

ARKHAM HORROR

THE CARD GAME

BAD BLOOD

CHALLENGE SCENARIO

Bad Blood is a special challenge scenario for *Arkham Horror: The Card Game* designed to be played with Agnes Baker. This scenario can be played as either a standalone scenario or as a side-story inserted into any campaign. **In order to play this scenario, a copy of the *Arkham Horror: The Card Game Core Set*, *The Forgotten Age Deluxe Expansion*, and the *Threads of Fate Mythos Pack* are required.**

Parallel Investigators

Parallel investigators are alternate, print-and-play versions of investigators from existing *Arkham Horror: The Card Game* products. These investigators, along with their advanced signature cards, are fully playable in any scenario or campaign.

- When building an Agnes Baker deck, you may choose whether to use the original version or the parallel version of both her front side and her back side. Each version has its own advantages and disadvantages. You can also mix and match the two versions. This means that you can use both original sides, both parallel sides, the original front side and parallel back side, or the parallel front side and original back side.
- Regardless of which version of Agnes you use, you may also optionally upgrade Agnes's signature cards to her new advanced signature cards (replacing the original versions). These versions are indicated by the Advanced keyword on both signature cards. These are included only as a set—if you choose to upgrade Heirloom of Hyerborea, you must also upgrade Dark Memory. Doing so costs no experience, and may be done at any point during a campaign. However, once this upgrade is made, it cannot be undone unless you are instructed otherwise.

Challenge Scenarios

Challenge scenarios are special print-and-play scenarios that utilize existing products in the *Arkham Horror: The Card Game* collection, along with additional print-and-play cards, to create new content. These scenarios are designed with certain prerequisites in mind, in order to craft a challenging puzzle-like experience.

The *Bad Blood* challenge scenario centers around the investigator Agnes Baker, and therefore has the following prerequisite:

- Agnes Baker must be chosen as one of the investigators when playing this scenario.

Standalone Mode

When played as a standalone scenario, follow the steps for Standalone Mode in the Rules Reference. When played as a standalone scenario, *Bad Blood* has four difficulty modes. Construct the chaos bag with the following tokens:

- Easy:** +1, +1, 0, 0, 0, -1, -1, -1, -2, -2, ♠, ♠, ♠, ♠, ♠, ♠, ♠, ♠.
- Standard:** +1, 0, 0, -1, -1, -1, -2, -2, -3, -4, ♠, ♠, ♠, ♠, ♠, ♠, ♠, ♠.
- Hard:** 0, 0, -1, -1, -2, -2, -3, -4, -5, -6, ♠, ♠, ♠, ♠, ♠, ♠, ♠, ♠.
- Expert:** 0, -1, -2, -3, -4, -5, -6, -7, -8, ♠, ♠, ♠, ♠, ♠, ♠, ♠, ♠.

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 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 *Bad Blood* side-story costs Agnes Baker 3 experience, and each other investigator 1 experience.

Expansion Symbol

The cards in the “parallel investigator” series can be identified by this symbol before each card's collector number.



Challenge Scenario: *Bad Blood*

You've always known there was something... different... about you. From a young age, in your dreams, you saw another realm. Another life. One of magick and majesty, of conquest and persecution. The moment you found that strange, old key—the moment you recognized the filigree along its handle, the pattern of its teeth—you knew those dreams weren't dreams at all, but memories. Memories of another life. Of a place called “Hyerborea.” And as the memories returned, the magic did, too.

For months you practiced in secret, delving into your memories and honing your powers. But lately, your dreams have turned dark and grisly. Your former self was not as caring or forgoing as you. She was ruthless. Power-hungry. Terrible to behold. You've taken it upon yourself to wield these strange powers only to help others, and not to hurt them.

But you're not the only one whose memories have started to return. Elspeth Baudin first visited the diner a few weeks ago. In the beginning, she was just a patron like any other. She ordered eggs, bacon and a black coffee, not unlike many of the other customers at Velma's. But there was something in her eyes—some spark of recognition or curiosity—that made you wary of her.

Then came the questions.

First, she asked about the key you wore on a chain around your neck. You gave her your best smile and told her your usual lie—that it was a family heirloom, a harmless trinket with no worth but its sentimental value. But that didn't deter her. She started prying about your life, about your family... about your dreams.

Elspeth was no normal patron. She wasn't making small talk. She was looking for answers, just the same as you. So you did some digging of your own. But there were no records of Elspeth being a resident of Arkham, and the few people you found who knew of her spoke only in hushed, frightened voices, and gave you very little to work with.

Then came a call from the Curiosity Shoppe in Northside. Elspeth had been searching for more artifacts like your own "hierloom," even going so far as to utter the name Hyberborea. She is searching for something that can unlock more of her memories, just like you... but she is not like you. That sinister smirk of hers, the way her contacts trembled with fear at the mention of her name—you shudder to think what somebody with foul intentions could do with the sort of powers your memories hold...

Proceed to **Setup**.

Scenario Setup

- ☞ Gather all cards from the following encounter sets: *Bad Blood*, *Threads of Fate*, *Pnakotic Brotherhood*, *The Midnight Masks*, *Locked Doors*, *Nightgaunts*, and *Dark Cult*. These sets are indicated by the following icons:



When gathering *The Midnight Masks* encounter set, only gather the 5 treachery cards (2x False Lead and 3x Hunting Shadow) and the following locations: Northside, Downtown (*First Bank of Arkham*), Easttown, Miskatonic University, and Rivertown. Do not gather the rest of the locations or the act, agenda, and scenario reference cards from that set.

- ☞ Remove the original scenario reference card from the *Threads of Fate* encounter set from the game. Use the new scenario reference card provided in the downloadable *Bad Blood* encounter set.
- ☞ Put Northside, Downtown, Easttown, Miskatonic University, Rivertown, Town Hall, Velma's Diner, and Curiosity Shoppe into play.
 - ☞ Each investigator begins play in Velma's Diner.
- ☞ Search the reverse sides of the original act deck from the *Threads of Fate* encounter set for the following locations: Ezi Exhibition, Black Cave, Train Tracks, and Arkham Police Station. Choose one at random and put it into play, ignoring its **revelation** ability. Remove the remainder of the original act and agenda cards from the *Threads of Fate* encounter set from the game.
- ☞ Build the act and agenda decks using only the new act and agenda cards provided in the downloadable *Bad Blood* encounter set.
- ☞ Remove the Ichtaca (*The Forgotten Guardian*) story asset and the Expedition Journal story asset from the game.
- ☞ Place the Elspeth Baudin enemy (provided in the downloadable *Bad Blood* encounter set) into play at the Curiosity Shoppe.
- ☞ Place 1 resource on each location in play, as a "memory."
- ☞ Shuffle the remainder of the encounter cards to build the encounter deck.
- ☞ You are now ready to begin.

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 which is blocked by a card ability, the enemy does not move.

Collecting Memories

In this scenario, Agnes and Elspeth are racing to collect memories.

- ☞ Agnes can collect memories using the ability on act 1a.
- ☞ Elspeth collects memories automatically via the **Forced** abilities on agenda 1a; when the combined modifier of chaos tokens on her location is 6 or more (ignoring +/-).
- ☞ For the purposes of counting their modifiers only, treat these chaos tokens as having been revealed during a skill test.

DO NOT READ until the end of the scenario

If no resolution was reached because each investigator was defeated: Proceed to **Resolution 2**.

Resolution 1: *It would be so simple. You could end her right now. Prevent her from menacing others with her powers... But then, would you be any different? You lower your hand, and the magic disperses into the cold air. "Why?" she asks, her voice cracked with pain. You shake your head and tell her that she is wrong. True power is the ability to make peace, not the ability to wage war. "Fool," she barks, clambering to her feet. "You are a weakling, after all. And you will regret letting me live." You watch her amble off with only fragments of her former life in her head. Her powers are considerably drained, but she still poses a problem. Perhaps you should have dealt with her, as she said. Still, you breathe a sigh of relief. You don't want this power to change who you are. You won't let yourself become like her. No matter what.*

- ☞ Agnes Baker earns experience equal to either the combined Victory X value of each card in the victory display, or equal to the number of memories she had collected at the end of the game, whichever is higher.
- ☞ Each other investigator only earns experience equal to the combined Victory X value of each card in the victory display.
- ☞ Agnes Baker **may** either upgrade Heirloom of Hyberborea to its advanced version, or downgrade the advanced version of Dark Memory to its original version.

Resolution 2: *Elspeth has you at her mercy. She raises her hand, her magic threatening to tear you apart. She smirks. You close your eyes and brace yourself... but no killing blow comes. Instead, she yanks you to your feet and wipes dust off your apron. "Come now," she purrs with a devilish grin. "You are no whimpering animal. Don't you remember what you truly are? What we truly are?" Then, without any further punishment, she departs, leaving you with only fragments of your former life.*

- ☞ Agnes Baker earns experience equal to either the combined Victory X value of each card in the victory display, or equal to the number of memories she had collected at the end of the game, whichever is higher.
- ☞ Each other investigator only earns experience equal to the combined Victory X value of each card in the victory display.
- ☞ Agnes Baker **must** either upgrade Dark Memory to its advanced version, or downgrade the advanced version of Heirloom of Hyberborea to its original version.

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