

ARKHAM HORROR[®]

THE CARD GAME

THE FORGOTTEN AGE

Investigator Expansion

Things Best Left Forgotten

"The clock ticked on, keeping a kind of mocking, sardonic time with the far-off drumming that the night-wind brought. She wished it were a striking clock, so that she could know how long this eldritch vigil must last. She cursed the toughness of fibre that kept her from fainting, and wondered what sort of relief the dawn could bring, after all. Probably neighbours would pass—no doubt somebody would call—would they find her still sane? Was she still sane now?"

– H. P. Lovecraft for Zealia Bishop, "The Curse of Yig"

The *Forgotten Age* investigator expansion contains a 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 Forgotten Age* investigator expansion can be identified by this symbol before each card's collector number:



Additional Rules and Clarifications

Seal

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 it. 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 considered sealed. **If a card with one or more chaos tokens sealed on it leaves play for any reason, any chaos tokens sealed 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.

Additional Weaknesses

This expansion contains two basic weaknesses—Dark Pact and Doomed—with the text “Campaign Mode only.” These weaknesses should only be added to the pool of available basic weaknesses when the investigators are playing in Campaign Mode.

Additionally, this expansion contains three weaknesses—The Price of Failure, Accursed Fate, and The Bell Tolls—which are neither basic weaknesses nor scenario-specific weaknesses. These weaknesses are not added to the pool of available basic weaknesses, and should only be added to an investigator’s deck if another card instructs the players to do so.



Researched

Researched is a keyword ability that appears on some higher-level cards (most prominently on Seeker cards).

To be included in an investigator’s deck, a card with the researched keyword must first be “identified” or “translated” by performing a task on the lower-level version of that card and recording the result in your Campaign Log.

- ☞ An investigator can only include a researched card in their deck by upgrading it from its lower-level version.
- ☞ An investigator can only include a researched card in their deck if, in their Campaign Log, they have recorded the completion of the task described in the lower-level version of that card.
- ☞ After an investigator has completed this task and recorded it in the Campaign Log, any investigator in that campaign may upgrade the relevant card following the normal rules for upgrading player cards.

For example: Ancient Stone (Knowledge of the Elders) has the researched keyword. Therefore, an investigator cannot purchase Ancient Stone (Knowledge of the Elders) directly. They must instead upgrade it from Ancient Stone (Unidentified), and they can only do so if they have “identified the stone.”

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