

CALL of CTHULHU[®] THE CARD GAME

FAQ/ERRATA VERSION 4.1



- Changes are denoted in **red text**.



CONTENTS

This document contains the card clarification and errata, rules clarifications, timing structure, and frequently asked questions for the *Call of Cthulhu Living Card Game*. All official play and tournaments will use the most recent version of this document to supplement the most recent *Call of Cthulhu LCG* rulebook.

The version number will appear in front of every entry so you can easily see which changes have been made with every revision of this document.

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CARD CLARIFICATION AND ERRATA




...towards it have been the most common...
...more than commonly beautiful; yet the...
...centuries ago, when talk of witch-blood, Satan-worship...
...was not laughed at, it was the custom to give reasons for...
...since the dumbich horror of 1928 was hushed...
...specimens. Eviden...
...unwholesome past...
...heavy mortality...
...of the aspect of...

CALL OF CTHULHU THE CARD GAME

Core Set

Pulled Under (F57)

Should read: "Exhaust a character with at least 2  icons..."

Hound of Tindalos (F110)

Should read: "**Action:** Attach Hound of Tindalos to a character (counts as an *Attachment* support card)..."

Slavering Gug (F124)

Should have the *Gug* subtype.

Frozen in Time (F163)

Should read: "Each player must discard 2 cards from his deck for each resource attached to each of his domains, or destroy that resource." This means that each player selects every resource attached to all of his domains and applies the effect to each of them. Each resource is also dealt with individually. For example, if a player has six total resources, he can choose to destroy two of them, and then discard eight cards from his deck to keep the other four.

Serpent from Yoth (F149)

Should read: "**Forced Response:** After Serpent from Yoth..."

Secrets of Arkham

Things in the Ground (F31)

Should read: "**Action:** Exhaust and sacrifice Things in the Ground..."

Poltergeist (F37)

Should read: "...Insane characters you control do not restore during the Refresh Phase..."

Summons of the Deep

The Spawn of the Sleeper

Trent Dixon (F6)


Should read: "...If Trent Dixon is the only character you control that is committed to a story, count his skill and icons to all other story cards as well."

When he is committed alone on his controller's turn, the application of Trent Dixon's skill and icons to the other stories does not cause those stories to resolve. While he is committed alone on his opponent's turn, the application of Trent Dixon's skill and icons will only take place on stories where there are attackers. Trent Dixon is only committed to one story, and can only go insane or take wounds from lost struggles at the story to which he is actually committed

Erich Zann (F10)

Should read: "...in which Erich Zann is participating"

The Black Goat's Rage (F16)

Should read: "Play only if every card you control has the  faction..."

Julia Brown, Insomniac (F17)

Julia Brown, Insomniac's disrupt ability is an example of a replacement effect. The word "instead" indicates that a replacement effect is being triggered. Replacement effects completely replace one effect with another. (See Replacement Effects under Official Rules clarifications.) This means when *Julia Brown, Insomniac* sacrifices and replaces herself with a new copy from your deck, you have effectively gotten around the consequences of losing a Terror struggle.

THE HORROR BENEATH THE SURFACE

Arkham Advertiser Archives (F28)

Should read: "...exhaust Arkham Advertiser Archives to refresh 1 of your domains with 2 or fewer resources attached."

Book of Eibon (F34)


Book of Eibon does not prevent a player from drawing above 5 cards in hand (for example during the draw phase). The card does, however, force a the player affected by its card effect to immediately discard cards from his hand until he has 5 cards remaining anytime he has more than 5 cards in hand.

THE ANTEDILUVIAN DREAMS

Dynamite (F42)

Should have the *Attachment* subtype.

Across Dimensions (F53)


Should read: "Play only if every character you control has the  faction..."

Eat the Dead

(F56) Should read: "...**Disrupt:** When attached character would be destroyed..."

THE TERROR OF THE TIDES

Summoning Circle (F74):

Should read: "...(X is the number of  icons on the characters exhausted for the cost.)"

Descendant of Eibon (F75)

Should be Unique, and should read: "**Action:** Discard 2 of your success tokens from a story to put Descendant of Eibon into play from your hand or into your hand from your discard pile. At the end of the phase, if Descendant of Eibon is still in play, return him to your hand."

Clever Zoog (F76)


Should have the "*Zoog*" subtype.

THE THING FROM THE SHORE

Endless Interrogation (F82)

Should read: "**Response:** After you succeed at a story, discard a card at random from each opponent's hand. Then, you may pay 1 to return Endless Interrogation to the top of your deck instead of discarding it.

Literature Professor (F83)

Should read: "While every card you control has the  faction..."

Obsessive Inmate (F97)

Obsessive Inmate does stay committed to the story during the opponent's turn. However, the story he is committed to will not resolve during his opponent's turn, unless the opponent commits at least one character to the story. Obsessive Inmate can be uncommitted from a story by means of card effects.

The Spawn of Madness (F99)

Should read: "...refresh all domains in play."

THE PATH TO Y'HA-NTHLEI

Military Bike (F102)

Should read: "... exhaust Military Bike to commit attached character to any other story where characters are committed."

Eye of the Deep (F108)

Should read: "... Those characters are considered 1 skill characters with no keywords or abilities and ☠️📖 until the end of the phase." Abilities include passive abilities, and triggered abilities in the text box of the card.

Scaleshorn Asylum (F109)

Should read: "... gains the *Deep One* subtype"

Scaleshorn Asylum (F109)

Brain Transplant (F111)

Unspeakable Transformation (F115)

Strange Delusions (F118)

All should read: "**Action:**" instead of "**Any Phase:**"

Dreamlands

TWILIGHT HORROR

The Setting Sun (F20)

Should read: "... Each non-unique character loses an 🔑 icon."

IN MEMORY OF DAY

Secretive Zoog (F36)

Should read: "Attach that card to any of your domains (counts as a resource)."

IN THE DREAD OF NIGHT

Zoog Burrow (F56)

Should have a neutral resource symbol instead of the Zoog icon.

The Night (F57)

Should read: "... If it is **Night**, treat all exhausted non-unique, non-**Night**, characters as if their printed text boxes were blank."

Dream Dagger (F58)

Should read: "Attach to a character you control..."

SEARCH FOR THE SILVER KEY

Halflings of D'haz (F75)

The additional wound tokens are assigned one at a time by the losing player.

SLEEP OF THE DEAD

Moon-Beast Galley (F99)

Should read: "... ready all *Dreamer* characters at the beginning of each player's turn."

JOURNEY TO THE UNKNOWN KADATH

Magah Bird (F110)

Should read: "**Response:** After Magah Bird enters play, search your deck for a character named Magah Bird and put it into your hand."

The Yuggoth Contract

THE WAILER BELOW

Doppelgänger (F79)

Should read: "When you play Doppelgänger from your hand, choose a non-unique character in play with printed cost X or lower. Doppelgänger becomes a printed copy of that character. If that character leaves play return Doppelgänger to your hand."

THE CACOPHONY

Stone Calendar (F109)

Should read: "**Action:** Exhaust Stone Calendar and discard any number of your success tokens from your side of any stories to draw cards equal to the number of success tokens you disarded."

The Order of the Silver Twilight

Lord Jeffrey Farrington (F18)

Should read: "**Forced Response:** After Lord Jeffrey Farrington enters play..."

The Silver Twilight Lodge (F36)

Should read: "Lower the cost of the first 🗡️ character you play each turn by 1 (to a minimum of 1)."

The Rituals of the Order

THE TWILIGHT BECKONS

Bloodthirsty Star Spawn (F4)

Should read: "Disrupt: When you would win a 🧠 struggle..."

PERILOUS TRIALS

Flux Stabilizer (F30)

Should read: "Characters cannot enter play through triggered effects."

Rich Widow (F33)

Should read: "... put Rich Widow into play from your hand."

Ancient Relics

ASPIRATIONS OF ASCENSION

Glakki (F78)

Should read: "... That character loses all icons and must commit to the same story as Glaaki until the end of the phase, if able."

THE SHIFTING SANDS

The Seventh Gate (F12)

Should read: "Search the story deck and choose 1 story card. Resolve that story's effect and then place it into your won pile only if you have won The Seventh Gate. Then, shuffle The Seventh Gate into the story deck."

Khopesh of the Abyss (F16)

Should read "... **Action:** Wound attached character to choose a character. That character takes 1 wound."

The Cthonian Stone (F20)

Should be titled The Chthonian Stone and self-referential text should read "... The Chthonian Stone..."

The Large Man (F27)

The second ability should read: "**Action:** Exhaust The Large Man to put the topmost event card in your discard pile into your hand. Limit once per phase."


Canopic Jar (F28)

The second ability should be a passive instead of a Response, and should read: "You may exhaust Canopic Jar and discard a card attached to it to trigger that card's ability without paying any cost."

CURSE OF THE JADE EMPEROR

Forms of the Ether (F39)

Should read: "**Action:** Choose a card attached to a domain as a resource. Put that card into its owner's hand"

and attach Forms of the Ether to that domain (counts as a  resource)."

THE BREATHING JUNGLE

The Doorway (F63)

Should read: "**Disrupt:** Before an effect would resolve, exhaust The Doorway to choose a character you control that is committed to a story and return it to its owner's hand."

NEVER NIGHT

Apeirophobia (F76)

Should read: "Play during your operations phase..."

SHADOW OF THE MONOLITH

Magnus Stiles (F122)

Should read: "...Limit once per turn."

Forgotten Lore

THE MOUNTAINS OF MADNESS

White Out (F90)

Should read: "... does not count its icons and does not count its skill..."

Alaskan Sledge Dog (F96)

No longer has the text: "You may play with up to 8 copies of Alaskan Sledge Dog in your deck."

ANCIENT HORRORS

Bringer of Fire (F14)

Should read: "Exhaust all copies of Bringer of Fire you control..."

Aspiring Artist (F112)

Should have the *Artist* subtype, have a skill of 0, no icons, and read: "**Response:** After playing Aspiring Artist, draw 1 card..."

SPAWN OF MADNESS

Omega Alumnus (F3)

Should have the subtype *Sorcerer* instead of *Sorceror*.

Glimpse of the Void (F14)

Play during your operations phase. Action: Until the end of your next turn, each player skips his story phase. Draw a card and remove Glimpse of the Void from the Game.

Student of the Profane (F15)

Should have the subtype *Sorcerer* instead of *Sorceror*.

Ghost of Perdition (F16)

Should read: "...counts as a *Curse Attachment* support card..."

KINGSPORT DREAMS

Thomas Olney (F23)

Should have the subtype *Sorcerer* instead of *Sorceror*.

Mentor to Vaughn (F35)

Should have the subtype *Sorcerer* instead of *Sorceror*.

CONSPIRACIES OF CHAOS

Seeker of the Profane (F43)

Should have the subtype *Sorcerer* instead of *Sorceror*.

The Underground Conspiracy (F46)

The Underground Conspiracy should have a Syndicate resource symbol instead of Shub Niggurath.

The R'lyeh Conspiracy (F48)

The R'lyeh Conspiracy should have a Cthulhu resource symbol instead of Miskatonic University.

Blood Magician (F51)

Should have the subtype *Sorcerer* instead of *Sorceror*.

Displaced Chthonian (F53)

Should be titled Displaced Chthonian and should have the *Chthonian* subtype.

DUNWICH DENIZENS

Wilbur Whateley, Preternaturally Intelligent (F73)

Should have the subtype *Sorcerer* instead of *Sorceror*.

Revelations

WRITTEN AND BOUND

Uroborus, Fang of Yig (F3)

Should be unique.

EBLA RESTORED

The Parlor (F47)

Should read: "Before a card can be drawn by an opponent, it must first be revealed."

LOST RITES

Jenica Capra (F61)

Should read: "Limit once per turn."

THE UNSPEAKABLE PAGES

Padma Amrita (F61)

Should read: "**Response**" instead of **Forced Response**.

Eryn Cochwyn, Disturbingly Insightful (F89)

Should read: "**Action:** Drive Eryn Cochwyn insane to choose a *Tome* card and trigger its effect without paying any costs, as if you controlled the *Tome*..."

TOUCHED BY THE ABYSS

Elena Belskaia (F101)


Should read "Action: Discard 2 cards from your hand. Then, draw 1 card. Limit once per turn."

The Necronomicon, Olaus Wormius Translation (F112)

Should read: "**Action:** Sacrifice attached character and shuffle the Necronomicon into your deck to put into play all characters from your discard pile with less skill than printed skill of attached character."

Seekers of Knowledge

Richard Pike (F3)

Should read: "Disrupt: When Richard Pike would be made insane, all other  characters gain **Willpower** and **Toughness +1** until the end of the phase."

Alternative Historian (F15)

Should read "**Action:** Discard a card from your hand to choose an icon struggle at a story. That struggle does not resolve this phase. Limit thrice per turn."

Expert Testimony (F36)


Should read: "...Then, until the end of the phase, that character gains: [Investigation Struggle booster.]

Nug, Blasphemy in the Night Sky (F49)

Should read "After Nug comes into play, destroy all Day cards. **Forced Response:** After you play Nug from your hand, attach 1 card from the top of your deck to each of your domains as a resource."

The Key and the Gate

Professor Nathaniel Peaslee, Alien Intelligence (F6)

Professor Nathaniel Peaslee should read “Action: During your operations phase, pay X (which must include at least one  resource) to choose a non-*Ancient One* character of X skill or less. The controller of that character gains control of Professor Nathaniel Peaslee and you gain control of that character.”

Keeper of the Great Library (F16)

Should read: “Response: After a Yithian card enters your discard pile, draw 1 card. (Limit once per phase)”

Interstellar Migration (F37)

Interstellar migration should read “Action: Put Interstellar Migration on the bottom of your deck to choose a deck. Discard X cards from that deck. X is equal to the number of Yithian cards in your discard pile. This effect can only be triggered from your discard pile during the story phase. Limit 1 per phase.”

The Terror in Venice

Flooded Vault (F16)

Should read: “...Then, pay its printed cost to put it into play, if able.”

The Mage’s Machinations (F30)

If The Mage’s Machinations leaves play by any means other than by being scored, return the targeted characters it removed from the game. Each player must have one or more legal targets in order for The Mage’s Machinations effect to resolve.

Should have the byline: “Card designed by 2011 World Champion Tom Capor.”

Savio Corvi (F34)

Should read, “While there is at least 1 Conspiracy card in play, Savio Corvi gains, “Night, It is Night. Then, destroy all Day cards. Savio Corvi is immune to non-Day card effects...”

The Sleeper Below

Unaussprechlichen Kulturen (F25)

Should be titled Unaussprechlichen Kulturen.

Denizens of the Underworld

Crooked Attorney (F17)

Should read: “Day. It is Day. After Crooked Attorney comes into play destroy all Night cards...”

The Thousand Young

Yeb (F20)

Should read, “After Yeb comes into play, destroy all Day cards...”

Favor of Eshu (F29)

Should read, “Attach to a domain you control...”

Restricted List

The following cards are restricted for LCG tournament play. A player may select 1 card from this restricted list for any given deck, and cannot then play with any other restricted cards in the same deck. A player may run as many copies of his chosen restricted card in a deck as the regular game rules allow.

Itinerant Scholar (Core F30)

Ravager of the Deep (Core F46)

Shocking Transformation (Core F140)

Diseased Sewer Rats (Secrets of Arkham F44)

Broken Space, Broken Time (Forgotten Lore F59)

Infernal Obsession (Summons of the Deep F51)

Twilight Gate (Dreamlands F12)

Dreamlands Fanatic (Dreamlands F47)

Guardian Pillar (Dreamlands F78)

Obsessive Insomniac (Dreamlands F110)

Nyarlatotep (Dreamlands F117)

Speak to the Dead (The Yuggoth

Contract F20)

Museum Curator (The Yuggoth Contract F70)

Doppelgänger (The Yuggoth Contract F79)

Khophesh of the Abyss (Ancient Relics F16)

Temple of R’lyeh (Ancient Relics F73)

Stygian Eye (Ancient Relics F96)

Master of the Myths (Ancient Relics F101)

Black Dog (Revelations F29)

Feed Her Young (Revelations F11)

Marcus Jamburg (Revelations F40)

Matthew Alexander (Seekers of Knowledge F7)

Alternative Historian (Seekers of Knowledge F15)

Por XV 14:19 (Seekers of Knowledge F44)

Nikola Tesla (The Key and the Gate F4)

Lost Oracle (The Key and the Gate F9)

Yithian Scout (The Key and the Gate F15)

Rite of the Silver Gate (The Key and the Gate F25)

Studying the Void (The Key and the Gate F35)

Interstellar Migration (The Key and the Gate F37)

The Festival (The Key and the Gate F51)

Josef Meiger (Denizens of the Underworld F52)

Banned List

There are currently no cards that are banned from official tournament play for Call of Cthulhu: The Card Game

Most Recent Printing

Most Recent Printing

In the case where an LCG card is reprinted with updated errata text in a later printing, the most recent printing is the legal version of the card. All older LCG printings are assumed to be updated with the errata text. When in doubt over two versions of a card, the most recent printing can be identified by the copyright dates on the cards in

question. FFG will ensure that all LCG reprints with updated errata text are also recorded in the FAQ.

OFFICIAL RULES CLARIFICATION



centuries ago, when talk of witch-brood, Satan-worship, and specimens. Evident unwholesome past heavy mortality of the aspect of

Players Handbook Errata

On p 6 of the Core Rulebook, under For the First Game, it should read: "...by adding one of the two neutral card packets (F141-147 and F148-154)."

Under Draw Setup Hand, it should read: "Before each game begins, and before any setup cards are drawn players should determine a "first player." Each player draws eight cards from his deck. This is his setup hand. Before any cards are resourced, the first player may, for any reason, shuffle his or her setup hand into his or her deck and draw a new setup hand from the same deck. This may only be performed once per game. This is known as taking a mulligan. After the first player has chosen whether or not to mulligan the second player will choose whether or not to mulligan..."

On p 11 of the Core Rulebook, under Conspiracy Cards, it should read: "No more than three conspiracy cards with the same title may be in a player's deck."

Under Invulnerability, it should read: "Characters with Invulnerability cannot be wounded or chosen to be wounded, or have wound tokens moved or placed on them, regardless of card effects."

On p 12 of the Core Rulebook, under Steadfast, the example should read: "... (one of which is Agency)"

On p 14 of the Core Rulebook, under Insanity, it should read: "...have the following statistics: 0-cost, 0-skill, no faction, no icons, no subtypes, and no text box..."

Card Effects

(1.1) Card Effect vs. Game Effect

All effects are either card effects or game effects. Card effects are produced by cards and game effects are produced by the rules of the game. Note that


Forced Response effects are card effects but are resolved as the game state dictates by the controlling player.

(1.2) Working Effects

In general, Support and Character card effects can only be triggered (or affect the game) when the card is in play. Event cards can be triggered from a player's hand using an action. However, card effects on non-event cards in a player's hand or discard pile are not considered to be actionable unless the card specifically states that it can be triggered while in its out-of-play state.

For example, Danielle has The Thing Behind You (Summons of the Deep F110) in her hand. Normally she could not trigger the text on the card unless it was already in play. However, since the text on the card specifically states that a player may trigger its effect from your hand, Danielle may choose to use its ability.

Additionally, cards that are in play (or event cards that are played) do not interact with cards that are out of play unless they specifically refer to an out of play state they will interact with.

For example, The Thing Behind You (Summons of the Deep F110) has the ability: "Action: Pay 2 and return a  character to your hand to put The Thing Behind You into play from your hand." This ability could not bring a character from a player's discard pile to his hand, because the card does not specifically state that the player can take cards from their discard pile.

A card that is self-referential (that is, has card text that refers to itself by Title) refers only to itself, and not to any other copies of that card. Any self-referential effect on a card concerning the act of playing that card, or putting that card into play, is active as the card is being played or put into play.

For example, Danielle has a copy of Thing from Nightmare in her hand (The Yuggoth Contract F87), which reads: "Lower the cost to play Thing from Nightmare by 1 (to a minimum of 1) for each insane character in play." There are 3 insane characters in play. Danielle only needs to drain a domain

with 1 resource on it to play it.

(1.3) Multiple Effects

If a card has multiple effects, all effects on the card are resolved, if possible, independently of whether any other effects of the card are successful (following targeting restrictions as normal), **with the following important exception:**

If a card uses the word "then," then the preceding effect must have been resolved successfully before the subsequent dependent effect can be resolved.

For example, Danielle controls Forest Sister (Core Set F125) which reads: "Disrupt: Pay 1 to cancel a wound to Forest Sister." Her opponent, Tommy, plays Sacrificial Offerings (Core Set F59) which reads: "Action: Choose and wound a character controlled by an opponent. Then, that character's controller may choose and wound a character." choosing Forest Sister to be wounded. Danielle chooses to use Forest Sister's disrupt action to prevent the wound. Since the wound was canceled, Danielle may not choose and wound a character.

(1.4) Duration of Effects

If a triggered effect has no specified duration, then the effects of that ability expire at the end of the current phase. "Put into play," "remove from play," "becomes," "counts as," and "take control" effects are all exceptions to this rule and, unless specified with a specific duration, are considered to be permanent effects.

With "take control" effects, control of the card in question is granted to the most recent "take control" effect.

(1.5) Multiple Lasting Effects

Even if not triggered at the same time, multiple lasting effects may affect the same card at the same time. The order in which the lasting effects take place is irrelevant – the net sum result of all lasting effects is applied to the card. Note, however, that a character's skill is never considered to be below zero for purposes of resolving effects.


For example, a Young Deep One (Core Set

F52) (with 0 skill) is affected by two Clover Club Bouncers (Core Set F65), lowering that character's skill by 2. The Young Deep One's controller then attaches Notebook Sketches (Forgotten Lore F84) to it, increasing the Young Deep One's skill by 1. The net sum of these three lasting effects is that the Young Deep One has a skill of -1, which would count as though it were zero. However, if another lasting effect would give the Young Deep One +1 skill, the net skill would remain at zero.




Lasting effects that affect other character attributes (such as icons) work in the same fashion.

(1.6) Passive Effects

Passive effects are ongoing effects that are not optional, unless otherwise stated. Passive effects and abilities do not have a trigger such as **Action:**, **Forced Response:**, **Response:**, or **Disrupt:**. Some passive effects have a specific condition that would cause their effect to initiate, however this should NOT be confused as being triggered effects.

For example, Danielle controls .45 Pistols (Core Set F143). The  icon it provides is not optional.

Passive effects cannot be canceled. A passive effect will cease if the card providing the effect is removed from play or blanked. In the case of a card that "gains" the benefit of another card's passive effect, if the card receiving the effect is blanked then this will also cease that effect with respect to that card

For example, Danielle's character gains a  icon from an attached .45 Pistols (Core Set F143). When her opponent Tommy triggers Glaaki's (The Ritual of the Order F78) ability targeting Danielle's character, this removes all that character's icons as at the moment when the effect resolves, including the gained  icon, until the end of the phase. Note that if any new icons are gained after that moment, those additional icons are retained. Alternatively, if Tommy had played Frozen Time (The Key and the Gate F22), attaching it to .45 Pistols to blank its text, then this would also cause Danielle's character to lose the gained  icon.


(1.7) Simultaneous Effects

When card effects, passive abilities, or forced responses would resolve simultaneously, all cards that are affected resolve in the order determined by the active player, one at a time. The player must fully resolve each effect before the next effect takes place.

Whenever character or support cards enter or leave play at the same time, the controlling player chooses the order in which they enter or leave play.

(1.8) Replacement Effects

The word "instead" lies at the heart of the replacement effect, as it allows the new effect to be executed in place of the effect it is replacing.

For example, Julia Brown (Summons of the Deep F17) which reads: "...**Disrupt:** If Julia would go insane as a result of a  struggle, sacrifice her instead. Then, search your deck for a card titled "Julia Brown" or "The Sleepwalker," put it into play committed to the same story, and then shuffle your deck.", sacrifices and 'replaces' herself with a new copy from the controlling player's deck. The sacrifice replaces a Terror struggle and the controlling player has effectively gotten around the consequences of losing a Terror struggle (making one of his characters go insane).

(1.9) Choosing Targets

The word "target" is used to indicate that an effect is directing a player to choose 1 or more cards for an effect to resolve on. Not every effect that resolves on a card is targeted. An effect that resolves on 1 or more cards without specifically using the word "choose" or "chosen" is not a targeted effect.

A player cannot trigger a card effect or activate a story effect that requires him or her to choose a character, support card, or story card if there is no card of that type that he or she is able to choose.

For example, a player could not play Opening the Limbo Gate (Core Set F116) unless every player's discard pile contained at least one character card.


In addition, a player cannot trigger a card effect or activate a story effect that requires him to choose a certain number of targets if there are not enough valid targets available.

Also note that if a card is targeted, but becomes an illegal target (e.g., via a **Disrupt:** action), the targeting effect is then ignored.

For example, if Danielle triggers the ability on Slaving Gug (Core Set F124), targeting Tommy's Jack "Brass" Brady (Core Set F61), Tommy may choose to use Jack "Brass" Brady's **Disrupt** action, which would return him to Tommy's hand. Assuming both players subsequently pass, the Slaving Gug's ability now resolves. However, since Jack "Brass" Brady is no longer in play and is thus an illegal target, the Slaving Gug's effect is ignored.

(1.10) Eligible Targets

In order to target a card with an effect, that card must meet the targeting requirements. Any part of the effect for which that character is ineligible is simply ignored.

For example, with Brain Transplant (Summons of the Deep F111) you may target one insane character and one ready character who are both controlled by the same player, as per the targeting requirement. If the ready character has Willpower or a  icon, it is ineligible for the second part of the card's effect ("The ready character goes insane, if able"), so that part of the effect is ignored. Failing to complete this second effect will also mean that Brain Transplant's third and final effect, which begins with a "Then ..." statement, will be unable to trigger also. (See "If Able")

(1.11) Forced Responses

A **Forced Response** must trigger, if able, and is not considered a player triggered effect, but is instead a card triggered effect triggered by the game state that is resolved by the player who controls the card.

For example: Danielle has Bokrug (Forgotten Lore F110) in play. During a story, Danielle's characters lose a combat struggle and Bokrug is selected to be wounded. Even during the story resolution

phase when normal actions and responses cannot be used, Bokrug's **Forced Response** which reads: "After Bokrug is wounded as the result of a struggle, choose and wound another character committed to that story, if able." must trigger.

(1.12) Card States

If a card has an ability that triggers in response to said card entering the discard pile, that effect does not resolve or trigger if that card had blank text due to a card effect, was attached to a domain as a resource, or was insane before it entered the discard pile, unless that card specifically states otherwise.

For example, Danielle controls Living Mummy (Core Set F104). Her opponent Tommy has blanked its text with Called By Azathoth (Summons of the Deep F9). Then, Tommy plays Shotgun Blast (Core Set F16). Living Mummy takes 1 wound and is destroyed. Once Living Mummy is placed in the discard pile, both players would have the option to trigger responses from Living Mummy being placed in the discard pile, starting with the active player. However, since Living Mummy's text was blanked, Danielle cannot trigger the response listed on its card. She would have to play a different response, or none at all. Once both players pass, play proceeds and the window to respond to the card being placed in the discard pile is now closed.

Similarly, after a card is placed in the discard pile, returned to a player's hand, or leaves play for any reason, any effects and/or wounds are removed after all responses have resolved. Any attachments attached to a card that left play are destroyed, unless otherwise stated in game text.

Note that some cards, like *Local Sheriff* (Core Set F3), are not triggered in response to entering your discard pile, but have "**Action:**" effects that can be triggered from your discard pile. These effects can be triggered from your discard pile even if the card was blank, insane, discarded from hand, or attached to a domain as a resource before it entered the discard pile.

(1.13) Gaining Control

If a card effect allows you to take control of a non-attachment card, move that card into your playing area. If that

card is an attachment, you gain control of it but it remains attached to the original character unless the card effect says otherwise.

When you have taken control of a card, you are considered to be that card's controller, but not its owner. When that card leaves play for any reason, or at the end of the game, you must return it to its owner. If it leaves play as the result of a game or card effect, it is returned to its owner's control, but still is placed out of play. So, for example, if the card would be sent to a discard pile, it is placed in its owner's discard pile.

Note that if you already control a **Heroic** character, you cannot take control of a **Villainous** character, and vice versa.

When you gain control of a card, that card's status does not change. Thus, if you gain control of an insane or exhausted character, they remain insane or exhausted.

Any time a player gains control of a committed character, that character stays committed to the story but switches to its new controller's side.

The limit on unique cards still applies. You cannot gain control of or play a unique card if you already control or own a copy of that card in play.

When an effect causes control of a card to change, control of any attachments on that card does not change. The attachments remain attached to that card and will continue to affect that card as described in their card text. They also remain under control of the player who originally played them.

If you gain control of a card attached to a story card, you may attach it to another story, if able.

If an attached card gives you control of another player's card, you retain control of the attached card only as long as the attached card is in play.

(1.14) Adding and Removing Subtypes

Players can only add existing subtypes (i.e., a subtype that exists on any tournament-legal card) to a card

through card effects.

For example, a player cannot add the subtype "Direwolf" to a card using False Papers (Summons of the Deep F106).

(1.15) Attaching Cards through Card Effects

When a card becomes attached to another card due to a card effect, that card is now considered a support card (regardless of its normal type) with the **Attachment** subtype. The sole exception of this is using the **Dormant** keyword, which attaches the card to a story as a **Dormant** card rather than a support card. For the purpose of all other card interactions (excluding interaction with the card that initially caused the attached condition), the card loses all of its original characteristics (such as skill value, icons, subtype, and text box). The card retains its faction identity and printed cost. Note that if the effect states "... with the text: ...", then this text is gained as a lasting effect. The card retains its title and uniqueness, and if faceup also retains its faction and printed cost.

(1.16) Infinite Loops

It is possible, with certain card combinations, to create an 'infinite loop' (such as having two cards exhaust to refresh each other indefinitely). When executing an infinite loop, the resolving player must follow these two steps:

1. Clearly display the infinite loop to the opponent (and tournament judge, if the opponent requires it). Thus, the player must display, using all cards involved, one full cycle of the infinite loop.
2. State how many times he or she wishes to execute this loop. For example, the player could say "I will now execute this loop seventeen million times." Then resolve the loop that many times instantly. If the execution of this loop causes the player to win the game, the game is over and the executing player wins.

The exception to this rule is when the loop creates changes in the game state such as drawing or shuffling cards, in which case each instance must be executed.

When both players have access to infinite loops that are in direct conflict with one another (for example, the players can alternate taking actions to add an icon to one of their characters, and they can each do this repeatedly), each player can be assumed to instantly do this an infinite number of times. The two loops immediately and completely negate each other, and the game should proceed under this assumption.

Infinite loops should never be abused to cause the game to stall.

Definitions and Terms

(2.1) “X” (The Letter “X”)

Unless specified by a preceding card, card effect, or granted player choice, the letter “X” is always equal to zero.

For example, Danielle controls Shadow Company (Summons of the Deep F89), which has an “X” for the card’s skill value. Her opponent, Tommy, targets it with Called By Azathoth (Summons of the Deep F9). Since the Shadow Company has a blank text box, it does not have a value assigned to X. Thus, its skill is now zero.

(2.2) “Cannot”

If an effect has the word “cannot” in its description, then it is an absolute: Effects that attempt the described action will not affect any card that “cannot” be affected by such an effect. It is an illegal target and any card effect that designates that card for an effect cannot be triggered.

(2.3) “If Able”

If the card designates multiple cards or players, the effect seeks to resolve on each individual card or player. Most of the time these affects also include the words “if able,” which means if the effect cannot resolve on an individual card or player, that does not prevent the effect from resolving on other cards or players.

For example: Initiate of Huang Hun (Ancient Relics F40) reads: “Response: After Initiate of Huang Hun enters play, each player returns a character he controls to its owner’s

hand, if able.” This response seeks to resolve on each player; if one player has no characters in play (and is therefore not affected by the response) each of his opponents can still be affected.

If a “then” effect follows the “if able” effect, all designated cards and players must have had the effect successfully resolve in order for the “then” effect to resolve.

For example, Danielle’s opponent Tommy has Feral Elder Thing (Revelations F78) in play with the text, “At the beginning of your turn, each player chooses and discards 2 cards from his hand, if able. Then, each player draws 1 card.” When Tommy’s turn begins Danielle has 3 cards in hand and Tommy has 1. Danielle chooses and discards 2 cards, but Tommy is unable to choose 2 cards to discard. Since both players were unable to discard 2 cards, neither player is able to draw a card.

If a player must choose between multiple “if able” effects, he may not choose an option that has no eligible targets unless no alternative with an eligible target is available.

(2.4) “Reveal” and “Face up”

When a card effect directs a player to reveal a card that player must show that card to all players. A card that is revealed does not leave the location or position it is currently at without an additional effect.

For example, if Tommy uses A Sight for Sore Eyes (The Yuggoth Contract F97) and names a card, Danielle must reveal her hand. These cards do not leave Danielle’s hand. When A Sight for Sore Eyes is resolved those cards are no longer revealed.

A card that is currently revealed by a card effect cannot be revealed by another card effect. **A card that is “face-up” cannot be revealed.**

A card ceases to be revealed when the effect resolves unless it creates a lasting condition.

For example, Unausprechlichen Kulten (The Sleeper Below F25) reads, “Action: During the operations phase, reveal the top card of your deck. If that card is a Cultist character, you may play that card as if it were in your hand.” The card is revealed

until the end of the operations phase.

(2.5) “Redistribute”

When a card effect directs you to redistribute tokens you cannot switch tokens between players. You cannot redistribute tokens from story cards to non-story cards or from non-story cards to story cards unless the card effect specifically says otherwise.

For example, Danielle wins the story card A New Challenge (Ancient Relics F10) and chooses to trigger its ability to redistribute all the tokens of each player. Danielle forms 2 pools of tokens, one for herself and one for her opponent and then distributes those tokens among the revealed story cards with each pool of tokens staying on that player’s side.

(2.6) “Up To”

Any card effect that involves choosing multiple targets (including choosing multiple cards to draw or discard, or choosing multiple tokens) can only resolve if the exact number of targets, cards, or tokens can be chosen.

For example the event Byakhee Attack (Core Set F95) reads: “Action: Each opponent chooses and discards 2 cards from his hand, if able.” If an opponent has exactly 1 card in his hand, he is not affected by Byakhee Attack because he cannot choose 2 cards to discard.

Any card effect that does not let a player choose its targets (including specifying a number of cards to draw or discard, or affecting a number of tokens) will still resolve even if the exact number of targets, cards, or tokens cannot be affected. The player must seek to fulfill as much of the effect as possible.

For example, Clover Club Executive (Dreamlands F85) reads: “Forced Response: After Clover Club Executive enters play, the player with the most cards in hand must randomly discard 2 cards from his hand. (In case of tie, no cards are discarded.)” If Danielle has 1 card in hand and Tommy has no cards in hand, Danielle must still discard her 1 card.

(2.7) Sacrifice, Destroy, Discard from Play, Remove from Game

“Sacrifice”, “destroy”, “discard from play”, and “remove from game are not interchangeable terms. Thus, a card that

is “destroyed” is not considered to be “sacrificed,” and vice versa.

(2.8) Attacking vs Defending

Some effects are specifically dependent on whether a player is attacking or defending. The active player is always considered the attacker, and the opponent is always considered the defender.

(2.9) Limit

“Limit 1/2/3 (etc.) per...” is a limitation on triggering effects on any card by that name. A card of that name can only be triggered up to and including the stated number of times per stated time frame by each player. This limitation is not reset if the triggered card changes state.

“Limit once/twice/thrice (etc.) per...” is a limitation on a specific instance of a card. That card’s effect can only be triggered up to and including the specified number of times per stated time frame while in its current state, regardless of whether the card changes control. If the card changes state from out-of-play to in-play, from in-play to out-of-play, or from one out-of-play area to another, then the game considers it to be a new instance of that card and its limit is reset. (See Zones of Play)

If the effect of a card with either limitation is canceled, it is still considered to have been played or triggered and counts towards the limit for that time frame.

(2.10) Ready/Exhausted vs Committed/Uncommitted

There is an important distinction between ‘ready’ and ‘exhausted’ versus ‘committed’ and ‘uncommitted’.

Characters and support cards in play are considered ready when they are upright, have not been exhausted, and are not Dormant.

Characters and support cards in play are considered exhausted when they are turned 90 degrees, faceup, and have not been readied. Characters and support cards are exhausted as costs for card effects, by card effects, and in the case of characters, to commit to a story (unless a card effect states otherwise). Note that exhausted characters and support cards still function normally

like ready cards, and while exhausted they can trigger abilities that do not specify a need to exhaust, but they cannot trigger abilities or perform functions that do require them to exhaust as a cost.

Note that only exhausted cards can be readied, and only readied cards can be exhausted. Insane characters are neither ready nor exhausted when turned facedown, regardless of whether they are upright or 90 degrees sideways, and cannot be readied (or exhausted) until they are first restored.

Characters are committed to a story when they are going to participate in the struggles for that story and either attack or defend there. Characters may become committed by exhausting as the cost to commit to a story during the ‘active player commits’ and ‘opponent commits’ windows in the Story Phase, or may be committed by card effects. Unless stated otherwise, card effects that commit or change commitment of characters do not require the character to be ready or uncommitted, and do not cause a ready character to exhaust. However, card effects that state a character “must commit” during the ‘active player commits’ or ‘opponent commits’ windows do require the character to be ready and uncommitted to work, and the targeted character would then exhaust to commit as usual.

Characters are uncommitted from a story when they are removed from the story due to a card effect, the game effect of being sent insane as a result of losing a Terror struggle, when that story is won, or at the end of the Story Phase, after all stories that will initiate have resolved and final player actions for that phase are complete.

(2.11) Searching the Deck

If a card effect allows a player to “search” a deck, the owner of that deck must shuffle it immediately afterwards. Effects that state to “look at” or “reveal” cards from your deck are not considered a form of “search,” and do not require a shuffling of the deck unless stated otherwise. If a card effect allows you to search a deck for a specific type of card and add it to your hand you must first reveal that card. If a searched card does not have an effect that places it in another game area, it

remains in your deck.

(2.12) Exchange Control or Game Position

An exchange must involve two entities that are changing their status or position. If one of the entities is absent or cannot be changed, the exchange attempt fails.

(2.13) Paying Costs

Costs are any resources paid in order to play a card, as well as anything before the “to” part of a card ability.

For example, Slaving Gug (Core Set F124) reads “Action: Pay 4 to choose and wound a character.” Draining a domain with at least 4 resources is the cost for that ability.

You may only pay costs with cards you control. You may never use or alter a card or game state of any card you do not control, as the means of a paying the cost of an effect. To successfully pay a cost you must create a change in a card or game state. A failure to make the required game state change means you have failed to pay the cost of the ability and you are unable to trigger the effect or play the card.

If a card states you must pay an additional cost that cost is added to any current costs of that card or effect. If the additional cost is “pay 1” any card with a cost paid by draining a domain must increase the number of resources by 1. If the card effect does not include a cost that involves draining a domain already on it, you must now drain a domain with at least 1 resource on it.

Note that sacrificing a card to pay for an effect is also considered paying a cost.

For example, if Danielle wishes to trigger the effect of Predatory Byakhee (Core Set F89), she must sacrifice Predatory Byakhee. If the effect were canceled, Predatory Byakhee would still be sacrificed.

If an effect is canceled, any costs that were paid to trigger that effect are still lost.

For example, if Tommy drains a domain to play Shotgun Blast, but Danielle plays Power Drain (which cancels the Shotgun Blast). Tommy’s domain remains drained,

even though the effect of the Shotgun Blast was canceled.

When any player triggers a card effect requiring the sacrificing of a character, that cost must be paid, if able. If said sacrifice does not happen, then the cost has not been paid and the effect does not resolve.

Similarly, if the effect is a **Forced Response**, that sacrifice must take place, if able.

For example: Danielle has Cthulhu, The Great Old One (Core Set F41) in play. During her draw phase, Danielle chooses Jack "Brass" Brady (Core Set F61) to be sacrificed. She then triggers the disrupt ability of Jack "Brass" Brady, which reads, "Disrupt: Before a triggered ability resolves, return Jack "Brass" Brady to his owner's hand." Jack "Brass" Brady is returned to its owner's hand, preventing the sacrifice. Thus, the cost has not been paid. However, since Cthulhu's ability is a forced response, the cost must be paid, if able.

Thus, Danielle must choose another character to be sacrificed. If Cthulhu, The Great Old One was the only legal target, then she must sacrifice Cthulhu, The Great Old One.

Character and support card Action abilities, as well as character, support, and event card Action effects that can be triggered from the discard pile, can be triggered multiple times if the effect cost is paid each time. Character and support card Response and Disrupt abilities, as well as character, support, and event card Response and Disrupt effects that can be triggered from the discard pile, can also be triggered multiple times, but only once per met trigger requirement, if the effect cost (where applicable) is paid each time.

(2.14) Paid, Overpaid, and Cost

The 'printed cost' of a card is the cost that is printed on that card. The *actual cost* of a card or effect is the printed cost after any cost modifiers have been applied and any additional costs. The actual cost of a card is also the amount that is *paid* to play the card from a player's hand, or to trigger an effect.

Where a card refers only to a card's "cost" in reference to playing or putting

into play this means its actual cost. Where a card refers to a card's cost in regards to targetting, it is referring to its printed cost.

Overpay is the difference between the number of resources on the domain that was drained to play the card or trigger the effect minus the value that was paid for the card or effect, if that difference is one or higher. In order to "overpay" for a card or triggered effect, that card must have an actual cost of one or greater.

(2.15) Resource Match

Card effects that grant a resource match do not affect other costs, such as Steadfast. Resource match effects do, however, affect Loyal cards unless otherwise stated in game text.

(2.16) "Minimum of 1"

If an effect allows a player to reduce a card's cost, it cannot be lowered below one if the reducing effect has stipulation "to a minimum of 1."

If a player uses a combination of effects to reduce the cost of a card where one of the effects has the "minimum of 1" stipulation, and the other reducing effect does not, the "minimum of 1" takes precedence.

(2.17) Cost of 0

A card with a cost of 0 (including X=0) cannot be reduced.

(2.18) Steadfast

If a Steadfast card has a printed cost of zero, the player must still control at least a number of resources of the correct faction equal to the amount of steadfast necessary to play the card, although that player does not need to drain a domain in order to play the card.

Some Steadfast cards have different Steadfast faction symbols than their resource faction symbol. Such cards must meet both faction resource requirements to play.

For example, to play Lodge Barkeep (The Order of the Silver Twilight F30) you must drain a domain of 2 (or more) resources that includes at least 1 The Order of the Silver Twilight resource symbol, and must

also have at least 1 resource with The Syndicate resource symbol attached to any domain.

(2.19) Transient and Steadfast

The play restriction on whether or not a player can play a Steadfast card is checked before he drains a domain to pay for that card. When checking faction resources to see if a player is able to play a Steadfast card, Transient cards count as a single resource of their faction. Transient cards only count as two resources when the domain is actually drained to pay for a card.

(2.20) Mulligan

Players are allowed to mulligan their starting hand once. A mulligan allows for each player to shuffle his starting hand into his deck and draw a new starting hand of 8 cards. The player must keep his second hand if he chooses to take a mulligan. The first player will decide if he or she will mulligan or keep the starting hand.

(2.21) Player Hand

A player only has a 'hand' if said player has at least one drawn card not currently in play. Thus, if a player does not possess at least one unplayed drawn card, he does not have a "hand" for the purposes of triggering effects, paying costs, or being targeted by card effects that require having a "hand."

(2.22) Resources, Discard Pile, and Removed from the Game

These zones of play are considered to be public information and can be viewed freely by either player during the course of the game.

(2.23) Zones of Play

A zone of play is an area where cards can be during a game.

In Play

In play is the Play Area.

Out of Play

Out of play is the Draw Deck, Hand, Domains (and resources), and Discard Pile, and any cards removed from the game. If a card would go to an out-of-play zone, it goes to its owner's out-of-play zone. A card that moves from an in-play zone to an out-of-play zone or from an out-of-play zone to another out-of-play zone is treated as though it were a new card. Any effects connected to the card will

no longer affect it.

The only exception to this rule is any abilities that trigger when a card moves from an in-play zone to an out-of-play zone.

A card whose effect triggers as a response from the discard pile may only be triggered once per met trigger requirement.

(2.24) “Put into Play” vs “Play” vs “Enters Play”

“Put into Play” is a game mechanic that bypasses all costs (including resource matches) and play restrictions, with the exception of uniqueness. Note, when a card directs you to pay its printed cost to put it into play, Loyal and Steadfast rules must still be followed.

For example: The Terror of the Tides (Summons of the Deep F67) reads

“Action: Pay 3 to put The Terror of Tides into play from your hand. Then, give The Terror of the Tides 4 wounds.” By paying 3 resources, the controlling player is able to bring The Terror of the Tides into play any time he is able to play an Action.

Note that by using this ability to bring The Terror of the Tides into play, the controlling player bypasses the need for a Cthulhu resource match.

To “play” a card is to pay all costs and follow all play restrictions in order to bring the card into play from a player’s hand. Card effects that take place when a card is played do not work if the card entered play through any alternate way.

For example: Aspiring Artist (Forgotten Lore F12) reads “Response: After you play Aspiring Artist, draw 1 card...” This card effect only works when the card is played from a player’s hand, and all costs associated with playing the card are paid. However, if Aspiring Artist was to be put into play due to some other means, such as the effect of a Hungry Dark Young (Core Set F131), then the player would not have “played” Aspiring Artist (as he did not pay the costs associated with playing the card), and he would not be able to use the card’s response.

“Enters play” and “comes into play” are both all-encompassing term that cover both “play” and “put into play”.

All cards that are “put into play” or “played” are considered to “enter play.”

For example, Victoria Glasser (Core Set F 82) reads: “Forced Response: After Victoria Glasser enters play, choose a character. That character goes insane.” This effect would activate regardless of if the card was brought into play due to a card effect, or if Victoria Glasser was brought into play by paying the card’s costs.

(2.25) Text Box

A card’s text box consists of subtypes and game text relevant to game play, including keywords such as **Willpower** and **Fast**.

A card’s cost, title, descriptors, faction symbol, skill, printed card type (i.e., character, support, et cetera), collector information, and flavor text are not considered to be part of the text box.

A card attached to a domain as a resource cannot trigger any effects while attached, nor trigger “enter the discard pile” response effects, unless the card has a **Zoog** resource symbol, or the effect specifically states it can be triggered while attached to a domain as a resource or enters the discard pile from a domain.

(2.26) Printed

Any reference made to “printed” be it icons, skill, cost, title, subtype etc, only refers to the referenced item physically printed on the card itself. . When a card is in play all references to printed refer only to what is printed on the currently visible side of the card.

When the printed cost or printed skill is “X”, the letter X is always treated as zero.

Where reference is made to the ‘printed’ cost/skill/etc. of a facedown card, its value is not zero but indeterminate. Any value requirement (e.g. of skill X or lower, of cost X or higher, etc.) or comparison (e.g. ‘highest,’ ‘lowest,’ ‘most,’ ‘fewest,’ etc.) of printed cost/skill/etc. will fail to resolve against a card with an indeterminate value.

For example, Cthylla (Seekers of Knowledge F45) reads: “Action: Sacrifice a character to have each opponent sacrifice a character with a printed cost equal to or greater than


the character you sacrificed. ...”. If Cthylla’s ability was triggered and an insane character was sacrificed for the cost, then the opponent would be unable to identify a character that meets the requirement and would not sacrifice a character. That is, as the printed cost of a facedown card is indeterminate, the opponent would be unable to choose a character with cost greater than the unknown value of the sacrificed blank insane character.

(2.27) Icon Boosters

Icon boosters are large struggle icons that add an additional struggle of the same type. Story cards with booster icons (either added by characters or support cards) are treated as having extra icons of that struggle.

Thus, if one icon was removed from the story card by a card effect, there would be one fewer struggle.

For example, if a player commits to a story that has Sleep of Reason (Core Set F53) attached (which adds three Terror struggles) and his opponent plays Inside Information (Core Set F151) to remove a Terror struggle, there would still be three Terror struggles to be resolved.

Icon boosters are always resolved immediately following the first struggle of the matching type (i.e., if the booster icon was Terror, there would be two Terror struggles before moving on to the Combat struggle) or if there is no struggle of the appropriate type it is resolved in the following order 

(2.28) Icon Removal

If, after all modifiers have been applied, a character has a negative number of a specific icon, that character is considered to have 0 icons of that kind.

If a new modifier is added into the mix, all icon modifiers must be re-applied to the printed number of icons in order to re-determine how many icons of that type that character has.

A player can “remove” an icon from a character who does not have that icon, but the modified number of icons that character possesses will still be 0.

(2.29) Lowest/Highest & Fewest/Most

A character is the character with the lowest and highest skill/cost/etc. if it is the only character in play.

At any time a card effect targets (e.g. stating to “choose”) a card with the fewest, most, lowest or highest skill/cost/etc. and there is a tie, the card effect’s controller may choose which card is affected.

Where a card effect does not permit player choice when seeking to affect a card with the lowest or highest skill/cost/etc. and there is a tie, the effect will fail to resolve.

For example, Rite of the Silver Gate (The Key and the Gate F25) reads: “Action: Exhaust Rite of the Silver Gate to choose a non-story card in play. The controller of that card reveals the top card of his deck and compares its cost to that of the chosen card. Discard the card with the highest cost. Then, place a success token on Rite of the Silver Gate.” If the two cards compared are of equal value, the player is unable to make the determination when instructed to “Discard the card with the highest cost.” and thus no card is discarded, and no success token is placed on Rite of the Silver Gate.

(2.30) Counting Skill

Some effects reference counting skill or not counting skill. These effects do not change the actual numbers on the card. They only mean that the skill is counted or not counted during the skill comparison at the story.

(2.31) Moving Wounds

Moving a wound to a character is not considered wounding that character, or choosing that character to be wounded, for the purposes of triggering card effects. A character still suffers from a wound that has been moved onto it.

A player cannot move a wound onto a character with Invulnerability.

(2.32) Playing Events

When a player plays an event (from his hand), it doesn’t immediately go into his discard pile. It is placed in his discard pile after the action is complete.

Events do not enter play or leave play, but they leave the players hand when triggered and then enter the discard pile

once resolved or canceled.

When a player plays an event from his discard pile, it does not remain in his discard pile, but rather is placed back in his discard pile after the action is complete. An event card whose effect triggers from the discard pile does not leave the discard pile.

(2.33) Attachments

Cards with the *Attachment* subtype are followed by the term in the card text box “Attach to X.” (For example, “Attach to a character you control.”) This term is not a card effect, but rather an additional requirement to play the card. The requirement must be met, regardless of if the attachment enters play from hand or through a card effect.

These attachment cards are attached directly to the card when they enter play (instead of entering play, and then attaching to the card).

An attachment only checks the requirements for attaching it when the card enters play.

For example, if an attachment had the requirement “Attach to a Servitor character,” and if the Servitor character it was attached to later on loses the Servitor subtype, the attachment would still remain.

(2.34) Insanity

If you control an insane character, that character cannot be made insane again by either player until it has been restored.

One insane character must be restored during your refresh phase if you are able to do so.

An insane character’s skill, text box, cost, and icons cannot be modified. Although it still counts as a character under your control, it is always treated as having 0 skill, 0 cost, no icons, no subtypes, no text box, and no faction, regardless of any effects in play. Insane characters may be targeted by any effect that targets a character, but any part of the effect that would modify the card’s basic statistics is ignored. If a non-character card goes insane, it is treated as a character while it remains insane. Once restored, by any means, that card immediately returns to its printed card type. This does not count

as restoring a character for the purposes of card effects. If the restored card is an event card, it is immediately discarded.

(2.35) Day and Night

If at any time cards causing it to be both **Day** and **Night** are simultaneously in play, it is considered to be both **Day** and **Night** for the purposes of triggering effects and choosing targets.

(2.36) Immune

Some cards have the card text “Immune to X” in their text boxes. This means that they cannot be targeted by cards with that classification (be it card type, subtype, faction, et cetera). This also means that if a card with that classification does not target a specific card, but affects all cards or a group of cards, any card with that immunity ignores that effect. A card can never be immune to its own effects.

For example, Alaskan Sledge Dog (Forgotten Lore F96) reads “Immune to Polar events.” This means that the card cannot be targeted by any event cards with the Polar subtype. In addition, if there was a card effect with the Polar subtype that affects all characters, Alaskan Sledge Dog would not be affected.

Note that a card that is immune to triggered effects could still have a lasting effect resolve on that card even if the lasting effect was created by a triggered effect.

For example, if Danielle had The Claret Knight (Seekers of Knowledge F38) with an attached Eon Chart (Ancient Relics F82) and chose to trigger the Eon Chart’s effect: “Action: Add an additional story struggle of your choice to 1 story until the end of the phase. At the end of the phase, sacrifice attached character and shuffle Eon Chart into its owner’s deck. Limit once per phase.” would trigger successfully adding an additional struggle at the story and then create a lasting effect that at the end of the phase would resolve and cause her to sacrifice The Claret Knight.

(2.37) Invulnerability

If a character with Invulnerability ever has a wound on it that would destroy that character, that character is still destroyed.

For example, if a character with Toughness




is wounded, gains Invulnerability, and then loses the Toughness, that character is destroyed.

A character with Invulnerability is an illegal target for wounding and any card effect that specifically designates that card for a wounding effect cannot be triggered

(2.38) Neutral, No Faction

While neutral cards and insane characters are both considered to have no faction, insane characters are not considered to be neutral.

Effects with a requirement that all your cards are of a single faction will not work if you control any cards with no faction.

For example, Arctic Ethnologist (Seekers of Knowledge F13) reads: "While you control only  cards, Arctic Ethnologist gains a  icon and Explorer characters you control gain an  icon." If all of the cards you control belong to the Miskatonic University faction, but then one of your characters goes insane and loses their faction, then Arctic Ethnologist's passive effect will cease to work.

Stories and Struggles

(3.1) Committing to Stories

Once the active player has committed one or more characters to a story, opponents are able to commit their own characters. Opponents are able to commit characters only to stories where the active player has characters.



Stories will resolve only if the active player has characters at that story.

(3.2) Resolving Stories

Resolving struggles and determining success at all three story cards happens all within the same "green box" on the timing flowchart. Thus, no **Action** or **Response** effects can be triggered between one story's resolution and the beginning of the next story's resolution. The only effects players can choose to trigger are **Disrupts**, however **Forced Response** effects that apply to the situation must trigger automatically.

Additionally, if a story card is won by any player before it is resolved (i.e. at any point during the story resolution sequence), all success tokens are removed from the story, and all characters are no longer committed to that story. Any remaining steps of the sequence are not resolved.

(3.3) Winning an Icon Struggle

It is possible for a player to win an icon struggle even when his opponent has committed no characters, or characters with that icon, to the struggle. For example, a player would win a  struggle if he had committed any characters with one or more  icons and his opponent had committed no characters.

(3.4) Story Totals

A player has achieved victory if he has won three or more story cards in his "won" story card pile.

If any card effect shuffles a won story card back into the story deck, that player no longer has that story for the purposes of counting his victory total.

For example, Danielle has won two story cards and needs only one more to win the game. But her opponent then wins the story card Dreamwalkers (Core Set F164), and chooses to activate its effect that allows the opponent to remove one of each player's won story cards and shuffle it back into the story deck. Now Danielle needs two stories to win the game. Note that Danielle's opponent could not activate Dreamwalkers' effect unless both players already had a won story card each to be targeted.

Non-story card effects cannot move or cause to be moved a non-won story or conspiracy card into any player's won story card pile.

(3.5) Story Resolution

Once stories start resolving, the resolution of all stories is considered a single game effect, and all Response effects to anything that occurs during story resolution will be played in the same window of opportunity. Disrupts will still interrupt story resolution and take place immediately when their play requirement is met, often preceding the occurrence being disrupted.

NEW RULES



This section explains how new mechanics that have been added to the game function, and should be treated as an addition to the rulebook in the Call of Cthulhu Core Set.

Day and Night

Some cards in the game change the “time” to either **Day** or **Night** (neither of which have any specific effect, but allow other specific card effects to be active). At the beginning of the game it is neither **Day** or **Night**. It is not considered to be **Day** or **Night** unless there is a **Day** or **Night** card in play. If for any reason there is both a **Day** and **Night** card in play, then it is considered to be both **Day** and **Night**.

Prophecy

When a player plays a **Prophecy** event card from his hand, triggering its Action effect, the card is placed face up on top of his deck. Each **Prophecy** event then has a triggering condition, which, when met, allows an effect to be triggered from the top of its owner’s deck. If an effect would cause the **Prophecy** event card to move from the top of a player’s deck before its Response effect is triggered, the **Prophecy** card is turned face-down before resolving the effect. For example, Darrin has a **Prophecy** card face up on his deck. He was unable to trigger

its response before his draw phase, and must now draw a card. The **Prophecy** card is turned facedown, and as such, is no longer able to be triggered, as he draws it into his hand.

Fated

When a card with the **Fated X** keyword has X or more success tokens on it, place that card on the bottom of its owner’s deck.

Remove from the Game

When a card is removed from the game (Such as from The Mage’s Machinations, Tom Capor’s 2011 World Championship Card) it is removed from play and set aside. For the purposes of card effects, cards that have been removed from the game are treated as being out of play and may only be affected by cards which specifically state “removed from the game.”

Dormant

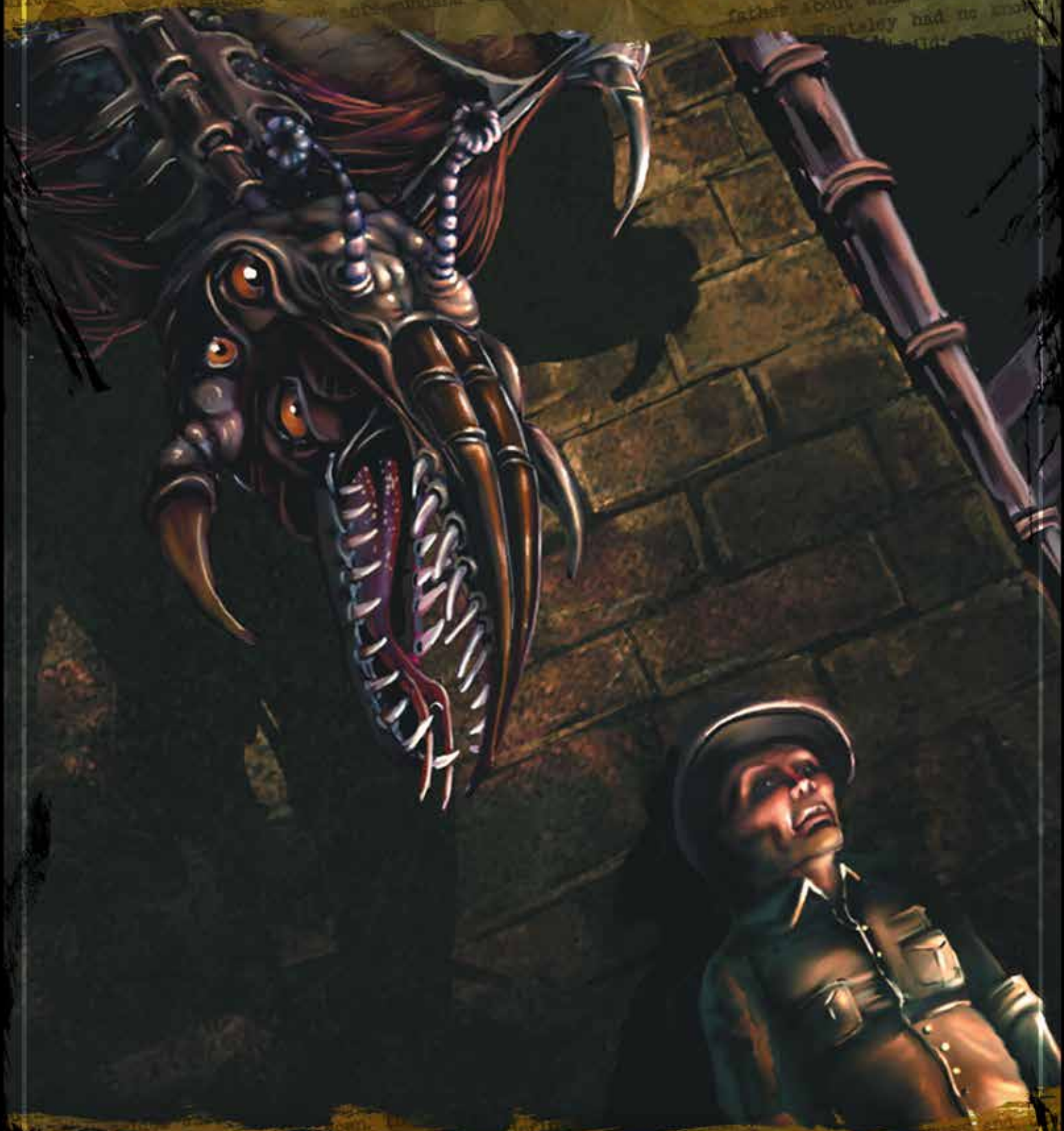
During your operations phase, as a standard player action you may pay X to attach a card with the **Dormant** keyword facedown to a story as a **Dormant** card. X is the number of success tokens you have at that story. Limit 1 per story, per turn. When that story is won, you may play that card reducing its cost to 0.

Dormant cards are considered “in play” but do not count as Attachment support cards. A **Dormant** card that is not played when the story is won is immediately discarded.

Resilient

When a card with the **Resilient** keyword leaves play, its controller may choose to return it to the top of the owner’s deck, instead of the location it would normally go to. This effect is resolved as a passive replacement effect and cannot be canceled.

TIMING STRUCTURE



...towards it have been...
...more than commonly beautiful; yet...
...centuries ago, when talk of witch-blood, Satan-worship...
...was not laughed at, it was the custom to give reasons for...
...since the Dunwich horror of 1928 was hushed...
...specimens. Evident...
...unwholesome past...
...heavy mortality...
...of the aspect of...

End of Turn vs. End of Story Phase

If, after each player has had an opportunity to take story phase actions, the active player commits no characters to a story, the Story Phase ends immediately.

The End of the Turn is a separate phase that occurs after the Story Phase. The End of the Turn should have its own grey (non-interrupt) box in the timing flowchart.

Action, Disrupt, and Response Effects

Throughout the course of the game's action windows, players alternate taking player actions starting with the active player and proceeding clockwise. Player actions consist of playing a card from hand, or of triggering a legal effect on a card.

Disrupt and **Response** effects are player triggered effects played as a result of the actions that the players take, or as a result of something that occurs because of a game effect, such as a character being wounded as the result of a combat struggle, or a player drawing cards during the draw phase.

Disrupt effects can be played immediately, whenever their play requirement is met, and their resolution often precedes the resolution of the occurrence that allowed the disrupt to be triggered.

Common timing for executing **Disrupt** effects in relation to story struggles is as follows:

- Before a struggle resolves: this must be triggered after whatever the last player or framework action ends but before the struggle event begins.
- When a struggle resolves: this must be triggered after the struggle begins, but before any calculation is made.
- When you would win/lose a struggle: this must be triggered when the winner/loser is determined, after the icon calculations are made but before the effect of the struggle is applied.
- After you lose/win a struggle: this must be triggered after the result of the struggle has resolved, after calculations, but before moving to the next framework action.

Response effects are played after the resolution of the action or framework game event that meets their play

requirement, but before the next player action is taken, or before the next game event resolves. Any number of responses can be played in response to any occurrence that allows them to trigger, with response opportunities passing between players, starting with the active player. Once all players consecutively pass a response opportunity, play proceeds to the next player action or game effect.

Forced Response effects should always trigger immediately following the player action or game event that causes the condition to be met as their text would indicate. These are not player effects, but card effects resolved by the controlling player.

Passive abilities are 'always on' and active whenever the circumstances of their text would indicate. When any action, regardless if it is a player action or a framework action seeks to initiate, any passives that would alter the ability will do so. That altered ability now follows the standard timing of that type of action. At every instance of a new effect initiating or having executed, each relevant passive ability must be resolved. Passive effect cannot be canceled.

The order of precedence of when an effect takes place, assuming all conditions are met *simultaneously*, is as follows:

1. **Disrupt** effects
2. Passive effects
3. **Forced Response** effects
4. **Response** effects

Disrupt effects can interrupt the resolution of any of the above effects if their conditions have been met, and will resolve completely before the effect it has interrupted does.

Note that if a passive ability would alter an action as it is being initiated, the passive is first resolved on the action, which now altered, is initiated. A **Disrupt** triggered, disrupts the altered action not the action before the passive is applied.

Responses on Cards Leaving Play

Some cards respond to themselves leaving play, self-referentially, or to effects that may cause that card to leave play. Such responses can be triggered as if the card were still in play. Note that only Response or Forced Response

effects can be triggered in this manner, and they must respond to leaving play or the effect that causes them to leave play. Cards may not take "one last action" before they leave play.

For example the **Response** effect on *Professor Nathaniel Peaslee, Scholar of the Arcane* (Core Set F24) can be triggered in response to *him* entering the discard pile from play.

Actions and Responses in Detail

When a player takes an action it is always fully resolved before the next action can be taken. The actual resolution of an action, however, and the state of cards during this process, can be complex. When an action is triggered, it opens an action window governed by the following rules.

1. Action is initiated
2. Disrupt action execution
3. Action is executed
4. Passive abilities (requirements now met) are initiated
 - I. Passive ability is initiated
 - II. Disrupt passive execution
 - III. Passive ability is executed
 - IV. Other passive abilities (requirements now met) are initiated (Follow steps 4.I through 4.V, etc.)
 - V. Forced Responses are initiated
5. Forced Responses (requirements now met) are initiated
 - I. Forced Response ability is triggered.
 - II. Disrupt forced response execution
 - III. Forced Response is executed.
 - IV. Passive abilities are initiated. (Follow steps 4.I through 4.V, etc.)
 - V. Other forced responses (requirements now met) are initiated (Follow steps 5.I through 5.V, etc.)
6. Responses
 - I. Response is initiated
 - II. Disrupt response execution
 - III. Response is executed
 - IV. Passive abilities (requirements now met) are initiated (Follow steps 4.I through 4.V, etc.)
 - V. Forced Responses (requirements now met) are initiated (Follow steps 5.I through 5.V, etc.)
 - VI. Other Responses may be initiated (Follow steps 6.I through 6.VI, etc.)
7. End of action.

Responses

Responses are not normal actions, but are effects that may be triggered by players when a specific opportunity arises within an action window. Each specific response will dictate when and under what circumstances it may be triggered.

Response “Opportunities”

When the requirements (or ‘play restrictions’) for playing a response are met, the response is said to have an ‘opportunity’. The first possible opportunity may arise with the very action that started the action window itself, but other opportunities within an action window may arise when other responses, forced responses, and/or passive abilities (executed within the same action window), are resolved.

You can think of opportunities as ‘gates’ that open up, allowing you to play specific responses during an action window. These opportunities (or ‘gates’) can be acted on during Step 6 and stay open until Step 7, when the action finally ends and the action window closes.

After the action window is entirely resolved (Step 7), the game moves on to the next player action or framework action. Any unused response opportunities (or “open gates”) are now lost, and players holding unused responses must wait for another opportunity during a later action window.

Note that there can be no **Response** actions triggered to “end of phase” or “end of turn” effects resolving.

The Action Window in Detail

1) Action is initiated

After a player initiates an action, the timing window starts.

For the initiation stage of any player action, a player must go through the following sub steps, in order. The first step is always revealing the card or declaring the intent to use an ability. Then:

- Determine the cost (to either play the card or pay for the card’s effect) or costs (if multiple costs are necessary for the intended action).
- Check play restrictions, including verification and designation of applicable targets or cards to be effected.
- Apply any penalties to the cost(s).

(Any effects that modify a penalty are applied to that penalty before it becomes a part of the cost.)

- Apply any other active modifiers (including reducers) to the cost(s).
- Pay the cost(s).
- Play the card, or trigger the effect, and proceed to step two.

2) Disrupts

In clockwise order (starting with the player to the left of the person that initiated the player action, or starting with the active player in the case of a game effect), players now have the opportunity to disrupt the execution of the action. If all players pass, then the action will be executed, and can no longer be disrupted. Note that step 2 indicates timing for the most common form of Disrupt, which affects execution of an effect. However they can occur at most any other point in the sequence where applicable. (e.g. if a Disrupt related to paying the cost of an action then it would trigger during step 1 instead).

3) Action is executed

The active player now executes the effects of the action. If this action removes one or more cards from play, these cards immediately leave play.

4) Passive abilities are initiated

Any passive abilities whose timing requirement has been met as a result of the action (or a **Disrupt**, **Forced Response**, or **Response**), are now initiated. As with the action itself, before a passive ability is executed, all players have the option to disrupt the passive ability. If all players pass on the disrupt option, the ability is executed. Remember that if two passive abilities are initiated by the same thing at the same time, their order of resolution is determined by the active player.

If a passive removes one or more cards from play, these cards immediately leave play.

5) Forced Responses

After any passive abilities initiated and resolved as the result of an **Action** or **Disrupt** are resolved, **Forced Response** effects that trigger off the action, the **Disrupt** or passive ability resolved previously during the Action Window now trigger in the order determined by the active player.

For every **Forced Response**, players

must go through these steps before the response is fully executed:

- Initiate **Forced Response**
 - Disrupt** (only for the preceding forced response)
 - Execute **Forced Response**
 - Resolve passive abilities whose requirements are now met by the **Forced Response**, etc. (following the same steps as Step 4 (I through V of the action window))
 - Resolve **Forced Response** effects triggered by the **Forced Response**, etc. (following the same steps as Step 4 (I through V of the action window))
- If a **Forced Response** removes one or more cards from play, these cards immediately leave play.

6) Responses

After all **Disrupt** effects, passive abilities, and/or **Forced Response** effects to an action are resolved, players may now play normal **Response** effects in clockwise order (starting with the player to the left of the player who initiated the action). As described above, a player may trigger normal **Response** effects for any opportunity that has occurred at any time during this Action Window - either spurred from the action itself, **Disrupt** effects, passive abilities, **Forced Response** effects, either spurred from other **Response** effects, resolved previously during the Action Window.

For every **Response**, players must go through these steps before the response is fully executed:

- Initiate **Response**
- Disrupt** effects (only for the preceding response)
- Execute **Response**
- Resolve passive abilities whose requirements have been met by the response, etc. (following the same steps as Step 4 (I through V of the action window))
- Resolve **Forced Response** effects triggered by the response, etc. (following the same steps as Step 4 (I through V of the action window))

If a **Response** removes one or more cards from play, these cards immediately leave play

Step 6 is not over until all players have consecutively passed on taking additional **Response** effects.

7) Action is resolved (end of action)

The action is now complete. All

Response opportunities are now closed. 7. End of action.

Framework Actions

Framework actions consist of game effects predefined by the rules of the game (e.g. 'draw 2 cards,' 'active player commits,' etc.) as outlined in the Detailed Turn Sequence chart on page 13 of the Core Rulebook. The biggest difference between framework actions and player actions is that a framework action initiates several events dictated by the rules of the game, rather than player choice

All framework actions, including the "start" of every phase, work very similarly to the way that player actions work. Here is the timing resolution for framework actions.

1. Framework action is initiated
2. Disrupt framework execution
3. Framework action is executed
4. Passive abilities (requirements now met) are initiated
 - I. Passive ability is initiated
 - II. Disrupt passive ability execution
 - III. Passive ability is executed
 - IV. Other passive abilities (requirements now met) are initiated (Follow steps 4.I through 4.V, etc.)
 - V. Forced Response effects (requirements now met) are initiated
5. Forced Responses (requirements now met) are initiated
 - I. Forced Response ability is initiated.
 - II. Disrupt **Forced Response** execution
 - III. **Forced Response** is executed.
 - IV. Passive abilities (requirements now met) are initiated. (Follow steps 4.I through 4.V, etc.)
 - V. Other (now triggered) forced responses are initiated. (Follow steps 5.I through 5.V, etc.)
6. Responses
 - I. Response is initiated
 - II. Disrupts
 - III. Response is executed
 - IV. Passive abilities (requirements now met) are initiated (Follow steps 4.I through 4.V, etc.)
 - V. Forced Responses (requirements now met) are initiated (Follow steps 5.I through 5.V, etc.)
 - VI. Other Responses may be initiated (Follow steps 6.I through 6.VI, etc.)

FREQUENTLY ASKED QUESTIONS



...towards it have been taken down
...more than commonly beautiful; yet the
...centuries ago, when talk of witch-blood, Satan-worship, and
...was not laughed at, it was the custom to give reasons for
...since the dumbish horror of 1928 was hushed
...specimens. Evident
...unwholesome past
...heavy mortality
...of the aspect of

If Conspiracy Theorist (Summons of the Deep F117) which reads, "Players cannot win the game by winning story cards unless at least one of their won story cards is also a conspiracy card, or unless there are no story cards left in the story deck." is in play, and is destroyed by a card effect. What happens if both players have 3 story cards in their won piles?

The active player is considered to be the winner.

If Samantha Grace (Summons of the Deep F96) which reads, "Each player needs an additional story card in order to win the game." is in play, and the opposing player runs out of cards in his deck, does her effect prevent the controlling player from winning the game?

No. Once the opponent runs out of cards in his deck, he is considered to be removed from the game, and all game effects are ended. Therefore, she does not prevent the controlling player from winning.

If Y'Golonac (Core Set F122) which reads: "... Action: Pay 1 to choose and ready a character. That character must commit to the same story as Y'Golonac, if able." uses his ability during the Story Phase after both attackers and defenders have committed their characters to stories, does the effect force the targeted character to commit to the same story as Y'Golonac?

No. Y'Golonac's ability does not create an additional window through which characters can be committed to stories. If anything (including game effects) prevents a player from fulfilling the entire effect of an "if able" clause, that effect is ignored.

Also, it is important to note that Y'Golonac's ability to ready a character exists independently of his ability to force characters to commit to the same story as himself. Therefore, he is able to target a ready character with this ability, and even though the first part (ready a character) does not resolve, the second part of the effect does resolve as long as there is nothing preventing them from committing to the same story.

If I have a Military Bike (Summons of the Deep F102) which reads: "... Disrupt: After a story to which attached character is committed resolves, exhaust Military Bike to immediately re-commit attached character to another unresolved story" and am the defending player, am I able to commit the attached character to an unresolved story where the attacker has not committed characters?

No, the defending player may not commit characters to stories where the attacking player has not committed characters to.

Can I ready Insane characters during my Refresh Phase?

No, Insane is a state like Ready and Exhausted. Insane characters that are not restored cannot be Ready or Exhausted.

If I take control of a character which has an attachment on it, do I take control of the attachment as well?

No, the attachment is not under your control.

Does the game end the instant a player places a fifth token on his third won story (unless there are some game extending conditions) or is there an opportunity to respond with something like Field Researcher (Summons of the Deep F103) after an opponent wins his/her third story?

The game ends immediately and the player who placed his fifth success token on the story is the winner.

When does the player who controls Chess Prodigy (Summons of the Deep F25) name what struggle is being replaced?

The player who controls Chess Prodigy names the struggle after Chess Prodigy is committed to a story. After the struggle type is named, the replacement effect (counting Investigation icons instead of that struggle's normal icons) will resolve even if Chess Prodigy has been uncommitted from the story or leaves play. Once an effect has been initiated it must be resolved (unless

it is a triggered effect that has been canceled by a disrupt).

If there is a Book of Eibon (Summons of the Deep F34) in play, and a player wins and triggers the Obsessive Research story, what happens?

Each player will draw until he has 8 cards in hand, then each player will discard down to 5 cards.

Does Guardian Pillar's (Dreamlands F78) ability allow it to be committed outside of the normal phase when characters can be committed to stories?

No, Guardian Pillar's ability allows it to be committed as a character to a story. This is during the normal timing window when characters are committed to stories. Also, it is important to note that Guardian Pillar is no longer a support card while it is a character, and that it does retain its name and uniqueness.

Can Horrid Dreams (Dreamlands F84) force my opponent to sacrifice resources if he has no characters or support cards in play?

No. This is because resources are considered out of play.

Can I use Twilight Gate (Dreamlands F12) to put an Ancient One character into play from my resources because cards are considered to have a blank text box while resourced?

No. This is because Twilight Gate specifically names a non-Ancient One character resourced to one of your domains.

Some cards use the term "when" and others use the term "after" for their timing (ie. When this character commits versus After this character commits). Is this a timing distinction?

No. For all timing purposes, these cards should operate in the same timing window.

Can I trigger The Captain's (Dreamlands F21) Action at a story he is committed to in order to double count his icons and skill at that story?

No. You cannot trigger The Captain's ability to have his icons and skill count twice at a story, whether if its used at a story he's already committed to, or if the action is triggered twice at the same story.

What happens if Chess Prodigy (Summons of the Deep F25) is committed to a story that has a Parallel Universe (Summons of the Deep F98) attached?

In this scenario, Parallel Universe's effect will take precedence. This is because Chess Prodigy will change the icon that the struggle will use, but Parallel Universe forces the struggle to use skill instead of any icons.

If I use Hound of Tindalos's (Core F110) triggered effect to attach it to a character (which makes it into an Attachment support card), and it is destroyed, does it count as a character or support card leaving play?

The Hound of Tindalos will count as a support card leaving play. However, it will revert to a character once it is in the discard pile.

How does Yog-Sothoth, Lord of Time and Space's (The Yuggoth Contract F99) triggered ability which reads, "Action: Pay 2 to choose and play a Spell event card from your discard pile without paying its cost. Then, place that card on the bottom of your deck" interact with X cost Spell event cards in the owner's discard pile? Would Yog-Sothoth be able to pay 2 to choose a copy of Unspeakable Resurrection in the discard pile to bring a character of any cost into play from the discard pile?

Yog-Sothoth, Lord of Time and Space interacts with X cost spell event cards in the discard pile by circumventing the cost of X being paid entirely. However, because the cost of X is not paid, X is defined as 0 for the purposes of card effects that reference it.

For example, if I use Yog-Sothoth, Lord of Time and Space's triggered ability and pay 2 in order to play from my discard pile Unspeakable Resurrection (which costs X), which reads "Action: Choose a character in your discard pile with cost X or lower. Put that character into play." I can only

put into play a character that costs 0 because I circumvented paying the cost of the card.

When I play Things in the Ground's triggered ability to bring characters into play insane, does willpower or terror icons protect them from being insane?

No. These characters enter play in an insane state before Willpower or Terror Icons can prevent them from going insane.

Expendable Muscle (Summons of the Deep F105) reads, "If Expendable Muscle would be wounded or go insane, instead attach it to a character you control..." If Expendable Muscle attaches to a character you control due to its own ability, is this considered to be a character leaving play for the purposes of Dreamlands Fanatic (Dreamlands F47), which reads "Response: After an opponent's character leaves play, put Dreamlands Fanatic into play from your hand."?

No. Expendable Muscle is never considered to have left play. It has become an attachment support card. Therefore, Dreamlands Fanatic will not trigger.

Can you Power Drain (Core F100) an opponent's Power Drain?

No. Power Drain is a Disrupt, and the card effect only cancels Actions or Responses just played.

How does Doppelgänger (The Yuggoth Contract F79) work when copying a character with an ability that triggers when it enters play, like Focused Art Student (The Yuggoth Contract F8)?

Doppelgänger reads, "When you play Doppelgänger from your hand, choose a non-unique character in play with printed cost X or lower. Doppelgänger becomes a printed copy of that character."

So, in this example, if there was a Focused Art Student in play and I wanted to play Doppelgänger and copy the Focused Art Student (which has a printed cost of 2), I would drain a domain with 2 resources (1 of which was Yog-Sothoth because it is still a Yog-Sothoth card at this point), and

choose the Focused Art Student to copy. The card then enters play as the Focused Art Student, and the triggered ability, "Response: After Focused Art Student enters play, draw 1 card." will trigger. Note that Doppelgänger ignores loyal and steadfast of the character it copies because its copying effect takes place after costs are paid and those restrictions are checked. Once the Doppelgänger has copied a character, it remains as a copy of that character (including cost, faction, icons, skill, triggered abilities and subtypes) until it leaves play. If Doppelgänger goes insane, it is treated as though it was the card it copied gone insane. This means that it still retains the card title of the copied card, even though the rest of the card is still treated the same as a normal insane character.

When playing Bloodbath (The Yuggoth Contract F102), which reads: "Action: During all # struggles this turn, the player who wins this struggle may wound an additional character committed to that story for each # struggle he won the struggle by." which player chooses characters to wound? Can I divide up the extra wounds between characters however I want?

The player who wins the combat struggle chooses which additional characters get wounded. That player may choose to distribute the wounds however he wants among characters committed to that story, as long as it is legal. This does mean that a player can, for instance, put two wounds on the same character with no toughness (because the wounds are dealt simultaneously), if he wants to. However, he cannot choose to wound a character with Invulnerability.

If my opponent wins the story The Well (Secrets of Arkham F60), but both of us have no other already won stories in our won piles does the second effect still trigger and destroy all the Day and Night cards in play?

No. The Well uses a 'then' statement, which requires the first part (each player shuffling 1 won story, other than The Well, back into the story deck) before the second effect will trigger (destroying all Day and Night cards in play).


What happens to success tokens that are on Silver Twilight Collector (The Order of the Silver Twilight F33) when this character goes insane? Do they get discarded or do they stay on the card?

After a character goes insane it loses any tokens placed on it or any cards attached to it. When a character with 1 or more wound tokens goes insane it is immediately destroyed.

If I pay 2 to trigger Yog Sothoth, Lord of Time and Space's (The Yuggoth Contract F99) ability and target a spell event card in my discard pile that then says: "attach to a character," does it still return to the bottom of my deck (as stated on Yog Sothoth) or does it stay in play?

The card is returned to the bottom of the deck, per Yog Sothoth's ability which reads, "Action: Pay 2 to choose and play a Spell event card from your discard pile without paying its cost. Then, place that card on the bottom of your deck." The subtype or card type do not prevent the rest of Yog Sothoth's effect from resolving.


Can Neutral Ground (The Order of the Silver Twilight F15) blank the text box of Guardian Pillar (Dreamlands F78)?

Yes, but it will have no practical effect. When Guardian Pillar's controller uses the support's passive effect in its printed text box to exhaust it to a story as a character with 4 skill, , and Invulnerability, Neutral Ground would then blank the printed text box but that would not alter the lasting effect on Guardian Pillar that makes it a character, grants it skill, icons, and keywords.

If a character card is attached to Twisted Choreographer (The Rituals of Order F26) in another way than the its Response, does it gain the icons of these character's cards?

Yes. If an opponent were to attach Hound of Tindalos (Core F110) to Twisted Choreographer to give it -4 skill Twisted Choreographer would gain the icons of the Hound of Tindalos.

What is an effect?

The word effect refers to different things depending on the context. Game effects are when the game rules cause something to happen. Card effects are when the text on a card causes something to happen. Generically, when a card text refers to an effect it is referring to a card effect unless otherwise stated in the card text. For example, Underground Asylum (Summons of the Deep F7) reads, "Disrupt: Exhaust Underground Asylum and pay 1 to cancel an effect that would cause a character to go insane." It specifies an effect that would make a character go insane so any non-passive effect that would make a character go insane could be canceled, including the game effect of losing a  struggle. (see Card Effect vs. Game Effect, FAQ)

Are stories triggered effects?

All triggered effects begin with a bold word denoting what kind of triggered effect they are, when and how they may be triggered. Stories without this bold trigger word are passive effects. Passive effects will state if there are a particular timing restriction to when they initiate and how to resolve that effect. This can be referred to as a trigger for the cards passive effect, but it does not make the story effect (or any passive effect on any other type of card) a triggered effect (see Passive Effects, FAQ. see Triggered Effects, Rulebook.)

If Julia Brown, Oddly Amphibious (Summons of the Deep F107) is put into play by Julia Brown, Insomniac (Summons of the Deep F17) ability, must I discard 2 cards and draw 2 others?

No. Julia Brown, Oddly Amphibious forced response is responding to the action of being committed from a non-committed state. In this case she went from out of play into a committed state.

Julia Brown, Oddly Amphibious (Summons of the Deep F107), reads, "Forced Response: After Julia Brown commits to a story, discard 2 cards at random from your hand, then draw 2 cards." If I have only 1 card in hand

when I commit her, must I discard this card or not? Can I draw 2 cards?

Yes you must discard your 1 card. You must seek to fulfill as much of a card's effect as possible. Since cards are drawn or discarded singularly you must discard cards in your hand until you have reached the maximum of 2 for this effect. However, since the next part of Julia's effect is a "Then" statement, because you were unable to successfully discard 2 cards you may not draw any cards.

When The Cats of Ulthar (Dreamlands F116) come into play committed to a story, do they have to be put into play exhausted or readied?

Cats of Ulthar, and any card that comes into play committed, or otherwise commits to a story outside of the commit character windows of the Story Phase does so without having to exhaust unless another effect forces it to do so.

What happens if I use Repo Man (Summons of the Deep F41) to take control of Infernal Obsession (Summons of the Deep F51) which was attached to a character I own?

Repo Man takes control of Infernal Obsession, which causes that original character to revert to your control. Infernal Obsession is now discarded.

Can I use Whateley's Diary (Forgotten Lore F77) to move 5 success tokens on Ritual of Summoning and 5 more success tokens on Ritual of the Lance (The Order of the Silver Twilight F42), to automatically win 2 stories?

No. Whateley's Diary asks for you to redistribute your success tokens onto story cards in play. Redistribute means to take from one set of sources and place them in new amounts amongst that same set of sources.

If there are two attachments in play, can Soothsayer (Secrets of Arkham F10) gain two different icons, say a terror and a combat, or does she only gain the same icon regardless of the number of attachments in play?

Soothsayer reads, "Response: After

Soothsayer commits to a story, Soothsayer gains an icon of your choice until the end of the phase for each Attachment card in play.” It allows you to choose a single icon and then it gains one instance of that icon for each Attachment card in play.

What happens if Museum Curator (The Yuggoth Contract F70) reveals an Attachment support card but there is no legal target for the card?

If there are no legal targets for the Attachment the card cannot be put into play.

When my opponent plays Painful Reflection (The Rituals of Order F106) and chooses me, do I discard at random or do I get to choose the cards?

You get to choose which cards you discard.

If I have Basilisk (Dreamlands F96) in play and it is the end of my turn, if I have no characters in play that can be wounded do I have to sacrifice Basilisk?

Yes. The Forced Response makes you choose one of the two choices presented but if you cannot legally attempt to fulfill one of the choices, you must choose the other.

What happens if I use the Action of ‘Twila Katherine Price, Lost in a Dream’ (Dreamlands F3) when she is committed to ‘The Seventh Gate (Ancient Relics F12)’?

Twila Katherine Price cannot trigger her ability at The Seventh Gate because it would cause an un-won story card to be moved into the won pile of her controller.

Can I sacrifice Aziz Chatuluka (Ancient Relics F15) to put Cthulhu (Core F41) into play if all my domains are already drained?

Yes. Aziz directs you to drain all undrained domains, so if all domains are already drained then you have satisfied this requirement.

Can Doppelganger copy an insane character?

No. Doppelganger reads, “When you play Doppelganger from your hand choose a non-unique character in play. X is equal to the printed cost of that character.” and insane characters have no printed cost there is no way to determine the cost to play Doppelganger. Thus, Doppelganger cannot copy an insane character.

If I use Rabbit’s Foot (Summons of the Deep F4) does my Hapless Graduate Student (Summons of the Deep F23) go insane?

No. Draw from a game effect standpoint is taking the top card of your deck and putting it in your hand, and uses the specific word “draw.” Revealing the top card of your deck and then putting it into your hand is not considered drawing a card.

If I have Catastrophic Explosion (The Rituals of the Order F82) in my hand and only one undrained domain, with 4 Agency cards attached can I choose the value of X to be 3 or any other value below 4?

Yes. If X for the cost of playing a card is not defined by the card text or by some other card’s effect, X is set/defined by the player, when the card is being played. Over paying for it is no different than overpaying for any card cost.

If there are two attachments in play, can the Soothsayer (Secrets of Arkham F10) gain two different icons, for example a terror and a combat, or does she only gain the same icon regardless of the number of attachments in play?

With Soothsayer when you commit it to a story you choose a struggle icon. It gains that icon once for each attachment in play. If you choose Combat and there are five attachments in play it gains ☠☠☠☠☠.

If a card requires something like “destroy all Day cards, then...” is it possible to satisfy this requirement if there were no Day cards in play at the time? In other words, can you destroy 0 cards?

Yes. The requirement is to destroy all,

whatever number that is, including 0, as long as you have done that the “then” effect will trigger. If a card gave a set number, you would have to meet that number.

What happens if I play a Neutral card with Professor Lake (Forgotten Lore F3) out?

Professor Lake reads, “Forced Response: After a player plays a card, until the end of the phase that player can only play cards that belong to a different faction than that card.” Neutral cards belong to no faction so any card with a faction would qualify as a card of a different faction. You could not play another neutral card however since the result returned by the check would be identical, of no faction, and hence could not be of a different faction. The neutral card must be played first for the same reason, if I played a Miskatonic card first, a neutral card would not be able to return a check of a different faction (as no faction is not a faction, and therefore not a different faction), so would be illegal to play.

Can I use a card effect to uncommit Obsessive Inmate from a story?

Yes. “Does not uncommit” in this case is preventing Obsessive Inmate from uncommitting by normal game effects, but card effects will be able to uncommit it.

If my opponent’s Stygian Eye (Ancient Relics F96) leaves play and I have a Snow Graves (Forgotten Lore F15) attached to his discard pile does this prevent Stygian Eye from being shuffled back into his deck?

Yes it does. Stygian Eye reads, “After Stygian Eye leaves play, shuffle it into its owner’s deck.” Since the passive effect does not initiate until after it has left play it must be placed in the discard pile. Snow Graves reads, “Cards cannot be moved out of attached discard pile for any reason.” This prevents Stygian Eye’s passive from being able to resolve.

If I trigger Dreamlands Fanatic’s (Dreamlands F47) response to put it into play what happens if my opponent cancels the effect with Power Drain

(Core Set F100)?

Because Power Drain is a Disrupt it resolves before the effect that puts Dreamlands Fanatic into play, so the effect is canceled and the card remains in your hand. Note: this does not prevent you from triggering Dreamlands Fanatic a second time.


I know Story card's effects are able to be initiated by the player who won that story but are all Conspiracy cards worded like Story cards?

Conspiracy cards effects indicate if the effect is initiated upon winning the conspiracy. If they do not indicate the effect is optionally triggered upon winning, then the effect is a passive effect that is always active and resolves as indicated on the card. NOTE: Conspiracy cards are not considered to have a controller, and any instance of the word "you" or "your" refers to all players.

Can I lose an icon struggle if I have no characters committed to that story?

Yes. The story icons still resolve and if you did not win the icon struggle but your opponent did, you are considered the loser of that struggle.

Can I use Forms of the Ether (Ancient Relics F39) to choose my opponent's resource and put it to my hand? Does my Forms of the Ether attach to his domain or my domain?

Forms of the Ether "Action: Choose a card attached to a domain as a resource. Put that card into its owner's hand and attach Forms of the Ether to that domain (counts as a  resource)." will allow you to choose a card attached to an opponent's domain. However, that card will go to its owners hand since the card is not explicit that it targets an opponent's card and brings it your hand (which is how it would need to be phrased to invoke the Golden Rule). Because the card does explicitly state that Forms of the Ether attaches to the same domain as the previous card it will attach itself to that domain, the same way a card that says "attach to an opponent's discard pile" would allow a card you own to attach itself to their discard pile.

If my opponent returns my Uroborus, Fang of Yig (Revelations F3) to my hand can I trigger his response effect to put him back into play?

Yes, if Uroborus is sent back to hand, you could trigger his response effect to put him back into play since the first opportunity to play the response would be after the return to hand effect has completely resolved and Uroborus is now in your hand.

Can I trigger Corrupted Midwife (Revelations F51) to play a character from my discard pile outside of the operations phase?

No. Corrupted Midwife reads, "Action: Exhaust Corrupted Midwife to choose 1 character in your discard pile. Play that character as if it were in your hand as your next action." Because you cannot play characters from your hand at anytime other than your operations phase, her ability does not get around this rule.

What happens when Expendable Muscle (Summons of the Deep F105) and another friendly character are committed to a story where all characters are wounded simultaneously by Dynamite (Summons of the Deep F42)?

Expendable Muscle's ability is a passive replacement effect. Expendable Muscle's ability replaces Dynamite's wounding effect with an "attach to a character you control" effect for Expendable Muscle. So when Dynamite finishes resolving Expendable Muscle becomes an Attachment support card that grants Toughness +1, and attaches it to a character you control. You could not however attach it to any other character that was wounded by Dynamite since they have all received their wounds at the same time that Expendable muscle becomes an Attachment support card.

If I control Library of Pergamum (Revelations F39) and a character I control would be wounded and destroyed by Shotgun (Core F14) could I use the Library's ability to cancel Shotgun?

No. The Library of Pergamum, can only cancel an effect that would

directly destroy a Tome card, not an effect which destroys the character that your Tome card was attached to which would afterwards then cause your Tome card to be destroyed by a game rule.

If I use Alyssa Graham's ability during the draw phase on my opponent to discard a card does my opponent get to draw another card? What if I use it on my turn to disrupt my draw to put a card on the top of my discard pile, do I get to draw that card?

A draw effect works in two parts, first is the initiation of the effect and then the execution which adds the top card to that player's hand. Alyssa Graham's ability triggers after a the card draw effect has been initiated but disrupts the act of adding the top card of a player's hand. If the card that is supposed to be added to that player's hand is discarded the draw effect has not been canceled or replaced so they would still add the "new" top card of the deck to his hand. The same goes for you disrupting your own draw and placing the card from your discard pile on top of your draw deck. When the draw effect executes, the top card of your deck (the card that had been the top card in your discard pile) is now added to your hand.

Can Hamu XX 15:14 return itself to its owner's hand using it response ability?

Hamu XX 15:14 will not be able to return itself given the order of framework actions. Targets for Hamu XX 15:14 are chosen in step b of its resolution. However Hamu XX 15:14 isn't in the discard (from the payment for the effect) until step e.

How does Living Mummy interact with the Necronomicon (Olaus Wormius Translation)?

A Forced Response is resolved as soon as the entire effect it is responding to resolves. So Living Mummy's effect will resolve after the Necronomicon's ability resolves, completely.

In the Detailed Turn Sequence chart on P.13 of the core set rulebook, there is no mention of step "5. Determine Success". Is this step also in the same green box with the icon struggles in

the Turn Sequence chart?

The chart on page 13 is intended to show the breaking up of game and player actions while the written section starting with page 8 is the turn sequence which seeks to give the information on how to play/resolve each phase and subsections of a phase. On page nine there is a detailed breakdown for Story Card.

On page 10 that section reads, "Determine Success." This shows that determining success is part of resolving the story card, so would be included within that green box as resolving the struggles.

If Master of Myth's enters play via its ability, then is driven insane (e.g. by Hanyatl's 7:13), does it go back to the hand at the end of the turn?

Yes. The effect on Master of Myth's creates a lasting effect that will resolve regardless of whether it is sane or insane, as long as the card is in play.

Is it possible for the defending player to succeed at a story?

No. The skill check is to determine whether or not the active player is successful. If the inactive player has equal or greater skill than the active player he has kept the active player from succeeding at the story, but has not been successful.

If a card copies another card's text or effect and the text includes self-references (i.e. the card's title) is it replaced by the card's title that is copying the effect?

Copying a character's text box copies the printed textbox. All examples of a card's name remain unaltered, and as such any use of a card name that was self-referential for the previous card does not refer to the copying card unless it has the same name.

Does Serpent From Yoth's (Core F149) Ability trigger when it enters my discard pile from any zone?

Serpent From Yoth's ability will only be able to trigger after it enters the discard pile from play.

My opponent takes control of one of my characters through a card effect. Then I play Prepared Alienist (The Key and the Gate F38). At the end of the turn the effect that stole my character ends, what happens to that character?

That character returns to your control. Prepared Alienist only prevents characters from changing control, not returning to their owner's control.

Can you put into play Stalking Hound (Rituals of the Order F39) for free after putting into play a character from your opponent's discard pile?

You could not play the Stalking Hound. "You" refers to controllers unless otherwise noted. If your opponent played Pulled from Beyond then you could play Stalking Hound.

Do cards attached to Fthaggua (The Key and the Gate F7) still count as unique copies of that particular card?

Cards attached to Fthaggua do not count as copies of that particular card. I may play another copy of a unique character if my opponent has one of my copies attached facedown to Fthaggua.

Is it possible to search for The Mage's Machinations (Terror in Venice F20) with Hall of Champions (Revelations F20)?

Yes. The Mage's Machinations was designed by Tom Capor for being the 2011 World Champion. Thus, it is searchable with the Hall of Champions.

Does Snow Graves (Forgotten Lore F95) prevent a player from triggering Studying the Void's (The Key and the Gate F35) Response while it is in the discard pile?

No. There is a difference between triggering an event card from the discard pile and playing an event card from the discard pile. Snow Graves would prevent the event from leaving the discard pile if you were to attempt to use a card effect that would otherwise allow you to play it to use its "Action" effect. Snow Graves however has no effect on the "Response" effect which can only be triggered from the

discard pile.

Can Hali's Directive (Denizens of the Underworld F 47) cancel a character's passive ability, such as the one on Mr. David Pan (Ancient Relics F43)?

No, passive abilities cannot be cancelled.

If I use Khopesh of the the Abyss (Ancient Relics F16) to destroy a character by wounding it. Would I be able to put Matthew Alexander (Seekers of Knowledge F7) into play?

Yes, the character receiving a wound and as a result being destroyed fulfills the condition on Matthew Alexander of a character leaving play from a card effect.

When I use Fleeting Guise (Terror in Venice F55) to "choose a character" is the chosen character considered to be a targeted character, even though it doesn't use the word target?

Yes, all tenses of the word choose (choose, chooses, chose, or chosen) are indicators of targeting.

How does the card Hand of Aforgomon (The Key and the Gate F14) interact with other cards that raise or lower the skill of characters?





The Hand of Aforgomon always causes other characters at the same story to have their skill considered 0. This applies even if other effects have raised or lowered those character's skill.

If I trigger Museum Curator (The Yuggoth Contract, F70) what order do the cards go on the bottom of my deck?

The cards will go on the bottom of your deck in the same order they were in on top of your deck, the first card being placed on the bottom first, the second card being placed second, and so on.

Does Malocchio (Terror in Venice, F33) get one of each icon from each character in every player's discard pile?

No, Malocchio will get one instance of an icon if it is present in any players discard pile. In other words the most

icons his own ability can give him would be one , one , one , and one  icon.

Does the ability of Twila Katherine Price (Dreamlands F3) work with Conspiracy cards? What about conspiracy cards that specifically have the requirement of winning them or having a character from a particular faction?

Twila Katherine Price does work on conspiracy cards since once played they are treated as story cards, but her ability does not alter the effect of the triggered story card or conspiracy in any way. If the effect requires you to meet a condition that you do not meet and therefore are unable to successfully resolve that effect her ability cannot be triggered.

Can I place multiple Dormant cards at a single story?

A story may have any number of Dormant cards attached to it, though a player may only place one Dormant card at each story in a single turn.

Can I trigger The Three Bells (Revelations, F92) if I have no characters to sacrifice?

No, in order to trigger an ability without the “if able” clause, you must be able to successfully resolve the triggered effect, and it is a singular effect that makes each player sacrifice a character, so if each player does not have a character to sacrifice the effect cannot be triggered.

If I am the inactive player and have Jacob Finnegan (Denizens of the Underworld F6) committed to a story, does he go to the bottom of my deck after the skill check resolves even though I cannot succeed at the story?

Yes, Jacob Finnegan’s ability will check any time there is a skill check at a story he is committed to, and any result other than you succeeding will send him to the bottom of his owner’s deck.

If I trigger Professor Nathaniel Peaslee (Key and the Gate F6) to steal my opponent’s character and he already

controls a Professor Nathaniel Peaslee of his own, do I get his character and keep my Professor Nathaniel Peaslee?

No. The effect that swaps control of his character and yours is a single effect. If either one of you is incapable of taking control of the other’s character, the effect fails.

Does Carl Stanford, Sinister, not necessarily Evil (Seekers of Knowledge F51) prevent Dormant from happening?

Carl Stanford prevents the cost reduction that Dormant provides but he cannot stop the ability to play the card. If the opposing player cannot pay the full cost of the card it is discarded.

Does Andrew Chapman (The Key and the Gate F48) protect characters against the triggered effect of Khopesh of the Abyss (Ancient Relics F16) effect?

Andrew Chapman’s ability reads: “Disrupt: When an opponent’s effect would destroy or make you sacrifice a character you control, instead discard a card from your hand. Then, place a success token on Andrew Chapman.” His ability would be able to disrupt the final wound that would send a character you control to the discard pile, but if the character had **Toughness** it would only disrupt the final wound.

If I commit two (or more) Beings of Ib (Dreamlands F7) at the same story while I have a single Ancient One in play (or the Ancient One and a single Beings of Ib), do I count the Ancient One’s skill and icons once, twice, or three times?

The Ancient One’s icons are counted a single time. The Beings of Ib read, “If you control a single Ancient One character, count its skill and icons at any story to which Beings of Ib is committed.” This passive effect is going to ensure that the Ancient One’s icons are counted at whatever story the Beings of Ib is committed to. If the Ancient One is committed to the story, its icons will already be counted so the passive’s condition is already true -- same with having two Beings of Ib at the same story without the Ancient One, the first resolved passive

will cause the icons to be counted, so the second passive is already satisfied when it would be time to resolve it.