

# ARKHAM HORROR<sup>®</sup>

## THE CARD GAME

### Campaign Guide

## GIFT OF THE BLACK MIST

### The Cycle of Life and Death continues...

ARKHAM – This past weekend, workmen repairing the remote bridge south of Arkham made a gruesome discovery: a couple of youngsters found dead beneath the wooden construct. The bodies appeared recently deceased, and showed signs of violent death. “These parts are usually covered by water, and not long after we arrived, Jim came up screaming and shouting!” said Jerry Thomas, the foreman in charge of the renovation project. “It was a foul sign, a lot of decent folks got lost in this area and are still missing.” The Arkham Police are attempting to determine the identities of the victims and further announcements will be made this afternoon...

Sergeant Monroe throws the Arkham Advertiser on his table before taking a sip of his first coffee of the day. He had brushed off a few calls from an anonymous source, claiming they had stopped something terrible in the heart of the forest, just over where the two recent victims were found. Not long ago, his men had brought back human corpses with canine heads, corpses he had secretly burned before autopsy could even be performed. Now he must react, perhaps those people are not totally out of their minds after all, but he is certain that the public is not ready to learn of what really happened in this city’s backyard.

### Additional Rules and Clarifications

#### Condition

At the setup of each scenario throughout the *Gift of the Black Mist* campaign, players will be instructed to put a certain set of story cards next to the act deck with their **Condition** side face up. These cards are considered to be in play and they cannot be removed by any means except those described on the card. When the given conditions on the card are met by any investigator, he or she might resolve the card as instructed. If two or more investigators meet the conditions at the same time, the lead investigator will decide who should resolve the card’s effects. After the card had been resolved, remove it from the game unless the card specifies otherwise.

### Campaign Setup

To set up the *Gift of the Black Mist* campaign, perform the following steps in order.

1. **Choose investigator(s).** Each player chooses a different investigator to play and records his or her choice in the Campaign Log.
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 (I want to experience the story):**

+1, +1, 0, 0, 0, -1, -1, -1, -2, -2, ♠, ♠, ♠, ♠, ♠, ♠, ♠, ♠, ♠, ♠

◆ **Standard (I want a challenge):**

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

◆ **Hard (I want a true nightmare):**

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

◆ **Expert (I want Arkham Horror):**

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

Players are now ready to set up Part I: The Feast of Beast.

### Part I: The Feast of Beast

You and your partners have been investigating the recent cases of missing person and savaged body discoveries. You are sure that these strange events are no coincidence, but in fact closely related to the rise and subsequent disappearance of a strange death-worshipping cult.

Check your Campaign Log. (It is assumed you have won/survived the *Night of the Zealot* campaign.) If the ritual to summon Umôrdhoth was broken, or the investigators repelled Umôrdhoth, or the investigators sacrificed Lita Chantler to Umôrdhoth: Record in your Campaign Log that the investigators survived the *God of Decay*, then read **Intro 1**.

Otherwise, skip to **Intro 2**.

**Intro 1:** Your experience on that fateful night has left you scarred. Weeks of sleepless nights and the ghouls infested dreams have almost made you leave Arkham for good. However, you know that if there is one person who can solve this mystery, that can only be you.

Continue to **Intro 3**.

**Intro 2:** You believe that a group of individuals had somehow infiltrated the cult in the most critical moment and stopped them from bringing ruin to this city, or even this world. Police reports mentioned the timely apprehension of several backbone members of this skull-wearing organization has directly caused their disappearance. You must now finish what your predecessors had started and put this menace to an end.

Continue to **Intro 3**.

**Intro 3:** A sudden ring outside almost make you toss your files. You gather yourself and head out of your study. It seems that the latest lead has finally presented itself, as your active involvement has earned you a disparate call from the law.



## Setup

- ② Gather all cards from the following encounter sets: *The Feast of Beasts*, *Rats*, *Wild Hunt*, *Striking Fear*, *Ancient Evils*, *The Devourer Below* and *Mother's Chosen*. These sets are indicated by the following icons:



- ② Put the Main Path and the Vantage Point location into play. Shuffle the 6 copies of Arkham Woods and put them into play without looking at their revealed sides. Remove the remaining cards from *The Devourer Below* encounter set from the game. Each investigator begins play at the Main Path.
- ② Set the Ancient Boar enemy, Shaken Cop asset, Inner Cave location, Ben Oeron asset and the *Striking Fear* encounter set aside, out of play.
- ② Put the 3 story cards into play next to the act deck with their **Condition** side face up.
- ② Shuffle the remainder of the encounter cards to build the encounter deck.

## DO NOT READ until the end of the scenario

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

**Resolution 1:** *When you regain consciousness, you find yourself lying in the dark with soft waves crashing against your feet. A robbed figure with torch in hand is standing nearby. The stranger is aware of your movements and shift silently to your side, "Don't work yourself to death there," he jests then pulls you up on your feet, "I'm Ben from out of town. Strange occurrences in Arkham had drawn me here, and I'm sure that's the same reason why those vile beasts all acted so violently tonight. I'm awfully sorry for not able to save those officers back there. But now, if you still wish to rescue those who are alive, you have to follow me."*

- ② In your Campaign Log, record that Ben Oeron has completed the ritual by himself.
- ② If Chu'sen is in the victory display, record that *the Boar God was slain*, and record 2 tally marks next to "All-mother's Judgement" in your Campaign Log.
- ② Any one investigator may choose to add Ben Oeron to his or her deck. This card does not count towards that investigator's deck size.
- ② If the *(Now he talks...)* scenario card is in the victory display, record that *the rookie survived* in your Campaign Log.

- ② Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 2 bonus experience as he or she gains insight into the hidden world of the Mythos. Each investigator who gains an **Injury** basic weakness this scenario also earns 1 bonus experience as he or she learns to avoid making the same mistake in the future.

**Resolution 2:** *The stranger takes his time to rest up, while you check up on those fallen officers. Their frightful faces are still frozen at their moment of demise, and you wonder what was that they saw. "I'm awfully sorry for this lot. They simply wondered in at the wrong time," The old man seems to be able to walk again, "I'm Ben from out of town. Strange occurrences in Arkham had drawn me here, and I'm sure that's the same reason why those vile beasts all acted so violently tonight. Not long ago, there was a summoning of a terrible entity in this very cave, and the tear it left between this world and the other was not sealed properly. But now, if you still wish to rescue those who are alive, you have to follow me."*

- ② In your Campaign Log, record that *the investigators has completed the cleansing ritual*.
- ② If Chu'sen is in the victory display, record that *the Boar God was slain*, and record 2 tally marks next to "All-mother's Judgement" in your Campaign Log.
- ② Any one investigator may choose to add Ben Oeron to his or her deck. This card does not count towards that investigator's deck size.
- ② If the *(Now he talks...)* scenario card is in the victory display, record that *the rookie survived* in your Campaign Log.
- ② Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 2 bonus experience as he or she gains insight into the hidden world of the Mythos. Each investigator who gains an **Injury** basic weakness this scenario also earns 1 bonus experience as he or she learns to avoid making the same mistake in the future.



## Interlude I: What Left of Them

Check your Campaign Log. If the rookie survived reads **One Who Got Away**. Otherwise reads **Dead Man Tell No Tales**.

**One Who Got Away:** "It got claws long as my forearm I swear!" The young officer is so assured of what he saw, yet everything he said is total madness if you haven't experienced it first hand. You conclude that he was just lucky to be the last to enter the cave, and turned tail fast enough at the first sign of trouble. "I must return to Arkham at once and find help, you should probably join me as well. I know you can handle yourself pretty well, but you'd never want to push your luck after a night like this, right?"

**Dead Man Tell No Tales:** You don't have an exact body count of all those who was lost in the woods. Now Ben Oreon urges you to follow him, but you aren't sure about trusting a complete stranger just yet. Perhaps you should return to Arkham and get help, but there's no telling who would be left for saving even if you manage to convince the police that you aren't totally insane.

☞ The investigators must decide (choose one):

☞ *Time is of the essence!* A trip back and forth the city will certainly cost more than just a few hours. Critical hours which can be alternatively spent searching for the lost survivors. You nod hesitantly as Ben signals you to follow him into the dark.

Proceed with "Scenario II-A: Ghost in the Woods" if you wish to search for the survivors without delay.

☞ *We must play it safe, or nobody will live to tell of what had happened.* You express your concerns and reasoning to the mysterious elderly. You believe that returning to the city is the best course of action, which can ultimately increase your chance of success.

Proceed with "Scenario II-B: Prisoners of Mortal Shell" if you wish to return to Arkham and find help.

## Scenario II-A: Ghost in the Woods

### Setup

☞ Gather all cards from the following encounter sets: *Ghost in the Woods*, *Eyes of the Woods*, *Mother's Blessings*, *Agents of Shub-Niggurath*, *Mother's Chosen*, *Cult of the Thousand Young* and *Horrid Fear*. These sets are indicated by the following icons:



☞ Put the Warehouse location into play with its revealed side face up. Put the Village Entrance, Village Outskirts, Sacred Pool, Ruined House, Abandoned Church, and Dungeon into play. Each investigator begins play at the Warehouse.

☞ Each investigator put 1 copy of the Stealth Operation asset into play under his or her control.

☞ Set the Goat Spawn Brute enemy, Book of Beast asset, Summoning Ritual asset, all copies of Summoned Minion asset, Sacrificial Site location, and the *Agents of Shub-Niggurath* encounter set aside, out of play.

☞ Put the 4 story cards into play next to the act deck with their **Condition** side face up.

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

## DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated): Proceed to Resolution 6.

**Resolution 1:** You run through the dark like a maniac till you finally reach the shelter of civilization. You wouldn't dare to slow down, even you had long returned to the familiar world. You collapse from exhaustion at the steps of St. Mary's Hospital. A kind passer-by lends you a shoulder and helps you into the lobby, before a few nurses rush to your aid. You lost consciousness not long after.

You open your eyes and find a drastic change in setting. With soft mattress beneath you, and electric lights warming your forehead, your surroundings suggest nothing but safety and normality. You are no stranger to these sterile walls of St. Mary's Hospital. You remember reaching Arkham but not much afterwards.

"Good, you're awake," Ben Oreon's voice enters the room before his lean figure, you catch a glimpse of relief on his stern face, "we should make up for lost time, good that I did some groundwork while you were out." Ben produced a notebook from one of his many pouches. The journal must've seen better days as it barely manages to hold all its content. He lays out his findings on the desk beside you, and starts circling noteworthy names and locations. You observe in silent as he narrows down the data he accumulated, and before long everything seems to be suggesting the same dreadful conclusion.

"Now we know that the Cult of the Thousand Young is involved, things just got a hell lot more complicated."

☞ In your Campaign Log, record that the investigators have rescued the missing person from the village and the investigators lost precious time recovering in hospital.

☞ For each **Elite** enemy in the victory display, record 1 tally mark next to "All-mother's Judgement" in your Campaign Log.

☞ If the (*What Did It Cost You?*) scenario card is in the victory display, any one investigator may choose to add Summoning Ritual (along with its bonded cards) to his or her deck. This card does not count towards that investigator's deck size.

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



**Resolution 2:** *Stay together or die. You had considered all the options but splitting up never occurred to you to be the right choice. You lead the survivors through the same path you took hours ago, but your pursuers are undoubtedly more knowledgeable of the terrain around you. After a quick decent from a stony slope, the edge of the forest has finally come into sight. You steady the arm over your shoulder and shift even more weight from the helpless survivor to your own. Your party break into a sprint with your salvation well within reach...*

- Ⓢ If it was agenda 1 when the scenario ended:
  - ❖ Record in your Campaign Log that the investigators have rescued the missing persons from the village.
  - ❖ Skip to **Resolution 4**.
- Ⓢ If it was agenda 2 or 3 when the scenario ended:
  - ❖ Skip to **Resolution 5**.

**Resolution 3:** *The early morning sun hangs low, with faint light gleaming off the streets. You spotted a few paperboys doing their routine run downtown where busy workmen would be loading delivery trucks with the city's daily supplies. Nobody seems to notice the dull red stains on your outfit as you drag yourself into St. Mary's Hospital. A few fresh bandages followed by a soft pat in the back, the young nurse announces you healthy enough for immediate discharge. She gives you a weary smile before leaving for her other patients. A hooded figure seizes this opening and enters the room.*

*"It could've gone smoother," Ben Oreon had escaped the scene seemingly unscathed. He gently closes the door behind.*

*"Without witnesses' account, we are stuck with what we have on hand." Ben produced a notebook from one of his many pouches. The journal must've seen better days as it barely manages to hold all its content. He lays out his findings on the desk beside you, and starts circling noteworthy names and locations. You observe in silent as he narrows down the data he accumulated, and before long everything seems to be suggesting the same dreadful conclusion.*

*"Now that we know the Cult of the Thousand Young is involved, things just got a hell lot more complicated."*

- Ⓢ In your Campaign Log, record that the investigators have failed to rescue anyone from the village.
- Ⓢ For each **Elite** enemy in the victory display, record 1 tally mark next to "All-mother's Judgement" in your Campaign Log.
- Ⓢ If the (*What Did It Cost You?*) scenario card is in the victory display, any one investigator may choose to add Summoning Ritual (along with its bonded cards) to his or her deck. This card does not count towards that investigator's deck size.
- Ⓢ Each investigator earns experience equal to the Victory X value of each card in the victory display.

**Resolution 4:** *Without the woods obscuring your sight, you see the dim pearly sky getting brighter above the city of Arkham. The morning light casted away the dread of being hunted as you and your companions slowly make your way back to civilization. The survivors are in need of immediate medical attention and there is only one place in town where you can get it.*

*A few fresh bandages followed by a soft pat in the back, the young nurse announces you healthy enough for immediate discharge. She gives you a weary smile before leaving for your less fortunate friends. A hooded figure seizes this opening and enters the room.*

*"It couldn't have been better," Ben Oreon had escaped the scene seemingly unscathed. He gently closes the door behind and produced a notebook from one of his many pouches. The journal must've seen better days as it barely manages to hold all its content. He lays out his findings on the desk beside you, and starts circling noteworthy names and locations. You observe in silent as he narrows down the data he accumulated, and before long everything seems to be suggesting the same dreadful conclusion.*

*"Now that we know the Cult of the Thousand Young is involved, things just got a hell lot more complicated."*

- Ⓢ In your Campaign Log, record that the investigators have rescued the missing person from the village.
- Ⓢ For each **Elite** enemy in the victory display, record 1 tally mark next to "All-mother's Judgement" in your Campaign Log.

- Ⓢ If the (*What Did It Cost You?*) scenario card is in the victory display, any one investigator may choose to add Summoning Ritual (along with its bonded cards) to his or her deck. This card does not count towards that investigator's deck size.
- Ⓢ Each investigator earns experience equal to the Victory X value of each card in the victory display.

**Resolution 5:** *Something from behind catches your arms and legs, and before your body hits the solid ground, another unseen force grabs hold onto your neck. Strangled and constricted, you are dangling in the air like puppet by strings you cannot see. Your survival instincts kick in as you fight to break loose of your captor, but all efforts went in vain. Your muscles give in and your vision blurs. You know your end has come.*

*Was that a roar?*

*The force tangling you suddenly let up. With the cold forest air back into your lungs, you gather your last remaining strength to break free and send yourself into a free fall state. You were lifted a lot more higher than you thought. You brace for impact but you are still falling too fast. You hear bodies hitting the ground just as the world goes to blank.*

- Ⓢ Each investigator earns 1 bonus experience as he or she gains insight into the hidden world of the Mythos.
- Ⓢ Skip to **Resolution 6**.

**Resolution 6:** *You open your eyes and find a drastic change in setting. With soft mattress beneath you, and electric lights warming your forehead, your surroundings suggest nothing but safety and normality. You are no stranger to these sterile walls of St. Mary's Hospital. The real question is how you ended up back home. It has become clear that you had been knocked out on your way back, and got carried here, but by who?*

*"Good, you're awake," Ben Oreon's voice enters the room before his lean figure, and despite the unexpected turn of events, you catch a glimpse of relief on his stern face, "we should make up for lost time, good that I did some groundwork while you were out." Ben produced a notebook from one of his many pouches. The journal must've seen better days as it barely manages to hold all its content. He lays out his findings on the desk beside you, and starts circling noteworthy names and locations. You observe in silent as he narrows down the data he accumulated, and before long everything seems to be suggesting the same dreadful conclusion.*

*"Now that we know the Cult of the Thousand Young is involved, things just got a hell lot more complicated."*

- Ⓢ In your Campaign Log, record that the investigators have failed to rescue anyone from the village and the investigators lost precious time recovering in hospital.
- Ⓢ For each **Elite** enemy in the victory display, record 1 tally mark next to "All-mother's Judgement" in your Campaign Log.
- Ⓢ If the (*What Did It Cost You?*) scenario card is in the victory display, any one investigator may choose to add Summoning Ritual (along with its bonded cards) to his or her deck. This card does not count towards that investigator's deck size.
- Ⓢ Each investigator earns experience equal to the Victory X value of each card in the victory display.