

ARKHAM HORROR[®]

THE CARD GAME

Campaign Guide

A MATTER OF LIFE AND DEATH



Something is wrong in Paschendale

"The sentient is sent to seek out all the truth, a flight to earth that is a given from his birth. To rise from ashes of the dead, out of the fire is sent to fulfill man's desire. The power day and night and death he ruled them, the sky and earth and the fires too."

- Iron Maiden, "The Book of Souls"

A Matter of Life and Death is a standalone scenario for *Arkham Horror the Card Game* for 1-4 players. It may be played using the standalone rules in the *Rules Reference* or as part of a larger campaign. Investigators who wish to play in the middle of a campaign must spend 2 experience points to do so.

Additional Clarifications

This scenario has a unique story structure. At one point in the scenario, you will be asked to read the "interlude". Be sure to read the "Interlude" section in this guide when prompted, as it will give you additional instructions to continue the scenario.



Location Story Cards

During play, you may be asked to draw a card that has been placed beneath your current location.

These story cards add to the story of the scenario, but also serve a mechanical purpose.

If the card forces a skill test, treat it as a normal test, although it is not considered a “treachery” for the purpose of game mechanics.

Set aside each of these cards after reading it – you may need to recall some its information near the end of the scenario.

The Babylon Deck

At one point in the scenario, you may be asked to draw a card from the “Babylon Deck”.

This deck is not considered the encounter deck for the purposes of the game. Any card drawn from the “Babylon Deck” is still considered a “treachery” card and may be interacted with in the same way as any treachery card.

If a card effect cancels an attack, the card cancels the drawing of a card from the “Babylon Deck”.

Chaos Bag Setup

To setup *A Matter of Life and Death*, perform the following steps:

❖ **If Playing in standalone mode, choose difficulty level.**

❖ **For easy/medium difficulty set up the chaos bag as follows:**

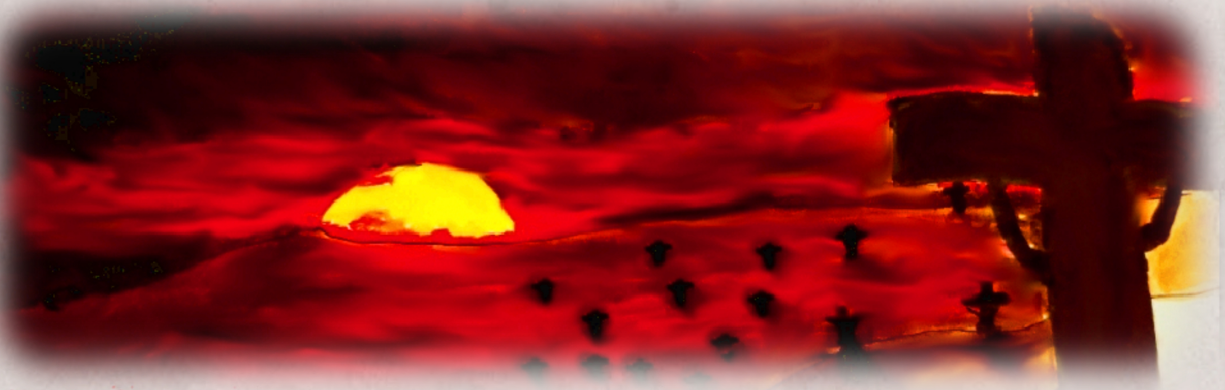
+1, 0, 0, -1, -2, -2, -3, -4, -5, ♠, ♠, ♠, ♠, ♠, ♠, ♠.

For hard/expert difficulty, set up the chaos bag as follows.

0, -1, -1, -2, -3, -3, -6, -7, -8, ♠, ♠, ♠, ♠, ♠, ♠, ♠.

You are now ready to begin the prologue.





Prologue

"Please, you must help me!"

The man with a fancy mustache introduces himself as Brian McNickels, former mayor of a village in the west named "Paschendale".

"Something is wrong with my son, Paul". He continues, detailing a gradual deterioration of his son's mental stability. Mr. McNickels claims the changes started a few months ago, when his son started complaining about headaches and randomly losing memories from large portions of his life.

As the weeks passed, Paul became withdrawn and obsessed with collecting wood "for the crosses". He would speak prophetic phrases, light random fires in the street, and seemed to have altogether forgotten who he was.

Mr. McNickels and Paul came to Arkham seeking treatment at the asylum. Immediately after they left Paschendale, a violent earthquake devastated a city block.

McNickels believes something dark is responsible, specifically since the vilage has never experienced any tremors. Recently, other townsfolk have reported strange dreams and memory loss.

Having heard of your unique skills at investigating these sorts of things, Mr. McNickels has offered to fly Paschendale so that you can look into the happenings at the small village.



Deck Setup and Location Placement

- ② Set aside all of the “Bornless One” cards.
- ② Set aside all the cards from the “Stalked” encounter set.
- ② Set aside all the cards from the “Different World” encounter set.
- ② Shuffle all of the cards with the “Babylon” keyword together to create the Babylon Deck”. Set this deck aside until prompted.
- ② Find the “Farm Outskirts” location card and set it aside, out of play.
- ② Set up the locations. The image below shows the recommended location setup. Investigators begin play at “Ruins of Acacia”.

- ② Gather the 7 sets of story cards and group them by location (the back of the cards should have an image and match a corresponding location). Shuffle each set of cards with matching locations (there should be 4 in each set) and place one card randomly from each set beneath its matching play location, without looking at the story side. Remove the remaining story cards from the game.
- ③ create the encounter deck. This is done by gathering all remaining encounter cards with the “Life and Death” encounter set and the “Whippoorwhills” encounter set and shuffling them together.



Interlude

You look upon the Dickinson farm, and are deeply disturbed by the scene you witness. Hundreds of crosses stand erect, lining the ground of the farmland as far as you can see.

A massive being, unnatural and indescribably horrific, emerges from the ground as your mind begins to pulsate.

The overwhelming sensation brings you to your knees, clutching your head, as the massive presence before you begins to speak.

"You may live forever with your memories. You may live forever with their memories. You may live forever with our dreams and our memories.

We are eternal. We are Accursed. We are the seventh one. We are the Lord of Light. Those who will not dream, will burn. So it was written and so it shall be done".

Gather each story card you revealed by discovering clues from locations. Separately count how many have the phrases "7th Son", "Accursed", "Eternal", and "Lord of Light".

Search the set-aside "Bornless One" cards for the one matching the most prevalent phrase in the story cards players revealed and put the card into play at the "Farm Outskirts".

If there are more than one story cards with an equal number of matching phrases, choose one at random from those sets.

If "Farm Outskirts" is not in play, spawn the "Bornless One" at the "Outhouse". Remove the other "Bornless One" cards and all the story cards from the game.

❖ If you "gave into temptation", read the following:

Your mind is inundated with memories, most of which are not your own. You now know what happened to Paul and Harris. Their minds were gone, and the shells that remained were hosts to many.

You feel overwhelmed, and your memories seem lost in a vast sea of thoughts and dreams.

Each investigator who "gave into temptation" discards the remainder of their deck. They do not draw cards during the upkeep phase for the remainder of the game.

❖ If you "fought on", read the following: *Your body is tense and your mind is exhausted. You may never know what really happened to Paul and Harris. You gather your courage and face the realization that you may not survive. You stand up, ready to face the unimaginable.*

Each investigator who "fought on" gains 3 resources and draws a card.



Do Not Read Until the End of the Scenario

Each investigator earns experience equal to the total victory value in the victory display.

If no resolution was reached (each investigator resigned), proceed to Resolution 6.

If no resolution was reached (each investigator was defeated), proceed to Resolution 5.

Resolution 1: *You gather all of the citizens of Paschendale and help them escape the village. Although most of the villagers don't believe your story, they know something is certainly happening there. You hope that with no dreams to take, the creature will slumber for several millenia once more.* Each investigator may add a copy of "Deja Vu" to his/her deck.

Resolution 2: *The beast screams in agony, melting into the ground. Your mind surges with memories, and you are now clear on what happened to Paul and Harris. You gather the townspeople and together you take down all the crosses. Smoke rises from Harris Dickinson's house, and you realize someone has set it on fire. You know what happened to the man known as Harris Dickinson, but no one will believe your story. Though his reputation is stained, at least the townspeople are safe. You make it back to Arkham where Paul greets you happily, clearly lucid and free from his madness.* Each investigator may add a copy "X Factor" to his/her deck.

Resolution 3: *You agree to meld your consciousness, dreams, and memories with the collective that stands before you in the form of an otherworldly being. Memories flood your mind, and you now know what has happened to Paul and Harris: They have become one with you. Heading back to Arkham, you convince yourself that you saved humanity by sacrificing yourself to the beast.*

You were allowed to live, and though the urges that are unbecoming manifest themselves in your instinctive behaviour, you find this to have been the best possible outcome. You are in control. The beast is subdued. The world is safe. Right? RIGHT? Each investigator who was not defeated adds 1 random "madness" basic weakness from their collection and may add a copy of "Time Will Go" to his/her decks.

Resolution 4: *The pain is excruciating. It feels like an eternity as you are consumed by flame. You close your eyes, hoping for death, and collapse onto the ground. You fall unconscious. You awaken on the farm where you faced the beast, unburned and unbloodied, alive but partially buried under the ground. The crosses are all gone, and there are signs of them having sunk into the ground. Next to the location of where each cross once stood, and below you, there are peculiar markings. You get a strange feeling that humans crawled out of the ground. Hmm. You crawled out of the ground. Maybe the townspeople survived after all. The town is abandoned, and you begin to make your way back to Arkham.*

Each investigator who was not defeated adds a copy of the "Internal Injury" basic weakness from their collection to their deck and may add a copy of "Time Will Go" to his/her deck. If "Internal Injury" is not available, that investigator suffers 1 physical trauma, instead.

Resolution 5: *You awaken in a state of panic. You look around and find yourself strapped to a large cross, with hundreds of people also strapped to large crosses all around you. Your mind begins to fall into a dream-like state until you lose consciousness once again. You wake up again, this time buried up to your chest. You seem to be in the same farm where you were once strapped to a large cross, but now there are no crosses standing erect anymore. You claw your way out, and notice signs of others having clawed their way out. (Continued on next page)*

(Resolution 5, continued) Some people remain half-buried in the ground, and you gather others to help them. The others all seem to change their dispositions suddenly, with a determined disposition and clear idea of where they are going next. You feel compelled to go quickly, and feel powerful. Powerful enough to stop anything that gets in the way of your goals. You don't even pack, and leave immediately. You are compelled to head back to Arkham, Massachusetts. Each investigator adds the "Overzealous" basic weakness to his/her deck. If that weakness is not available, each investigator suffers an additional mental trauma.

Resolution 6: *You leave the village of Paschendale behind, in fear for your life and sanity. Although you have some idea as to the events that led to Paul and Harrison's madness, you shudder to think of the grim reality. You leave the townspeople to their fate, hoping it will be merciful, and you spend the rest of your days looking behind you, in absolute terror, hoping the day will never come when you'll have to face the reality of your insignificance.*

Each investigator adds the "Paranoia" basic weakness to his/her deck. If that card is not available, each investigator takes 1 mental trauma, instead.

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Love and support: Dr. Lua Jimenez

Special Thanks:

Nathan Early

Nate (Lost in Time and Space)

The Man From Leng (Whisperer in Darkness)

The other Nate, Germaine, Mike, Cameron, and all the others who helped playtest.

