

ARKHAM HORROR[®]

THE CARD GAME

Campaign Guide

The Nameless City

Reach the Unreachable

*"A reservoir of darkness, black
As witches' cauldrons are, when fill'd
With moon-drugs in th' eclipse distill'd.
Leaning to look if foot might pass
Down thro' that chasm, I saw, beneath,
As far as vision could explore,
The jetty sides as smooth as glass,
Looking as if just varnish'd o'er
With that dark pitch the Sea of Death
Throws out upon its slimy shore."
— H.P. Lovecraft, The Nameless City*

Expansion Symbol

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



Game Modes

The Nameless City can be played in one of two ways: as a standalone scenario or a side-story inserted into any campaign.



Standalone Mode

When played as a standalone scenario, follow the steps for Standalone Mode on page 19 of the Rules Reference. This booklet is the campaign guide for The Nameless City. Refer to the section below for additional setup instructions. When played as a standalone scenario, construct the chaos bag with the following tokens:

◆ Easy (I want to experience the story):

+1, +1, 0, 0, -1, -1, -1, -2, -2, 1, 1, 1, 1, 1, 1, 1, 1.

◆ Standard (I want a challenge):

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

◆ Hard (I want a true nightmare):

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

◆ Expert (I want Arkham Horror):

0, -1, -2, -2, -3, -3, -4, -4, -5, -6, -8, 1, 1, 1, 1, 1, 1, 1, 1.

Side-Story (Campaign Mode)

A side-story is a scenario that may be played between any two scenarios of an Arkham Horror: The Card Game campaign. Playing a side-story costs each investigator in the campaign a certain amount of experience.

Weaknesses, trauma, experience, and rewards granted by playing a side-story stay with the investigators for the remainder of the campaign. Each side-story may only be played once per campaign unless explicitly stated otherwise. When this scenario is played as a side-story during a campaign, play it as if you are setting up the next scenario in the campaign, with the same chaos bag, weaknesses, trauma, and story assets previously earned.

Playing The Nameless City side-story costs each investigator 2 experience.

Keys

The setup of this scenario instructs the players to set aside 1 1 token, 1 2 token, 1 3 token, and 1 4 token, as keys. These keys are never placed in the chaos bag and do not act as traditional chaos tokens. Instead, they represent keys which investigators can recover and use throughout the scenario.

Keys can enter play via several different card effects, and are usually placed on an enemy, location, or story asset.

Keys can be acquired in one of three ways:

② If a location with a key on it has no clues, an investigator can take control of its key as a ⚡ ability.

② If an enemy with a key on it leaves play, the investigator who caused that enemy to leave play must take control of its key. (If the enemy.

② Some card effects may allow investigators to take control of keys in other ways.

When an investigator takes control of a key, he or she places that key on his or her investigator card. If an investigator who controls 1 or more keys is eliminated, place each of those keys on his or her location. As an ➡ ability, an investigator may give any number of his or her keys to another investigator at the same location.

"This temple, as I had fancied from the outside, was larger than either of those I had visited before; and was presumably a natural cavern, since it bore winds from some region beyond. Here I could stand quite upright, but saw that the stones and altars were as low as those in the other temples. On the walls and roof I beheld for the first time some traces of the pictorial art of the ancient race, curious curling streaks of paint that had almost faded or crumbled away; and on two of the altars I saw with rising excitement a maze of well-fashioned curvilinear carvings."

— H.P. Lovecraft, *The Nameless City*

Prologue

Arabian peninsula 20th December 1908

Dear Agnes,

We were funded by the field research department of the Faculty of Archaeology at the Miskatonic University. The aim was to find as much evidence as possible of what the ancient chronicles record as being "the Nameless City". The voyage turned out to be short considering the distance between Arkham and our destination, situated in the heart of the sands of the Arabic peninsula.

In fact we didn't spare any expense in fact of comfort: first a comfortable trip embarked in a merchant ship directed to Middle East and later we reached the city of Medina thanks to the railway line Heigiaz.

Once we left, our comforts and luxuries came to an end as our destination was not indicated on any map. So we wandered around like those who entrust their fate to a light that can only be seen by a blind man. I can't tell you how many days we wandered among the golden monotony of the dunes, until we entrusted ourselves to an ancient nomadic path. We set up our base camp near an oasis and decided that the explorations would take turns, always leaving someone at the tents in case of emergency.

Personally, I only saw the archaeological site destined for exploration from a distance, but I want you to know how fascinating and chilling the sight of such ruins was for me.

Arriving where no map can lead, unknown timeless ruins emerge in a descending spiral like the limbs of a snake whose end cannot be seen. Broken and jagged lines compose a chaotic design without form, son of abysses of inhuman depth. Here the stillness seems absolute, as if this place is not subject to the law of eternal time in its majestic figure. I confess that I feel an inexplicable fascination in the presence of the legacy of a civilization that even the myths have forgotten.

The first inspection group has now ventured into that labyrinth of sand for too many hours, I begin to fear for them.

Know that I remained safe and sound in the oasis together with some of my colleagues.

An affectionate embrace

Sir Arthur Douglas Saltway

Proceed to the Setup.

Encounter set

This expansion has 6 encounter sets.



Cosmic Truth



Beyond The Unknown



Nameless Citizens



Ancient Hazards



Hellish Guests



Nameless City

Setup

☞ Gather all cards from the following encounter sets: *Nameless City*, *Cosmic Truth*, *Beyond The Unknown*, *Ancient Hazards*. These sets are indicated by the following icons:



☞ Set the *Nameless Citizens* and *Hellish Guests* encounter sets aside, out of play. These sets are indicated by the following icons:



☞ Put the Entrance Hall location into play. Set temporarily aside the Elder's vault, Incomprehensible Glyphs and Forsaken Circle. Shuffle the remainder of the Upper City locations, choose 2 of them at random. Remove the other 3 from the game. Shuffle the Elder's vault, Incomprehensible Glyphs and Forsaken Circle (on their concealed side: Upper City) with the 2 randomly chosen Upper City locations and put them into play. Each investigator begins play in the Entrance Hall. See forward for suggested placement.

☞ Set the 5 Unknown Ruins aside, out of play.

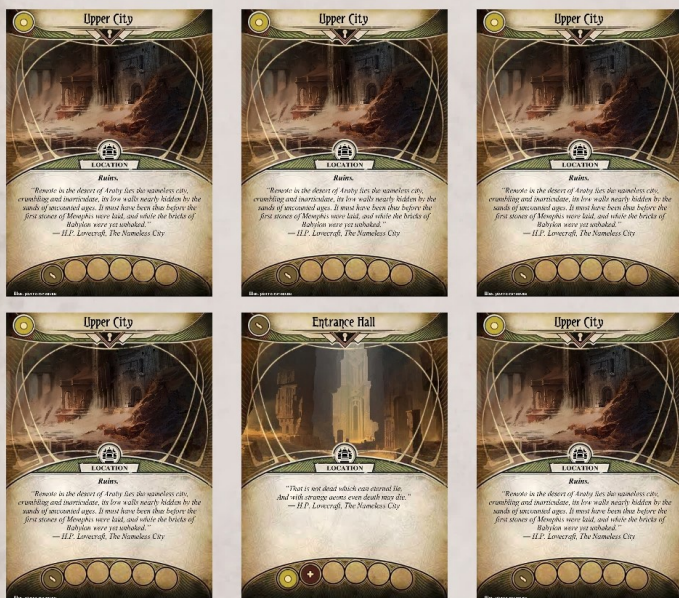
☞ Set the following cards aside, out of play: Guardian Golem enemy, the double-sided Imdugud enemy, the double-sided Pocket Dimension location, Secret Passage location, Demonic Stele asset, Globe Of Darkness asset, Priceless Statuette asset, Forgotten Map asset.



☞ Set 1 🗡 token, 1 🗡 token, 1 🗡 token, and 1 🗡 token aside, out of play. These tokens should be taken from your collection, not from your chaos bag. These tokens are keys (see Keys for rules clarification).

☞ Shuffle the remainder of the encounter cards to build the encounter deck.

Suggested Locations Placement



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator was defeated): Read Resolution 1.

If no resolution was reached (each non defeated investigator resigned in the Entrance Hall): Read Resolution 3.

Resolution 1: *Incredulous, you compulsively touch every part of your body, you look up and you see your office in Arkham, a little messy, but it looks just like it. The eyes fall on your desk, the date of the newspaper speaks clearly: it is still December 10th, 10 days before the exploration of the Nameless City.*

The doubt that it was just an illusion will haunt you for your entire life.

☞ In your Campaign Log, record that *the secret of the Nameless City remains hidden.*

☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.



☞ If you have gained control of the Forgotten Map, choose an investigator to add the Forgotten Maps to his deck. This card does not count toward that investigator's deck size.

☞ Each investigator searches the collection for a random basic Madness weakness, adds it to his or her deck for the remainder of the campaign.

Resolution 2: *The beast finally falls with the force of thunder. Another burst of light engulfs you and dazzles you. Recovering your sight, you realize that you have been teleported to the huge entrance hall.*

Base Camp is nearby and the artifact remains in your hands, the only remaining evidence of your encounter with forces from another dimension.

☞ In your Campaign Log, record that *the demon is banished from the Nameless City.*

☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.

☞ If you have gained control of the Forgotten Map asset, choose an investigator to add the Forgotten Maps asset to his deck. This card does not count toward that investigator's deck size.

☞ Any one investigator may choose to add the Demonic Stele asset to his or her deck. This card does not count towards that investigator's deck size.

☞ Each investigator earns 1 bonus experience as he or she gains insight into the hidden world of the Mythos.

Resolution 3: *You manage to escape to Base Camp where you have to convince the rest of the expedition to leave to avoid the worst. In just two hours you are already on the trail of the nomads to discuss with the other explorers on the historical implications of the findings that took place in the lost Nameless City.*

☞ In your Campaign Log, record that *you are escaped from the Nameless City.*

☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.

☞ If you have gained control of the Forgotten Map asset, choose an investigator to add the Forgotten Maps asset to his deck. This card does not count toward that investigator's deck size.

☞ If you have gained control of the Globe Of Darkness asset, choose an investigator to add the Globe Of Darkness asset to his deck. This card does not count toward that investigator's deck size.

☞ If you have gained control of the Demonic Stele asset, choose an investigator to add the Demonic Stele asset to his or her deck. This card does not count towards that investigator's deck size.

☞ Each investigator earns 1 bonus experience as he or she gains insight into the hidden world of the Mythos.

Resolution 4: *The path winds along a narrow corridor, the walls are filled with bas-reliefs depicting the golden age of the city. In an open space along the way you will find a statuette in perfect condition, presumably representing a deity. Its value is incalculable and you must take it away with you. After five hours of arduous march, hope seems lost, but in the distance you notice a glimmer of light. In the final rush you find yourself in a cave directly connected to the outside. The stars in night sky and cool breeze of the Arabian desert lets you know that you are safe for now.*

☞ In your Campaign Log, record that *you have found the secret passage to the Nameless City.*

☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.

☞ Each investigator earns 1 bonus experience as he or she gains insight into the hidden world of the Mythos.

☞ If you have gained control of the Forgotten Map asset, choose an investigator to add the Forgotten Maps asset to his deck. This card does not count toward that investigator's deck size.

☞ Any one investigator may choose to add the Priceless Statuette asset to his or her deck. This card does not count towards that investigator's deck size.

Credits

Design: Niccolò Sbaraini

Special Thanks to: Leonardo Sbaraini for the play testing and the flavour text.

I thanks all those who want to give this scenario a chance.

This scenario would never been possible without the amazing design framework created by Matt Newman, Nate French and everyone involved in Arkham Horror: The Card Game at FFG.

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