

# ARKHAM HORROR<sup>®</sup>

## THE CARD GAME

### Investigator Deck CAROLYN FERN

*"Tell me about this dream," Carolyn said. She was seated behind her desk in her office in Arkham, with a disheveled young man lying on her couch. He was her fourth new patient this week.*

*"It's a typical morning," he said. "I'm leaving for work at the Advertiser. I step outside, and I feel something tugging at my shoulder. I look down and see a thread from my coat has caught on the door."*

*Carolyn paused, her pen hovering just above the page. She glanced up at the man over the edge of her glasses. "A thread?" she asked, trying to hide the trepidation in her voice. "As if your coat were unraveling?"*

*"No," he scoffed. "More like... a strand of web? Like a spider's web."*

*Carolyn's heart began to race, but she listened on with a stoic expression.*

*"I look back to the street, and I see more webs. On the street lamps. In the windows. And what's worse, now I'm seeing webs even while I'm aw—"*

*"That's enough for today," Carolyn interrupted. "Thank you for coming in. Try and avoid stressful situations and we'll continue next week."*

*Her rote response seemed to suffice, and the man thanked her and left. He was yet another patient to describe a dream of Arkham covered in spider webs. And Carolyn herself had suffered from a recurring nightmare of a spider-like abomination building an impossibly vast web that stretched into the cosmos. The nightmare seemed so vivid that, were it not for her logical reasoning, she would assume her mind was replaying some memory she had buried deep in her subconscious...*

*A tiny movement in the corner of her eye drew Carolyn's attention to the window of her office. In the corner of the frame a previously unnoticed spiderweb glinted in the moonlight.*

### How to Use This Expansion

This expansion contains a 34-card Carolyn Fern 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 Carolyn Fern investigator card, her two signature cards, the Lethal Curiosity basic weakness, and all 30 of her level 0 cards, as shown in the sidebar to the right. These 34 cards are a prebuilt Carolyn Fern 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 Carolyn Fern 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 Carolyn Fern deck from scratch.

### Playing Carolyn Fern

Carolyn Fern is a Seeker who heals horror from herself and her allies while she delves deeper into the mythos, searching for answers. Her ability allows her to turn healing horror into clue gathering, ensuring that she progresses through the scenario without the terrors of the encounter deck keeping her down.

With her ability to get clues from healing horror, she's going to want plenty of cards that heal horror. The new tome, *Occult Records*, allows her to heal horror without spending an action, while the event *Psychoanalysis* can either heal horror or draw cards for not just her, but also her fellow investigators. Finally, *Private Practice* allows her to gain a resource when she removes horror from an investigator.

All this horror healing is great, but what if she has no horror to heal? She also has no shortage of cards that have taking horror built in as part of their cost, such as *Scroll of the Pharaohs* and *Dreamer's Chronicle*. Not only does this unlock stronger effects from those cards, but it also sets her up to heal the horror and trigger her ability!

Her signature asset, *Experimental Psychology*, allows her to heal horror at will, and also gives the investigator she just healed a bonus to their next skill test. However, watch out for her signature weakness, *Unbroken Web*. The trauma of Carolyn's past experiences come back to haunt her, forcing her to either give up clue gathering or risk losing out on experience when the scenario ends!

### Carolyn Fern, The Psychologist

#### Investigator

Carolyn Fern..... ( 1)

#### Assets (13)

*Experimental*

*Psychology*..... ( 2)

2x *Dreamer's Chronicle* ( 5)

2x *Occult Records*..... ( 6)

2x *Private Practice*..... ( 7)

2x *Psychology Student*.. ( 8)

2x *Scroll of the*

*Pharaohs*..... ( 9)

2x *University*

*Archivist*..... ( 10)

#### Events (12)

2x *Caustic Reaction*.... ( 11)

2x *Unflappable*..... ( 12)

2x *Preposterous*

*Sketches*..... ( 13)

2x *Psychoanalysis*..... ( 14)

2x *De-Escalate*..... ( 15)

2x *Insidious Truths*..... ( 16)

#### Skills (6)

2x *Deduction*..... ( 17)

2x *Establish Motive*.... ( 18)

2x *Literary Analysis*.... ( 19)

#### Weaknesses (2)

*Unbroken Web*..... ( 3)

1x random basic weakness

[*Lethal Curiosity*..... ( 4)]

## Upgrading Carolyn Fern

Carolyn's upgrades provide a variety of cards to help refine her clue efficiency, her horror healing, or both.

Magnifying Glass (*level 1*) and Typewriter (*level 2*) are both low-experience cards to help boost investigating and **Tome** playing, respectively. Autopsy Report (*level 3*) is one such tome, and the perfect addition to a deck that is intended for multiplayer play with an investigator focused on killing enemies. Finally, Scroll of the Pharaohs (*level 4*) offers three powerful upgrades to the original level 0 version, allowing you to pick the version that suits your deck best—or mix and match any two of them each to increase your deck's versatility!

Carolyn's events also see a bunch of unique and interesting upgrades. Unflappable (*level 1*), Caustic Reaction (*level 2*), and Psychoanalysis (*level 3*) are all upgrades from level 0 cards, increasing their effectiveness for a bit of an experience investment. However, Hypnotize (*level 2*) allows Carolyn to further control enemies on the board, and Commune with the Cosmos (*level 5*) grants Carolyn a big burst of clue-gathering all for a single action and test!

## Additional Rules and Clarifications

### 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: Scroll of the Pharaohs (Words of Set) has the Researched keyword. Therefore, an investigator cannot purchase Scroll of the Pharaohs (Words of Set) directly. They must instead upgrade it from Scroll of the Pharaohs (Untranslated), and they can only do so if they have "unearthed the secrets of the pharaohs."*

## Expansion Symbol

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



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