q: Season 1 - Episode 1 – Can you avoid wounds from Fire with Amulet of N'gahal even if there are no enemies in your space?**

A: No. You have to be able to redirect the wounds to an enemy.

### **Q: Season 1 - Episode 2 – Where are the arrows in tile 8b / how is this tile oriented?**

A: To the left of the Cultist.

### **Q: Season 1 - Episode 2 – Does the same investigator needs to claim both tome tokens? Whats happens, when one investigator with a tome dies?**

A: In this Episode two tome tokens must be claimed, but it doesn't need to be by the same Investigator. You also don't need investigators to be holding them to disrupt the ritual. If an investigator dies with a tome, that doesn't affect the fact that the tome was already claimed.

### **Q: Season 1 - Episode 3 – When you “Usher ball goers” does the investigator move along with them?**

A: The investigator does not move.

### **Q: Season 1 - Episode 3 – If you have the Waitress Companion, which enables you to move between gates, do enemies follow you through the gates as well or do they remain where they are?**

A: They follow you when you are moving through a gate. You can also use Marksman to attack enemies through a gate.

### **Q: Season 1 - Episode 5 – Can the Tranquilizer Item be used in other player's turns?**

A: Yes. Abilities that say “Once per turn” can be used in other player's turns.

### **Q: Lost Episode 2 – Can you attack in or out the Alien Ship using Marksman? What does “When checking distance to it, use the Bright Light token space instead” mean?**

A: You can't attack with Marksman, because the Alien Ship is not adjacent to any space. This phrase explains how you should check the distance for effects that asks for the “nearest” space (For example, the Yithian ability).

## COMICS

### **Q: How do the Reckless Cultists interact with Brawling level 2?**

A: An Investigator with Brawling level 2 only needs to take 1 stress to target any number of Reckless Cultists.

### **Q: If the gift has an Elder Sign, can Anabelle use her Arcane Mastery to count it as a success when adding it to other Investigator's roll with Channeling Level 3 or 4?**

A: No, Anabelle's Arcane Mastery can only be used on her rolls. But the player who is rolling can use effects that affect the gift's icons added to the roll, which means that if the gifted Investigator have Arcane Mastery, they can count the gift's Elder Sign as a success.

## ERRATA

### **Lost Episode 3**

-Monster Reference Card – Enthrall'd Guest: Where the card says “... if it's been revealed as Guilty.” It should read “Traitor” instead of “Guilty”.

-Discovery card “Gonk is innocent: Elaborate Pocketwatch is an Item.

### **Art Book**

The art book shows Disciples of Hastur as Cultists but they are considered Monsters for rules purposes.