

ARKHAM HORROR[®]

THE CARD GAME

THE DREAM-EATERS Investigator Expansion

Beyond the Steps of Slumber

"...for long they talked of old times, having much to say because both were old dreamers and well versed in the wonders of incredible places. Kuranos, indeed, had been out beyond the stars in the ultimate void, and was said to be the only one who had ever returned sane from such a voyage."

– H. P. Lovecraft, *The Dream-Quest of Unknown Kadath*

The *Dream-Eaters 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 *The Dream-Eaters Investigator Expansion* can be identified by this symbol before each card's collector number:



Additional Rules and Clarifications

Alert

Each time an investigator fails a skill test while attempting to evade an enemy with the alert keyword, after applying all results for that skill test, that enemy performs an attack against the evading investigator. An enemy does not exhaust after performing an alert attack. This attack occurs whether the enemy is engaged with the evading investigator or not.

Bonded

Cards with the bonded keyword are linked to another player card. They have no level and therefore are not available as deckbuilding options. Instead, the card to which they are bonded (which is listed in parentheses next to this keyword) brings the bonded card into the game.

If your deck contains a card that summons one or more bonded cards, those bonded cards are set aside at the start of each game.

If a weakness with the bonded keyword is added to an investigator's deck, hand, threat area, or play area, it does *not* remain a part of that investigator's deck for the rest of the campaign (unlike other weaknesses). It starts each game set aside with that investigator's other bonded cards.

For example: Hope, Zeal, and Augur all have the "bonded (Miss Doyle)" keyword. This means each of those cards is bonded to the card Miss Doyle. Hope, Zeal, and Augur each have no level and are therefore not available as options to include when building your deck. However, Miss Doyle summons each of these cards when she is played. Therefore, a player with Miss Doyle in their deck should set aside Hope, Zeal, and Augur at the start of each game. These cards are not part of that investigator's deck and do not count towards their deck size.

Hidden

An encounter card or weakness with the hidden keyword has a revelation ability that secretly adds that card to your hand. This should be done without revealing that card or its text to the other investigators.

- While a hidden treachery is in your hand, treat it as if it were in your threat area. Its constant abilities are active, and abilities on it can be triggered, but only by you.
- While a hidden enemy is in your hand, it is not considered to be engaged with you or in your threat area, and it does not attack unless otherwise specified. However, its constant abilities are active, and abilities on it can be triggered, but only by you.
- A hidden card counts toward your hand size, but it cannot leave your hand by *any* means except those described on the card. When discarded, a hidden card is placed in its appropriate discard pile.

For the best experience, players are encouraged to stay "in character" and not share information about hidden cards in their hand.



Myriad

An investigator may include up to three copies of a player card with the myriad keyword in their deck (by title), instead of the normal limit of two copies. Additionally, when you purchase a myriad card for your deck, you may purchase up to two additional copies of that card (at the same level) at no experience cost.

New Weaknesses

This expansion contains four basic weaknesses—Self-Centered, Narcolepsy, Kleptomania, and Your Worst Nightmare—with the text “Multiplayer only.” These weaknesses are only added to the pool of available basic weaknesses when there is more than one investigator in the game.

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.

- ④ An investigator can only include a researched card in their deck by upgrading it from its lower-level version.
- ④ 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.
- ④ 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: Dream Diary (Dreams of a Child) has the “Researched” keyword. Therefore, an investigator cannot purchase Dream Diary (Dreams of a Child) directly. They must instead upgrade it from Dream Diary (Untranslated), and they can only do so if they have “interpreted the dreams.”



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