

# MISKATONIC HORROR™

An excerpt from the **Arkham Advertiser**:

*Professor Christine Krosnowski has been released into the custody of Miskatonic University's School of Medicine after being observed by mental health specialists for several days. Students and faculty alike were stunned when Miss Krosnowski, a Poetry and Literature instructor at Miskatonic for six years, was found on campus, warning of an impending doom and suffering from strange cuts and bruises.*

*Dr. Allen Halsey, the Dean of Miskatonic's medical school stated, "Christine's case is unique and requires a rare kind of understanding. She has received excellent care thus far, but we believe that the real help she needs to confront her fears is here, within the walls of Miskatonic."*

In the **MISKATONIC HORROR** expansion, investigators will discover that the world holds more darkness and mystery than ever imagined! The teachers at Miskatonic University have faced true madness and horror. They've explored the nightmares that lie hidden in the towns of Dunwich, Kingsport, and Innsmouth. They've seen the evil that endures as result of the Dark Pharaoh of ancient Egypt and from the wicked play, "The King in Yellow." They know that both the Cult of the Black Goat and the strange being known as the Lurker at the Threshold truly exist and threaten humanity's survival. Heed their lessons well, because your ability to stand against true cosmic horror is about to be put to the test!

**Most of the components included in the MISKATONIC HORROR expansion are designed to supplement those found in the other ARKHAM HORROR expansions. The more expansions that players have available to them, the more of the components in this expansion they will be able to use.**

## Component Overview

The following are summary descriptions of the various components included in the **MISKATONIC HORROR** expansion.

### 7 Skill Cards



Skill cards represent an investigator's abilities. Each Skill card in **MISKATONIC HORROR** grants an investigator special abilities relating to one of the other **ARKHAM HORROR** expansions. Skill cards are rare and expensive to acquire.

### 9 Exhibit Encounter Cards



Exhibit Encounter cards represent events that occur as investigators pursue the lost treasures of the "Legacy of the Pharaohs" exhibit. They are drawn when an investigator is in the same street area as the Ancient Whispers marker during his Arkham Encounters Phase. These cards are used only when playing with the **THE CURSE OF THE DARK PHARAOH (REVISED EDITION)** expansion.

### 5 Exhibit Items



Exhibit Item cards represent ancient Egyptian artifacts brought to Arkham as part of the "Legacy of the Pharaohs" museum exhibit. They are similar to Unique Items, but have no monetary value and can only be gained through Arkham, Other World, and Exhibit encounters. These cards are used only when playing with the **THE CURSE OF THE DARK PHARAOH (REVISED EDITION)** expansion.

### 12 Injuries Cards



The Injury deck consists of cards that may be drawn when an investigator is reduced to 0 Stamina. These cards are used only when playing with the **DUNWICH HORROR** expansion.

### 12 Madness Cards



The Madness deck consists of cards that may be drawn when an investigator is reduced to 0 Sanity. These cards are used only when playing with the **DUNWICH HORROR** expansion.

### 7 Blight Cards



These cards represent important people who live in Dunwich, Kingsport, or Innsmouth who have been driven mad by seeing "The King in Yellow." The Blight cards in **MISKATONIC HORROR** are only used when The King in Yellow (from the **THE KING IN YELLOW** expansion) is the Herald and at least one expansion game board (Dunwich, Kingsport, or Innsmouth) is in play.

### 6 Blessings of Nodens Cards



The Blessings of Nodens deck is used when Nodens (from the **KINGSPORT HORROR** expansion) is the Guardian. It gives *Blessed* investigators an additional benefit.

### 16 Visions Of Hypnos Cards



The Visions of Hypnos deck is used when Hypnos (from the **KINGSPORT HORROR** expansion) is the Guardian. It increases the rate at which Clue tokens appear on the board and the odds of helpful encounters occurring.

### 24 Cult Encounter Cards



The Cult Encounter deck consists of special encounters that investigators can draw if they have a "One of the Thousand" Cult Membership and are in an appropriate location for nefarious cult activity. These cards are used only when playing with the **THE BLACK GOAT OF THE WOODS** expansion.

### 6 Relationship Cards



The Relationship deck consists of cards that represent the effect on two investigators resulting from their history together and their attitude toward each other. These cards are only used when playing with the **THE LURKER AT THE THRESHOLD** expansion and only in games with two or more players.

### 8 Miskatonic Student Cards



Miskatonic Student cards indicate that an investigator is acquiring an education from Miskatonic University. When an investigator gains this card, he gains the benefits of the "Miskatonic Student" side. He may later flip it over to the "Miskatonic Alumnus" side and gain the benefits listed there. These card are used only when using the Miskatonic University institution sheet.

### 56 Gate Cards



These cards represent encounters investigators experience as they journey through the Other Worlds. Unlike Location cards, there is only one deck of Gate cards. Each of these cards has one or more expansion icons on it to indicate which expansions are required to include that card in the game.

### 43 Mythos Cards



These cards depict major events in the game. One mythos card is drawn at the beginning of each Mythos Phase, and that card has several effects. Mythos cards determine where and when new gates and monsters appear, where monsters already in play move, and where new clues appear. Each mythos card also has a special game effect that may help or hinder the investigators.

### 60 Dunwich Location Cards



The Dunwich Location cards work just like the Arkham Location cards, but describe encounters that take place in the various Dunwich locations. These cards are used only when playing with the **DUNWICH HORROR** expansion. Some of these cards have a second expansion icon printed on them, indicating that an additional expansion is required to use them.



## 6 Dunwich Horror Cards



The Dunwich Horror cards form a deck that is placed near the Dunwich game board. These cards are used when an investigator attempts to combat the Dunwich Horror. These cards are used only when playing with the **DUNWICH HORROR** expansion.

## 4 Act Cards



These four cards are used to track the progression of Arkham's demise as the play "The King in Yellow" drives the city's population insane. Once the last Act card has entered play the investigators immediately lose the game. The Act Cards provided in the **MISKATONIC HORROR** expansion are used only when playing with the **THE KING IN YELLOW** expansion and they are used in place of the Act cards provided in the **THE KING IN YELLOW** expansion.

## 80 Kingsport Location Cards



The Kingsport Location cards work just like the Arkham Location cards, but describe encounters that take place in the various Kingsport locations. These cards are used only when playing with the **KINGSPORT HORROR** expansion. Some of these cards have a second expansion icon printed on them, indicating that an additional expansion is required to use them.

## 8 Epic Battle Cards



These cards are used to provide even more drama and excitement when battling the Ancient One. **MISKATONIC HORROR** introduces two new types of Epic Battle cards, Battle Conditions and Battle Events, which represent outside forces that affect the final battle. These cards are only used with the "Epic Battle" variant (from the **KINGSPORT HORROR** expansion).

## 60 Innsmouth Location Cards



The Innsmouth Location cards work just like the Arkham Location cards, but describe encounters that take place in the various Innsmouth locations. These cards are used only when playing with the **INNSMOUTH HORROR** expansion. Some of these cards have a second expansion icon printed on them, indicating that an additional expansion is required to use them.

## 5 Innsmouth Look Cards



The Innsmouth Look cards are used to represent the hidden ancestry of investigators who venture into the small fishing village, potentially transforming the investigator into a deep one. These cards are used only when playing with the **INNSMOUTH HORROR** expansion.

## 14 Reckoning Cards



Reckoning cards represent the capricious and often cruel effects the Lurker at the Threshold has upon those who have entered into a Dark Pact with him. Reckoning cards are only used when The Lurker at the Threshold (from the **THE LURKER AT THE THRESHOLD** expansion) is the Herald.

## 1 Dunwich Horror Herald Sheet



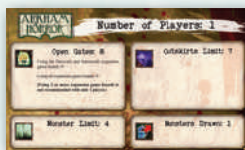
This sheet represents a powerful supernatural entity that is preparing the way for the Ancient One. This sheet is only used when using both the Dunwich Horror "Herald" variant and the **DUNWICH HORROR** expansion.

## 3 Institution Sheets



These sheets represent organizations that can provide valuable help to investigators, but often will require some resource be paid to them in return. These sheets are only used with the "Institutions" variant described later in these rules.

## 4 Player Reference Sheets



Each of these sheets provides players with information about the game that changes based upon the number of players, including adjustments for which expansion game boards are being used. The information listed on each sheet includes: the number of open gates that

will awaken the Ancient One, the monster limit, the maximum number of monsters that can be in the Outskirts, and the number of monsters drawn from the monster cup whenever a monster appears.

## 38 Agent Tokens



The Agent tokens represent members of the Bureau of Investigations who watch over street areas to prevent monsters from roaming free. Agent tokens are only used when using the Bureau of Investigations institution sheet.

## 3 Expedition Markers



Expedition markers represent a team of Miskatonic University specialists who have relocated to a different city (either Dunwich, Kingsport, or Innsmouth). Their studies of these other cities allow investigators to travel between cities quickly, to access the rare books possessed by the University, and to pursue their education through the use of Miskatonic Student cards. Expedition markers are only used when using the Miskatonic University institution sheet.

## Expansion Icons

All cards and sheets from the **MISKATONIC HORROR** expansion are marked with one or more symbols to indicate which expansions, if any, are necessary to use that particular component. Each expansion symbol in **MISKATONIC HORROR** is printed in tan to distinguish cards in this expansion from those in other expansions (which are printed in black). The expansion icons are as follows:



A component marked with the **MISKATONIC HORROR** icon may be used with just the base **ARKHAM HORROR** game as well as with any combination of other expansions.



A component marked with this icon requires the **THE CURSE OF THE DARK PHARAOH (REVISED EDITION)** expansion to use.



A component marked with this icon requires the **DUNWICH HORROR** expansion to use.



A component marked with this icon requires the **THE KING IN YELLOW** expansion to use.



A component marked with this icon requires the **KINGSPORT HORROR** expansion to use.



A component marked with this icon requires the **THE BLACK GOAT OF THE WOODS** expansion to use.



A component marked with this icon requires the **INNSMOUTH HORROR** expansion to use.



A component marked with this icon requires the **THE LURKER AT THE THRESHOLD** expansion to use.



# Integrating the Expansion with the Base Game and Other Expansions

Before using **MISKATONIC HORROR**, perform the following steps:

1. Shuffle the new mythos cards into the mythos deck.

Take all of the new Skill, Gate, Dunwich Location, Kingsport Location, and Innsmouth Location cards that have the expansion icons of expansions that are not being used and return them to the box. Shuffle all the remaining new Skill, Gate, Dunwich Location, Kingsport Location, and Innsmouth Location cards into their respective decks.

2. If you are using the **THE CURSE OF THE DARK PHARAOH (REVISED EDITION)** expansion, shuffle the new Exhibit Encounter and Exhibit Item cards into their respective decks. If you are not using the **THE CURSE OF THE DARK PHARAOH (REVISED EDITION)** expansion, return all the new Exhibit Encounter and Exhibit Item cards to the box.

**Note:** **MISKATONIC HORROR** is designed to be used with the revised edition of **THE CURSE OF THE DARK PHARAOH**. If using the original edition of **THE CURSE OF THE DARK PHARAOH** (that is, if the expansion does **not** say "Revised Edition" on the lid of the box), use only the new Exhibit Item cards. All other cards marked with the **THE CURSE OF THE DARK PHARAOH (REVISED EDITION)** expansion icon, including the new Exhibit Encounters and all cards that have the **THE CURSE OF THE DARK PHARAOH (REVISED EDITION)** expansion icon from among the new Skill, Gate, Dunwich Location, Kingsport Location, and Innsmouth Location cards, should be returned to the box.

3. If you are using the **DUNWICH HORROR** expansion, shuffle the new Injury, Madness, and Dunwich Horror cards into their respective decks. If you are not using the **DUNWICH HORROR** expansion, return all the new Injury, Madness, and Dunwich Horror cards to the box.
4. If you are using the **THE KING IN YELLOW** expansion, return the Act cards from the **THE KING IN YELLOW** expansion to the box and use the Act cards from the **MISKATONIC HORROR** expansion instead. (Note: when using the new Act cards, do **not** remove the "The Next Act Begins!" mythos cards from the mythos deck.)

If you are using the The King in Yellow herald sheet, take all of the new Blight cards that have the expansion icons of expansions that are not being used and return them to the box. Shuffle all the remaining Blight cards into the Blight deck. If you are not using the The King in Yellow herald, return the new Blight cards to the box.

If you are not using the **THE KING IN YELLOW** expansion, return all the new Act cards to the box.

5. If you are using the Hypnos guardian sheet from the **KINGSPORT HORROR** expansion, take all of the new Visions of Hypnos cards that have the expansion icons of expansions that are not being used and return them to the box. Shuffle all the remaining Visions of Hypnos cards into the Visions of Hypnos deck. If you are not using the Hypnos guardian, return the new Visions of Hypnos cards to the box.

If you are using the Nodens guardian sheet, shuffle all of the new Blessings of Nodens cards into the Blessings of Nodens deck. If you are not using the Nodens guardian, return the new Blessings of Nodens cards to the box.

If you are using the Epic Battle variant, shuffle the new green Epic Battle cards and the new red Epic Battle cards into their respective decks. If you are not using the Epic Battle variant, return the new Epic Battle cards to the box.

6. If you are using the **THE BLACK GOAT OF THE WOODS** expansion, shuffle the new Cult Encounter cards into the Cult Encounter deck. If you are not using the **THE BLACK GOAT OF THE WOODS** expansion, return all the new Cult Encounter cards to the box.
7. If you are using the **INNSMOUTH HORROR** expansion, shuffle the new Innsmouth Look cards into the Innsmouth Look deck. If you are not using the **INNSMOUTH HORROR** expansion, return all the new Innsmouth Look to the box.
8. If you are using the **THE LURKER AT THE THRESHOLD** expansion, shuffle the new Relationship cards into the Relationship deck.

If you are using the The Lurker at the Threshold herald sheet, shuffle all of the new Reckoning cards into the Reckoning deck. If you are not using the The Lurker at the Threshold herald, return the new Reckoning cards to the box.

If you are not using the **THE LURKER AT THE THRESHOLD** expansion, return all the new Relationship cards to the box.

## Alternate Setup Rules

Instead of sorting through the cards before each game, players may simply wish to shuffle all the new cards of each type that is being used in the game into their respective decks (with the exception of new Act cards which replace the Act cards found in the **THE KING IN YELLOW** expansion). During the game, players should simply disregard any card that is drawn that has the expansion icon for an expansion that is not being used, returning the card to the box and drawing another of the same type to replace it.

## Expansion Setup

When playing with the **MISKATONIC HORROR** expansion, perform the normal setup of the game as instructed in the **ARKHAM HORROR** rulebook, with the following additions and changes (numbered to correspond with the base game's numbered setup steps).

### 1. Prepare Playing Area

Place the player reference sheet that corresponds to the number of investigators next to the game board.

### 6. Separate Decks

When using the **THE KING IN YELLOW** expansion, during the 6c step of setup in that expansion's rules, take the 4 new Act cards and place them facedown in a pile next to the mythos deck. The cards are stacked in the following order, from top to bottom: Overture, Act I, Act II, Act III. Then turn the Overture card (which should be on top) over and place it next to the Act deck. The Overture card starts the game in play and remains so unless a different Act card is sitting on top of it.

## Expansion Rules

These rules are used in addition to those in **ARKHAM HORROR** and all of its expansions when playing with the **MISKATONIC HORROR** expansion.

### Injury and Madness

Using the Injury and Madness and injury cards in the **DUNWICH HORROR** expansion, if a player ever acquired 2 of the same Injury or Madness cards, he was **devoured**. Each of the new Injury cards in the **MISKATONIC HORROR** expansion corresponds to one of the Madness cards from **DUNWICH HORROR** expansion. If a player ever has one of the new Injury cards at the same time as its corresponding Madness card, his investigator is **devoured**.

Similarly, each of the new Madness cards in the **MISKATONIC HORROR** expansion corresponds to one of the Injury cards from **DUNWICH HORROR** expansion. If a player ever has one of the new Madness cards at the same time as its corresponding Injury card, his investigator is **devoured**.

Note that Rita Young's "Resilient" ability prevents her from being **devoured** when she has either a new Injury card and its corresponding Madness card at the same time or a new Madness card and its corresponding Injury card at the same time.

### Blight Cards

When determining whether or not to ignore an encounter because it mentions a person who appears on a Blight card that is in play, the encounter must mention the person by name. For instance, if an encounter at First National Grocery mentions the young manager, but does not specifically mention the name, "Brian Burnham," do not ignore the encounter. Additionally, if an encounter mentions the name of a person who appears on a Blight card that is in play, but is not actually referring to the person, do not ignore that encounter. For example, if an encounter mentions Joe Sargent's Bus Service, but is not referring to Joe Sargent, the encounter is not ignored.



## New Epic Battle Cards Types

The new Epic Battle cards introduce two new types of Epic Battle cards, Battle Events and Battle Conditions. Battle Events represent things that happen during the Final Battle outside of the attacks of the investigators and the Ancient One. Their effects are immediately resolved and an additional Epic Battle card is immediately drawn.

Battle Conditions represent ongoing phenomena that affect the Final Battle. When a Battle Condition Epic Battle card is drawn it is placed face up near the Epic Battle deck and the effects listed on it remain in play for the rest of the game. After a Battle Condition Epic Battle card is drawn and put into play, an additional Epic Battle card is immediately drawn.

## Mythos Cards with Alternate Gates



A mythos card with an alternate gate.

Many of the mythos cards in the **MISKATONIC HORROR** expansion have an alternate gate. When a player is resolving the opening of a gate that has an alternate gate, the gate opens in the **upper** of the two locations indicated on the card and the lower location is disregarded. However, if the upper location is on one of the expansion game boards that is **not in play**, the gate opens in the **lower** of the two locations indicated instead.

Similarly, the mythos cards in **MISKATONIC HORROR** may instruct players to place a Clue token in a location that is on an expansion game board that is not in play. If so, simply disregard the placement of that Clue token. In a case where the mythos card instructs players to place a Clue token in one location or another, place the Clue token in the first location, if possible, and disregard the second. If the first location mentioned is on an expansion game board that is not being used, place the Clue token in the second location instead.

## Gate Bursts



An alternate gate with a Gate burst.

Certain mythos cards have their Gate location colored red. This coloration indicates a **Gate burst**. A card with a Gate burst works exactly the same as a normal mythos card, unless the listed Gate location has an elder sign token on it, in which case the Gate bursts open, causing the elder sign token at that location to be removed from the board. A Gate then opens at that location and a monster appears there as usual. However, a doom token is not placed on the Ancient One's doom track when a seal is burst open by a Gate burst. Also, the bursting of a seal does not cause a monster surge. Note that when resolving a mythos card with an alternate gate, a Gate burst only occurs in the lower location if the upper location is on an expansion game board that is not being used. If the upper location is in play, the Gate burst is resolved for that location only.

Additionally, whenever a Gate burst is drawn, **all flying monsters move**, regardless of their dimensional symbol.

## Dunwich Horror “Herald” Variant

In this variant, the Dunwich Horror, a powerful and malevolent being, has appeared to prepare the way for the Ancient One. This variant increases the difficulty of the game and makes use of the Dunwich Horror herald sheet.

### Setup

Set up the **ARKHAM HORROR** base board game as normal, performing the following additional steps during Step 5.

5a. Place the Dunwich Horror herald sheet to the left of the Ancient One sheet. When the Dunwich Horror is the Herald, place 1 Dunwich Horror token on the Dunwich Horror track at the start of the game.

**Note: You must play with the Dunwich expansion game board to use this Herald.**

## Gameplay

This variant uses all of the standard rules and victory conditions, and adds the rules listed on the Dunwich Horror herald sheet:

- The Dunwich Horror track starts out with 1 token on it at the start of the game and 1 additional token is placed on it when the terror level reaches 3, 6, and 9. This is in addition to the normal conditions under which tokens are added to it.
- The Dunwich Horror is considered to have a circle dimensional symbol as well as a moon dimensional symbol, but only for purposes of movement. It cannot be banished or pulled through a gate because of this symbol.
- When the Dunwich Horror moves, it adds 1 doom token to the Ancient One's doom track on a 2–6 instead of a 4–6.
- If Yog-Sothoth is the Ancient One, and he awakens while the Dunwich Horror is on the board, Yog-Sothoth's combat modifier increases by 3 (to –8) and he has 5 extra doom tokens placed on his doom track (for a total of 17).

## “Institution” Variant

In this variant, powerful organizations known as Institutions can provide help for investigators in exchange for resources that are acquired over the course of the game. Institutions are similar to Heralds and Guardians, and players may choose to play with any combination of Heralds, Guardians, and Institutions. However, players should generally limit themselves to one of each type at most.

### Setup

Set up the **ARKHAM HORROR** base board game as normal, performing the following additional steps during Step 5.

5a. Take one institution sheet, either drawn randomly or chosen by the players, and place it to the right of the Ancient One sheet (or, if a Guardian is being used, place it to the right of the Guardian sheet).

## Gameplay

This variant uses all of the standard rules and victory conditions, and adds the rules listed on the institution sheet.

## Credits

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