

ARKHAM HORROR[®]

THE CARD GAME

AURA OF FAITH

Parallel Investigator Rules

Aura of Faith is a print and play rules set for *Arkham Horror: The Card Game* that provides an alternate version of Father Mateo, previously released in *The Forgotten Age Investigator Expansion*. In order to play this investigator, a copy of the *Arkham Horror: The Card Game* core set is required, as are a set of bless (⬠) tokens, featured in both *The Innsmouth Conspiracy Investigator Expansion* and *The Feast of Hemlock Vale Investigator Expansion*.

Parallel Investigators

Parallel investigators are alternate, print-and-play versions of investigators from existing *Arkham Horror: The Card Game* products. These investigators, along with their advanced signature cards, are fully playable in any scenario or campaign.

- When building a Father Mateo deck, you may choose whether to use the original version or the parallel version of both his front side and his back side. Each version has its own advantages and disadvantages. You can also mix and match the two versions. This means that you can use both original sides, both parallel sides, the original front side and parallel back side, or the parallel front side and original back side.
- Regardless of which version of Mateo you use, you may also optionally upgrade his signature cards to his new advanced signature cards (replacing the original versions). These versions are indicated by the Advanced keyword. These are included only as a set—if you choose to upgrade *The Codex of Ages*, you must also upgrade *Serpents of Yig*. Doing so costs no experience, and may be done after playing any scenario during a campaign. However, once this upgrade is made, it cannot be undone unless you are instructed otherwise.

Father Mateo and Blessed Investigators

Parallel Father Mateo has a new investigator ability that allows him to make himself and other investigators “blessed.” When Father Mateo uses his ⚡ to seal a ⬠ token on an investigator at his location, that investigator becomes blessed. That investigator is blessed as long as that token remains sealed on their investigator card. After a card ability releases a ⬠ token from a blessed investigator card, that investigator is no longer blessed.

Expansion Icon

The cards in the parallel investigator series can be identified by this symbol before each card’s collector number:



Featured Keywords

Seal

Seal is a new keyword that appears on cards in this print and play rules set. As an additional cost for a card with the seal keyword to enter play, its controller must search the chaos bag for the specified chaos token and place it on top of the card, thereby sealing the token. If there is a choice of which token to seal, the card's controller chooses. If the specified token is not in the chaos bag, the card cannot enter play.

A sealed chaos token is not considered to be in the chaos bag and therefore cannot be revealed from the chaos bag as part of a skill test or ability. When a chaos token is "released," it is returned to the chaos bag and is no longer sealed. **If a card with one or more chaos tokens sealed on it leaves play for any reason, any chaos tokens on it are immediately released.**

Some cards (with or without the seal keyword) may also have abilities that seal one or more chaos tokens as part of their effect. This is done following the same process as above: searching the chaos bag for the specified token, removing it from the chaos bag, and placing it on the card. If the specified token is not in the chaos bag, the effect fails.

Example: Waleed is playing parallel Father Mateo and wants to use his ⚡ ability. Waleed searches the chaos bag for a bless ♠ token and places it on an investigator card at his location, thereby sealing that token.

Then, Waleed wants to play parallel Father Mateo's advanced signature asset, The Codex of Ages. The Codex of Ages contains the seal keyword (♠ or up to 3 ♠). There are no bless ♠ tokens in the chaos bag, so in order for Waleed to play The Codex of Ages, he must seal the elder sign ♠ token.

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