

ARKHAM HORROR[®]

THE CARD GAME

Investigator Deck MARIE LAMBEAU

Marie stepped out on stage and greeted the audience. It was already a tough crowd. A trio of chattering accountants. A surly railworker already in his cups. Two morose flappers. The tension was palpable as she introduced herself and the band. It was understandable: this was her first show at the Black Cat Lounge in Arkham.

As she began a rendition of "Always"—a timeless classic—a zozzled old man threw one glass to the floor, cursing. Times were tough, she knew. Folks were on edge. But Marie wouldn't let them ruin her show.

As she gripped the mic, she clutched her Grand-Mère's charm while a smoky violet haze filled the lounge. A steady, thrumming beat filled her ears: the collective pulse of the room. Each beat was unique. Some were a quick staccato, others slow and plodding. The music of some hundred hearts.

Another drunk patron cursed loudly. Marie closed her eyes and imagined him, his pulse and blood, like a long bass string on one of the instruments behind her, and plucked it once. The patron stopped, mid-tirade. Smiling, Marie twirled one finger and forced him to sit like an obedient child. She tried not to think of what her Grand-Mère would say. This was an absolute necessity. She was only doing what was necessary.

With a snap of her fingers, a group of flappers stared, mesmerized, as the band struck up another tune. Even the bartender stopped mid-pour to watch her performance. The whole crowd was on her side now. And a happy crowd was far more willing to tip. As she poured her heart and soul into the next song, the whole room sat in polite, almost disquieting, silence. Marie pushed aside her misgivings and smiled. The attention was intoxicating.

Playing Marie Lambeau

Marie is a highly adaptable blood sorceress who excels at turning her own pain into power. Her ability to draw through her deck by taking damage allows her to dig for key assets so she can build up a play area filled with powerful spells and charms. Managing her health, healing, and damage soak is key to playing her deck effectively.

Through the use of powerful **Spell** assets, Marie is able to fight with Cosmic Flame, investigate with Second Sight, and evade with Shadowmeld, all using her willpower. Early on, you may want to take damage from treacheries or enemy attacks to dig for these spells; as you continue to stack damage, you may rely on soak from Sacrificial Doll or Arcane Initiate to keep yourself alive. Your health is a resource in itself, and cards like Offering Bowl or Favor of Baalshandor can pay for your key assets while comboing with Marie's  ability.

Dabbling in the arcane is a dangerous affair, however. If you don't keep at least one charge on your spell assets, you run the risk of losing them with an unlucky token pull. Cards such as Grand-Mère's Charm allow you to keep these key spells topped off with charges. As Marie takes more and more damage, she may also need to heal using Infuse Life or Consume Life.

Even without her spells, Marie is more than capable of gathering clues with her high intellect. Additionally, her ability to heal fellow investigators and boost key tests with skills like Blood Curse allows her to assume a more supportive role in a larger group.

How to Use This Expansion

This expansion contains a 34-card Marie Lambeau investigator deck and 26 upgrades for that deck. This deck and its upgrades can either be used on their own or can be integrated into a player's collection like player cards in any other Arkham Horror: The Card Game expansion.

When playing this deck on its own, first separate the Marie Lambeau investigator card, her two signature cards, the Hemophobia basic weakness, and all 30 of her level 0 cards, as shown in the sidebar to the right. These 34 cards are a prebuilt Marie Lambeau deck which you can use to play any Arkham Horror: The Card Game scenario or campaign (sold separately). When you earn experience during campaign mode, you may spend it to purchase or upgrade into any of the 26 higher level cards included in this expansion. In the Arkham Horror: The Card Game rulebook, experience is described on page 22 and deck customization is described on page 30.

When playing Marie Lambeau with an existing collection of Arkham Horror: The Card Game player cards, you can start with the premade deck and modify or upgrade it using any of the cards from your collection, or you can build your own Marie Lambeau deck from scratch.

Marie Lambeau, The Entertainer

Investigator

Marie Lambeau..... ( 1)

Assets (15)

Grand-Mère's Charm.... ( 2)

2x Arcane Initiate..... ( 5)

2x Offering Bowl..... ( 6)

2x Bloodstone..... ( 7)

2x Sacrificial Doll..... ( 8)

2x Cosmic Flame..... ( 9)

2x Second Sight..... ( 10)

2x Shadowmeld..... ( 11)

Events (10)

2x Consume Life..... ( 12)

2x Favor of

Baalshandor..... ( 13)

2x Infuse Life..... ( 14)

2x Mirror Form..... ( 15)

2x Spiritual Charm..... ( 16)

Skills (6)

2x Blood Curse..... ( 17)

2x Cosmic Guidance..... ( 18)

2x Torrent of Power..... ( 19)

Weaknesses (2)

Called to Guinée..... ( 3)

1x random basic weakness

[Hemophobia..... ( 4)]

Upgrading Marie Lambeau

This deck contains numerous upgrades to increase Marie's formidable power. If you want to lean into **Spell** assets, direct upgrades like *Second Sight* (level 5) and *Shadowmeld* (level 5) are an easy starting point. Powerful offensive spells such as *Dread Curse of Azathoth* (level 3) and *Bend Blood* (level 5) allow Marie to step up as a fighter. *Arcane Experience* (level 4) is also a natural choice for most mystics who want more spells out at once.

If you would prefer to lean into some of Marie's **Spell** events for a more agile and lean build, *Ritual Dagger* (level 3) allows you to recycle spell events into your deck at the cost of 1 damage. This recursion in turn gets you more out of cards such as *Blood Ward* (level 2) and *Retribution* (level 2). If you find yourself on the cusp of certain defeat, playing an event like *Ultimate Sacrifice* (level 4) may just give you and your fellow investigators a final push to victory!

Expansion Symbol

The cards in this expansion can be identified by this symbol before each card's collector number.



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