

ARKHAM HORROR®

THE CARD GAME

THE FEAST OF HEMLOCK VALE

Investigator Expansion

Into the Woods

"Some fear had been gathering in me, perhaps because of the strangeness of my heritage, and the bleakness of the evening, and the queerness of the silence in that aged town of curious customs."

– H. P. Lovecraft, *The Festival*

The *Feast of Hemlock Vale Investigator Expansion* contains a new set of investigators and player cards that can be used to build or enhance investigator decks for any *Arkham Horror: The Card Game* scenario or campaign.

Expansion Icon

The cards in *The Feast of Hemlock Vale Investigator Expansion* can be identified by this symbol before each card's collector number:



Additional Rules and Clarifications

Bless and Curse Tokens

This expansion contains two kinds of chaos tokens: bless (☙) tokens and curse (☿) tokens. By default, the chaos bag does not contain any ☙ or ☿ tokens. However, certain card effects can add or remove these tokens from the chaos bag.



bless (☙) token



curse (☿) token

- ☙ tokens revealed during a skill test have the following effects:
 - “+2. Reveal another token. Instead of returning this token to the chaos bag, return it to the token pool.”
 - ☙ No more than 10 total ☙ tokens can be included in the chaos bag or sealed on cards in play at any given time.
- ☿ tokens revealed during a skill test have the following effects:
 - “–2. Reveal another token. Instead of returning this token to the chaos bag, return it to the token pool.”
 - ☿ No more than 10 total ☿ tokens can be included in the chaos bag or sealed on cards in play at any given time.
- ☙ or ☿ tokens revealed outside of a skill test have no effect on their own unless otherwise specified by a card effect.

Bless and Curse Tracker

This expansion includes a tracker for tracking the number of bless and curse tokens in the chaos bag at any given time.



While playing with cards that add or remove bless (☼) or curse (☾) tokens to/from the chaos bag, use the tracker by rotating the dials to reflect the current number of each of these tokens in the chaos bag.

Elusive

Elusive is a keyword ability that appears on some enemies in this expansion. Elusive enemies represent enemies who want to avoid the investigators for their own survival or to accomplish their own goals.

If a ready enemy with the elusive keyword attacks or is attacked, after that attack resolves, that enemy immediately disengages from all investigators, moves to a connecting location (with no investigators, if able), and exhausts.

- ☑ This effect occurs whether the enemy was engaged with the attacking investigator or not.

Bonded

Cards with the bonded keyword are linked to another player card. They have no level and therefore are not available as deckbuilding options. Instead, the card to which they are bonded (which is listed in parentheses next to this keyword) brings the bonded card into the game.

If your deck contains a card that summons one or more bonded cards, those bonded cards are set aside at the start of each game.

If a weakness with the bonded keyword is added to an investigator's deck, hand, threat area, or play area, it does *not* remain a part of that investigator's deck for the rest of the campaign (unlike other weaknesses). It starts each game set aside with that investigator's other bonded cards.

For example: Servant of Brass and Keeper of the Key both have the "Bonded (Seal of the Elders)" keyword. This means each of those cards is bonded to the card Seal of the Elders. Servant of Brass and Keeper of the Key each have no level and are therefore not available as options to include when building your deck. However, Seal of the Elders may summon either of these cards when it is played. Therefore, a player with Seal of the Elders in their deck should set aside Servant of Brass and Keeper of the Key at the start of each game. These cards are not part of that investigator's deck and do not count towards their deck size.



Frequently Asked Questions

Q. As Kate Winthrop, can I spend clues that I place on my assets?

A. Yes. Kate Winthrop controls all clues placed on assets she controls, and may spend or remove those clues just like any other investigator. For example, she can spend clues on her assets to advance the Act deck, or place clues from those assets on her location when she reveals her signature weakness, Failed Experiment. Keep in mind that due to Kate's **Forced** ability, when an asset you control with clues on it leaves play, you must place those clues on your location.

Q. As Alessandra Zorzi, when I resolve Beguile's **Parley** ability, would Well-Dressed gain ??? if committed to an investigate or evade action?

A. Yes. This action still counts as a parley for the purposes of card effects.

Q. As Hank Samson, can I trigger my  ability when an effect directly defeats me, for example, if a game effect specifies "each investigator is defeated," or I play "I'll see you in hell!" (A Phantom of Truth #189)?

A. No. Hank Samson's ability only triggers when you would be defeated specifically by damage or horror.

Q. When I swap from Hank Samson to his bonded **Resolute** investigator card, does his **Resolute** card come into play with physical or mental trauma?

A. No. Physical and mental trauma are assigned as damage and horror only during the second step of setup.

Q. If a card "moves damage and/or horror" to another card, can I move damage and/or horror to a card without health or sanity values?

A. No, you cannot. The target card must have a value for its health or sanity in order to assign damage or horror to it, respectively.

Q. What does replenish do?

A. When the condition to replenish an asset is met, place the specified number of uses on that asset, up to (but no more than) its uses (x) value.

Q. Do  and  tokens count as "tokens with a symbol" for the purposes of card effects?

A. Yes, they do.

Q. When swapping Eyes of Valusia with Blade of Yoth, does it briefly take up 2 arcane and 2 hand slots?

A. Eyes of Valusia is swapped simultaneously with Blade of Yoth. Throughout this process, they fill the same arcane and hand slots.

Q. Can I use Hand-Eye Coordination to resolve the   ability on Microscope without spending any actions?

A. No. Hand-Eye Coordination only allows you to bypass the first  cost when activating an  ability on a **Tool** or **Weapon** asset. You must still pay any additional costs on that ability, which can include spending additional actions.

Credits

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