

# THE LURKER AT THE THRESHOLD™

An excerpt from the Arkham Advertiser:

*Tyne Glancy was found in a confused daze yesterday afternoon, six days after the 38-year-old author vanished without a trace from St. Mary's Hospital, where she had been receiving treatment for a degenerative heart condition.*

*According to her physician, Dr. James Mortimore, Glancy returned in excellent health. "She remembers little of where she was, but otherwise her condition is better than ever."*

*When asked about her disappearance, Glancy claimed to have seen "another world...a horrible, nightmare place." With regard to her sudden recovery, Glancy stated only that she had no choice, adding cryptically, "It was everywhere. It is here in this room right now. There will be a reckoning."*

In the **THE LURKER AT THE THRESHOLD** expansion, an unthinkable eldritch being is opening doors to bizarre other worlds, wreaking havoc upon Arkham. Through these doors, this entity reaches out to tempt the unwary, promising power and leading them on to inevitable disaster. It's up to the investigators to explore these portals and to close that which should never have been opened. However, for the investigators to succeed, they may need to strike a bargain with that hideous intelligence who dwells on the other side.

## Game Components

**THE LURKER AT THE THRESHOLD** expansion contains these components:

- 56 Investigator Cards, including:
  - 4 Common Item Cards
  - 4 Unique Items Cards
  - 12 Spell Cards
  - 12 Relationship Cards
  - 24 Dark Pact Cards (8 Blood Pact, 8 Soul Pact, and 8 Bound Ally Cards)
- 110 Ancient One Cards, including:
  - 36 Arkham Location Cards
  - 24 Gate Cards
  - 22 Mythos Cards
  - 28 Reckoning Cards
- 1 Herald Sheet (The Lurker at the Threshold)
- 18 Gate Markers
- 35 Power Tokens



All cards from **THE LURKER AT THE THRESHOLD** expansion are marked with a small cultist symbol on their fronts. This will allow you to later separate them from your **ARKHAM HORROR** cards if you choose to do so.

## Component Overview

The following are summary descriptions of the various components included in **THE LURKER AT THE THRESHOLD**. They should help you identify the components and introduce you to how they are used.

### New Investigator Cards

The new Common Items, Unique Items, and Spells are similar to those found in **ARKHAM HORROR** and can simply be shuffled into their respective decks.



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



The **Dark Pact cards** denote an eldritch and profane bargain struck between an investigator and the Lurker at the Threshold. When a player gains one or more of these cards, it grants unique advantages to his investigator, but it also increases the likelihood of being affected by Reckoning cards. The Dark Pact cards are only used in "The Herald" variant described later in these rules.

### New Ancient One Cards

The new Arkham Location, Mythos, and Gate cards are similar to those found in **ARKHAM HORROR** and can simply be shuffled into their respective decks.



The **Reckoning deck** consists of cards that represent the capricious and often cruel effects the Lurker has upon those who have entered into a Dark Pact with him. The Reckoning cards are only used in "The Herald" variant described later in these rules.

### New Herald Sheet

This sheet depicts a powerful supernatural entity that is preparing the way for the Ancient One. This sheet is only used in "The Herald" variant described later in these rules.

### New Gate Markers



The new **Gate markers**, used in place of the Gate markers included in **ARKHAM HORROR**, represent holes in the fabric of reality that allow travel between the town of Arkham and other worlds. They are treated exactly the same as the previous Gate markers, but each has an additional attribute assigned to it. (See "Gate Markers" on the reverse side of this sheet.)

### Power Tokens



**Power tokens** represent arcane resources and insight provided by the Lurker at the Threshold. The exact way in which these tokens may be used depends on which Dark Pacts an investigator has acquired. These tokens are only used in "The Herald" variant described later in these rules.

## Setup

Before you play your first game of **THE LURKER AT THE THRESHOLD**, carefully punch out the cardboard pieces so that they do not tear.

## Integrating the Expansion and the Base Game

Perform the two steps below before your first game of **ARKHAM HORROR** using the **THE LURKER AT THE THRESHOLD** expansion.

### 1. Prepare Decks

Shuffle the Common Item, Unique Item, Spell, Arkham Location, Mythos, and Gate cards into their respective decks.

### 2. Replace the Gate Markers

Return all Gate markers included in **ARKHAM HORROR**, as well as those included in **THE DUNWICH HORROR** and **THE KINGSPORT HORROR** expansions if you are using either of them, to the box and replace them with the Gate markers from **THE LURKER AT THE THRESHOLD**. If you are not using the **THE DUNWICH HORROR** expansion, do not add the three Gate markers from **THE LURKER AT THE THRESHOLD** that connect to Another Time or Lost Carcosa. If you are not using the **THE KINGSPORT HORROR** expansion, do not add the three Gate markers from **THE LURKER AT THE THRESHOLD** that connect to Unknown Kadath or Underworld.

Shuffle the Gate markers and place them facedown in a stack next to the board.

## Expansion Setup

When playing with the **THE LURKER AT THE THRESHOLD** expansion, perform the normal setup of the game as instructed in the **ARKHAM HORROR** rulebook, with the following additions and changes listed below:

### 6. Separate Decks

In games with two or more players, shuffle the Relationship cards into a deck and place the deck near the other Investigator cards.

### 9. Receive Random Possessions

In games with only two players, after the first player receives the cards for his random possessions, he also draws the top card from the Relationship deck and places it between himself and the other player. In games with three or more players, as each player receives the cards for his investigator's random possessions, he also draws the top card from the Relationship deck and places it between himself and the player to his left.

## Expansion Rules

These rules are used in addition to those in the **ARKHAM HORROR** core game when playing with the **THE LURKER AT THE THRESHOLD** expansion.

### Gate Bursts

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.



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

### Relationship Cards








During the setup of games with three or more players, each player receives a Relationship card. (Note that in games with only two players, only one player receives a Relationship card.) This card describes the effects of a relationship between his investigator and a partner. The partner in a relationship is always the investigator belonging to the player seated to the left of the player who received this card.

This means that in games with three or more players, each player benefits from both his own Relationship card **and** the Relationship card drawn by the player to his right.

A player never loses his Relationship card unless his investigator or his investigator's partner is *devoured*. When an investigator is *devoured*, return both his player's Relationship card and the Relationship card of the player seated to his right back to the box. In a two player game, if either investigator is *devoured*, return the Relationship card to the box. New Relationship cards are **not** drawn when a new investigator comes into play after one has been *devoured*.

### Gate Markers

The new Gate markers completely replace the Gate markers from **ARKHAM HORROR**, as well as **THE DUNWICH HORROR** and **THE KINGSPORT HORROR** expansions. They are treated exactly the same as the previous Gate markers with the following additions:

-  **Devouring Gate:** If an investigator is in the same location as a Gate with this icon when it opens, he is *devoured*.
-  **Gate of Doom:** If an investigator is in the same location as a Gate with this icon when it opens, add a doom token to the doom track.
-  **Endless Gate:** A Gate marker with this icon cannot be collected as a Gate trophy. Instead, each time it is closed or sealed, reshuffle it into the Gate marker stack.
-  **Monstrous Gate:** If an investigator fails his check to close a Gate with this icon, a monster appears in his location. If this brings the number of monsters over the monster limit, the first player places the monster in the Outskirts instead (see "Monster Limits and the Outskirts," on page 18 of the **ARKHAM HORROR** rules).
-  **Gate of Blood:** If an investigator fails his check to close a Gate with this icon, he loses 1 Stamina.
-  **Gate of Madness:** If an investigator fails his check to close a Gate with this icon, he loses 1 Sanity.
-  **Moving Gate:** If the dimensional symbol of a Gate with this icon is activated during monster movement, the Gate moves as if it were a normal monster. If multiple Moving Gates are activated, the first player chooses the order in which they move. A Moving Gate does not move if there is already a Gate marker in the location it would move into. If a Gate moves onto an investigator, he is pulled through as if it had opened on top of him. If this Gate moves away from an investigator who has explored it, he loses his explored token.



**Split Gate:** When an investigator is drawn through a Gate with two Other Worlds shown on the marker, he chooses one of the two and moves to the first area of that Other World. An investigator returning to Arkham from either of the Other Worlds shown on the marker may choose to move to the Gate marker's location and place an explored token under his investigator marker. (Note: **an investigator does not need to have explored both Other Worlds in order to close a Split Gate.**) When this Gate is closed, all monsters in Arkham, the Sky, and the Outskirts that have either of the dimensional symbols on the marker are returned to the monster cup.

### Closing and Sealing Gates

Occasionally, a game effect (Moving Gates, for instance) may make it possible to close a Gate either in a stable location or in the streets. **A Gate may only be sealed when it is located on an unstable location.** Gates in a stable location or in the streets can be closed, but cannot be sealed.

### "The Herald" Variant

In this variant, the Lurker at the Threshold, 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 Lurker at the Threshold Herald sheet, Dark Pact cards, Reckoning cards, and Power tokens.

#### Setup

Set up the **ARKHAM HORROR** board game as normal, performing the following additional steps during **Steps 5 and 6**.

- 5a. Place the The Lurker at the Threshold Herald sheet to the left of the Ancient One sheet and place the Power tokens next to it.
- 6a. Separate the Dark Pact cards into Blood Pacts, Soul Pacts, and Bound Allies and place the three decks next to the Herald sheet. Then shuffle the Reckoning cards and place them by the Mythos deck.

#### Gameplay

This variant uses all of the standard rules and victory conditions, but adds the rules listed on the Lurker at the Threshold Herald sheet as well.

Note that if no Power tokens are available, any ability or effect that would give Power tokens to a player is ignored. If more than one player receives Power tokens and there are not enough for everyone, the first player chooses the order in which players receive their tokens. If an investigator is knocked unconscious or driven insane, he does not lose any Dark Pacts or Power tokens. If an investigator is *devoured*, he loses all Dark Pacts and Power tokens.

### Selective Variants

Players may choose to play without the new Gate markers or the Relationship cards if they wish, even if using other components of the **THE LURKER AT THE THRESHOLD** expansion. If not using the new Gate markers, simply leave the new Gate markers in the box and instead use the ones included in **ARKHAM HORROR**, as well as those included in **THE DUNWICH HORROR** and **THE KINGSPORT HORROR** expansions if you are using either of them. If not using the Relationship cards, simply leave them in the box.

## Credits

**Expansion Design:** Daniel Lovat Clark and Tim Uren

**Editing:** Mark O'Connor

**Graphic Design:** Andrew Navaro

**Cover Illustration:** Anders Finér

**Herald Sheet Illustration:** Hector Ortiz

Other illustrations were created by the artists of *Call of Cthulhu: The Card Game*.

**Playtesters:** Dylan Vidas, James Voelker, Jason Walden, and FFG staff

**Art Direction:** Zoë Robinson

**Production Manager:** Gabe Laulunen

**Executive Developer:** Corey Konieczka

**Executive Producer:** Michael Hurley

**Publisher:** Christian T. Petersen

© 2010 Fantasy Flight Publishing, Inc., all rights reserved. No part of this product may be reproduced without specific permission. Published under license from Skotos Tech. *Call of Cthulhu* and *Arkham Horror* are trademarks of Chaosium, Inc., licensed from Chaosium, Inc. *The Lurker at the Threshold*, *Dunwich Horror*, *Kingsport Horror*, *Innsmouth Horror*, *Curse of the Dark Pharaoh*, *The King in Yellow*, and *The Black Goat of the Woods* are trademarks of Fantasy Flight Publishing, Inc. Fantasy Flight Games, Fantasy Flight Supply, and the FFG logo are trademarks of Fantasy Flight Publishing, Inc. Fantasy Flight Games is located at 1975 West County Road B2, Suite 1, Roseville, Minnesota, 55113, USA, and can be reached by telephone at 651-639-1905. Retain this information for your records. Made in China.

WWW.FANTASYFLIGHTGAMES.COM