

ARKHAM HORROR[®]

THE CARD GAME

Campaign Guide

A SCANDAL IN WHITECHAPEL



Dear Boss...

"You will soon hear of me and my funny games. Grand work the last one was. I gave the lady no time to squeal. I was not coddling dear old boss when I gave you the tip. My knife is so sharp, I want to get to work straight away if I get the chance".

-Jack the Ripper

A Scandal in Whitechapel is a standalone scenario for *Arkham Horror: The Card Game* for 2–4 players. This is a print and play scenario which does not use any cards from the core set. It includes five ready-made investigators and all other game cards that are required. Players may take up the roles of Sherlock Holmes, Jim Moriarty, Dr John Watson, Mycroft Holmes or Martha Louise Hudson as they attempt to put a stop to a reign of terror.

Additional Rules and Clarifications

"Evidence"

Throughout the scenario, investigators will come across locations that become 'crime scenes'. Once a Crime Scene has been cleared of its requisite number of clues, investigators will be able to obtain the evidence via the location text ability. Once gathered, investigators are able to put that evidence into their play area. Each piece of evidence has a one-off Parlay ability which will prove useful when attempting to question suspects. Once an investigator performs the Parlay ability on any evidence card in their play area, they must exhaust that evidence for the remainder of the scenario. Players must act quickly when obtaining evidence as there are some card effects that may exhaust their evidence before they have a chance to benefit from its ability.

"Double-Sided Locations"

Certain locations in this scenario are double-sided, and have no unrevealed side. Instead of an unrevealed side, they have a '**crime scene**' on their reverse side. A Location can only be flipped to its crime scene side as a result of another card affecting the game state. Whenever a location is flipped to its crime scene side, place clues on that location equal to its clue value. If there is an investigator, enemy or story asset in play at a location that flips to its crime scene side, then normal rules apply. Crime scene locations will have the Crime Scene keyword and the following symbol:



“Story-Cards”

Story cards serve as an avenue for additional narrative and typically appear on the reverse side of another scenario card. When you are instructed to resolve a story card, simply read its story text and resolve its game text, if any.



Scenario Setup

To set up the A Scandal in Whitechapel, perform the following steps in order.

- 1. Choose investigator(s).** Each player chooses one of the five investigators to play.
- 2 Each player assembles his or her investigator deck.** The full rules for deck customization can be found on page 8 of the Rules Reference.
- 3. Choose difficulty level.** There are four levels of difficulty in Arkham Horror: The Card Game: Easy, Standard, Hard, and Expert. The players decide which difficulty best suits their group, and they keep this difficulty for the duration of the campaign.
- 4. Assemble the campaign chaos bag.** Place the chaos tokens indicated below into the chaos bag, and return the other chaos tokens to the game box.

◆ **Easy** +1, +1, 0, 0, 0, -1, -1, -1, -2, -2, ☠, ☠, ♠, ♠, ♣, ♣, ♣, ♣.

◆ **Standard** +1, 0, 0, -1, -1, -1, -2, -2, -3, ☠, ☠, ♠, ♠, ♣, ♣, ♣, ♣.

◆ **Hard** 0, 0, -1, -1, -2, -2, -3, -3, -4, -5, ☠, ☠, ♠, ♠, ♣, ♣, ♣, ♣.

◆ **Expert** 0, -1, -1, -2, -2, -3, -4, -4, -5, ☠, ☠, ♠, ♠, ♣, ♣, ♣, ♣.

You are now ready to begin at the prologue.

Expansion Symbol

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



Prologue

Sir Charles Warren pours himself a glass of malt and stares out of the window. “The situation is far worse than we imagined”, his stoic expression clearly hiding a deeper concern.

Warren—the Commissioner of Police, contacted you (by Royal request) in the hopes of gaining your assistance. “There have been three murders in the last couple of months and we don’t have any concrete evidence on any suspects. As things currently stand, we have no idea who’s doing this. There is no discernible pattern between the three victims or where they were found. As far as we can tell, none of them knew each other so we have almost nothing to go on. Even though we are talking about cold blooded murder, the press seem to be having a great time pointing out our failings so far. There are concerns we might have a serial killer on the loose. Did you know they have even nicknamed him Jack the Ripper? I sent for you because we need our best people on this. You cannot do this alone. I expect you to work together on this. I fear if this isn’t dealt with quickly, then the East End of London could descend into chaos. People are scared to walk the streets at night wondering if they might be next. There’s a lot at stake here. Our very reputations and livelihoods could be on the line”.



A Scandal in Whitechapel

You have been called upon to investigate the horrific murders in the East End of London. The Police and the local press have no clear idea as to who the culprit may be. You and your colleagues have gathered to plan your investigation. With the Police commissioner's words still ringing in your ears, you know time is of the essence and you must make haste if your investigation is to prove successful. Is this just the work of one man or are there others involved? Either way, your every move will be under scrutiny from the moment you begin your investigation. You will need to leave no stone unturned as you seek to bring a now notorious killer to justice.

Set up

☉ Gather all cards from the following encounter sets: *A Scandal in Whitechapel*, *The Usual Suspects*, *Enemies of the Crown*, *Jack the Ripper* and *Evidence*. These sets are indicated by the following icons:



☉ Put all locations into play as illustrated in the Locations placement diagram (page 4). Make sure the 7 street locations are face-up with the 'Whitechapel' icon visible. Each investigator begins play at Bucks Row.

☉ Shuffle and place the set aside 'The Usual Suspects' cards face down underneath the scenario card with their story-side facing up. These will form the **Suspects Deck**. When a Suspect card is drawn and put into play, place 2 clues on it from the token pool.

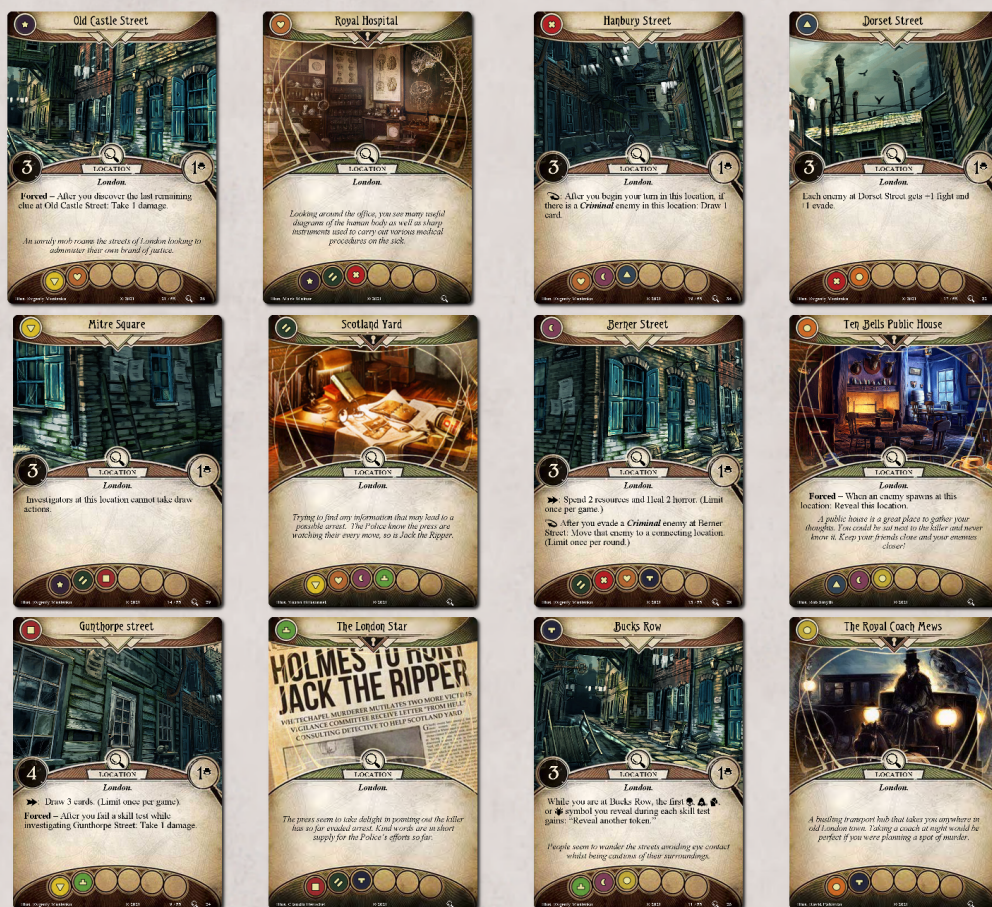
☉ Shuffle and place the set aside 'Evidence' cards by the Agenda deck. These will form the **Evidence Deck**.

☉ Set the following cards aside, out of play: Jack the Ripper, Frederick Abberline, Irene Adler, Edward Hyde and Sir Charles Warren.

☉ Shuffle the remainder of the encounter cards (from the previously gathered encounter sets) to form the encounter deck.



Suggested Location placement:



“You’ll need to interview every surgeon and butcher in the East End of London. There are many people in this city that are skilled with a blade”.

- Charles Ackland

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated): The city of London stirs in panic. People live in fear of being the next victim of Jack the Ripper. Unable to put an end to the killing spree, you can only hope it stops soon. Jack the Ripper has now gained unwanted celebrity status. His identity may never be revealed. The investigators lose the scenario.

Resolution 1: Draw the bottom card of the Suspect deck to reveal the identity of Jack the Ripper. There is a buzz around Scotland Yard. News soon spreads that you have indeed caught the killer and he resides in a police cell. Having gone through a list of suspects and gathered evidence to support the case, you feel a certain level of pride and satisfaction that such a notorious killer has been taken off the streets and will face the Queen's justice. Once word spreads of the Ripper's capture, you feel things will return to normal and people will feel safe again. Proceed to Epilogue: The Suspects and read the corresponding suspect note.

Resolution 2: Having read the killer's note, you feel sick to your stomach. You were close, very close. It was probably only a matter of time before you caught up with Jack and put a stop to his nefarious ways. Reflecting on the unsavoury outcome, you feel sure he was one of the suspects you questioned. Hiding in plain sight, he must have felt the net closing in on him and decided it would be safest to disappear. This will only strengthen your resolve to make sure if he does resurface again, you will be ready to whatever it takes to bring him to justice. The investigators lose the scenario.

Resolution 3: The hour is late when word surprisingly reaches you that the police commissioner himself has made an arrest. Learning the identity of the 'Ripper' to be one of the suspects you had previously interviewed, your words of objection fall on deaf ears. It seems the old adage, innocent until proven guilty does not always apply where the law is concerned. You leave Scotland Yard in disgust knowing an innocent man will hang whilst the real killer is still at large. The investigators lose the scenario.

Epilogue: The Suspects

☉ If **Sir William Gull** is revealed as Jack the Ripper:

Following Jack the Ripper's arrest, you've been summoned for an urgent meeting with Sir Charles Warren at Scotland Yard. "Apparently he developed cerebral hemorrhaging as a result of the arrest. If the bleeding continues, he could expire within the next few hours. If it stops, he could have weeks or maybe months. He is as good as dead and will never recover."

The commissioner looks around the room. "It's my understanding that only the people in this room know the truth, is that correct?"

You nod in agreement and ask if he intends to keep the matter quiet. "The man is as good as dead! He'll never stand trial. Why cause more damage to his wife and daughter? You point out that Sir William Gull is a cold-hearted killer but the commissioner dismisses your objections. "He's also the Queen's doctor and a brilliant scientist. Why ruin two more innocent lives and bring science into disrepute? With that, you leave Scotland Yard knowing that although you have put an end to the killings, the truth will never surface and the case will remain 'unsolved'. The investigators win the scenario.

☉ If **Robert Lees** is revealed as Jack the Ripper:

Having recovered from the painful arrest, Mr Lees shows no signs of remorse or repentance for the crimes he committed. As the Queen's Clairvoyant, he certainly had the social stature to avoid suspicion. Through tough questioning in the police cells, you realize that Mr Lees was clearly a troubled individual who may not be the 'full shilling'. "I had to do it. I couldn't stop if I wanted to. The visions wouldn't let me". You later read in the London Star, that Mr Lees was diagnosed insane and pleaded his own innocence all the way to the gallows. The investigators win the scenario.

☉ If **George Lusk** is revealed as Jack the Ripper:

You learn that your initial suspicions were correct about the socialist agitator stirring up trouble throughout your investigation. Whilst secretly committing the murders, he had the perfect alibi of loyal men who would vouch for his whereabouts when asked. After initial resistance during questioning, Lusk eventually gave a full confession. Admitting that he intended to use the murders as a platform for his own political gains, he knew he could hide in plain sight and always show up where the police did once he'd committed a murder. He brutally killed innocent women at night so by day he could stir up unrest on the streets and gain a political foothold on the East End of London. You take great satisfaction in reading of his capture and subsequent hanging. The investigators win the scenario.

☞ If **Francis Tumblety** is revealed as Jack the Ripper:

Sitting in Frederick Abberline's office at Scotland Yard, you watch as he opens a bottle of Malt. He pours you a glass. "A little drink to celebrate? We couldn't have got him without your help". He continues with a rueful smile. "Who would have thought the killer would be a high profile doctor. It turns out he took a liking to using his surgical skills. We think his wife knew but was too scared to do or say anything. That would explain the ironclad alibi he came up with when you first questioned him." You wonder what could make a man change so much that he could commit such vile acts. "Maybe he became resentful and angry with his place in the world? The main thing is, he's behind bars and will hang soon enough. Perhaps when the people read about it, things will start to go back to normal". The investigators win the scenario.

☞ If **James Maybrick** is revealed as Jack the Ripper:

"A bloody butcher!" Frederick Abberline muses. "I really thought the killer would be one of them well to do doctor types". It turns out the killer was a lot closer to home than most people realized. During his confession, James Maybrick cracked under the pressure. "Nasty piece of work that one". Not only had he been very convincing when you originally cross-examined him, but he also seemed scared. The psychopath deserves an award for his acting skills. The investigators win the scenario.

☞ If **Charles Ackland** is revealed as Jack the Ripper:

Remembering what Sir William Gull said, Charles Ackland appears quite normal. Despite being caught in the act, he maintains a calm emotionless demeanour as he faces police questioning. It turned out he became quite adept at using coaches to get around the crime scenes and do his dirty work. "A medical man of reputation. The press are going to love this when they find out!" Inspector Abberline muses. "Still, the quicker they string him up, the faster we can all forget about him". The investigators win the scenario.

☞ If **John Netely** is revealed as Jack the Ripper:

The friendly coach driver studying to become a surgeon?. You can't help feeling a little silly that the dots weren't connected a lot sooner. A man with an increasing knowledge base of the human body and the physical means to move freely and unnoticed around London in his coach. "I had to do it. It was my work you see? We must always strive to learn more to become better at what we do." Even when told he'll hang for his butchery, Netely seems unconcerned at what he has done. The investigators win the scenario.



Credits

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Design Notes

Congratulations on completing the scenario. Hopefully you achieved a satisfactory outcome and a murderous reign has finally come to an end? I wanted to include my own thoughts using the design notes format that we find at the end of each full campaign in Arkham Horror: The Card Game. Hopefully by explaining what I set out to achieve, it may alleviate some questions later on but help also emphasise that this scenario is a bit of fun and not to be taken too seriously.

I'm a fan of Sherlock Holmes stories and TV adaptations and had always planned to have a go at creating an Arkham Horror themed Holmes scenario. The problem I faced with Sherlock Holmes was that his main nemesis is Jim Moriarty whom I'd always intended to have as one of the five usable investigators. I came up with the notion of including many characters from the 'Penny Dreadful' stories. These would be a perfect fit for a similar timeframe set in Old London Town and allow for some interesting interactions as the scenario progresses. Although the ideas were beginning to take a feasible shape, I still needed a main villain. That's where Jack the Ripper came in. Given the gravity of his crimes he'd be a perfect foil for the likes of Sherlock Holmes, Jim Moriarty, Dr John Watson, Mycroft Holmes and Mrs Hudson to go up against. Who better to stop the Whitechapel murders and bring a notorious killer to justice?

