

ARKHAM HORROR[®]

THE CARD GAME



RETURN TO CONSTERNATION ON THE CONSTELLATION

CAMPAIGN GUIDE

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All Aboard!

"The most merciful thing in the world, I think, is the inability of the human mind to correlate all its contents. We live on a placid island of ignorance in the midst of black seas of infinity, and it was not meant that we should voyage far."

— H. P. Lovecraft, "The Call of Cthulhu"

Return to Consternation on the Constellation is a non-profit fan-made scenario pack designed by the Arkham.cards team to be compatible with *Arkham Horror: The Card Game* by Fantasy Flight Games. The *Return to Consternation on the Constellation* Scenario Pack contains one new scenario which may be played standalone or as part of a larger campaign by 1-4 players.

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Return to Consternation on the Constellation was made possible with the support of players like you. If you'd like to see more releases from the Arkham.cards team, consider supporting us on Patreon at: <https://patreon.com/arkhamdotcards>

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Introduction

Return to Consternation on the Constellation is a 'fork/remake/remaster' of another fan-brew scenario called *Consternation on the Constellation*, originally designed by the hosts of the Mythos Busters podcast for GenCon 2109. It is not necessary to own or have played the original version to enjoy *Return to Consternation on the Constellation*, but it is highly recommended, and most of the content in this scenario is inspired by or lifted directly from the original version.

Difficulty and Mode Selection

Return to Consternation on the Constellation may be placed as a standalone scenario ("standalone mode") or as a 'side scenario' as part of a larger campaign ("campaign mode"). Read the selection below that corresponds to your selection and follow the relevant instructions, then proceed to the **Prologue**.

Campaign Mode

Each investigator must spend 2 experience to play this scenario in campaign mode. For this scenario, setup the chaos bag according to the instructions in the Standalone Mode section that correspond to your chosen difficulty level.

Standalone Mode

When you play this scenario in standalone mode, setup the chaos bag with the following tokens based on your chosen difficulty level:

◆ **Easy (I want to experience the story):**

+1, +1, 0, 0, -1, -1, -1, -2, -2, -3, -3, -4, -5, -6, ☠, ☠, ☠, ♣, ☆

◆ **Standard (I want a challenge):**

+1, 0, 0, 0, -1, -1, -1, -2, -2, -3, -3, -4, -5, -6, ☠, ☠, ☠, ♣, ☆

◆ **Hard (I want a true nightmare):**

+1, 0, 0, 0, -1, -1, -2, -2, -3, -3, -4, -5, -6, -7, ☠, ☠, ☠, ♣, ☆

◆ **Expert (I want Arkham Horror):**

0, 0, 0, -1, -1, -2, -2, -3, -3, -4, -4, -5, -6, -7, ☠, ☠, ☠, ♣, ☆

Additional Rules and Clarifications

This scenario introduces new keywords and may reference ones introduced in other Arkham.cards cycles. Refer to the *Arkham.cards Taboo / Errata* supplement to familiarize yourself with these mechanics before you begin the scenario.

The latest version of this supplement can always be found at:
<https://arkham.cards/taboo>

Flood Levels and Flood Tokens

Throughout this scenario, scenario card effects can 'flood' locations, increasing that locations 'flood level'. Each location has one of three different flood levels: it is either unflooded, partially flooded, or fully flooded. Locations begin unflooded. Increasing the flood level of an unflooded location results in it becoming partially flooded. Increasing the flood level of a partially flooded location will result it in becoming fully flooded. If a game effect would cause you to increase the flood level of a location that is already fully flooded, or decrease the flood level of a location that is unflooded, ignore that effect. A location's flood level has no inherent game effect. However, some card effects may change or become stronger while you are at a flooded location, particularly if that location is fully flooded. For the purposes of scenario card effects, both partially flooded and fully flooded locations are considered to be 'flooded locations'. You may track a location's flood level with the double sized flood tokens included in *The Innsmouth Conspiracy* campaign expansion.

Expansion Icon

The cards in the *Return to Consternation on the Constellation* scenario pack can be identified by this symbol before each card's collector number:



Prologue

Arkham, September 1921

Over the past several weeks, police reports have started piling up regarding the recent thefts of a variety of esoteric artifacts from collections all across the city. The authorities claim they have a handle on the situation and are deploying appropriate countermeasures, which seemed to curtail the crime spree... until a night watchman working for the Arkham Historical Society was found murdered.

Since then, you've started to hear additional reports of similar artifacts disappearing from exhibits all across the country. Your contacts tell you there's been a rush job down at the docks to load a last minute shipment of 'unusual' cargo aboard a recently retrofitted ocean liner called the *Constellation* ahead of its maiden voyage from Boston to London... and after pulling a few strings, you've managed to procure the last first class tickets available.

Proceed to **Setup**.



Setup

☞ Gather all cards from the following encounter sets: *Return to Consternation on the Constellation* and *Save Our Ship*. These sets are indicated by the following icons:



- ☞ Set the *Save Our Ship* encounter set and the Raymond Legrasse (*Detective Inspector*) and Emergency Lifeboat story assets aside out of play.
- ☞ Set the Agenda/Act 3a and Agenda/Act 3c sets aside out of play. You will be instructed which version of Agenda/Act 3 to use later in the scenario.
- ☞ Put the Cargo Hold and Open Water locations into play unrevealed and set all other locations aside out of play. Open Water starts fully flooded.
 - ◆ Investigators begin play at Cargo Hold.
- ☞ Find the copy of Loose Cargo with the Tablet of Fathomless Binding story asset on the back and set it aside.
- ☞ Shuffle the remaining copies of Loose Cargo together and then randomly remove two of those copies from the game. Shuffle the remaining two copies along with the copy with the Tablet of Fathomless Binding on the back together so you do not know which is which and then attach them to the scenario card, Loose Cargo side up, as a separate 'cargo deck'. There should be three cards in the cargo deck.
- ☞ Search the remaining encounter cards for a copy of the Savage Mutineers enemy and put it into play at Cargo Hold.
- ☞ Gather the following tokens from the token pool and set them aside: ♠, ♠, ♠, ♠, ♠. These tokens do not start the scenario in the chaos bag, but may be used later.
- ☞ Shuffle the remaining encounter cards to form the starting encounter deck.
- ☞ You are ready to begin.



DO NOT READ until the end of the scenario

If no resolution was reached because each investigator resigned or was defeated: When you regain consciousness, you find yourself desperately clinging to a piece of wood drifting aimlessly across an infinite expanse of endless ocean. Except for bits of scattered flotsam and other detritus floating on the surface of the water around you, there is no sign of the Constellation... or any other survivors. Suddenly, a beam of light pierces the black night, and the silhouette of a coast guard rescue vessel emerges from the fog. You're relieved to receive such a timely rescue, but what terrible power was unleashed this night, you cannot rightly say...

- ☞ In the Campaign Log, record: *The ritual at sea was completed.*
- ☞ In the Campaign Log, record: *The Constellation was sunk on its maiden voyage.*
- ☞ Each investigator earns experience equal to the combined Victory X value of all cards in the victory display.

Resolution 1: You work the oars of the lifeboat furiously, exerting yourself far beyond your physical limitations in the vain hope that you might escape the clutches of the terrible creatures that have overrun the Constellation. Whether by fortune or fate, you manage to abscond with the tablet, and its glowing runes begin to weaken and dim as you put more and more distance between yourself and the ship. You watch from a safe distance as the sea creatures, too, eventually abandon their rampage on the decks of the Constellation and slink back into the sea. The sound of a distant horn pulls your attention to the horizon where a beam of light pierces the black night, and the silhouette of a coast guard rescue vessel emerges from the fog... You're saved!

- ☞ In the Campaign Log, record: *The investigators thwarted the ritual at sea.*
- ☞ In the Campaign Log, record: *The Constellation was saved.*
- ☞ Each investigator earns experience equal to the combined Victory X value of all cards in the victory display.
- ☞ Proceed to **Epilogue: Legrasse's Gambit.**

Resolution 2: The crew members and passengers that have survived the ordeal start to emerge from their hiding places as the sea monsters abandon their rampage on the decks of the Constellation and slink back into the sea with a defeated hiss. You shudder to think of how many more lives might have been lost if you hadn't managed to put at end to the profane ritual before it was too late...

- ☞ In the Campaign Log, record: *The investigators thwarted the ritual at sea.*
- ☞ In the Campaign Log, record: *The Constellation was saved.*
- ☞ Each investigator earns experience equal to the combined Victory X value of all cards in the victory display.
- ☞ Proceed to **Epilogue: Legrasse's Gambit.**

Resolution 3: The crew members and passengers that have survived the ordeal start to emerge from their hiding places as the sea monsters abandon their rampage on the decks of the Constellation and slink back into the sea with a defeated hiss. Their relief immediately turns to screams as the Constellation lurches violently underfoot; the damage it has suffered is more than sufficient to scuttle the ship, and it's only a matter of time before it sinks to the bottom of the ocean...

You and some of the remaining crew members scramble to deploy the lifeboats, while some survivors opt to take their chances and leap from the decks directly into the frigid water of the sea. The teeming masses congregate in the waters around the crowded lifeboats and watch in solemn silence as the bow of the noble vessel disappears beneath the sea...

- ☞ In the Campaign Log, record: *The investigators thwarted the ritual at sea.*
- ☞ In the Campaign Log, record: *The Constellation was sunk on its maiden voyage.*
- ☞ Each investigator earns experience equal to the combined Victory X value of all cards in the victory display.
- ☞ Proceed to **Epilogue: Legrasse's Gambit.**



Epilogue: Legrasse's Gambit

Epilogue: After you make it back to shore, you are questioned by the Interpol detective in charge of the case regarding the stolen artifacts; he introduces himself as "Inspector Raymond Legrasse" ... "You did well," the man sternly says as he gives your hand a firm shake, "I had hoped sending the relics to Europe would keep them off the radar of the 'Esoteric Order of Dagon', but I clearly underestimated the lengths to which these cultists would go to get their hands on such artifacts... I won't make that mistake again. I appreciate your assistance in this matter; if there's any way I can repay the favor..."

- ☞ In the Campaign Log, record: *Inspector Legrasse is on your side.*
- ☞ Any investigator may add the set aside Raymond Legrasse (Detective Inspector) story asset to their deck. It does not count against their deck limit.
- ☞ If you played this scenario in Campaign Mode and *the Constellation was saved*, you may add a +1 token to the chaos bag for the remainder of the campaign.

Credits and Acknowledgements

First and foremost, thanks to the hosts of the Mythos Busters podcast for producing the original version of this scenario, upon which this 'remake' is based. The majority of the work here is the product of their design; I merely polished up a few elements of the scenario that I felt were already great.

As always, humble thanks to all of the various artists whose work I have shameless plundered to decorate these cards. If you have enjoyed their work, please check them out and support them if you are able.

Thank you to the developers of SCE and Strange Eons and their dependencies; these are irreplaceable tools without which this project never could have completed.

Original Version Credits

Design: Ian Martin, Scott Armstrong, Nicholas Kory, Sean Switajewski

Graphic Design: Ethan Patrick Harris, Mark Zegarek

Special Thanks: Chris Basey, Syklos, Phillip Travis, Chris Hotovec, Alexander Skeggs, Ian Redmond Wallace Moyer, Abilio Carvalho, Dave Stokes, Christopher Urbanczyk, Kyle Critelli, Nathan Early

Even Living Card Games May Die

Last, but certainly not least, thank you to all of the Arkham.cards Patreon supporters – without you, it would be nearly impossible to justify spending as much time as we do on our releases, and we hope this one lives up to your expectations.

Enjoyed *Return to Consternation on the Constellation*? Want to see more custom Arkham content? *Return to Consternation on the Constellation* was brought to you by players like you, so consider supporting the team if you're able, at whatever level you're comfortable with, on Patreon at:

<https://patreon.com/arkhamdotcards>.

We're honored and privileged to serve your tabletop needs, and we're already hard at work on the next cycle. We hope to see you there. Until then, may the chaos bag be kind to you!