



*Seeking savy slueths for spurious sightings...*

exploring many of the unusual happenings around Arkham.

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

Arkham Chronicles can be played as either a campaign, a series of standalone scenarios, or as side-stories inserted into any other campaign. *It is recommended that you read the Prologue if you would enjoy more story when playing Standalone or as a Side-story.*

When played as a campaign, you will be able to freely choose which scenarios you wish to play. Each scenario can only be played once and can modify the chaos bag or may introduce cards that will persist in the encounter deck in future scenarios. This booklet is the campaign guide for *Arkham Chronicles*.

When a scenario is played on its own, follow the steps for Standalone Mode in the Rules Reference. This booklet is the campaign guide for *Arkham Chronicles*. This scenario has four difficulty modes. Construct the chaos bag with the following tokens:

### 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. When a 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 any *Arkham Chronicles* side-stories costs each investigator 2 experience per scenario.**

## Additional Rules & Clarifications

### Double-sided Location

*Arkham Chronicles* has two unique double-sides locations which are revealed on both sides:

-  O'Malley's Watch Shop / The Tick-Tock Club  
 La Bella Luna / The Clover Club

During setup, place them *Arkham* side up with clues as the locations are revealed. Special rules apply when flipping these locations:

- ☞ The locations is considered revealed when flipped. Add clues as normal.
- ☞ Any tokens and attachments on the card remain on the card.



## Alert

Each time an investigator fails a skill test while attempting to evade an enemy with the alert keyword, after applying all results for that skill test, that enemy performs an attack against the evading investigator. An enemy does not exhaust after performing an alert attack. This attack occurs whether the enemy is engaged with the evading investigator or not.

## Patrol

Some enemies have the patrol keyword. During the enemy phase (in framework step 3.2), each ready, unengaged enemy with the patrol keyword moves to a connecting location along the shortest path toward the designated location (as described in parentheses next to the word patrol).

- ☉ If there are multiple locations that qualify as the designated location, the lead investigator may choose which location the enemy moves toward.
- ☉ If an enemy with patrol would be compelled to move to a location that is blocked by a card ability, the enemy does not move.

## Swarming X

An enemy with the swarming X keyword is actually a pack of enemies operating in unison. After you put an enemy with the swarming X keyword into play, place the top X cards of your deck facedown underneath the enemy as swarm cards, without looking at them. The enemy they are underneath is called the “host enemy.” Some scenario card effects may also instruct a player to add swarm cards to an enemy. This is done using the same process.

- ☉ If it is ever unclear which investigator should add swarm cards, the lead investigator does so.
- ☉ Each swarm card underneath the host enemy acts as a separate instance of that enemy for most purposes. Each swarm card has the same values and text as its host card. *(For example, if an investigator is engaged with a host enemy with 2 swarm cards underneath it, that investigator is engaged with 3 enemies in total.)*
- ☉ Each swarm card attacks separately when enemies attack during the enemy phase. Once the host enemy and all of its swarm cards have attacked during this step, exhaust all of them.

- ☉ Each swarm card can be attacked or dealt damage separately, but the host enemy cannot be defeated while it still has swarm cards underneath it. When a swarm card is defeated, any excess damage may be dealt to another swarm card underneath the same host enemy or to the host enemy itself. *(For example, Mory Torgan uses an Enchanted Blade to attack a Swarming Rats with 2 swarm cards. The attack deals 2 damage. The first point of damage defeats 1 of the 2 swarm cards, so the excess point of damage may be dealt to another swarm card, defeating it as well.)*
- ☉ Anytime a swarm card leaves play, place it on the bottom of its owner's deck. If you are unsure of the owner of the swarm card, you may look at it to determine its owner.
- ☉ The host enemy and all of its swarm cards move, engage, and exhaust as a single entity. *(For example, if a host enemy or any of its swarm cards are evaded, all of them exhaust and become disengaged.)*

## Campaign Setup

To set up the Arkham Chronicles campaign, perform the following steps in order.

1. **Choose investigator(s).**
2. **Each player assembles their investigator deck.**
3. **Choose difficulty level.**
4. **Assemble the campaign chaos bag using the Standalone rules.**

You are now ready to begin at the Prologue.



## Prologue

### "ADVERTISER SEEKING INFORMATION RELATED TO RECENT HAPPENINGS"

*You made note of a small ad in the corner of the Arkham Advertiser, the town's go-to source of news and trade. The paper itself put out an advertisement requesting help with unexplainable leads. Intrigued, you sent in a response, perhaps they might relate to your own investigations?*

*You take in the cool evening air as you make your way toward the Advertiser building. As you approach the glass and stone exterior, you hear the steady hum of the printing presses whirring away in the adjunct building churning out tomorrow's edition.*

*Entering the building, you're met with the faint smell of ink and paper, a memory of the countless stories that have been written and printed here. The narrow hallways are lined with framed front pages and awards, highlighting pieces of Arkham's history.*

*You follow the directions provided by the invitation, eventually finding yourself standing before a frosted pane door with "EDITOR" lettered in gold. You knock and the loose door swings open revealing a tight office crammed with newspapers and reference books. A large wooden desk, cluttered with papers and photographs, dominates the room. A soft glow from a green-shaded banker's lamp illuminates the space; the scent of tobacco and leather lingers in the air.*

*A tall, broad-shouldered man with graying hair, a neatly-trimmed beard, and a well-tailored wool vest stands up from behind the desk. He extends a firm handshake and a warm smile: "Welcome to the Arkham Advertiser. I'm Doyle Jefferies, the editor-in-chief. It's a pleasure to meet you. I understand you're here in response to our ad?"*

*The door opens again, revealing Minnie Kline, a petite, determined-looking woman with short, curly hair, a yellow houndstooth dress, and a gleam in her eye. She storms into the room and plants herself against Doyle's desk. "Minnie! Glad you could join us," Doyle says with a nod. Minnie grins. "Wouldn't miss it, Doyle. Hi, I'm Minnie Kline. I've been working on some... unconventional stories lately," she offers in her suprisingly husky voice.*

*Doyle sits and leans back in his chair to explain the situation, "We've been getting some story leads that are... frankly, beyond believability. We've reason to think there's something to them, but we could use some help from people who've had... similar experiences." Minnie chimes, "We're looking for folks with a talent for unraveling the unknown, and we hope you fit the bill. You've got guts, right?" You settle in to listen...*

The Arkham Chronicles campaign is freeform, so you may freely choose which scenario you would like to play first. Here is a brief summary of each to help you decide:

- 🌀 **Scenario A: The Haunting of Rivertown:** A woman has written into the advertiser seeking help in locating her missing friend. She suspects something supernatural, but is there a more plausible explanation?
- 🌀 **Scenario B: Maleson's Miscalculation:** A Miskatonic University scientist has written to the paper pleading for them to warn the population about a danger related to a recent experiment. Doyle thinks it's overblown, but best to be sure.

Once you have chosen, proceed to the chosen scenario.



## Scenario A: The Haunting of Rivertown

Doyle shuffles through his papers and winces as he skims a letter from his desk. "Here's one."

He pauses, "Now listen. I don't buy-in much for supernatural hokum, but a Ms. Eleanor Happer broke my heart with this letter about her missing friend, one... Abigail Warren." He thumps the letter and adjusts his glasses as he speaks, then glances to you from the corner of his eye.

"Something has folks spooked. We're getting a lot of nonsense about spirits." Minnie cuts in, "She claims her close friend was running around with hoodlums in robes before going missing a short time ago. Sherrif Engel at the station confirms that a report was filed and that they're looking into it, but... between us, they're not hopeful." Doyle adds, "We can run the missing persons story, but there's not much to write about as-is. What do you think? Fancy tracking her down?"

### Setup

- ☉ Gather all cards from the following encounter sets: Arkham Chronicles, The Haunting of Rivertown.
- ☉ Set the following cards aside, out of play: Abandoned House, Ritual Chamber, Abigail Warren.
- ☉ Put the Arkham Asylum, Arkham Advertiser, La Bella Luna, Police Station, O'Malley's Watch Shop, Schoffner's General Store, Orne Library, and St. Mary's Hospital locations into play.
  - ❖ Each investigator begins play at Arkham Advertiser.
  - ❖ *Reminder: O'Malleys Watch Shop and La Bella Luna begin play revealed.*

## Recommended Location Placement

### DO NOT READ until the end of the scenario

**If no resolution was reached (each investigator was defeated):** You hazily hear shouts. Flashlights cut across the dark. You remember an officer helping to lift a bit of wood off of you. You remember the man says his name was "Dingby". He was "going to help you." You start awake in a bed at St. Mary's. Hospital staff rushes about. You hear murmurs, but learn later that there was a spate of unexplained deaths that night.

Doyle visits you in the hospital. "Shame what happened to that Harper woman. Bad luck sending you on a goose chase when I did, but glad you're okay." Staring out the window, he sighs. "Take a little time. Stop by the Advertiser again when you're right again." He places a gentle hand on your shoulder; you remember the scent of his cologne and smoke then fall back into dreams of salty shores and gold rising down into the sky.

Each defeated investigator suffers 1 physical trauma.

- ☉ If Abigail Warren was in play, read **The Necklace**.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.



**Resolution 1:** *The ritual completes and you feel as if the gravity of the room has flipped. A fetid smell of fish gives way to dust, and your ears pop; your vision sparkling as if deprived of air. You take a moment to steady and make your way out of the chamber. Parts of the house have collapsed around you above, but you are able to crawl out. After a few nights of deep, dreamless sleep, you return to the Advertiser.*

As you enter Doyle's office to relate your unbelievable yarn, a graceful face meets your gaze. With a pipe between his teeth, Doyle barks, "Meet Eleanor Harper. She seems to think you've got some news for me?" You're unsure how she could know about the strange events of the previous evening, but you relate your story to Doyle as he skeptically sighs and writes notes.

He rubs his forehead. "I'm not sure what I can do with this, but I'll do something... Whatever did or didn't happen, we're getting less crazies writing in about spirits. Maybe it's as you said, or maybe it's the weather, but I'll take it."

Eleanor follows you from Doyle's office. "We were as close as could be, but then..." You walk with her for a bit, and she tells you of her dreams and her visions of Abigail. "I felt as if someone spun my house around and suddenly felt at peace. I suspected it was over."

Taking your hands, she closes something into them, holding your fingers closed. "Let me know if I can ever be of assistance. I owe you a tremendous debt for the peace you've brought me." She gives you a sad smile and is gone before you can look up from your hands.

Read **The Necklace**.

- ☞ Any one investigator may choose to add Eleanor Harper to their deck. This card does not count toward that investigator's deck size.
- ☞ Each investigator earns experience equal to the **Victory X** value of each card in the victory display.
- ☞ Each investigator earns 4 additional experience as they gain insight into the machinations of the Tattered King.

**Resolution 2:** *Abigail Warren screams as you make a final attempt to stop her with force. With a crack, your eardrums ring, and you feel as if you should be standing on the wall. The*

*candles extinguished, the light in the chamber fades, and your vision goes black. The a smell of fish giving way to dust is the last thing you remember before coming to in darkness. With a pounding headache, your eyes adjust, and you grab at a faint glow where Ms. Warren last appeared. You grip it tightly in your hand.*

You hear a commotion in the house above, muffled shouting and what looks like flashlight beams. You struggle to escape the chamber. The house above appears to have collapsed during the struggle. Police officers are crawling through the rubble looking for signs of life. As they spot you, an officer rushes over.

"I'm Deputy Dinghby, and I'm going to help you, okay?" He steadies you as you crawl over the remains of the house. He escorts you to a waiting ambulance that brings you to St. Mary's out of precaution. On the ride over, you realize you haven't relaxed your grip on the object you picked up.

Read **The Necklace**.

They keep you at the hospital for a few days. You spend the time trying to organize the events of that evening. Doyle visits you in the hospital. "Pity what happened to that Harper woman. Got word she passed away the very night you got trapped in that old house." Staring out the window, he sighs. "Take a little time. Stop by the Advertiser again when you're right again." He places a gentle hand on your shoulder and smiles, "Looking forward to your story."

- ☞ Each investigator earns experience equal to the **Victory X** value of each card in the victory display.
- ☞ Each investigator earns 2 additional experience as they gain insight into the machinations of the Tattered King.

**The Necklace:** *You unclench your fingers, you feel cold metal. It appears to be Abigail Warren's necklace, you recognize the symbol from the chamber etched into the setting. Carressing it makes you feel far away.*

Any one investigator may choose to add Abigail's Locket to their deck. This card does not count toward that investigator's deck size.

# Credits

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