

# ARKHAM HORROR®

## THE CARD GAME



## Starter Decklists

*V.6 October, 2019—The Dream-Eaters Edition*

This document contains sample starter decks for each released investigator for *Arkham Horror: The Card Game*. The most recent version of this document is considered a supplement to the *Arkham Horror: The Card Game Rules Reference*.

**New Investigator Starter Decks:** Tommy Muldoon, Mandy Thompson, Tony Morgan, Luke Robinson, and Patrice Hathaway.

# We Unfortunate Few

*It is an unfortunate fact that relatively obscure men like myself and my associates, connected only with a small university, have little chance of making an impression where matters of a wildly bizarre or highly controversial nature are concerned. It is further against us that we are not, in the strictest sense, specialists in the fields which came primarily to be concerned.*

*—H. P. Lovecraft, At the Mountains of Madness*



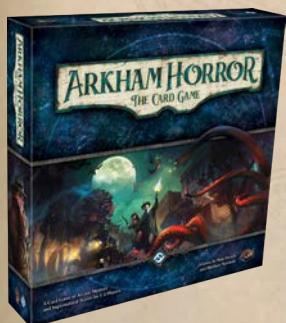
## Sample Starter Decks

Investigating the events occurring throughout Arkham is dangerous work. You will confront monstrosities far beyond your ken, and the knowledge you seek may cause irreparable harm to your psyche. You'll need the best tools, strong allies, and useful skills if you are to succeed in the campaigns to come.

To help you in your investigations, we have provided a sample starter deck for each investigator in *Arkham Horror: The Card Game*. These decks are a gateway into the world of Arkham, and are each one example of the kinds of decks that can be built for each investigator in the game. These decks are ideal for players who wish to get into the action as fast as possible, or for inexperienced deckbuilders who wish to be provided with a starter deck they did not need to assemble on their own.

Each of the provided decks is accompanied by tips and tricks for playing that deck, explaining how to make the best use of an investigator's ability, or demonstrating card synergy within the deck.

These starter decks are meant to be used at the beginning of a campaign, and thus have 0 experience points spent. The number in parentheses next to each card is its card collector number. If a card does not specify the number of copies you should use, use only 1 copy of that card.



## Core Set Starter Decks

The following starter decks are for the five investigators included in the *Arkham Horror: The Card Game* core set. Using the contents of only a single copy of the core set, up to two of these starter decks may be built at the same time, in the following combinations: Roland and Agnes, Roland and Wendy, Daisy and Skids, Daisy and Wendy,

or Agnes and Skids. With a second copy of the core set, any four of these starter decks may be built simultaneously.

## Roland Banks Strategy Tips

Roland is a capable fighter and clue gatherer. Since his ability allows him to automatically discover clues by defeating enemies, you will want to hunt down any easy-to-kill enemies you can find, especially if they are in a location with a high shroud value. Try to get a weapon out as soon as possible (such as a .45 Automatic, Machete, or Roland's .38 Special) so that you are prepared to tackle any enemies that may appear. Beat Cop, Guard Dog and Physical Training can all help you take down enemies, as well.

If you are still having trouble investigating, you may wish to carry a Magnifying Glass or have Dr. Milan Christopher help you. Evidence! and Working a Hunch can also allow you to discover clues automatically in locations with high shroud.

While Roland is physically tough, he has a low sanity and is especially susceptible to horror. Allies like Beat Cop or Dr. Milan Christopher can help soak some horror if you uncover something terrifying. Otherwise, don't be afraid to play First Aid and use an entire turn healing horror if you are close to being defeated—you want to avoid mental trauma at all costs!

Should you be compelled to Cover Up any strange events happening in your vicinity, don't forget you can use card effects such as Roland's ability, Evidence!, or Working a Hunch to remove these clues, instead of investigating.

## Roland Banks, the Fed

### Investigator

- Roland Banks (★ 1)

### Assets (17)

- Roland's .38 Special (★ 6)
- .45 Automatic (★ 16)
- Physical Training (★ 17)
- Beat Cop (★ 18)
- First Aid (★ 19)
- Machete (★ 20)
- Guard Dog (★ 21)
- Magnifying Glass (★ 30)
- Old Book of Lore (★ 31)
- Research Librarian (★ 32)
- Dr. Milan Christopher (★ 33)
- Hyperawareness (★ 34)
- Medical Texts (★ 35)
- 2x Knife (★ 86)
- 2x Flashlight (★ 87)

### Events (8)

- Evidence! (★ 22)
- Dodge (★ 23)
- Dynamite Blast (★ 24)
- Mind over Matter (★ 36)
- Working a Hunch (★ 37)
- Barricade (★ 38)
- 2x Emergency Cache (★ 88)

### Skills (6)

- Vicious Blow (★ 25)
- Deduction (★ 39)
- 2x Guts (★ 89)
- 2x Manual Dexterity (★ 92)

### Weaknesses (2)

- Cover Up (★ 7)
- 1 random basic weakness



## Daisy Walker Strategy Tips

Daisy is a high-intellect investigator who favors a support role or a rush-for-clues approach. Since her ability is dependent upon **Tome** assets, getting one in play as soon as possible should be your primary concern. Old Book of Lore is the ideal **Tome** to get out early, but having Medical Texts with Daisy's high intellect can be a life-saver. If you don't draw either of these cards in your opening hand, a Research Librarian can help you search for one, and also serves as a convenient damage buffer when the going gets rough.

Daisy's intellect is high enough that she doesn't usually need help investigating, but if you're trying to rush for clues, equip a Magnifying Glass and get Dr. Milan Christopher into play as soon as possible.

Because her combat and agility are both on the low end, dealing with enemies can be problematic for Daisy. Luckily, you have a few tricks up your sleeve. Blinding Light and Shrivelling allow you to use your willpower instead of agility or combat to evade or attack enemies, respectively. You can also use Holy Rosary to boost your willpower higher. If you find a location with lots of clues and there are hunter enemies around, you can use Barricade to gather those clues in relative safety. Finally, Mind over Matter is your clutch card. Because Daisy's intellect is so high, try to save Mind over Matter for the turn you need it most!

If you already have both your Old Book of Lore and Medical Texts in play, try to get Daisy's Tote Bag out before The Necronomicon enters play, otherwise you'll end up losing one of your other books.

### Daisy Walker, the Librarian

#### Investigator

- Daisy Walker (★ 2)

#### Assets (17)

- Daisy's Tote Bag (★ 8)
- Magnifying Glass (★ 30)
- Old Book of Lore (★ 31)
- Research Librarian (★ 32)
- Dr. Milan Christopher (★ 33)
- Hyperawareness (★ 34)
- Medical Texts (★ 35)
- Forbidden Knowledge (★ 58)
- Holy Rosary (★ 59)
- Shrivelling (★ 60)
- Scrying (★ 61)
- Arcane Studies (★ 62)
- Arcane Initiate (★ 63)
- 2x Knife (★ 86)
- 2x Flashlight (★ 87)

#### Events (8)

- Mind over Matter (★ 36)
- Working a Hunch (★ 37)
- Barricade (★ 38)
- Drawn to the Flame (★ 64)
- Ward of Protection (★ 65)
- Blinding Light (★ 66)
- 2x Emergency Cache (★ 88)

#### Skills (6)

- Deduction (★ 39)
- Fearless (★ 67)
- 2x Perception (★ 90)
- 2x Manual Dexterity (★ 92)

#### Weaknesses (2)

- The Necronomicon (John Dee Translation) (★ 9)
- 1 random basic weakness

## "Skids" O'Toole Strategy Tips

"Skids" is a well-rounded character who is decent at combat, evasion, and investigation. Your investigator ability and weakness both require you to have resources, so keeping a high quantity in your resource pool is usually a good idea. You can generate extra resources by making judicious use of Burglary and Emergency Cache, or simply by taking a "Gain 1 resource" action whenever you're unsure what to do.

Because "Skids" has high agility and decent combat, you have the option of deciding whether to take enemies on through brute force or avoid them altogether. It is usually best to decide based on the enemy in question—fight enemies with high evade values and evade enemies with high health and fight values. As you have quite a few weapons in your deck, don't be afraid to take a guns-blazing approach when you have to!

Extra actions are your most powerful tool as "Skids." Between Leo De Luca and your investigator ability, you may have as many as 5 actions in a single turn. Save your resources early on to play Leo and your other assets, but mid to late game, spend your money and use your extra actions to take out enemies, investigate locations, or move to right where you need to be.

Your low willpower means you are likely to succumb to many of the encounter deck's tricks. If you're feeling swamped, On the Lam is your panic button. The ability to essentially ignore all non-*Elite* enemies for a whole round is extremely potent. Use it to take move or investigate actions while engaged with enemies, or to engage enemies away from your allies without fear of reprisal. Using this event at the right time can mean the difference between defeat and success.

### "Skids" O'Toole, the Ex-Con

#### Investigator

- "Skids" O'Toole (★ 3)

#### Assets (16)

- .45 Automatic (★ 16)
- Physical Training (★ 17)
- Beat Cop (★ 18)
- First Aid (★ 19)
- Machete (★ 20)
- Guard Dog (★ 21)
- Switchblade (★ 44)
- Burglary (★ 45)
- Pickpocketing (★ 46)
- .41 Derringer (★ 47)
- Leo De Luca (★ 48)
- Hard Knocks (★ 49)
- 2x Knife (★ 86)
- 2x Flashlight (★ 87)

#### Skills (6)

- Vicious Blow (★ 25)
- Opportunist (★ 53)
- 2x Guts (★ 89)
- 2x Overpower (★ 91)

#### Weaknesses (2)

- Hospital Debts (★ 11)
- 1 random basic weakness



## Agnes Baker Strategy Tips

Agnes is a high-willpower spellcaster who is particularly good at dispatching enemies. Since her ability can trigger once per phase after she takes horror, the more on-demand ways you can deal horror to yourself, the better. *Forbidden Knowledge* is probably your best tool for fueling Agnes's ability: Take 1 horror, gain 1 resource, and deal 1 damage anytime you want! You can also trigger her ability through *Ward of Protection*, or even *Shrivelling* if you are lucky (?) enough to draw a chaos token with a ♣, ♦, ♠, ♣, or ♠ symbol on it. Use this ability to easily take out enemies with only 1 health remaining, or to put extra damage on bigger enemies.

But beware! Since Agnes's ability only triggers when horror is actually placed on her, you're going to want to soak or heal horror as well. *Holy Rosary* is a must-play card, since it boosts Agnes's willpower and also provides you with a way to protect against horror when you don't wish to trigger Agnes's ability.

*Shrivelling* and your investigator ability are your two primary ways of defeating enemies, but a *Baseball Bat* is a good back-up plan. If you are having trouble investigating, you can use "Look what I found!" or *Drawn to the Flame* to discover as many as 4 clues without having to succeed at an intellect test.

Finally, since you are quite dependent upon your *Spell* cards, getting an *Arcane Initiate* in play early can be a huge benefit to you. Make sure the doom threshold on the current agenda isn't close to being satisfied, then play *Arcane Initiate* and make the most out of its ability each turn. When doom is close to the threshold, if you can discard it from play (usually by assigning damage or horror to it), you can be rid of the doom on it as well.

## Agnes Baker, the Waitress

### Investigator

- Agnes Baker (★ 4)

### Assets (17)

- Heirloom of Hyperborea (★ 12)
- *Forbidden Knowledge* (★ 58)
- *Holy Rosary* (★ 59)
- *Shrivelling* (★ 60)
- *Scrying* (★ 61)
- *Arcane Studies* (★ 62)
- *Arcane Initiate* (★ 63)
- *Leather Coat* (★ 72)
- *Scavenging* (★ 73)
- *Baseball Bat* (★ 74)
- *Rabbit's Foot* (★ 75)
- *Stray Cat* (★ 76)
- *Dig Deep* (★ 77)
- 2x *Knife* (★ 86)
- 2x *Flashlight* (★ 87)

### Events (8)

- *Drawn to the Flame* (★ 64)
- *Ward of Protection* (★ 65)
- *Blinding Light* (★ 66)
- *Cunning Distraction* (★ 78)
- "Look what I found!" (★ 79)
- *Lucky!* (★ 80)
- 2x *Emergency Cache* (★ 88)

### Skills (6)

- *Fearless* (★ 67)
- *Survival Instinct* (★ 81)
- 2x *Perception* (★ 90)
- 2x *Unexpected Courage* (★ 93)

### Weaknesses (2)

- *Dark Memory* (★ 13)
- 1 random basic weakness

## Wendy Adams, the Urchin

### Investigator

- Wendy Adams (★ 5)

### Assets (17)

- *Wendy's Amulet* (★ 14)
- *Switchblade* (★ 44)
- *Burglary* (★ 45)
- *Pickpocketing* (★ 46)
- *.41 Derringer* (★ 47)
- *Leo De Luca* (★ 48)
- *Hard Knocks* (★ 49)
- *Leather Coat* (★ 72)
- *Scavenging* (★ 73)
- *Baseball Bat* (★ 74)
- *Rabbit's Foot* (★ 75)
- *Stray Cat* (★ 76)
- *Dig Deep* (★ 77)
- 2x *Knife* (★ 86)
- 2x *Flashlight* (★ 87)

### Skills (6)

- *Opportunist* (★ 53)
- *Survival Instinct* (★ 81)
- 2x *Overpower* (★ 91)
- 2x *Unexpected Courage* (★ 93)

### Weaknesses (2)

- *Abandoned and Alone* (★ 15)
- 1 random basic weakness



## The Dunwich Legacy Starter Decks

The following starter decks are for the five investigators included in *The Dunwich Legacy* deluxe expansion. Using the contents of a single copy of the core set and a single copy of *The Dunwich Legacy* expansion, up to two of these starter decks may be built at the same time, in the following combinations: Zoey and Rex, Zoey and Pete, Rex and Jim, Jenny and

Jim, or Jenny and Pete. With a second copy of the core set, any four of these starter decks may be built simultaneously.



### Zoey Samaras Strategy Tips

Zoey is a straightforward monster hunter who excels at engaging and dispatching enemies. As her ability rewards you for engaging enemies, you should be able to maintain a steady stream of resources simply by hunting down monsters. Use these resources to play weapons and allies that can help you stay alive and defeat even the toughest of foes.

Since you want to engage enemies whenever possible, Taunt is your best friend. Use it to engage Aloof enemies without spending an action, or to engage enemies that are threatening other investigators. Once you have Zoey's Cross in play, you can forego the extra resources from Zoey's ability in exchange for automatic damage, which is almost always better.

While your high willpower allows you to resist many of the effects the encounter deck will throw your way, this deck also contains a few other ways for you to make use of your willpower. Rite of Seeking allows you to investigate with your willpower, while Blinding Light allows you to evade using your willpower (and do some damage). Finally, Holy Rosary boosts your willpower and shores up one of Zoey's weaknesses—her sanity.

Speaking of sanity, should you feel the need to Smite the Wicked, it is important to consider how far away the newly-spawned enemy is, and how tough it is to fight. An easy-to-kill enemy that is also nearby should absolutely be a priority. But be careful of biting off more than you can chew—trying to smite a dangerous enemy may end up costing you, in the end.

### Zoey Samaras, the Chef

#### Investigator

- Zoey Samaras (● 1)

#### Assets (16)

- Zoey's Cross (● 6)
- .45 Automatic (★ 16)
- Physical Training (★ 17)
- Beat Cop (★ 18)
- First Aid (★ 19)
- Machete (★ 20)
- Guard Dog (★ 21)
- Holy Rosary (★ 59)
- Rite of Seeking (● 28)
- Clarity of Mind (● 30)
- Blackjack (● 16)
- 2x Knife (★ 86)
- 2x Flashlight (★ 87)
- Kukri (● 36)

#### Events (9)

- Evidence! (★ 22)
- Dodge (★ 23)
- Dynamite Blast (★ 24)
- Blinding Light (★ 66)
- 2x Taunt (● 17)
- Teamwork (● 18)
- 2x Emergency Cache (★ 88)

#### Skills (6)

- Vicious Blow (★ 25)
- Fearless (★ 67)
- 2x Overpower (★ 91)
- 2x Guts (★ 89)

#### Weaknesses (2)

- Smite the Wicked (● 7)
- 1 random basic weakness



## Rex Murphy Strategy Tips

Rex is a high-intellect investigator and an expert at discovering clues. Because he has the potential to discover multiple clues each time he investigates—especially in locations with a low shroud value—he can discover clues at a rapid pace. If you can get a Flashlight out early, you can advance quickly and rush through the act deck.

Additionally, this deck has a few tricks you can use alongside Rex's ability to great effect. For example, if you investigate using Burglary and succeed by 2 or more, you can gain resources and discover a clue simultaneously. Likewise, if you investigate using Seeking Answers and succeed by 2 or more, you can discover a clue at your location, in addition to a clue in a connecting location.

Rex is also adept at holding onto a large hand, using his elder sign ability, Laboratory Assistant, Pickpocketing, and Search for the Truth to keep his hand flush with cards. Use these cards to guarantee success in crucial skill tests, especially when attempting to evade dangerous enemies. Rex isn't shabby at evasion, but a well-timed Think on Your Feet or Mind over Matter can help bail you out of a sticky situation.

Unfortunately, Rex's bad luck often catches up with him at the worst time. When you are afflicted by Rex's Curse, you will eventually fail a test, sometimes spectacularly. Depending on how close you are to the end of the scenario, you should either go all-in and hope to succeed at every test despite the curse, or perform skill tests you don't care too much about losing, in the hopes the curse gets shuffled back into your deck.

### Rex Murphy, the Reporter

#### Investigator

- Rex Murphy (★ 2)

#### Assets (13)

- Magnifying Glass (★ 30)
- Old Book of Lore (★ 31)
- Research Librarian (★ 32)
- Dr. Milan Christopher (★ 33)
- Hyperawareness (★ 34)
- Medical Texts (★ 35)
- Burglary (★ 45)
- Laboratory Assistant (★ 20)
- Pickpocketing (★ 46)
- 2x Knife (★ 86)
- 2x Flashlight (★ 87)

#### Events (12)

- Search for the Truth (★ 8)

- Mind over Matter (★ 36)
- Working a Hunch (★ 37)
- Barricade (★ 38)
- Elusive (★ 50)
- 2x Shortcut (★ 22)
- 2x Seeking Answers (★ 23)
- Think on Your Feet (★ 25)
- 2x Emergency Cache (★ 88)

#### Skills (6)

- Deduction (★ 39)
- Opportunist (★ 53)
- 2x Perception (★ 90)
- 2x Manual Dexterity (★ 92)

#### Weaknesses (2)

- Rex's Curse (★ 9)
- 1 random basic weakness

## Jenny Barnes Strategy Tips

Jenny is the quintessential jack-of-all-trades, with a value of 3 in each skill and a steady influx of resources to help you pay for any cards you want. She is a great solo investigator, but is also very good at shoring up an investigation team's weaknesses by providing whatever is needed at any given moment.

Jenny has the tools to handle pretty much every aspect of the game. Because you get extra resources every round, building a heavy board state with numerous assets is a viable strategy. You can also collect a bank of resources and spend them with Hard Knocks, which will help tremendously in dealing with enemies, either by defeating them or evading them.

If you find yourself overflowing with resources, play Jenny's Twin .45s and pile on as much ammo as you want—the more, the better. Finally, if you are playing with other investigators, you can also share the wealth using Teamwork. You might also play an expensive asset and pass it to another investigator using Teamwork!

While Jenny is adept at many aspects of the game, her greatest downfall is that she is not a specialist. You will have to depend on your assets and skills when you need to succeed at high-difficulty tests.

If you find a sign of your sister Isabelle, you might find yourself compelled to drop everything you're doing and begin Searching for Izzie. While this is often the correct choice, Jenny has a decent amount of sanity, so don't be afraid to abandon this task should it prove too difficult.

### Jenny Barnes, the Dilettante

#### Investigator

- Jenny Barnes (★ 3)

#### Assets (15)

- Jenny's Twin .45s (★ 10)
- Switchblade (★ 44)
- Burglary (★ 45)
- Pickpocketing (★ 46)
- .41 Derringer (★ 47)
- Leo De Luca (★ 48)
- Hard Knocks (★ 49)
- Guard Dog (★ 21)
- 2x Liquid Courage (★ 24)
- Blackjack (★ 16)
- 2x Knife (★ 86)
- 2x Flashlight (★ 87)

#### Events (8)

- Elusive (★ 50)

- Backstab (★ 51)
- Sneak Attack (★ 52)
- Dynamite Blast (★ 24)
- Think on Your Feet (★ 25)
- Teamwork (★ 18)
- 2x Emergency Cache (★ 88)

#### Skills (8)

- Opportunist (★ 53)
- 2x Double or Nothing (★ 26)
- Vicious Blow (★ 25)
- 2x Manual Dexterity (★ 92)
- 2x Overpower (★ 91)

#### Weaknesses (2)

- Searching for Izzie (★ 11)
- 1 random basic weakness



## Jim Culver Strategy Tips

Jim is a reliable spellcaster with high willpower and a “toolbox of spells” approach. His ability to treat the modifier on skull tokens as a “0” improves his chances of success at nearly any test, and the more he is able to leverage and manipulate this power, the better. Ritual Candles is a must-have tool for Jim, giving him even greater odds of success, so get at least one out early. Because this deck doesn’t have too many options for hand slots, you should be able to leave it in play for the entire game.

Jim has many tools for investigation as well as combat. Rite of Seeking, Flashlight, Drawn to the Flame, and “Look what I found!” can all help you gather clues, while Shrivelling, Kukri, and Blinding Light can help you deal with enemies. You can also heal horror with Fearless, Clarity of Mind, and the soothing tones of Jim’s Trumpet. This makes Jim a good choice to go up against the most terrifying of creatures, although he is not quite as good at avoiding or healing damage.

With his ability, Ritual Candles, and Lucky!, Jim has a greater-than-normal chance for success at tests where his skill value is equal to or less than the test’s difficulty. His ability may even completely negate the effect of skull tokens in certain scenarios. When playing as Jim, don’t be afraid to attempt skill tests that might otherwise be foolhardy for other investigators.

Final Rhapsody is a weakness you absolutely must plan for. Because it can appear at any time and potentially deal a lot of damage and horror, you should try to keep your health and sanity above half whenever possible!

### Jim Culver, the Musician

#### Investigator

- Jim Culver (12)

#### Assets (18)

- Jim’s Trumpet (12)
- Forbidden Knowledge (58)
- Holy Rosary (59)
- Shrivelling (60)
- Scrying (61)
- Arcane Studies (62)
- Arcane Initiate (63)
- Rabbit’s Foot (75)
- Rite of Seeking (28)
- 2x Ritual Candles (29)
- Clarity of Mind (30)
- Peter Sylvestre (33)
- 2x Knife (86)
- 2x Flashlight (87)
- Kukri (36)

#### Events (8)

- Drawn to the Flame (64)
- Ward of Protection (65)
- Blinding Light (66)
- Cunning Distraction (78)
- “Look what I found!” (79)
- Lucky! (80)
- 2x Emergency Cache (88)

#### Skills (5)

- Fearless (67)
- 2x Guts (89)
- 2x Unexpected Courage (93)

#### Weaknesses (2)

- Final Rhapsody (13)
- 1 random basic weakness

## “Ashcan” Pete Strategy Tips

“Ashcan” Pete is a unique character who is at his best when working with his dog, Duke. Alone, Pete has lower-than-average skills, health, and sanity. However, when allied together with his trusted hound, Pete and Duke become more than just the sum of their parts. Taking advantage of Duke’s abilities is the key to playing as “Ashcan” Pete. Duke can help you fight against dangerous enemies, or lead you toward clues and help you discover them. Use Pete’s ability to ready Duke liberally, and you will find many uses for his loyal partner.

Don’t forget that you can also use Pete’s ability to ready other assets besides Duke, such as Old Book of Lore or Rabbit’s Foot. Because Duke doesn’t take up your ally slot, you can play Laboratory Assistant to get more cards in your hand, or Peter Sylvestre to help soak horror and resist treachery cards that might discard Duke from play. While there are generally no long-term repercussions if Duke leaves play, keeping Duke safe is crucial to survival for Pete.

Pete’s weakness, Wracked by Nightmares, is a hindrance you will want to get rid of as soon as possible. While it won’t hurt you in the short term, it shuts off your most valuable cards, and slows you down. Keep in mind, however, that most assets can still be used while exhausted—you can still investigate with a Flashlight or take a swing at enemies with a Baseball Bat while Wracked by Nightmares is in play.

### “Ashcan” Pete, the Drifter

#### Investigator

- “Ashcan” Pete (12)

#### Assets (17)

- Duke (14)
- Leather Coat (72)
- Scavenging (73)
- Baseball Bat (74)
- Rabbit’s Foot (75)
- Stray Cat (76)
- Dig Deep (77)
- Magnifying Glass (30)
- Laboratory Assistant (20)
- Old Book of Lore (31)
- 2x Fire Axe (32)
- Peter Sylvestre (33)
- 2x Knife (86)
- 2x Flashlight (87)

#### Events (8)

- Cunning Distraction (78)
- “Look what I found!” (79)
- Lucky! (80)
- Working a Hunch (37)
- 2x Bait and Switch (34)
- 2x Emergency Cache (88)

#### Skills (6)

- Survival Instinct (81)
- Deduction (39)
- 2x Unexpected Courage (93)
- 2x Perception (90)

#### Weaknesses (2)

- Wracked by Nightmares (15)
- 1 random basic weakness



## The Path to Carcosa Starter Decks

The following starter decks are for the six investigators included in *The Path to Carcosa* deluxe expansion. Using the contents of a single copy of the core set and a single copy of *The Path to Carcosa* expansion, up to two of these starter decks may be built at one time, in the following combinations: Mark and Akachi, Minh and Sefina, William and Akachi, Minh and

Mark, or Lola (by herself). With a second copy of the core set, any four of these starter decks may be built simultaneously (except for Lola).



## Mark Harrigan Strategy Tips

Mark is a tough fighter who is great at dealing with enemies and supporting a group of investigators. With his high combat and decent agility, he allows you to choose which approach you wish to use when encountering enemies—fighting or evading. Since his ability gives you a benefit after one of your cards takes damage, he usually plays best when charging headfirst into danger.

Cards that can be assigned damage work well with Mark's ability, allowing you to draw cards while avoiding damage. Beat Cop, Guard Dog, and True Grit are the best cards for you to play early. With Mark's already high combat value, the .32 Colt is a great weapon to rely on. When the going gets rough, or if you need to perform a skill test you are not particularly good at (such as intellect), use the Sophie asset's ability to boost your skill value, drawing a card in the process.

However, you must be careful. Mark is a powerful investigator while he has 4 or less damage on him, but as soon as he has 5 damage, he becomes significantly weaker. Sophie becomes a drain on his skills, and he is extremely vulnerable to his Shell Shock weakness. Try to keep Mark's health above this threshold, and make use of First Aid and The Home Front to heal him if he takes too much damage.

Finally, the decklist below contains a handful of off-class **Tactic** cards that can get you out of sticky situations. Use Elusive to move quickly, Cunning Distraction to evade groups of enemies, and Sneak Attack to take them out without the need for a weapon.

### Mark Harrigan, the Soldier

#### Investigator

- Mark Harrigan (🛡 1)

#### Assets (15)

- Sophie (🛡 9)
- .45 Automatic (★ 16)
- Physical Training (★ 17)
- Beat Cop (★ 18)
- First Aid (★ 19)
- Machete (★ 20)
- Guard Dog (★ 21)
- 2x .32 Colt (🛡 20)
- 2x True Grit (🛡 21)
- 2x Knife (★ 86)
- 2x Flashlight (★ 87)
- Dynamite Blast (★ 24)
- 2x "Let me handle this!" (🛡 22)
- Barricade (★ 38)
- Elusive (★ 50)
- Backstab (★ 51)
- Sneak Attack (★ 52)
- Cunning Distraction (★ 78)
- 2x Emergency Cache (★ 88)

#### Skills (5)

- The Home Front (🛡 7)
- Vicious Blow (★ 25)
- 2x Overpower (★ 91)
- Manual Dexterity (★ 92)

#### Events (12)

- Evidence! (★ 22)
- Dodge (★ 23)

#### Weaknesses (2)

- Shell Shock (🛡 8)
- 1 random basic weakness



## Minh Thi Phan Strategy Tips

Minh Thi Phan is an investigator who is at her best when used to aid other teammates. Her ability, which allows you to add wild icons to cards committed to skill tests at her location, makes her a great character for a group to rally around. She can also use Analytical Mind to aid her teammates from afar.

Minh's ability allows you to easily boost a skill test by 2 or 3 each turn, but this approach requires a lot of cards. Old Book of Lore and No Stone Unturned can help you get the cards you need when you need them. Scavenging is also great with Minh, thanks to her high intellect. Use these tools along with Analytical Mind to keep your hand flush with wild icons at all times.

Although she is great at supporting her allies, Minh struggles when left on her own, especially when encountering enemies. Survivor cards such as Stray Cat, Cunning Distraction, and Hiding Spot can help you stay away from dangerous enemies, and allow you to investigate locations even while an enemy is present.

Your best approach with Minh is to commit 1 card to each skill test and use her ability to enhance the number of icons on that card. However, The King in Yellow counters this strategy completely. This is another reason why it is important for you to keep a lot of cards in your hand—if you have 6 matching icons in your hand, you can use them to get rid of The King in Yellow very quickly.

### Minh Thi Phan, the Secretary

#### Investigator

- Minh Thi Phan (★ 2)

#### Assets (19)

- Analytical Mind (★ 10)
- Magnifying Glass (★ 30)
- Old Book of Lore (★ 31)
- Dr. Milan Christopher (★ 33)
- Hyperawareness (★ 34)
- Medical Texts (★ 35)
- Leather Coat (★ 72)
- Scavenging (★ 73)
- Baseball Bat (★ 74)
- Rabbit's Foot (★ 75)
- Stray Cat (★ 76)
- Dig Deep (★ 77)
- Archaic Glyphs (★ 25)
- 2x Fieldwork (★ 24)
- 2x Knife (★ 86)
- 2x Flashlight (★ 87)

#### Events (8)

- Mind over Matter (★ 36)
- Working a Hunch (★ 37)
- "Look what I found!" (★ 79)
- Lucky! (★ 80)
- 2x No Stone Unturned (★ 26)
- 2x Hiding Spot (★ 38)

#### Skills (4)

- Deduction (★ 39)
- Survival Instinct (★ 81)
- 2x Unexpected Courage (★ 93)

#### Weaknesses (2)

- The King in Yellow (★ 11)
- 1 random basic weakness

## Sefina Rousseau Strategy Tips

Sefina is a tricky investigator with a powerful starting hand and the ability to make forgeries of her event cards. As such, this decklist is very event-heavy, with many different events for various situations. Choosing which events to place underneath Sefina when drawing your opening hand is very important, as it will determine which events you can copy with The Painted World throughout the game. Be aware that this deck has only 1 copy of most of its events, so if an event is placed underneath her, it might be the only copy of that event in your deck.

Despite Sefina's low combat, this deck has many ways of dealing with enemies. Copy Backstab, Sneak Attack or Blinding Light to defeat enemies at your location, or use Sleight of Hand to put a .41 Derringer into play and unload. Though her intellect skill is low, you can use Sleight of Hand with Flashlight to investigate for your entire turn, and then get the Flashlight back. Finally, spending experience points on Lockpicks (★ 31) allows Sefina to investigate with a skill value of 6.

Daring Maneuver is a tricky card that may seem useless at first, but it can prove powerful under the right circumstances. Use it to guarantee an extra damage with Switchblade or .41 Derringer, to get Opportunist back into your hand, or to avoid losing a supply from your Lockpicks.

When confronted with the Stars of Hyades, consider carefully which event to discard. There may be a dire need for that event in the future!

### Sefina Rousseau, the Painter

#### Investigator

- Sefina Rousseau (★ 5)

#### Assets (16)

- Switchblade (★ 44)
- Pickpocketing (★ 46)
- .41 Derringer (★ 47)
- Leo De Luca (★ 48)
- Hard Knocks (★ 49)
- Holy Rosary (★ 59)
- Shrivelling (★ 60)
- Scrying (★ 61)
- Arcane Studies (★ 62)
- Arcane Initiate (★ 63)
- 2x Stealth (★ 28)
- 2x Knife (★ 86)
- 2x Flashlight (★ 87)

#### Events (15)

- 3x The Painted World (★ 12)

#### Events (15)

- Elusive (★ 50)
- Backstab (★ 51)
- Sneak Attack (★ 52)
- Drawn to the Flame (★ 64)
- Ward of Protection (★ 65)
- Blinding Light (★ 66)
- 2x Sleight of Hand (★ 29)
- 2x Daring Maneuver (★ 30)
- 2x Emergency Cache (★ 88)

#### Skills (5)

- Opportunist (★ 53)
- Fearless (★ 67)
- Guts (★ 89)
- Perception (★ 90)
- Manual Dexterity (★ 92)

#### Weaknesses (2)

- Stars of Hyades (★ 13)
- 1 random basic weakness



## Akachi Onyele Strategy Tips

Akachi is a well-rounded spellcaster with an emphasis on assets that have limited charges. Having a suite of different spell assets with various effects allows you to make use of her high willpower, and extra charges help to ensure that you don't run out of uses right when you need them most.

This deck is all about spells. Use Arcane Initiate to search for them, Uncage the Soul to play them, and your wealth of willpower icons to support them. As you earn more experience, consider spending most of that experience on additional spells to support different playstyles, so you are ready for anything.

Spirit-Speaker is one of the most important cards in this deck, because it has so many different uses. Use it to bounce a spell with no charges back to your hand so it can be played again, thereby refilling its charges. Or, use it to get rid of a spell you no longer need, and gain some resources in the process. Between Spirit-Speaker, Uncage the Soul, Alchemical Transmutation, Emergency Cache, and Forbidden Knowledge, you should have lots of resources at your disposal. Use these resources along with Arcane Studies to investigate successfully, or to teleport wherever you need to go with Astral Travel.

But, beware: Angered Spirits can show up at any time, demanding you move your charges onto them from your spells. This shouldn't be too difficult to accomplish, but keep in mind that doing so exhausts those assets, many of which need to be ready in order to trigger their abilities.

## Akachi Onyele, the Shaman

### Investigator

- Akachi Onyele (💀 4)

### Assets (14)

- Spirit-Speaker (💀 14)
- Forbidden Knowledge (★ 58)
- Holy Rosary (★ 59)
- Shrivelling (★ 60)
- Scrying (★ 61)
- Arcane Studies (★ 62)
- Arcane Initiate (★ 63)
- 2x Alchemical Transmutation (💀 32)
- Archaic Glyphs (💀 25)
- 2x Knife (★ 86)
- 2x Flashlight (★ 87)

### Events (9)

- Drawn to the Flame (★ 64)
- Ward of Protection (★ 65)
- Blinding Light (★ 66)
- 2x Uncage the Soul (💀 33)
- 2x Astral Travel (💀 34)
- 2x Emergency Cache (★ 88)

### Skills (8)

- Fearless (★ 67)
- 2x Guts (★ 89)
- 2x Perception (★ 90)
- Manual Dexterity (★ 92)
- 2x Unexpected Courage (★ 93)

### Weaknesses (2)

- Angered Spirits (💀 15)
- 1 random basic weakness

## William Yorick Strategy Tips

William is a tenacious and surprisingly resilient survivor who can make repeated use of discarded assets. With his high combat, lower agility, and access to guardian cards, he prefers to hunt down and fight enemies rather than evade them.

This deck contains many assets that can be discarded from play, and several ways of getting them back (William's ability, Scavenging, and Resourceful). Leather Coat, Beat Cop, Stray Cat, Baseball Bat and Knife are perfect targets for these abilities. But the real stars of this deck are Lantern and Gravedigger's Shovel. In addition to being useful tools in their own right, these assets can be discarded from play to trigger powerful effects. Use the Gravedigger's Shovel to discover clues from locations with high shroud values, and Lantern to deal damage to enemies with high fight values or the retaliate keyword. If you defeat an enemy by discarding a Knife or Lantern, you can immediately trigger William's ability to play that asset from your discard pile!

William's biggest weakness is time. Playing multiple assets more than once can be rather time-consuming, and Graveyard Ghouls can complicate things by giving you an additional enemy to defeat. Try to make the most of each of your turns so you do not lose via doom. To best manage your time, use Lucky and "Look what I found!" to turn failed skill tests into progress, and limit your movement whenever possible.

## William Yorick, the Gravedigger

### Investigator

- William Yorick (💀 5)

- 2x Knife (★ 86)

- 2x Flashlight (★ 87)

### Assets (20)

- Leather Coat (★ 72)
- Scavenging (★ 73)
- Baseball Bat (★ 74)
- Rabbit's Foot (★ 75)
- Stray Cat (★ 76)
- Dig Deep (★ 77)
- .45 Automatic (★ 16)
- Physical Training (★ 17)
- Beat Cop (★ 18)
- First Aid (★ 19)
- Machete (★ 20)
- Guard Dog (★ 21)
- 2x Lantern (💀 36)
- 2x Gravedigger's Shovel (💀 37)

- Bury Them Deep (💀 16)
- Evidence! (★ 22)
- Dodge (★ 23)
- "Look what I found!" (★ 79)
- Lucky! (★ 80)
- 2x Emergency Cache (★ 88)

### Skills (4)

- Vicious Blow (★ 25)
- Survival Instinct (★ 81)
- 2x Resourceful (💀 39)

### Weaknesses (2)

- Graveyard Ghouls (💀 17)
- 1 random basic weakness



## Lola Hayes Strategy Tips

Lola is a versatile investigator whose ability to switch roles allows her to excel at many different aspects of gameplay. She is a more advanced investigator than most, and it takes a skilled player to play her effectively. This deck is composed of a large number of neutral cards and the minimum number of required class cards (7 cards each from 3 different classes) in order to minimize complexity. Since Lola can always play, commit and trigger neutral cards, this mitigates the drawback of her ability.

This deck focuses on 3 classes: Guardian, Survivor, and Seeker. Switch to Guardian when you need to fight enemies or heal, Survivor when you need to evade enemies, or Seeker when you need to investigate. Try not to stay in any one role for the entirety of the game, as this puts you at risk of a game-ending Crisis of Identity. It is best to let the flow of gameplay take you naturally from one role to the next, depending on the circumstances of the scenario and the cards you have in your hand or in play.

Cards with constant benefits are ideal when playing as Lola, since they are always active regardless of your role. Beat Cop, Magnifying Glass, Dr. Milan Christopher, Leather Coat, and True Grit are great to play early. When the going gets rough, you can quickly switch roles using Improvisation and use its cost reduction to play one of your events for free.

Although a 40-card deck is larger than most, the card draw from Improvisation, many of your skill cards, and the search effects from Old Book of Lore and No Stone Unturned can help you draw into the cards you need.

## Lola Hayes, the Actress

### Investigator

- Lola Hayes (💀 6)

### Assets (14)

- .45 Automatic (★ 16)
- Beat Cop (★ 18)
- First Aid (★ 19)
- Machete (★ 20)
- Magnifying Glass (★ 30)
- Old Book of Lore (★ 31)
- Dr. Milan Christopher (★ 33)
- Leather Coat (★ 72)
- Stray Cat (★ 76)
- True Grit (💀 21)
- 2x Knife (★ 86)
- 2x Flashlight (★ 87)

### Skills (11)

- Barricade (★ 38)
- Cunning Distraction (★ 78)
- "Look what I found!" (★ 79)
- Lucky! (★ 80)
- No Stone Unturned (💀 26)
- Hiding Spot (💀 38)
- 2x Emergency Cache (★ 88)
- Vicious Blow (★ 25)
- Deduction (★ 39)
- Survival Instinct (★ 81)
- 2x Perception (★ 90)
- 2x Overpower (★ 91)
- 2x Manual Dexterity (★ 92)
- 2x Unexpected Courage (★ 93)

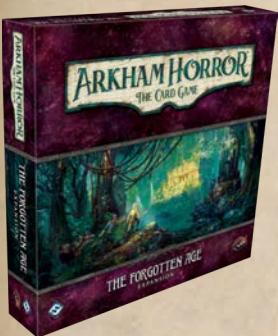
### Events (12)

- 2x Improvisation (💀 18)
- Dodge (★ 23)
- Working a Hunch (★ 37)

### Weaknesses (3)

- 2x Crisis of Identity (💀 19)
- 1 random basic weakness





## The Forgotten Age Starter Decks

The following starter decks are for the five investigators included in *The Forgotten Age* deluxe expansion. Using the contents of a single copy of the core set and a single copy of *The Forgotten Age* expansion, up to two of these starter decks may be built at one time, in the following combinations: Leo and Ursula, Ursula and Finn, Mateo and Finn, Mateo and Leo, or Calvin and Leo. With a second copy of each of these products, any four of these starter decks may be built simultaneously.



### Leo Anderson Strategy Tips

Leo Anderson is a tough-as-nails leader who excels at survival. With his high willpower and combat, he is able to fight back against most of the encounter deck's hazards. Leo favors an asset-heavy approach: Take some time to set up your play area, and you'll be prepared for anything.

Leo's ability allows him to play **Ally** assets without spending valuable actions, and at a reduced cost. Try to mulligan for an **Ally** in your opening hand, and use Trusted to keep them in play for longer. While this starter deck only contains a handful of **Ally** assets, you can use experience points to acquire new **Ally** assets, such as Treasure Hunter (1 25) and Cat Burglar (2 55). The more **Ally** assets you can get in play, the more Leo will be capable of at any given moment.

That said, don't be afraid to treat your **Ally** assets as expendable. Taking damage or horror on an **Ally** asset is almost always favorable to taking it yourself, especially when you have a Decorated Skull in play, which gains charges whenever one of your **Ally** assets is defeated.

This deck has a lot of weapons which you can use to deal with enemies, and Flashlights for investigating. Your Venturer can be essential for giving your Flashlights and **Firearms** extra uses. Don't have a weapon or a Flashlight yet? Search through your Backpack—you're liable to find one!

Leo's greatest weakness is his low agility. He can be easily caught off-guard by a tough enemy or a treachery requiring an agility test. Be wary!

### Leo Anderson, the Expedition Leader

#### Investigator

- Leo Anderson (1 1)

#### Assets (20)

- Mitch Brown (1 6)
- .45 Automatic (2 16)
- Physical Training (2 17)
- Beat Cop (2 18)
- First Aid (2 19)
- Machete (2 20)
- Guard Dog (2 21)
- Switchblade (2 44)
- .41 Derringer (2 47)
- Leo De Luca (2 48)
- Hard Knocks (2 49)
- 2x Flashlight (2 87)
- 2x Survival Knife (1 17)
- 2x Venturer (1 18)
- 2x Decorated Skull (1 26)

#### Backpack (1 37)

#### Events (7)

- Evidence! (2 22)
- Dodge (2 23)
- Dynamite Blast (2 24)
- Elusive (2 50)
- Emergency Cache (2 88)
- 2x Trusted (1 19)

#### Skills (4)

- Vicious Blow (2 25)
- Opportunist (2 53)
- Perception (2 90)
- Overpower (2 91)

#### Weaknesses (2)

- Bought in Blood (1 7)
- 1 random basic weakness



## Ursula Downs Strategy Tips

Ursula Downs is a swift investigator who is great at forging ahead and investigating locations. Her high intellect and agility allow her to escape dangerous situations while continuing to gather clues at a steady pace.

Since Ursula's ability allows her to investigate immediately after moving, Ursula excels at exploring new locations. Don't be afraid to venture into unknown areas, especially if you have your partner, Jake Williams, in play. Don't forget that you can use Ursula's ability along with a card with a bold "Investigate" designator, such as Flashlight or Unearth the Ancients.

While Tooth of Eztli and The Chthonian Stone are the only *Relic* assets in this starter deck, there are several more *Relic* assets you can include in your deck once you earn some experience. Disc of Itzamna is an ideal choice, since it allows Ursula to deal with enemies without having to rely on her low combat value. Or, try including an Ancient Stone...who knows what it might become later?

Although Ursula is good at evading enemies, she struggles against high-evade hunter enemies and enemies who must be defeated to advance the act. In these situations, a well-timed Knife, Barricade, or Mind Over Matter might do the trick, so save these cards for when you need them most!



## Finn Edwards Strategy Tips

Finn is a slippery rogue who is skilled in gathering clues and evading enemies. His high agility and his ability to take an extra evade action each turn allow him to quickly escape from any enemy that attempts to pin him down. Meanwhile, with Finn's high intellect, you can quickly proceed through any investigation.

In addition to simply escaping danger, this deck has many other ways of turning evasion into an advantage for Finn. Use Pickpocketing to draw cards whenever you evade, Sneak Attack to dispatch exhausted enemies, and Eavesdrop to discover clues. Likewise, this deck contains several ways of taking advantage of Finn's intellect, such as Burglary and Scavenging. If you really need to defeat an enemy, you can use Backstab or Finn's Trusty .38 to get the job done. Many of these cards have the *Illicit* trait, so you can use Smuggled Goods to search for them in either your deck or discard pile.

Finn's low willpower means he is often at the mercy of the encounter deck. While enemies are not often a problem for Finn, treacheries that test his willpower will be a huge issue. This deck does not contain a lot of willpower icons, either, so most of the time you will simply have to take whatever the encounter deck dishes out. However, if you are faced with a particularly rough willpower test, don't be afraid to use "You handle this one!" to force another investigator to take it in your stead.

## Ursula Downs, the Explorer

### Investigator

- Ursula Downs (1) 2)

### Assets (17)

- Jake Williams (1) 8)
- Magnifying Glass (1) 30)
- Old Book of Lore (1) 31)
- Research Librarian (1) 32)
- Dr. Milan Christopher (1) 33)
- Hyperawareness (1) 34)
- Medical Texts (1) 35)
- Knife (1) 86)
- 2x Flashlight (1) 87)
- 2x Dr. Elli Horowitz (1) 21)
- 2x Tooth of Eztli (1) 23)
- 2x The Chthonian Stone (1) 30)
- Backpack (1) 37)

### Events (7)

- Mind over Matter (1) 36)
- Working a Hunch (1) 37)
- Barricade (1) 38)
- 2x Unearth the Ancients (1) 24)
- 2x Emergency Cache (1) 88)

### Skills (7)

- Deduction (1) 39)
- Guts (1) 89)
- Perception (1) 90)
- 2x Manual Dexterity (1) 92)
- 2x Unexpected Courage (1) 93)

### Weaknesses (2)

- Call of the Unknown (1) 9)
- 1 random basic weakness

## Finn Edwards, the Bootlegger

### Investigator

- Finn Edwards (1) 3)

### Assets (17)

- Finn's Trusty .38 (1) 11)
- Switchblade (1) 44)
- Burglary (1) 45)
- Pickpocketing (1) 46)
- .41 Derringer (1) 47)
- Leo De Luca (1) 48)
- Hard Knocks (1) 49)
- Scavenging (1) 73)
- Rabbit's Foot (1) 75)
- Dig Deep (1) 77)
- 2x Knife (1) 86)
- 2x Flashlight (1) 87)
- 2x Decorated Skull (1) 26)
- Backpack (1) 37)

### Events (11)

- Smuggled Goods (1) 10)

- Elusive (1) 50)
- Backstab (1) 51)
- Sneak Attack (1) 52)
- Lucky! (1) 80)
- 2x Emergency Cache (1) 88)
- 2x Eavesdrop (1) 27)
- 2x "You handle this one!" (1) 28)

### Skills (4)

- Opportunist (1) 53)
- Survival Instinct (1) 81)
- Perception (1) 90)
- Overpower (1) 91)

### Weaknesses (2)

- Caught Red-Handed (1) 12)
- 1 random basic weakness



## Father Mateo Strategy Tips

Father Mateo is a versatile investigator who can alter the contents of the chaos bag and help mitigate bad luck for all of the investigators. His high willpower and decent agility allow him to defend well against the encounter deck's hazards and enemies. While his special ability to change an  $\spades$  token into an  $\clubsuit$  token can only be used once each game, it can make a huge impact. Using his ability at the right time is crucial—you don't want to waste it on a skill test that doesn't matter!

Mateo has one of the best  $\clubsuit$  abilities in the game, bar none. If you are lucky you may reveal the  $\clubsuit$  once or twice during a game, but if you want to truly make the most out of Father Mateo, you will want to use cards that will increase the odds of it appearing. The Chthonian Stone can help with this, and of course The Codex of Ages. As you gain experience, consider purchasing more cards that can increase your odds of drawing the  $\clubsuit$  token, such as Grotesque Statue ( $\clubsuit$  71) or Protective Incantation ( $\clubsuit$  31).

While Mateo does not have any glaring weaknesses, he can struggle with enemy management when he does not have Mists of R'lyeh or Shriveling in play. Serpents of Yig can be especially bothersome, since they seal the  $\clubsuit$  token. It is worth pointing out that both Serpents of Yig and The Codex of Ages can counter the other—if the  $\clubsuit$  token is sealed on Serpents of Yig, you cannot play The Codex of Ages, and if the  $\clubsuit$  token is sealed on The Codex of Ages, the Serpents of Yig cannot seal it. Use this knowledge to your advantage!

### Father Mateo, the Priest

#### Investigator

- Father Mateo ( $\clubsuit$  4)

#### Assets (16)

- The Codex of Ages ( $\clubsuit$  13)
- Holy Rosary ( $\clubsuit$  59)
- Shrivelling ( $\clubsuit$  60)
- Scrying ( $\clubsuit$  61)
- Arcane Studies ( $\clubsuit$  62)
- Arcane Initiate ( $\clubsuit$  63)
- Grotesque Statue ( $\clubsuit$  71)
- Knife ( $\clubsuit$  86)
- 2x Flashlight ( $\clubsuit$  87)
- 2x Mists of R'lyeh ( $\clubsuit$  29)
- 2x The Chthonian Stone ( $\clubsuit$  30)
- Protective Incantation ( $\clubsuit$  31)
- Backpack ( $\clubsuit$  37)

#### Events (7)

- Drawn to the Flame ( $\clubsuit$  64)
- Ward of Protection ( $\clubsuit$  65)
- Blinding Light ( $\clubsuit$  66)
- 2x Emergency Cache ( $\clubsuit$  88)
- 2x Dark Prophecy ( $\clubsuit$  32)

#### Skills (8)

- Fearless ( $\clubsuit$  67)
- 2x Guts ( $\clubsuit$  89)
- Perception ( $\clubsuit$  90)
- 2x Manual Dexterity ( $\clubsuit$  92)
- 2x Unexpected Courage ( $\clubsuit$  93)

#### Weaknesses (2)

- Serpents of Yig ( $\clubsuit$  14)
- 1 random basic weakness

## Calvin Wright Strategy Tips

Calvin is a relentless survivor who gets stronger as he takes damage and horror. His skills can vary between 0 and 5, depending on how many licks he's taken, so he tends to have a weak early game and a strong late game. As such, this deck has several ways of helping Calvin through the early parts of a scenario, so he can thrive during the endgame.

Calvin starts each scenario with zeros in every skill, but as a survivor, he has many tools to help him overcome this. Use Flashlights and "Look what I found!" to discover clues at locations with 2 shroud or less (remember that your skill value cannot drop below 0, so you will almost always succeed if the shroud is also 0), and Dumb Luck to temporarily get rid of enemies before you are able to deal with them. Lucky!, Unexpected Courage, and Last Chance can also help you succeed at tests you should have failed.

Once Calvin starts taking damage and horror from treacheries and enemy attacks, he becomes much stronger. Don't be afraid to take damage and horror when your skills are low, as this may help you in the long run—just don't go overboard! Once Calvin has 4–5 damage or horror on him, your tactics should switch to simply staying alive.

While most investigators seek to avoid trauma at all costs, Calvin can take a few points without suffering too much. Don't be afraid to put yourself in dangerous situations for the good of the party. Even if you are defeated, you'll be back in the next scenario, tougher than before.

### Calvin Wright, the Haunted

#### Investigator

- Calvin Wright ( $\clubsuit$  5)

#### Assets (12)

- Until the End of Time ( $\clubsuit$  15)
- Leather Coat ( $\clubsuit$  72)
- Scavenging ( $\clubsuit$  73)
- Baseball Bat ( $\clubsuit$  74)
- Rabbit's Foot ( $\clubsuit$  75)
- Stray Cat ( $\clubsuit$  76)
- Dig Deep ( $\clubsuit$  77)
- 2x Knife ( $\clubsuit$  86)
- 2x Flashlight ( $\clubsuit$  87)
- Backpack ( $\clubsuit$  37)

#### Events (10)

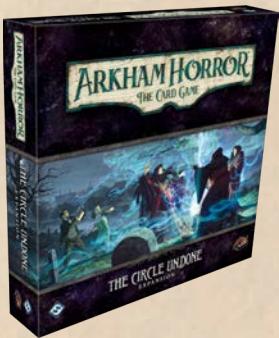
- Cunning Distraction ( $\clubsuit$  78)
- "Look what I found!" ( $\clubsuit$  79)
- Lucky! ( $\clubsuit$  80)

#### Skills (9)

- Survival Instinct ( $\clubsuit$  81)
- Guts ( $\clubsuit$  89)
- Perception ( $\clubsuit$  90)
- Overpower ( $\clubsuit$  91)
- Manual Dexterity ( $\clubsuit$  92)
- 2x Unexpected Courage ( $\clubsuit$  93)
- 2x Last Chance ( $\clubsuit$  36)

#### Weaknesses (2)

- Voice of the Messenger ( $\clubsuit$  16)
- 1 random basic weakness



## The Circle Undone Starter Decks

The following starter decks are for the six investigators included in *The Circle Undone* deluxe expansion. Using the contents of a single copy of the core set and a single copy of *The Circle Undone* expansion, up to two of these starter decks may be built at one time, in the following combinations: Carolyn and Preston, Carolyn and Rita, Joe and Preston, Joe and Rita, Joe and Marie, Preston and Diana, Preston and

Marie, or Diana and Rita. With a second copy of each of these products, any four of these starter decks may be built simultaneously.



### Carolyn Fern Strategy Tips

Carolyn Fern is a support investigator who shines in multiplayer. Unlike many other guardians, Carolyn is not quite as proficient in slaying monsters, focusing instead on aiding and healing her teammates. Her high intellect and wide access to both Seeker and Mystic cards allow her to also take on various roles within a party of investigators.

Carolyn's ability allows you to generate resources for yourself or your teammates whenever you heals horror from a card. For this reason, your first goal during each game should be to find cards that allow you to heal horror from investigators, such as Hypnotic Therapy or First Aid. One way to search for these cards is to use your Old Book of Lore, which you can easily find with your Research Librarian. Once you can heal yourself, don't be afraid to take horror from Forbidden Knowledge, Shrivelling, or Ward of Protection—in the long run, it shouldn't hurt you all that much.

Carolyn's high intellect also allows her to focus on gathering clues. Use your Magnifying Glass, Fingerprint Kit, and Dr. Milan Christopher to boost your intellect. Between Carolyn's ability and Dr. Milan Christopher's ability, you should have no trouble paying for the powerful event Connect the Dots, which allows you to discover even more clues once you've discovered all of the clues in a location.

Despite being a guardian, Carolyn struggles when dealing with enemies. Her low combat and access to only lower level weapons means you will likely need help dealing with tough foes. Be careful!

### Carolyn Fern, the Psychologist

#### Investigator

- Carolyn Fern ( $\infty$  1)

#### Assets (16)

- Hypnotic Therapy ( $\infty$  7)
- First Aid ( $\star$  19)
- Machete ( $\star$  20)
- Guard Dog ( $\star$  21)
- Magnifying Glass ( $\star$  30)
- Old Book of Lore ( $\star$  31)
- Research Librarian ( $\star$  32)
- Dr. Milan Christopher ( $\star$  33)
- Hyperawareness ( $\star$  34)
- Medical Texts ( $\star$  35)
- Forbidden Knowledge ( $\star$  58)
- Shrivelling ( $\star$  60)
- Knife ( $\star$  86)
- 2x Flashlight ( $\star$  87)
- Fingerprint Kit ( $\infty$  24)

#### Events (10)

- Dodge ( $\star$  23)
- Mind over Matter ( $\star$  36)
- Working a Hunch ( $\star$  37)
- Barricade ( $\star$  38)
- Drawn to the Flame ( $\star$  64)
- Ward of Protection ( $\star$  65)
- 2x Emergency Cache ( $\star$  88)
- 2x Delay the Inevitable ( $\infty$  21)

#### Skills (5)

- Deduction ( $\star$  39)
- Fearless ( $\star$  67)
- Perception ( $\star$  90)
- 2x Steadfast ( $\infty$  22)

#### Weaknesses (2)

- Rational Thought ( $\infty$  8)
- 1 random basic weakness



## Joe Diamond Strategy Tips

Joe is a well-rounded investigator who is great at both discovering clues and taking down enemies. He is a powerful solo investigator, but can also serve as the backbone for an entire team of investigators, provided he is well-protected and supported by his teammates. Joe's high intellect and high combat values allow you to accomplish whatever objective the scenario throws at you. However, due to his low willpower and agility, Joe is quite susceptible to treachery cards. Therefore, the longer a scenario takes, the more chances the encounter deck has to whittle Joe's health and sanity down.

The key to playing as Joe Diamond lies in his 11-card "hunch deck," which is filled with events with the *Insight* trait. Just as a private eye must know when to follow their hunches, when playing as Joe, you must learn when to pursue the top card of your hunch deck, and when to leave it for another turn. Some *Insight* cards, like *Working a Hunch*, will only require you to be at the right place in order to play them. Others, like *Interrogate* or *Connect the Dots*, may require you to go out of your way to trigger them. Play these cards as often as you can, but don't be afraid to ignore one if it seems like you won't be able to play it that turn.

This deck contains many cards which may compete for Joe's precious hand slots. If you are using Joe to fill a particular role in a party, try to save a hand slot for items which fulfill that niche (a .45 Automatic or Machete for combat, or a Flashlight or Fingerprint Kit for investigating, for example). Ideally, you want to get your Detective's Colt 1911s in play as soon as you can, since they grant you two additional hand slots for *Tool* assets.



## Joe Diamond, the Private Investigator

### Investigator

- Joe Diamond ( $\infty$  2)

### Assets (19)

- Detective's Colt 1911s ( $\infty$  9)
- .45 Automatic ( $\star$  16)
- Physical Training ( $\star$  17)
- Beat Cop ( $\star$  18)
- First Aid ( $\star$  19)
- Machete ( $\star$  20)
- Guard Dog ( $\star$  21)
- Magnifying Glass ( $\star$  30)
- Old Book of Lore ( $\star$  31)
- Research Librarian ( $\star$  32)
- Dr. Milan Christopher ( $\star$  33)
- Hyperawareness ( $\star$  34)
- Medical Texts ( $\star$  35)
- 2x Knife ( $\star$  86)
- 2x Flashlight ( $\star$  87)
- 2x Fingerprint Kit ( $\infty$  24)

### Events (14)

- Evidence! ( $\star$  22)
- Dodge ( $\star$  23)
- Dynamite Blast ( $\star$  24)
- Mind over Matter ( $\star$  36)
- Working a Hunch ( $\star$  37)
- Barricade ( $\star$  38)
- 2x Emergency Cache ( $\star$  88)
- 2x Interrogate ( $\infty$  20)
- 2x Delay the Inevitable ( $\infty$  21)
- 2x Connect the Dots ( $\infty$  25)

### Skills (8)

- Vicious Blow ( $\star$  25)
- Deduction ( $\star$  39)
- Perception ( $\star$  90)
- Overpower ( $\star$  91)
- 2x Steadfast ( $\infty$  22)
- 2x Curiosity ( $\infty$  26)

### Weaknesses (2)

- Unsolved Case ( $\infty$  10)
- 1 random basic weakness

## Separating Joe's Hunch Deck

### Investigator

- Joe Diamond ( $\infty$  2)

### Main Deck (32)

- Detective's Colt 1911s ( $\infty$  9)
- .45 Automatic ( $\star$  16)
- Physical Training ( $\star$  17)
- Beat Cop ( $\star$  18)
- First Aid ( $\star$  19)
- Machete ( $\star$  20)
- Guard Dog ( $\star$  21)
- Magnifying Glass ( $\star$  30)
- Old Book of Lore ( $\star$  31)
- Research Librarian ( $\star$  32)
- Dr. Milan Christopher ( $\star$  33)
- Hyperawareness ( $\star$  34)
- Medical Texts ( $\star$  35)
- 2x Knife ( $\star$  86)
- 2x Flashlight ( $\star$  87)
- 2x Fingerprint Kit ( $\infty$  24)

### Dodge ( $\star$ 23)

- Dynamite Blast ( $\star$  24)
- 2x Emergency Cache ( $\star$  88)
- Vicious Blow ( $\star$  25)
- Deduction ( $\star$  39)
- Perception ( $\star$  90)
- Overpower ( $\star$  91)
- 2x Steadfast ( $\infty$  22)
- 2x Curiosity ( $\infty$  26)
- 1 random basic weakness

### Hunch Deck (11)

- Evidence! ( $\star$  22)
- Mind over Matter ( $\star$  36)
- Working a Hunch ( $\star$  37)
- Barricade ( $\star$  38)
- Unsolved Case ( $\infty$  10)
- 2x Interrogate ( $\infty$  20)
- 2x Delay the Inevitable ( $\infty$  21)
- 2x Connect the Dots ( $\infty$  25)



## Preston Fairmont Strategy Tips

Preston is a resourceful (get it?) rogue who makes up for his awful skill values with an endless supply of resources. While he struggles at succeeding at anything on his own, he can simply use his Family Inheritance to pay his way to success, allowing you to adapt to almost any situation...provided you have the right cards.

Since Preston's skill values are so low, ideally, you want to avoid making skill tests whenever possible. Cards which allow you to deal damage, evade enemies, or discover clues automatically are your best friend. With 4 extra resources to spend every turn, there is very little stopping you from using events like Sneak Attack or Cunning Distraction on any given turn.

If you do need to make a skill test, this deck contains many ways of using resources to boost your skill value, such as Hard Knocks, Dig Deep and Money Talks. Since you'll rarely be spending resources from your resource pool, once you've built up a sizable resource pool, Well Connected should allow you to make up for your poor base skills. If you absolutely have no choice but to fail, a Rabbit's Foot or well-timed "Look what I found!" can turn your failure into a boon.

If the millionaire has a lot of resources and cards to spend them on, he is truly a force to be reckoned with. However, he needs cards (either in his hand or in play) in order to take advantage of his resources. If you play all of the events in your hand too early, you'll need to spend some time drawing cards, or you'll be extremely vulnerable.

### Preston Fairmont, the Millionaire

#### Investigator

- Preston Fairmont ( $\infty$  3)

#### Assets (15)

- Family Inheritance ( $\infty$  11)
- Leo De Luca ( $\star$  48)
- Hard Knocks ( $\star$  49)
- Leather Coat ( $\star$  72)
- Scavenging ( $\star$  73)
- Baseball Bat ( $\star$  74)
- Rabbit's Foot ( $\star$  75)
- Stray Cat ( $\star$  76)
- Dig Deep ( $\star$  77)
- 2x Knife ( $\star$  86)
- 2x Flashlight ( $\star$  87)
- 2x Well Connected ( $\infty$  28)

#### Events (10)

- Elusive ( $\star$  50)

#### Skills (6)

- Opportunist ( $\star$  53)
- Survival Instinct ( $\star$  81)
- 2x Unexpected Courage ( $\star$  93)
- 2x Cunning ( $\infty$  30)

#### Weaknesses (2)

- Lodge "Debts" ( $\infty$  12)
- 1 random basic weakness

## Diana Stanley Strategy Tips

Diana is a defensive mystic who focuses on cancellation and denial abilities. Unlike most mystics, who tend to open themselves up to the encounter deck's mischief, Diana challenges the encounter deck head on. The more Diana is able to cancel or ignore encounter card effects, the stronger she becomes.

Diana's low starting will of 1 makes her susceptible to many treachery effects when the game begins. Ward of Protection, Delay the Inevitable, and Deny Existence can all help you to prevent damage or horror from an encounter card effect or an enemy attack. If an enemy spawns, use Dodge to cancel its attack. If you don't have any of these cards in your hand, your Dark Insight—which starts each game in your hand—is the perfect backup plan. Don't forget to trigger Diana's reaction ability whenever you play one of these cards, as the extra resource and card draw you gain from her ability is crucial!

Once Diana's willpower is high enough, you can succeed at many of the skill tests on treachery cards. You can also take advantage of her willpower with spells like Shrivelling and Blinding Light—and even better, if you reveal a symbol on a chaos token while using one of these cards, you can use Eldritch Inspiration to cancel the backfire effect that would take place.

Aside from these tricks, Diana is a well-rounded character who can also excel at physical combat and investigation. If you don't draw into the above cards, don't fret! Armed with a Machete or a Flashlight, you can still accomplish a lot.

### Diana Stanley, the Redeemed Cultist

#### Investigator

- Diana Stanley ( $\infty$  4)

#### Assets (16)

- Twilight Blade ( $\infty$  13)
- .45 Automatic ( $\star$  16)
- Physical Training ( $\star$  17)
- Beat Cop ( $\star$  18)
- Machete ( $\star$  20)
- Guard Dog ( $\star$  21)
- Forbidden Knowledge ( $\star$  58)
- Holy Rosary ( $\star$  59)
- Shrivelling ( $\star$  60)
- Scrying ( $\star$  61)
- Arcane Studies ( $\star$  62)
- Arcane Initiate ( $\star$  63)
- 2x Knife ( $\star$  86)
- 2x Flashlight ( $\star$  87)

#### Skills (4)

- Dodge ( $\star$  23)
- Dynamite Blast ( $\star$  24)
- Drawn to the Flame ( $\star$  64)
- Ward of Protection ( $\star$  65)
- Blinding Light ( $\star$  66)
- 2x Emergency Cache ( $\star$  88)
- 2x Interrogate ( $\infty$  20)
- 2x Delay the Inevitable ( $\infty$  21)
- 2x Deny Existence ( $\infty$  32)
- 2x Eldritch Inspiration ( $\infty$  33)

#### Weaknesses (2)

- Vicious Blow ( $\star$  25)
- Fearless ( $\star$  67)
- Overpower ( $\star$  91)
- Prophecy ( $\infty$  34)

#### Events (17)

- Dark Insight ( $\infty$  14)
- Evidence! ( $\star$  22)

#### Weaknesses (2)

- Terrible Secret ( $\infty$  15)
- 1 random basic weakness



## Rita Young Strategy Tips

Rita is an agile survivor who excels at controlling and defending against enemies. Her extremely high agility means she will almost never be pinned down by an enemy, and will usually be able to escape from any situation. With the ability to either flee or deal damage to an enemy after evading it, knowing when to run and when to stay and fight is key when playing as Rita.

Between Rita's reaction, Survival Instinct, and Track Shoes, Rita is really good at being wherever she needs to be whenever she needs to be there. Use this strength to cover lots of ground, push enemies away from more vulnerable teammates, or to simply run for your life.

While evasion is your primary strength, Rita is a tough fighter as well. Even when armed with just a Baseball Bat, she can go toe-to-toe with the worst the mythos has to offer. If an enemy has Retaliate, evade it first, deal it 1 damage with her reaction, then wail on it with whatever weapon you can get your hands on. If that's not enough, just throw whatever you're holding at its face using Act of Desperation. "I'm done runnin'!" is your ace in the hole, turning every successful evasion into a point of damage. Don't forget that this works for cards which automatically evade enemies as well, such as Cunning Distraction and Stray Cat.

Rita's low intellect means she may struggle when attempting to find clues. Use Flashlights, "Look what I found!", and save a Lucky! to make up for this deficiency. Or, if you are playing with a team of other investigators, keep enemies off their backs and let them gather the clues.

### Rita Young, the Athlete

#### Investigator

- Rita Young ( $\infty$  5)

#### Assets (12)

- Leather Coat ( $\star$  72)
- Scavenging ( $\star$  73)
- Baseball Bat ( $\star$  74)
- Rabbit's Foot ( $\star$  75)
- Stray Cat ( $\star$  76)
- Dig Deep ( $\star$  77)
- 2x Knife ( $\star$  86)
- 2x Flashlight ( $\star$  87)
- 2x Track Shoes ( $\infty$  36)

#### Events (8)

- "I'm done runnin'!" ( $\infty$  16)
- Cunning Distraction ( $\star$  78)
- "Look what I found!" ( $\star$  79)

#### Lucky! ( $\star$ 80)

- 2x Act of Desperation ( $\infty$  37)
- 2x Emergency Cache ( $\star$  88)

#### Skills (11)

- Survival Instinct ( $\star$  81)
- 2x Guts ( $\star$  89)
- Perception ( $\star$  90)
- Overpower ( $\star$  91)
- 2x Manual Dexterity ( $\star$  92)
- 2x Unexpected Courage ( $\star$  93)
- 2x Able Bodied ( $\infty$  38)

#### Weaknesses (2)

- Hoods ( $\infty$  17)
- 1 random basic weakness

## Marie Lambeau Strategy Tips

Marie is an advanced spellcaster who becomes more powerful while she has a player card with doom on it. Her bonus action to play or activate **Spell** cards allows her to take full advantage of Scrying, Shrivelling, and Blinding Light, among others.

There are very few cards in this deck which can place doom on your own cards, so be on the lookout for more such cards as you upgrade this deck. In the meantime, Arcane Initiate is your best friend. In addition to activating Marie's text, this **Ally** will also let you search your deck for **Spell** cards which you can then play with Marie's bonus action. In the event you do not draw Arcane Initiate early on, Baron Samedi himself can actually be a boon for you in this way...just be careful of his **Forced** ability. Having more doom in play also makes your ability to Prophesy more powerful.

However, in addition to her focus on spellcasting, Marie also has a very high intellect value, making her an ideal substitute for a seeker...and if you run out of batteries with your Flashlight, you can always throw it at an enemy using Act of Desperation. Between your high intellect and Drawn to the Flame, you should have no trouble discovering clues and progressing the scenario forward.

Bad timing is Marie's greatest foe. Remember that when the agenda advances, all doom in play is cleared. This can cripple you if you were hoping to take advantage of Marie's bonus action, or if you were about to remove Baron Samedi from play. In such an event, it is an ideal time to break out your Mystifying Song, which can prevent the agenda from advancing for one turn.

### Marie Lambeau, the Entertainer

#### Investigator

- Marie Lambeau ( $\infty$  6)

#### Assets (10)

- Forbidden Knowledge ( $\star$  58)
- Holy Rosary ( $\star$  59)
- Shrivelling ( $\star$  60)
- Scrying ( $\star$  61)
- Arcane Studies ( $\star$  62)
- Arcane Initiate ( $\star$  63)
- 2x Knife ( $\star$  86)
- 2x Flashlight ( $\star$  87)

#### Events (12)

- Mystifying Song ( $\infty$  18)
- Drawn to the Flame ( $\star$  64)
- Ward of Protection ( $\star$  65)
- Blinding Light ( $\star$  66)

#### Emergency Cache ( $\star$ 88)

- 2x Deny Existence ( $\infty$  32)
- 2x Eldritch Inspiration ( $\infty$  33)
- 2x Act of Desperation ( $\infty$  37)

#### Skills (9)

- Fearless ( $\star$  67)
- 2x Guts ( $\star$  89)
- 2x Unexpected Courage ( $\star$  93)
- 2x Prophesy ( $\infty$  34)
- 2x Able Bodied ( $\infty$  38)

#### Weaknesses (2)

- Baron Samedi ( $\infty$  19)
- 1 random basic weakness



## The Dream-Eaters Starter Decks

The following starter decks are for the five investigators included in *The Dream-Eaters* deluxe expansion. Using the contents of a single copy of the core set and a single copy of *The Dream-Eaters* expansion, up to two of these starter decks may be built at one time, in the following combinations: Mandy and Tommy, Tony and Luke, or Tommy and Luke. With a second copy of the core set, you may also build the

following combinations: Mandy and Patrice, or Tony and Patrice.



## Tommy Muldoon Strategy Tips

Tommy Muldoon is a support investigator who excels at tanking damage and horror and protecting his teammates. Tommy's ability rewards him with resources whenever one of his assets is defeated by damage or horror, but also "saves" that asset by shuffling it into his deck. His higher-than-average combat also allows him to protect other investigators by slaying enemies that might otherwise attack them.

By focusing on playing lots of assets that can soak damage or horror, Tommy is encouraged soak as much damage and horror as he can and take hits for other investigators whenever possible. For this reason, your first goal when playing this deck should be to play one or more assets that can soak damage or horror, such as Beat Cop, Guard Dog, or Leather Coat. Since this deck only contains a few such cards, remembering to use Tommy's ability to shuffle them back into your deck when they are defeated is vital. If you have one of these cards in play and wish to help your teammates, they can use your Solemn Vow to move damage/horror to your assets.

For hunting down enemies, you have several options, but your trusty rifle Becky should always be your first pick. In addition to providing an ample bonus to combat and damage, you can add additional ammo to it whenever one of your assets is defeated, making it your most reliable sidekick.

Beware—Tommy's weakness, Rookie Mistake, can sometimes dismantle your best laid plans. While generally it is good to spread damage and horror out among your various assets, if you have not drawn Rookie Mistake yet, it can sometimes be wise to instead place damage/horror on one of your assets at a time, instead, to ensure your weakness does not cripple you.

### Tommy Muldoon, the Rookie Cop

#### Investigator

- Tommy Muldoon (CAT 1)

#### Assets (17)

- Becky (CAT 6)
- .45 Automatic (CAT 16)
- Physical Training (CAT 17)
- Beat Cop (CAT 18)
- First Aid (CAT 19)
- Machete (CAT 20)
- Guard Dog (CAT 21)
- Leather Coat (CAT 72)
- Scavenging (CAT 73)
- Baseball Bat (CAT 74)
- Rabbit's Foot (CAT 75)
- Dig Deep (CAT 77)
- 2x Flashlight (CAT 87)
- 3x Solemn Vow (CAT 20)

#### Events (11)

- Evidence! (CAT 22)
- Dodge (CAT 23)
- Dynamite Blast (CAT 24)
- Cunning Distraction (CAT 78)
- "Look what I found!" (CAT 79)
- Lucky! (CAT 80)
- 2x Emergency Cache (CAT 88)
- 3x Fortuitous Discovery (CAT 34)

#### Skills (3)

- Vicious Blow (CAT 25)
- Survival Instinct (CAT 81)
- Overpower (CAT 91)

#### Weaknesses (2)

- Rookie Mistake (CAT 7)
- 1 random basic weakness



## Mandy Thompson Strategy Tips

Mandy Thompson is a combo-focused investigator who is great at searching through decks to find the exact card she needs at any given moment. Her high intellect, and Occult Evidence cards also her to discover clues at reliably, even at locations with high shroud values.

At the core of Mandy's playstyle is her ability to either search deeper or search for additional cards whenever an investigator at her location initiates a search. Your most reliable way of taking advantage of this ability is with your Old Book of Lore, which you can use once each round to help yourself or an ally search for the card they need. Your deck also has several cards with the **Research** trait, each of which has an ability that triggers when it is among the cards you are searching. Even if you don't have a card you are looking for, it can sometimes be helpful to search through your deck in order to gain an automatic clue from Occult Evidence or resources from Astonishing Revelation.

This deck also contains several rogue cards which can allow Mandy to escape from trouble or leverage her fairly decent agility to outmaneuver enemies. Don't be afraid to evade an enemy and take it out with a well-timed Sneak Attack or Backstab if you feel threatened!

Mandy's weakness, Shocking Discovery, can be tough to play around. If you draw your Research Librarian early enough, you can use it to bait out your Shocking Discovery before it cripples you at an inopportune time. Otherwise, use Research Librarian to search for both your Old Book of Lore and your Medical Texts at the same time!

### Mandy Thompson, the Researcher

#### Investigator

- Mandy Thompson (CAT 2)

#### Assets (14)

- Occult Evidence (CAT 8)
- Magnifying Glass (CAT 30)
- Old Book of Lore (CAT 31)
- Research Librarian (CAT 32)
- Dr. Milan Christopher (CAT 33)
- Hyperawareness (CAT 34)
- Medical Texts (CAT 35)
- 2x Knife (CAT 86)
- 2x Flashlight (CAT 87)
- 3x Astonishing Revelation (CAT 23)

#### Events (8)

- Mind over Matter (CAT 36)

#### Skills (9)

- Working a Hunch (CAT 37)
- Barricade (CAT 38)
- Elusive (CAT 50)
- Backstab (CAT 51)
- Sneak Attack (CAT 52)
- 2x Emergency Cache (CAT 88)
- Deduction (CAT 39)
- Opportunist (CAT 53)
- 2x Perception (CAT 90)
- Overpower (CAT 91)
- 2x Manual Dexterity (CAT 92)
- 2x Unexpected Courage (CAT 93)

#### Weaknesses (2)

- Shocking Discovery (CAT 9)
- 1 random basic weakness



## Tony Morgan Strategy Tips

Tony Morgan is a hard-as-nails rogue who focuses on hunting down enemies and dispatching them for cold, hard cash. His high combat and his ability to attack or engage enemies with bounties on them as an extra action every round makes him an ideal fighter for any group.

Tony's Bounty Contracts has a limited supply of bounties on it, so knowing when to place bounties on an enemy and when not to is key when playing as Tony Morgan. In general, it is best to place 1 bounty at a time in order to take advantage of Tony's extra action as often as possible. However, if you are in dire need of resources, or if you are fighting a particularly tough enemy with Tony's .38 Long Colt, don't be afraid to drop 2 or even 3 bounties on an enemy. By staggering your bounty placements and using Tony's .38 Long Colts to take out enemies with bounties, you can keep your supply running for longer than otherwise possible.

Tony is far less able to take advantage of his agility than other rogues, so you'll probably want to swap out cards like Backstab, Sneak Attack, and Pickpocketing when you are leveling up this deck. However, many other rogue cards, like Leo De Luca, Switchblade, and .41 Derringer, are vital for taking down enemies quickly and easily.

One important thing to note when playing with Tony is that he sometimes doesn't play well with other fighters. Since Tony has to deal the killing blow to an enemy in order to take advantage of his bounties, try to coordinate with the other investigators in your party so that nobody steals them!

### Tony Morgan, the Bounty Hunter

#### Investigator

- Tony Morgan (CAT 3)

#### Assets (15)

- Bounty Contracts (CAT 10)
- 2x Tony's .38 Long Colt (CAT 11)
- Switchblade (CAT 44)
- Burglary (CAT 45)
- Pickpocketing (CAT 46)
- .41 Derringer (CAT 47)
- Leo De Luca (CAT 48)
- Hard Knocks (CAT 49)
- 2x Knife (CAT 86)
- 2x Flashlight (CAT 87)
- 2x Crystallizer of Dreams (CAT 24)

#### Events (8)

- Evidence! (CAT 22)
- Dodge (CAT 23)

#### Skills (10)

- Dynamite Blast (CAT 24)
- Elusive (CAT 50)
- Backstab (CAT 51)
- Sneak Attack (CAT 52)
- 2x Emergency Cache (CAT 88)
- Vicious Blow (CAT 25)
- Opportunist (CAT 53)
- 2x Guts (CAT 89)
- 2x Perception (CAT 90)
- 2x Overpower (CAT 91)
- 2x Manual Dexterity (CAT 92)

#### Weaknesses (2)

- Tony's Quarry (CAT 12)
- 1 random basic weakness

#### Bonded (2)

- 2x Guardian of the Crystallizer (CAT 25)



## Luke Robinson Strategy Tips

Luke Robinson is a tricky, mind-bending mystic who plays with movement and range in interesting ways. His high willpower and access to seeker cards makes him good at discovering clues, but he can also use spells and other tricks to evade, defeat, or outmaneuver enemies.

Luke's Gate Box and Dream-Gate are ideal for both escaping tough situations and for traversing across the map quickly. If you find yourself cornered by a powerful enemy, you can hop in your Dream-Gate and teleport elsewhere. You might also use your Dream-Gate to return to a location you have already traveled to—perhaps even to resign from a scenario altogether. Beware, though: your Gate Box only has a limited number of uses, and it can be difficult to recharge.

Luke's ability to play an event as if he were at a connecting location allows him to have a farther reach than most investigators. Use Working a Hunch or Drawn to the Flame to discover clues at a connecting location, Blinding Light to evade enemy at a connecting location, or attach Open Gate to a connecting location instead of yours. And if you are in your Dream-Gate, you can do any of these things at any revealed location on the entire map, instead!

This deck also contains many cards that can turn Luke into a more traditional seeker-style investigator. Paired with just Dr. Milan Christopher and a Magnifying Glass, Luke can be a perfect substitute for an actual seeker.

### Luke Robinson, the Dreamer

#### Investigator

- Luke Robinson (CAT 4)

#### Assets (17)

- Gate Box (CAT 13)
- Magnifying Glass (CAT 30)
- Old Book of Lore (CAT 31)
- Research Librarian (CAT 32)
- Dr. Milan Christopher (CAT 33)
- Hyperawareness (CAT 34)
- Medical Texts (CAT 35)
- Forbidden Knowledge (CAT 58)
- Holy Rosary (CAT 59)
- Shrivelling (CAT 60)
- Scrying (CAT 61)
- Arcane Studies (CAT 62)
- Arcane Initiate (CAT 63)
- 2x Knife (CAT 86)
- 2x Flashlight (CAT 87)

#### Events (12)

- Mind over Matter (CAT 36)
- Working a Hunch (CAT 37)
- Barricade (CAT 38)
- Drawn to the Flame (CAT 64)
- Ward of Protection (CAT 65)
- Blinding Light (CAT 66)
- 2x Emergency Cache (CAT 88)
- Astonishing Revelation (CAT 23)
- 3x Open Gate (CAT 29)

#### Skills (2)

- Deduction (CAT 39)
- Fearless (CAT 67)

#### Weaknesses (2)

- Detached from Reality (CAT 14)
- 1 random basic weakness

#### Bonded (1)

- Dream-Gate (CAT 15)

## Patrice Hathaway Strategy Tips

Patrice Hathaway is a resourceful survivor who draw a fresh new hand of cards every round. In addition to giving to her access to a new suite of cards to play each round, this also lets her commit cards to skill tests without fear, since all of those cards would be discarded at the end of the round, anyway.

Due to the nature of her ability, Patrice's skills are often only as good as the skill icons in your hand. Your approach to any given round may change depending on the whims of fate. Be prepared to alter your strategy at any moment depending on the hand that you draw. If you are confronted by a tough encounter card, you may have to wait until you have the right hand in order to deal with it. Thankfully, Patrice's access to mystic cards like Shrivelling and Blinding Light gives you the ability to leverage her high willpower in these situations.

The trickiest aspect to playing as Patrice is knowing when to play the cards in your hand and when not to. It can often be tempting to play every card in your hand every round. However, it can also be wise to save your resources for next turn, since you never know what options you might draw into. If you draw a card you don't need, use Patrice's Violin to discard it for a resource or a new card.

Patrice's weakness, the Watcher from Another Dimension, is something you always need to be ready to deal with. A well-timed Stray Cat, Shrivelling, Blinding Light, or Baseball Bat can help you get rid of it.

### Patrice Hathaway, the Violinist

#### Investigator

- Patrice Hathaway (CAT 5)

#### Assets (20)

- Patrice's Violin (CAT 16)
- Forbidden Knowledge (CAT 58)
- Holy Rosary (CAT 59)
- 2x Shrivelling (CAT 60)
- Scrying (CAT 61)
- Arcane Studies (CAT 62)
- Arcane Initiate (CAT 63)
- Leather Coat (CAT 72)
- Scavenging (CAT 73)
- 2x Baseball Bat (CAT 74)
- Rabbit's Foot (CAT 75)
- 2x Stray Cat (CAT 76)
- Dig Deep (CAT 77)
- 2x Knife (CAT 86)
- 2x Flashlight (CAT 87)

#### Events (17)

- Drawn to the Flame (CAT 64)
- 2x Ward of Protection (CAT 65)
- 2x Blinding Light (CAT 66)
- Cunning Distraction (CAT 78)
- "Look what I found!" (CAT 79)
- 2x Lucky! (CAT 80)
- 2x Emergency Cache (CAT 88)
- 3x Fortuitous Discovery (CAT 34)
- 3x Open Gate (CAT 29)

#### Skills (6)

- Fearless (CAT 67)
- Survival Instinct (CAT 81)
- 2x Guts (CAT 89)
- 2x Unexpected Courage (CAT 93)

#### Weaknesses (2)

- Watcher from Another Dimension (CAT 17)
- 1 random basic weakness