Arkham Horror 2nd Edition
Core Set, Revised Printing

DM Notes

References in red are to the official core set rule book.

Discarded cards are returned to the bottom of the appropriate deck, face-down. (p. 22)

Other than being shuffled during Setup, decks other than Location decks are not shuffled during play unless a player is specifically instructed to do so by the text on a card. Location decks are always shuffled before a player draws from them. (p. 22)

When a Monster spawns:
- **If Monster cup is empty, Ancient One awakens**
- **If Terror Level = 10 and # of Monsters in play ≥ twice normal limit, Ancient One awakens**
- **Does # of Monsters in play (Arkham + Sky) exceed limit? (p.18)**
  - **If so, place excess Monsters in Outskirts ONE BY ONE**
  - **After each Monster: does # of monsters in Outskirts exceed limit? (p.18)**
  - **If so, return all Monsters in Outskirts to cup, increment Terror Track by 1**
  - **Continue to place excess Monsters in Outskirts ONE BY ONE, check for too many Monsters in Outskirts at each addition**
  - **Then: see next section**

When Terror Track advances:
- **If Terror level < 10**
  - **Remove a random *Ally* card from the game for every point TT advances**
  - **Level 3: General Store closes**
  - **Level 6: Curositie Shop closes**
  - **Level 9: Ye Olde Magick Shop closes**
  - **Level 10: Cap on number of Monsters in play is removed**
- **If Terror level = 10, any additional Terror points are added to the Doom Track instead**

When a Gate opens:
- **If Gate cup is empty, Ancient One awakens**
- **Does # of open Gates exceed limit? (p. 20) If so, Ancient One awakens.**

When a character is *Devoured*: (p. 17)
- **The character is immediately removed from play. All cards are discarded to the bottom of their respective decks, tokens are returned to stock, and the Investigator sheet is shuffled into the unused Investigator sheets. The player retains any unspent *Trophies*.**
- **The player draws a new character at random from the unused Investigator sheets and sets it up as if starting a new game, beginning play the following turn.**