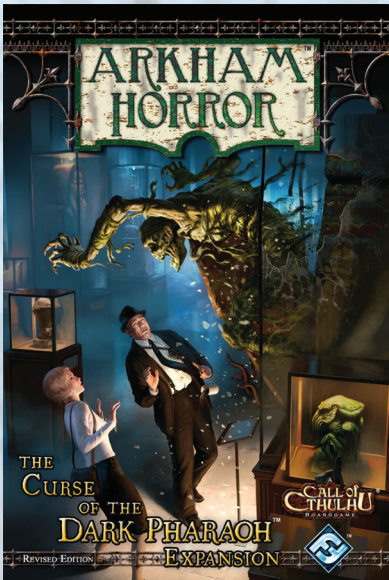


# THE CURSE OF THE DARK PHARAOH (REVISED EDITION)™



## Errata

### Location Encounter Corrections

A Silver Twilight Lodge encounter reads, “The lights go out; you hear chanting and feel a knife at your throat. You may:

1. Flee. Lose 1 Stamina and move to the street.
2. Allow them to cast their ritual upon you. Lose 2 Stamina, but take the Visions card and gain 1 Clue token.
3. Attempt to take control of the ritual with a **Lore (-1) check**. If you pass, the Lodge offers you a Silver Twilight membership.”

The third option should include the text “If you fail, lose 3 Stamina and all of your spells, then move to the street.”

### Mythos Card Corrections

On the Corpses Preserved Mythos Card, the final sentence reads: “Only monsters that are defeated may be taken as trophies again; if the investigator flees or the monster defeats him, the monster is returned to the box.” It should state “the monster is returned to the cup.”

## Rule Changes and Clarifications

### Dual-Color Gate Cards

These special Gate cards match the colors of two encounter symbols; if either color on the card matches the

encounter symbol of the Other World your investigator is currently in, resolve that card. In most cases you will resolve the “Other” encounter, but if you are in the Other World specific to that card, you will have to face the Ancient One associated with that Other World!

## Frequently Asked Questions

**Q:** Can the Mask of Vice be used to gain an item the investigator could not afford to purchase?

**A:** Yes.

**Q:** What happens to Monterey Jack (Investigator) [AH] if Cthulhu [AH] is the Ancient One with the Dark Pharaoh as the Herald? Does he go insane due to his two Unique Items and start the game at Arkham Asylum with half of his equipment lost?

**A:** Yes. He starts the game at Arkham Asylum with 1 Sanity and must discard his Clue token as well as half of his items before starting the game.

**Q:** When The Dark Pharaoh is in play, do investigators lose Sanity for taking Unique Items from other investigators? Or become cursed when taking Exhibit Items from other investigators?

**A:** No to both.

**Q:** Do investigators still lose Stamina on the first turn having a Curse even though they don't roll to lose it?

**A:** Yes.

**Q:** Does Rex Murphy (Investigator) [KH] lose Stamina for having a Curse when The Dark Pharaoh is the Herald, even though he never rolls to lose it?

**A:** Yes.

### Spells

**Q:** When exactly can Premonition be cast?

**A:** Any time, including during an encounter, during combat, and during the Mythos Phase. It cannot be used to adjust skills during a skill check after the dice have been rolled for the check.

**Q:** If you fail to cast Markings of Isis, can you still make the Horror check normally?

**A:** Yes.

### Allies

**Q:** Does Erich Weiss un-delay you when you gain him as an Ally or does he just prevent the next time you are delayed?

**A:** The next time.

**Q:** Does Father Iwanicki un-Curse you when you gain him as an Ally or does he just prevent the next time you are Cursed?

**A:** The next time.



## Benefit and Detriment Cards

**Q:** Do you immediately discard a Benefit Card or Detriment Card if you already meet the discard requirement when you receive the card?

**A:** After resolving any text card that states, “When you receive this card,” immediately discard it as soon as the discard requirements are met.

**Q:** When an investigator discards Clue tokens because of gaining the Amnesia (Madness Card) [DH], does another investigator with the Book of Anubis gain those Clues?

**A:** No.

## Exhibit Items

**Q:** How does Summoning Glass work with other situations that affect Location Special Abilities? Can you use closed locations? Can you use locations closed by Tsathoggua [DH] when he is the Ancient One? Can you access the Strange High House (location) [KH]?

**A:** You may still use the location abilities if closed, including those closed by Tsathoggua’s Malaise power. You cannot use the Strange High House.

**Q:** Can an investigator use the special ability of his current location and then discard the Summoning Glass to resolve the same ability again?

**A:** Yes.

**Q:** Can an investigator use the Summoning Glass when he is in a street area or Other World (and would not otherwise do anything during the Arkham Encounters Phase)?

**A:** Yes.

## Location Encounters

**Q:** An Arkham Asylum encounter states that if you fail a Will check, “you immediately go insane.” Does that mean you must reduce your Sanity to 0 and go insane because of that or is it otherwise identical to going insane but without reducing your Sanity to 0?

**A:** Reduce your Sanity to 0. Harvey Walters (Investigator) [AH] cannot bypass this effect.

**Q:** A Bank of Arkham encounter allows you to “trade in monster and gate trophies to be Blessed as described at” South Church, or Blessed for free if you have certain items. Can you Bless another investigator instead, as that is described as part of the Church’s special ability? If Tsathoggua [DH] is the Ancient One, are you prevented from doing one or both actions regardless of meeting the requirements?

**A:** You cannot Bless other investigators. Tsathoggua does not prevent you from being Blessed.

**Q:** A Silver Twilight Lodge encounter forces you to have an encounter at the city of the Great Race, rewarding you with a membership and a Clue token if “you passed a test or defeated a monster encountered there.” Does “test” mean “skill check?”

**A:** Yes.

**Q:** A South Church encounter states “If you have any exhibit items, Father Michael calls them profane works and demands you destroy them. If you refuse, place a Patrol marker on the street area of Southside. If you agree gain 1 Sanity and 1 Clue token per item discarded.” Can you choose to discard only some of your Exhibit Items? If you do, do you still place Patrol marker?

**A:** Yes, you may discard only some of them. If you retain any, you still must place the Patrol marker.

**Q:** A The Unnamable encounter allows you to double your Clue tokens. Does Rex Murphy [KH] also gain an additional Clue token after doubling his Clues?

**A:** Yes.

**Q:** A Witch House encounter states you can make a Will check and gain Clues equal to the number of successes or gain Spells for every 2 successes. Can you gain a combination of the two rewards?

**A:** Yes.

**Q:** A Curiosity Shoppe encounter allows an investigator to discard Clue tokens to search the Common Item deck and take any number of items with a total value equal to or less than the number of Clue tokens discarded. Can an investigator take any number of Tasks [DH] when resolving this card?

**A:** No. An investigator cannot choose Tasks from the Common Item deck when resolving this card.

## Other World Encounters

**Q:** A City of the Great Race encounter lets you discard spells as though they were Clue tokens during “this combat.” For which skill checks may they be discarded?

**A:** They may be discarded on Evade, Combat and Horror checks, beginning with the initial Horror check. They cannot be discarded on the Evade check before entering combat.

**Q:** A Plateau of Leng encounter begins “From these alien heights, everything seems so clear” where you keep losing 1 Stamina until you can pass an increasingly difficult Will check. What happens when it is impossible for Michael McGlen (Investigator) [AH] to pass the check?

**A:** He loses all Sanity and is Lost in Time and Space.

**Q:** A Yuggoth encounter states “The Mi-Go offer immortality... of a sort. If you accept, you are devoured, except that you keep all of your spells, skills, and Clue tokens, to be used with your next investigator. Then close and seal a gate to Yuggoth if one is open.” Does that gate trophy go to your new investigator (since trophies are transferred when investigators are devoured)?

**A:** Yes.

**Q:** An Other encounter on a blue Other World card causes all the monsters on the gate you entered to appear; is Kate Winthrop [AH] exempt from this?

**A:** Yes.



**Q:** A blue Other encounter on an Other World card reads: “The stench of fecundity and blood surrounds you. A monster appears! If you do not evade it or defeat it on the first round of combat, it replicates, and you must evade or defeat a second one!” A second what? Another random monster from the cup? Or a second monster of exactly the same kind?

**A:** If it “replicates,” draw a second monster from the cup and face it after dealing with the first monster. It’s not an actual identical duplicate.

**Q:** An Other encounter on a yellow Other World card has the God of the Bloody Tongue appears. Does this happen even if Nyarlathotep is not the Ancient One? What happens if Nyarlathotep is the Ancient One and the God of the Bloody Tongue is already on board?

**A:** The encounter happens even if Nyarlathotep isn’t in the game. If the God of the Bloody Tongue is on the board already, have the investigator face it, then return it to its previous position on the board, even if it would somehow normally be claimed as a trophy in spite of its **Endless** trait.

**Q:** When fighting an Ancient One during a dual-colored encounter, do the “start of battle” effects trigger even though this is not a Final Battle?

**A:** Yes.

**Q:** When fighting Cthulhu in R’lyeh as a result of a dual-colored encounter, does the investigator suffer from the Dreams of Madness slumber effect to max Sanity and Stamina (assuming that Cthulhu is not the Ancient One of the game)?

**A:** No, Cthulhu is not stirring in his slumber. Only the Ancient One chosen for the game ever uses its “stirring in slumber” ability.

**Q:** If an investigator manages to defeat Cthulhu in the encounter above, are his max Sanity and Stamina permanently reduced by Cthulhu’s attacks, or do they “heal” after the battle?

**A:** It is permanent.

**Q:** Are other effects related to the Ancient One, such as Sealing the Beast’s Power (Unique Item) [DH] and Joey “the Rat” (Blight Card) [KiY], counted during dual-colored encounters?

**A:** No, they only count for the Final Battle.

**Q:** If the dual-colored encounter is the same Ancient One that is in his slumber, the doom track is not filled. What happens if it is a different Ancient One? For example, if an investigator encounters Cthulhu [AH] while Ithaqua [AH] slumbers, would he fill Cthulhu’s doom track to 13?

**A:** Yes.

**Q:** Are Epic Battle cards [KH] meant to be used when fighting an Ancient One as the result of a dual-colored gate encounter?

**A:** No.

## Mythos Cards

**Q:** When resolving Bank Foreclosure, can investigators choose not to pay?

**A:** Yes.

**Q:** When a player discards a Unique Item or an Exhibit Item as a result of Cursed Relics, is the doom token supposed to be removed from the rumor, with no effect?

**A:** Yes.

**Q:** Does the text, “Investigators that end their turns in the street” on the Plague of Insects Mythos card mean investigators that are in the a street at the end their movement or at the end of the Mythos Phase?

**A:** The text applies to investigators that are in a street at the end of the Mythos Phase.

**Q:** Does discarding a Common Item in an Other World to pass the Return to the Old Ways rumor count as “using” it, causing the investigator to roll a die to see if it is discarded before passing the rumor?

**A:** No.

**Q:** if the investigators fail the Return to the Old Ways rumor, do they keep items that cannot be lost or discarded?

**A:** No. All items are discarded regardless of any other attributes or abilities, including Finn Edwards’ “Holdout” ability.

**Q:** When the Return to the Old Ways rumor is in play, do Common Items discarded in an Other World for purposes other than passing the rumor, including their own uses, count for passing the rumor?

**A:** No.

**Q:** When the River Breaches the Levee environment is replaced, do the Exhibit Items get removed from the board?

**A:** Yes.

**Q:** When the River Breaches the Levee environment is in play, is only one Exhibit Item gained (by the first investigator to reach one)?

**A:** Only one Exhibit Item may be taken; discard the second.

**Q:** When Strange Ornithological Sightings is in play, how do investigators and flying monsters interact?

**A:** When flying monsters move, they disregard investigators with an Exhibit Item. An investigator with an Exhibit Item may choose to ignore or fight flying monsters in his area or location, even if they appear as the result of an encounter.