

# ARKHAM HORROR<sup>®</sup>

## THE CARD GAME

### EDGE OF THE EARTH Investigator Expansion

#### Science and Mysticism

*"In the end I must rely on the judgment and standing of the few scientific leaders who have, on the one hand, sufficient independence of thought to weigh my data on its own hideously convincing merits or in the light of certain primordial and highly baffling myth-cycles; and on the other hand, sufficient influence to deter the exploring world in general from any rash and overambitious programme in the region of those mountains of madness."*

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

The *Edge of the Earth* 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 *Edge of the Earth* investigator expansion can be identified by this symbol before each card's collector number:



#### Additional Rules and Clarifications

##### Multi-Class Cards

Many of the new player cards in this product belong to more than one class—Guardian (♂), Seeker (🔍), Rogue (💎), Mystic (♂), or Survivor (🦋).



These cards can be identified by their gold color and by the presence of multiple class icons instead of one. A multi-class card is a card of each of those classes, and is not a neutral card. For example, a card with both a Rogue (💎) and a Guardian (♂) icon is both a Rogue card and a Guardian card for all in-game purposes.



## Deckbuilding with Multi-Class Cards

A multi-class card can be included in an investigator's deck if that investigator has access to *either* of that card's classes.



For example: Nkosi Mabati is a level 3 multi-class card which bears both a Guardian and a Mystic class icon. It is therefore a level 3 Guardian card and a level 3 Mystic card. It is not a neutral card. Any investigator who has access to either level 3 Guardian cards or level 3 Mystic cards can include Nkosi Mabati in their deck.

For example, Lily Chen could include Nkosi Mabati in her deck, even though she does not have access to level 3 Mystic cards.

If an investigator has limited access to one of the classes on a multi-class card and unlimited access to one of the other classes on that card, it does not occupy one of the investigator's limited slots.

For example: Monterey Jack's Deckbuilding Options are: "Rogue cards level 0, Seeker cards level 1–5, Neutral cards level 0–5, up to five other Seeker cards level 0." If Jack's deck includes a level 0 multiclass Seeker/Survivor card, that card will occupy one of his five level 0 Seeker slots. However, if Jack's deck includes a level 0 multiclass Seeker/Rogue card, it will fall under his unlimited access to level 0 Rogue cards, and therefore not take up one of his five level 0 Seeker slots.

## 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.

- ☞ You can only include a researched card in your deck by upgrading it from its lower level version.
- ☞ You may only include a researched card in your deck if, in your Campaign Log, you 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: Archive of Conduits (Gateway to Tindalos) has the "Researched" keyword. Therefore, an investigator cannot purchase Archive of Conduits (Gateway to Tindalos) directly. They must instead upgrade it from Archive of Conduits (Unidentified), and they can only do so if they have "identified the gateway."





## Frequently Asked Questions

*Do neutral cards count as a class for the purposes of Synergy cards?*

No. Neutral is not a class; it indicates a card that does not have a class.

*While The Harbinger is revealed and on top of my deck, can I shuffle my deck or look at cards in my deck?*

No. Your deck and cards in your deck cannot be manipulated in any way—this includes all possible card or game effects, such as looking at cards in your deck, moving cards in your deck, discarding cards from your deck, etc.

*Can Bob Jenkins use his additional action to play Item assets from his own hand?*

Yes. Bob Jenkins is “an investigator at his location” and can therefore use his additional action to play his own **Item** assets.

*What happens if I play 21 or Bust and the combined value of the revealed tokens is more than 21?*

Nothing (you bust).

*What happens if I reveal a frost (❄), bless (✠), or curse (⚡) token while resolving 21 or Bust?*

These tokens have no value when revealed outside of a skill test, so they do not add to your total. You may choose to either continue to reveal tokens or stop, as instructed.

*What is a “basic action” for the purposes of Close the Circle?*

A basic action is one that is not modified by a bold action designator on a card. For example, a basic fight action would be the standard fight action that any investigator can perform, whereas playing a Sweeping Kick or activating the fight ability on Dragon Pole would both be considered non-basic fight actions.

*If I play Old Shotgun and then play an event, does it gain ammo?*

No. The uses keyword only affects the number of uses a card enters play with (unless an event directly references the uses keyword). In other words, if you play Old Shotgun while resolving an event (such as Ever Vigilant or Sleight of Hand), it would enter play with 2 uses, but otherwise enters play with 0.

## Credits

**Expansion Design and Development:** MJ Newman and Jeremy Zwirn

**Producer:** Molly Glover

**Editing and Proofreading:** B.D. Flory

**Card Game Manager:** Jim Cartwright

**Arkham Horror Story Review:** Kara Centell-Dunk

**Expansion Graphic Design:** Neal W. Rasmussen

**Graphic Design Coordinator:** Joseph D. Olson

**Graphic Design Manager:** Christopher Hosch

**Cover Art:** Mauro Dal Bo

**Art Direction:** Deborah Garcia and Jeff Lee Johnson

**Managing Art Director:** Tony Bradt

**Quality Assurance Coordination:** Zach Tewalthomas

**Production Management:** Justin Anger and Tim Najmolhoda

**Visual Creative Director:** Brian Schomburg

**Senior Project Manager:** John Franz-Wichlacz

**Executive Game Designer:** Nate French

**Head of Studio:** Chris Gerber

### Playtesters

Kayli Ammen, Avita Amoebe, John Bagley, Dalia Berkowitz, Julius Besser, Yitzchak Besser, Cady Bielecki, Joe Bielecki, Patrick Breitenbach, Nathan Chatham, Shelley Danielle, Andrea Dell'Agnes, Julia Faeta, Jeremy Fredin, Mattison Froese, Josiah “Duke” Harrist, Azrael Johnston, Bob Juranek, John Juranek, Wesley Kinslow, Nate Langreder, Grégoire Lefebvre, Cayce “Wuxia make Lily do this?” Lent, Brian Lewis, Jamie Lewis, Kenny Ling, Guðbrandur Magnússon, Josh McCluey, Kevin McLenithan, Dane Mitchell, Tyler Moore, Josh Parrish, Stephen Redman, Glen Seward, Devin Stinchcomb, Aaron “We got cookies” Strunk, Mike “Cliffhangers” Strunk, and Owen Weldon.

© 2021 Fantasy Flight Games. Arkham Horror, Fantasy Flight Games, the FFG logo, Living Card Game, LCG, and the LCG logo are ® Fantasy Flight Games. Gamegenic and the Gamegenic logo are TM/® & © Gamegenic GmbH, Germany. Fantasy Flight Games is located at 1995 West County Road B2, Roseville, Minnesota, 55113, USA, 651-639-1905. Actual components may vary from those shown.

#### UK

Asmodee United Kingdom  
Unit 6 Waterbrook Road  
Alton Hampshire, GU34 2UD,  
United Kingdom

#### EU

Asmodee Nordics  
Välscholmen 1  
2650 Hvidovre,  
Denmark

Asmodee The Netherlands  
Vossenbeemd 51  
5705 CL Helmond,  
The Netherlands



FANTASY  
FLIGHT  
GAMES





# ELDRITCH HORROR

## A Board Game of Global Mystery and Horror!

Travel the world and stand against the powers of the Mythos in *Eldritch Horror*, a board game of global terror and adventure. You and your fellow players become globetrotting investigators gathering clues, solving mysteries, and protecting our world from otherworldly threats. With twelve unique investigators, 250 tokens, and over 300 cards, *Eldritch Horror* presents an epic, world-spanning adventure. Do you have the courage to keep evil at bay?



[WWW.FANTASYFLIGHTGAMES.COM](http://WWW.FANTASYFLIGHTGAMES.COM)

© 2020 Fantasy Flight Games. Fantasy Flight Games, the FFG logo, and Eldritch Horror are © of Fantasy Flight Games.

