



# Children of Blood

CAMPAIGN GUIDE



# ARKHAM HORROR<sup>®</sup>

## THE CARD GAME

### Campaign Guide

## CHILDREN OF BLOOD

## A Powerful Hunger

*"To say that we actually believed in vampires or werewolves would be a carelessly inclusive statement. Rather must it be said that we were not prepared to deny the possibility of certain unfamiliar and unclassified modifications of vital force and attenuated matter; existing very infrequently in three-dimensional space because of its more intimate connexion with other spatial units, yet close enough to the boundary of our own to furnish us occasional manifestations which we, for lack of a proper vantage-point, may never hope to understand."*

— H.P. Lovecraft, "The Shunned House"

*Children of Blood* is a small campaign expansion for *Arkham Horror: The Card Game* for 1–4 players. It consists of the following scenarios: "River of Blood," "New Horizons," and "Blood Money." Each of these scenarios may also be played on its own in Standalone Mode.

## Expansion Icon

The cards in the *Children of Blood* small campaign expansion can be identified by this symbol before each card's collector number:



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## Additional Rules and Clarifications

### Blood Tokens

This expansion introduces a new type of chaos token: the blood (♣) token. Throughout the campaign, depending on decisions the investigators make and events that unfold, ♣ tokens may be added to (or removed from) the chaos bag, and when drawn alter the chance of succeeding the tests being performed. The more ♣ tokens added to the chaos bag, the more impactful their effects become.



Blood (♣) Token

☞ The first ♣ token revealed from the chaos bag during a skill test has the following effect: “–1. Reveal another token. If this skill test fails, seal 1 ♣ token revealed during this test on the performing investigator.”

☞ Each additional ♣ token revealed from the chaos bag during a skill test has the following effect: “–1. Reveal another token.”

*For example: Tommy attacks an enemy with 3 fight, and there are two ♣ tokens in the chaos bag. During the attack, Tommy reveals a ♣ token. This reduces his skill value by 1 and causes him to reveal an additional token. The next token he reveals is a –2, resulting in a total of –3, causing Tommy to fail the attack. When resolving the effects of the failed test, Tommy must seal the ♣ token revealed during this test on his investigator card instead of returning it to the chaos bag.*

☞ While ♣ tokens are sealed on an investigator, various encounter card effects will become more dangerous for that investigator, so be careful!

☞ No more than a **total of three** ♣ tokens can be sealed on a single investigator at any given time.

☞ No more than a **total of twelve** ♣ tokens can be included in the chaos bag and sealed on cards in play at any given time.

☞ A ♣ token revealed outside of a skill test has no effect unless otherwise specified by a card effect.

☞ A ♣ token added to the chaos bag remains in the chaos bag from scenario to scenario unless removed by a card or game effect. Use the “Chaos Bag” section of the campaign log on page 34 to record which tokens are currently in the chaos bag.

For your convenience, a Blood Token reference card (♣ 119) has been provided. This card can be placed beside the scenario reference card during each scenario of this campaign.



## Predator

Predator is a keyword ability.

During the enemy phase (after hunter enemies move and before enemies attack), each ready, unengaged enemy with the predator keyword deals 1 damage to a non-*Elite* enemy at its location with a fight value lower than its own.

☞ Given the choice between multiple other enemies, a predator enemy will deal its damage to the enemy with the lowest (or tied for the lowest) remaining health.

## Additional Terms and Keywords

A complete list of terms, keywords, and concepts that are used in the game can be found in the Arkham Grimoire online at [www.fantasyflightgames.com](http://www.fantasyflightgames.com) or by following this QR code:





## Campaign Setup

To set up the *Children of Blood* 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.

◆ **Easy** (*I want the brightest day*):

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

◆ **Standard** (*I want the orange light of sunset*):

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

◆ **Hard** (*I want the violet skies of twilight*):

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

◆ **Expert** (*I want the darkest night*):

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

Players are now ready to begin at the **Prologue**.





## Prologue

*The cold autumn wind blows through the streets of the city of Arkham, the cobblestones wet from the rainstorm earlier that day. The sky has since cleared, and overhead a field of stars is watched by a full moon. It is under the yellow glow of the streetlights that you have made your way to Arkham's Waterfront District, formerly known as Rivertown before the Miskatonic burst its banks some months ago.*

*Grim paranoia has gripped the Waterfront District. In the wake of a series of murders and disappearances, the working-class residents in the area are afraid to go out at night. They go to work at the river docks, the train yards, or the New Horizons meat packing facility, then rush home before darkness overtakes the city. Pedestrians look over their shoulders and hurry past dark alleys. Something is hunting the people of the district.*

*With Detective Reynolds of the Arkham PD, you have been working to get to the bottom of what's going on, and there have been precious few leads.*

*That is, until tonight.*

*You've been called to the Waterfront District by a concerned citizen. Christopher Stern has invited you to his home on Water Street with the promise of more information in exchange for help in a personal matter. Mr. Stern's promise of information and request for assistance end up being one and the same. With painful effort he recounts how his wife, Julia, is an employee at the New Horizons facility. She had been taking longer and longer shifts, such that she began leaving for work before the sun came up and returning home after it had gone down. Over time she grew cold and distant, eventually sleeping in a separate room and—in Christopher's words—hiding herself from him.*



He found her in the alleyway behind their home three days ago. In the light of the waxing moon, he saw the woman who used to be his wife crouched over the corpse of their neighbor. She was feeding on the body, greedily drinking the man's blood. When he called her name, she fled into the shadows. Christopher followed her, but quickly lost track. She moved with such inhuman swiftness that all sign of her was lost to the night. What's worse, when he returned to the alleyway, the neighbor's body was nowhere to be found.

Mr. Stern spent the next couple of days searching feverishly for any sign of his wife. Despite what he witnessed, he seemed to resist the notion that she has changed into some kind of monster. Now, however, with more and more stories circulating the district each night, he knew something had to be done.

☞ If you are playing on Hard or Expert difficulty, each investigator may begin the campaign with 5 bonus experience. You may upgrade your decks before starting the first scenario.

When you are ready to begin, proceed to **Scenario I: River of Blood**.

## Scenario I: River of Blood

"Whatever you have to do to stop her, to stop that thing," Christopher says to you as you prepare to set out in search of Julia. "Just do it."

You spend the night searching frantically through the Waterfront District, but are unable to locate anything conclusive. You retire for a restless night, and hope to have better luck in the morning.

### Setup

☞ Gather all cards from the following encounter sets:



**River of Blood**



**Blood Blight**



**Blood Moon**



**Children of Blood**



**Hunted**



**Infected**



**Misinformation**



**Preyed Upon**



**Vermin**



**Dead Ends\***



**Flying Terrors\***

\*This encounter set is found in the *Arkham Horror: The Card Game* core set.

If you are playing on Hard or Expert difficulty, **DO NOT** gather the **Preyed Upon** and **Vermin** encounter sets. Instead, gather all cards from the following encounter sets:



**Agents of Zburamoarte**



**Mongrels**

☞ Additionally, if there are 3 or 4 investigators, gather all cards from the following encounter set:



**Afflicted**

- ☞ Put each location into play, as follows:
  - ☞ If you are playing on Easy or Standard difficulty, put each **Dawn** location into play. Remove each **Dusk** location from the game.
  - ☞ If you are playing on Hard or Expert difficulty, put each **Dusk** location into play. Remove each **Dawn** location from the game.
  - ☞ Each investigator begins play at Water Street.
- ☞ Spawn 1 Waterfront Civilian enemy at Main Street.
  - ☞ If there are 3 or 4 investigators in the game, also spawn 1 Waterfront Civilian enemy at Garrison Street.
- ☞ Gather each copy of the Julia Stern enemy.
  - ☞ If you are playing on Easy difficulty, set Julia Stern (*On the Run*) aside, out of play. Remove each other copy of Julia Stern from the game.
  - ☞ If you are playing on Standard difficulty, set Julia Stern (*Stalking the Streets*) aside, out of play. Remove each other copy of Julia Stern from the game.
  - ☞ If you are playing on Hard or Expert difficulty, set Julia Stern (*Preying Upon Arkham*) aside, out of play. Remove each other copy of Julia Stern from the game.
- ☞ Set the following cards aside, out of play: each remaining Waterfront Civilian enemy, each Night Feeder enemy (or each Spawn of Zburamoarte enemy if playing on Hard or Expert difficulty), each card in the **Infected** encounter set, the Detective Reynolds story asset, and the Fang of Zburamoarte story asset.
- ☞ Shuffle the remaining encounter cards to create the encounter deck.
- ☞ Shuffle the top 2 cards of the encounter deck together with the set-aside Julia Stern enemy. Place 1 of these cards facedown, at random, beneath each **Lair** location.
- ☞ You are now ready to begin.





## Suggested Location Placement for River of Blood



## DO NOT READ

### until the end of the scenario

**If no resolution was reached (each investigator was defeated):** *It doesn't take long before it becomes clear that there are more creatures stalking the night than simply the monster that was Julia Stern. Their unending hunt proved too much for you. The last thing you remember is the creatures looming over you before you mercifully lost consciousness.*

*You awaken to the burning yellow light of dawn. Collecting yourself, you meet up with Detective Reynolds once more.*

- ☞ In your campaign log, record *the investigators failed to stop Julia Stern.*
- ☞ Add 1 ☹ token to the chaos bag for the remainder of the campaign.
- ☞ Each investigator becomes the bearer of a set-aside The Blood Blight weakness.
- ☞ Each investigator earns experience equal to the **victory X** value of each card in the victory display. Each investigator also earns 3 bonus experience as they learn from their mistakes.
- ☞ Skip to **Resolution 4.**

**Resolution 1:** *After a grueling conflict, you finally subdue your quarry. Rather than take her life, you knock Julia unconscious and prepare to regroup with Detective Reynolds, holding out hope that there may be some way to save her. When you return to collect her, however, you discover that she has disappeared into the shadows once more. You hope you made the right choice. For now, however, the only path forward for you is to reconnect with Detective Reynolds and get to the bottom of what caused all of this bloodshed in the first place.*

- ☞ In your campaign log, record *the investigators spared Julia Stern.*
- ☞ Each investigator earns experience equal to the **victory X** value of each card in the victory display.
  - ◆ The investigators may decide to spend 2 ☹ total experience, as a group, to remove 1 ☹ token from the chaos bag.
- ☞ Skip to **Resolution 4.**

**Resolution 2:** *At long last, your hunt comes to an end. Ending Julia's life, and the lives of her victims, is a regrettable course of action, but it had to be done to make the Waterfront District safe again. After three bloody nights on the banks of the Miskatonic River, you're hoping that you can reconnect with Detective Reynolds and get to the bottom of what caused all of this in the first place.*

- ☞ In your campaign log, record *the investigators killed Julia Stern.*
- ☞ Remove 1 ☹ token from the chaos bag for the remainder of the campaign.
- ☞ Each investigator earns experience equal to the **victory X** value of each card in the victory display.
- ☞ Skip to **Resolution 4.**



**Resolution 3:** *The hunt through the night is long and arduous, but Julia proves too crafty and too swift for your efforts. By the morning of the third day of your search, you worry that you'll have to wait until she strikes again. For now, however, the only path forward for you is to reconnect with Detective Reynolds and get to the bottom of what caused all of this bloodshed in the first place.*

- ☞ In your campaign log, record the investigators failed to stop Julia Stern.
- ☞ Each investigator earns experience equal to the **victory X** value of each card in the victory display.
  - ◆ Each investigator earns 2 bonus experience as they are better prepared for what is to come.
- ☞ Proceed to **Resolution 4**.

**Resolution 4:** *Back at Detective Reynolds' office, you explain what you've learned. He tells you that his leads also pointed towards the New Horizons meat packing facility, and a suspicious group that had been seen around the building, dressed in robes instead of the more standard aprons and coveralls of the workers. "The same place where Julia worked," Reynolds says. "Seems like that place is worth a visit."*

- ☞ Detective Reynolds joins the investigation! Choose an investigator to become the bearer of the set-aside Detective Reynolds story asset.
- ☞ If "the investigators found a sacrificial dagger," choose an investigator to become the bearer of the set-aside Fang of Zburamoarte story asset.
- ☞ Each investigator who ended the scenario with 3 ☠ tokens sealed on their investigator becomes the bearer of a set-aside The Blood Blight weakness if they are not already a bearer of it.
- ☞ Release each sealed ☠ token and return them to the chaos bag.
- ☞ Proceed to **Scenario II: New Horizons** (page 12).

## Scenario II: New Horizons

With Detective Reynolds at your side, you head to the New Horizons facility in the Waterfront District. “Well, the way I see it we’ve got two options,” Reynolds says. “We can go in now and conduct our search. I’ve got the warrant, and it’ll be more official, but there’s also people who are working. People complicate things. Or...” He produces a set of lockpicks. “We wait until after dark.”

- ☞ Add 1  token to the chaos bag for the remainder of the campaign.
- ☞ The investigators must choose, as a group:
  - ❖ Search during the day (*Hint: Prepare to talk your way in*). Proceed to **Setup (v.I)**.
  - ❖ Search after dark (*Hint: Prepare to fight your way in*). Skip to **Setup (v.II)**.

### Setup (v.I)

- ☞ Gather all cards from the following encounter sets:



**New Horizons**



**Afflicted**



**Blood Blight**



**Bloodthirst**



**Hunted**



**Infected**



**Sanguine  
Secrets**



**Vermin**



**Flying  
Terrors\***

\*This encounter set is found in the *Arkham Horror: The Card Game* core set.

- ☞ Gather each location in the **New Horizons** encounter set.
  - ❖ Put each **Day** location into play. Remove each **Night** location from the game. Each investigator begins play at a Factory Floor location of their choice.
  - ❖ If you are playing on Easy or Standard difficulty, set Cavern Entrance (*Shallow Tunnels*), Descending Tunnel, and all 3 copies of Side Chamber (*Shallow Tunnels*) aside, out of play. Remove each remaining location from the game.
  - ❖ If you are playing on Hard or Expert difficulty, set Cavern Entrance (*Darkest Depths*), Descending Tunnel, and all 3 copies of Side Chamber (*Darkest Depths*) aside, out of play. Remove each remaining location from the game.
- ☞ Construct the agenda deck using agenda 1a—“Busy Day” and agenda 2a—“Digging Deeper (v.I).” Remove each other agenda from the game.
- ☞ Spawn 1 Factory Worker enemy at each Factory Floor location.
- ☞ Gather each copy of the Zburamoarte enemy.
  - ❖ If you are playing on Easy difficulty, set Zburamoarte (*Lethargic Beast*) aside, out of play. Remove each other copy of Zburamoarte from the game.
  - ❖ If you are playing on Standard difficulty, set Zburamoarte (*Source of the Blight*) aside, out of play. Remove each other copy of Zburamoarte from the game.
  - ❖ If you are playing on Hard or Expert difficulty, set Zburamoarte (*Progenitor of Monsters*) aside, out of play. Remove each other copy of Zburamoarte from the game.



- ☞ Set the following cards aside, out of play: the Javier Rivera enemy, each copy of the Blighted Worker enemy, each copy of the Echoing in Darkness treachery, the **Infected** and **Flying Terrors** encounter sets, and the Forged Permit and Sanguine Song story assets.
- ☞ Remove the Night Watchman enemy from the game.
- ☞ Shuffle the remaining encounter cards to create the encounter deck.
- ☞ You are now ready to begin.

## Setup (v. II)

- ☞ Gather all cards from the following encounter sets:



**New Horizons**



**Afflicted**



**Children of Blood**



**Infected**



**Preyed Upon**



**Sanguine Secrets**



**Stalked**



**Flying Terrors\***



**Reeking Decay\***

\*This encounter set is found in the *Arkham Horror: The Card Game* core set.

- ☞ Gather each location in the **New Horizons** encounter set.

- ◆ Put each **Night** location into play. Remove each **Day** location from the game. Each investigator begins play at a Factory Floor location of their choice.
- ◆ If you are playing on Easy or Standard difficulty, set Cavern Entrance (*Shallow Tunnels*), Descending Tunnel, and all 3 copies of Side Chamber (*Shallow Tunnels*) aside, out of play. Remove each remaining location from the game.
- ◆ If you are playing on Hard or Expert difficulty, set Cavern Entrance (*Darkest Depths*), Descending Tunnel, and all 3 copies of Side Chamber (*Darkest Depths*) aside, out of play. Remove each remaining location from the game.

- ☞ Construct the agenda deck using agenda 1a—"Quiet Night" and agenda 2a—"Digging Deeper (v. II)." Remove each other agenda from the game.

- ☞ Gather each copy of the Zburamoarte enemy.

- ◆ If you are playing on Easy difficulty, set Zburamoarte (*Lethargic Beast*) aside, out of play. Remove each other copy of Zburamoarte from the game.
- ◆ If you are playing on Standard difficulty, set Zburamoarte (*Source of the Blight*) aside, out of play. Remove each other copy of Zburamoarte from the game.
- ◆ If you are playing on Hard or Expert difficulty, set Zburamoarte (*Progenitor of Monsters*) aside, out of play. Remove each other copy of Zburamoarte from the game.

- ☞ Set the following cards aside, out of play: the Night Watchman enemy, each copy of the Blighted Worker enemy, each copy of the Echoing in Darkness treachery, the **Infected** and **Flying Terrors** encounter sets, and the Forged Permit and Sanguine Song story assets.

- ☞ Remove the Javier Rivera enemy and each copy of Factory Worker from the game.

- ☞ Shuffle the remaining encounter cards to create the encounter deck.

- ☞ You are now ready to begin.



## Suggested Location Placement for New Horizons



## Standalone Mode

If you are playing in Standalone Mode and do not wish to refer to any other setup/resolutions, you may use the information below when setting up this scenario:

☞ Choose a difficulty:

- ◆ **Easy:** +1, 0, 0, 0, -1, -1, -1, -2, -2, -3, ☠, ☠, ☠, ☠, ☠, ☠, ☠, ☠.
- ◆ **Standard:** +1, 0, 0, -1, -1, -1, -2, -2, -3, -4, ☠, ☠, ☠, ☠, ☠, ☠, ☠, ☠.
- ◆ **Hard/Expert:** +0, -1, -1, -2, -2, -3, -4, -5, -6, ☠, ☠, ☠, ☠, ☠, ☠, ☠, ☠.

☞ The investigators must decide which version of this scenario to play.

## DO NOT READ until the end of the scenario

**If no resolution was reached (each investigator was defeated):** *"Things got pretty rough in there."*

*You awaken to the voice of Detective Reynolds. Blinking in the light of the morning, you sit up, waves of pain shooting through your stiff joints. Reynolds puts a hand on your shoulder. "Let's not push it," he says. "Besides, I've been watching the back of the factory, to see whether anyone—or anything—is going to follow us out."*

- ☞ Add 1 ☠ token to the chaos bag for the remainder of the campaign.
- ☞ Each investigator earns experience equal to the **victory X** value of each card in the victory display.
- ☞ Skip to **Resolution 5**.

**Resolution 1:** *At long last you emerge from the meat packing facility, feeling no better than the cattle flanks that hung from hooks within. You hope that what you were able to accomplish will prove to be useful enough, even if you didn't get to the bottom of what the cult was doing in the warehouse. At the very least, you have a name to go off of—Howard Wilkes, the owner of New Horizons, and the leader of the cult that was dwelling in its depths.*

- ☞ In your campaign log, record the investigators did not complete their search.
- ☞ In your campaign log, record the investigators left Zburamoarte alive.
- ☞ Each investigator earns experience equal to the **victory X** value of each card in the victory display.
  - ❖ The investigators may decide to spend 2 ☠ total experience, as a group, to remove 1 ☠ token from the chaos bag.

- ☞ Skip to **Resolution 5**.

**Resolution 2:** *You have gotten to the bottom of the cult's activities in the warehouse, and while you chose to leave whatever monsters lurked in the depths of the tunnels alive, you can only hope that your efforts will prove enough to put all of this to rest. At the very least, you have a name to go off of—Howard Wilkes, the owner of New Horizons, and the leader of the cult that was dwelling in its depths.*

- ☞ In your campaign log, record the investigators completed their search.
- ☞ In your campaign log, record the investigators left Zburamoarte alive.
- ☞ Each investigator earns experience equal to the **victory X** value of each card in the victory display.
  - ❖ The investigators may decide to spend 2 ☠ total experience, as a group, to remove 1 ☠ token from the chaos bag.
- ☞ Skip to **Resolution 5**.



**Resolution 3:** After a grueling fight against the truly massive foe, you finally put the abomination down. This beast, this Zburamoarte, was the source of the infected blood used in the cult's rituals, spreading the blood blight throughout all of Arkham via the tainted meat. With the source of the blood blight defeated, you hope that no others can fall to the same fate as Julia Stern and others within the New Horizons factory. The case isn't over, however, as you learned that a man named Howard Wilkes, the owner of New Horizons, was also leading of the cult of Zburamoarte. It's time to make him answer for his crimes.

- ☞ In your campaign log, record the investigators completed their search.
- ☞ In your campaign log, record the investigators defeated Zburamoarte.
- ☞ Remove 1 ☠ token from the chaos bag.
- ☞ Each investigator earns experience equal to the **victory X** value of each card in the victory display.
- ☞ Skip to **Resolution 5**.

**Resolution 4:** You are quickly overwhelmed by the cult, dragging you down into the caves while repeating the name "Zburamoarte, Zburamoarte, Zburamoarte..." Mercifully, you black out during the course of the cult's rituals, and when you come to again, you are alone on the floor of the factory, the first light of morning peeking through the windows. You pick yourself up, stretch your aching joints, and make a swift exit.

- ☞ In your campaign log, record the investigators were left to the cult's mercy.
- ☞ Add 2 ☠ tokens to the chaos bag for the remainder of the campaign.
- ☞ Each investigator who does not have The Blood Blight weakness becomes the bearer of a set-aside The Blood Blight weakness.
- ☞ Each investigator earns experience equal to the **victory X** value of each card in the victory display.
- ☞ Proceed to **Resolution 5**.

**Resolution 5:** You regroup with Detective Reynolds, ready to investigate this Howard Wilkes, and make him answer for what's been happening at his facility.

- ☞ If "the investigators found a sheet of arcane symbols," any investigator may become the bearer of the set-aside Sanguine Song story asset.
- ☞ If "the investigators found forged permits," any investigator may become the bearer of the set-aside Forged Permit story asset.
- ☞ Each investigator who ended the scenario with 2 ☠ tokens sealed on their investigator becomes the bearer of a set-aside The Blood Blight weakness if they are not already a bearer of it.
- ☞ Release each sealed ☠ token and return them to the chaos bag.
- ☞ Proceed to **Interlude: Friends in Low Places** (page 18).



## Interlude: Friends in Low Places

**Friends in Low Places 1:** You and Detective Reynolds meet up at Velma's Diner in the early morning to discuss what's next. With the police department alerted to the situation at the meat packing facility, the detective has his eyes set on the person responsible.

"We managed to get a name from those damned yahoos," Reynolds says in low tones over his steaming mug of coffee. "Wilkes. Howard Wilkes. I looked into him some, and he's a powerful guy. Lots of money. Lots of friends. Just built himself a brand new apartment in Northside. Calls it his penthouse. Apparently it's some French design." Reynolds shrugs. "Anyway, while the people at his factory have been either becoming cultists or becoming monsters, he's been a bit of a recluse. Hasn't left his place for weeks, and doesn't let anyone in. At least, until tonight."

Reynolds tells you how Mr. Wilkes is apparently throwing a party at his penthouse, an opportunity to throw his money around and impress some other businesspeople from outside of Arkham. "He wants to expand his distribution area, get that dirty meat of his to places outside of town. We can't let that happen. We'll need to get into that party. And I know just the guy to get us there."

As if on cue, the bell above the diner door rings. You follow Detective Reynolds's gaze to see a familiar face enter. A disheveled man with a round face and a bald head, wearing a fraying gray suit and green tie. Charlie Kane nods with familiarity to the waitress as he makes his way to your booth, sliding in beside Reynolds.

"Glad you could make it, mayor," the detective says.

Charlie scowls at the remark. "This will need to be quick," he says, looking over his shoulder.

"Worried they're still after you?" Reynolds asks.



Charlie turns a serious look on the detective. "They always are."

Together you go over the plan: Kane will get your names on the guest list for the party. You'll arrive, where you and the detective will attempt to detain Wilkes. When Reynolds suggests having police backup on standby, Charlie shakes his head. "Wilkes will know what you're planning," the former mayor says. "If he gets wind the fuzz are waiting for him, there's no telling what he'll do."

Charlie glances out the windows of the diner, scanning the dark street outside as he speaks. "There's one person in particular you should keep an eye out for: Priscilla Thomas. She's a savvy businesswoman from Boston looking to make a distribution deal with Wilkes to get his product shipped throughout the state. It would be best to try and convince her this is a bad idea, however you need to. But, according to my contacts, Miss Thomas isn't part of Wilkes's organization, so... well, try using words, not fists."

If there are exactly 12 ♣ tokens in the chaos bag, skip to **Friends in Low Places 4**. Otherwise, the lead investigator must decide (choose one):

☞ "Thanks for the help, Charlie. If you decide to run again, I'll be sure to vote for you this time."  
Proceed to **Friends in Low Places 2**.

☞ "Why don't you come with us, Charlie? Let whoever's after you know you're not afraid of them."  
Skip to **Friends in Low Places 3**.

**Friends in Low Places 2:** Charlie snorts derisively. "I don't think I'll be running again. Not in a campaign, at least," he says, and then fixes his steely glare solidly on you. "You must not fail at this. If Wilkes is allowed to continue, and if he secures that deal with Priscilla, then it won't be long before all of Massachusetts is overrun with those... things."

☞ Each investigator earns 2 bonus experience.

Skip to **Scenario III: Blood Money**.

**Friends in Low Places 3:** Charlie narrows his eyes at you as he considers your request. You can tell that he is mulling over all that has happened so far in your efforts to help the people of the Waterfront District...

If all of the following circumstances are true, skip to **Friends in Low Places 5**. Otherwise, skip to **Friends in Low Places 6**.

☞ The investigators spared Julia Stern or the investigators killed Julia Stern is recorded in your campaign log.

☞ The investigators completed their search is recorded in your campaign log.

☞ No investigator has The Blood Blight weakness in their deck.

**Friends in Low Places 4:** Charlie stands from his spot in the booth, reaching to shake hands with Detective Reynolds, and then with you. As you grip his hand there's a pause. You can hear the quickening of his heartbeat as you hold his hand in a firm grip. You can feel his pulse through the handshake, and you can smell the fear growing in him. After a moment he rips his hand away with a sudden jerk, and rushes to the exit without another word.

☞ Each investigator suffers 1 mental trauma.

Skip to **Scenario III: Blood Money**.

**Friends in Low Places 5:** *Charlie sighs. "You've done a lot to help the people of the Waterfront," he says. "These are civilians who are under the thumb of people like Wilkes, and you've gone to great lengths to see that justice is served. Alright. I'll join you at the party."*

Any one investigator may become the bearer of the Charlie Kane story asset. This asset can be found in the **Friends in Low Places** encounter set, which is indicated with the following encounter set symbol:



Skip to **Scenario III: Blood Money**.

**Friends in Low Places 6:** *Charlie sighs. "You've done a lot to help the people of the Waterfront," he says. "But it's not enough, and you're not done. And what's worse, you've drawn a lot of attention. Attention I can't afford. I'm sorry but I've already done too much. You're on your own."*

Proceed to **Scenario III: Blood Money**.





## Scenario III: Blood Money

Howard Wilkes's party is at his fancy new penthouse at the top of one of the rebuilt buildings in Northside, overlooking the dark and industrious district of Arkham. You ride the elevator up to the fourth floor, and follow the short, clean hallway to the door of the penthouse. Rapping on the door, you're greeted by a tall man in a tuxedo who checks your name and allows your entrance. It would seem Charlie is as good as his word.

Detective Reynolds, also dressed in formalwear, makes his way over to you as soon as you step into the foyer. "Good, you're here," he says. "Problem is that Wilkes isn't around, and nobody has seen him. I suggest we deal with Miss Thomas. Get her to rethink her business decision. Then we can chat up the rest of the party and see what else we can learn." He glances around nervously at the other guests nearby, all of whom are looking at him and at you with suspicion. "And let's be quick about it."

## Setup

 Gather all cards from the following encounter sets:



**Blood Money**



**Agents of  
Zburamoarte**



**Blood Blight**



**Bloodthirst**



**Children of  
Blood**



**Hunted**



**Sanguine  
Secrets**



**Arcane Lock\***

\*This encounter set is found in the *Arkham Horror: The Card Game* core set.

When gathering cards from the **Sanguine Secrets** encounter set, only gather the three copies of Sanguine Cultist and the Blood-Crazed Zealot enemies. Do not gather the Morbid Rituals treacheries.



- ☞ Additionally, if there are 3 or 4 investigators, gather all cards from the following encounter set:

 **Afflicted**

- ☞ Put the Office, Study, Dining Hall, and Kitchen locations into play according to the diagram on page 24.
- ◆ Put Foyer into play, (*Boring Party*) side faceup.
  - ◆ Set Master Bedroom aside, out of play.
  - ◆ If you are playing on Easy or Standard difficulty, also set the Balcony aside, out of play. Otherwise, remove it from the game.
  - ◆ Each investigator begins play at Foyer.
- ☞ Spawn the Priscilla Thomas enemy at Dining Hall.
- ☞ Gather each Suspicious Guest enemy. If the number of investigators in the game is...
- ◆ ...exactly 1, spawn 1 Suspicious Guest at the Study. Remove 2 copies of that enemy from the game.
  - ◆ ...exactly 2, spawn 1 Suspicious Guest at the Study and 1 at the Office. Remove 1 copy of that enemy from the game.
  - ◆ ...exactly 3 or 4, spawn 1 Suspicious Guest at the Study, 1 at the Office, and 1 at the Dining Hall.
- ☞ Check your campaign log.
- ◆ If *the investigators defeated Zburamoarte* is recorded, construct the agenda deck using agenda 2a—"Feeding Frenzy (v. II)." Remove the other copy of agenda 2a from the game.
  - ◆ Otherwise, construct the agenda deck using agenda 2a—"Feeding Frenzy (v. I)." Remove the other copy of agenda 2a from the game.
- ☞ Set aside each copy of the Child of Blood enemy, the Spawn of Zburamoarte enemy, and the Sanguine Rebirth treachery, the Chosen of Zburamoarte double-sided story asset, as well as each enemy from the **Sanguine Secrets** encounter set.
- ☞ Gather each copy of the Howard Wilkes enemy.
- ◆ If you are playing on Easy difficulty, set Howard Wilkes (*First Child of Zburamoarte*) aside, out of play. Remove each other copy of Howard Wilkes from the game.
  - ◆ If you are playing on Standard difficulty, set Howard Wilkes (*Too Far Gone*) aside, out of play. Remove each other copy of Howard Wilkes from the game.
  - ◆ If you are playing on Hard or Expert difficulty, set Howard Wilkes (*Ultimate Predator*) aside, out of play. Remove each other copy of Howard Wilkes from the game.





- ☞ Check your campaign log. If *the investigators killed Julia Stern* is recorded, remove each copy of the Julia Stern enemy from the game. Otherwise, gather each copy of the Julia Stern enemy.
- ◆ If you are playing on Easy difficulty, set Julia Stern (*First Victim of New Horizons*) aside, out of play. Remove each other copy of Julia Stern from the game.
- ◆ If you are playing on Standard difficulty, set Julia Stern (*Out for Blood*) aside, out of play. Remove each other copy of Julia Stern from the game.
- ◆ If you are playing on Hard or Expert difficulty, set Julia Stern (*Child of Vengeance*) aside, out of play. Remove each other copy of Julia Stern from the game.
- ☞ Add 1  token to the chaos bag for the remainder of the campaign.
- ☞ Shuffle the remaining encounter cards to create the encounter deck.
- ☞ You are now ready to begin.

## Suggested Location Placement for Blood Money



## Standalone Mode

If you are playing in Standalone Mode and do not wish to refer to any other setup/resolutions, you may use the information below when setting up this scenario:

☞ Choose a difficulty:

- ☞ **Easy:** +1, 0, 0, 0, -1, -1, -1, -2, -2, -3, ☠, ☠, ☠, ☠, ☠, ☠, ☠, ☠, ☠, ☠, ☠, ☠.
- ☞ **Standard:** +1, 0, 0, -1, -1, -1, -2, -2, -3, -4, ☠, ☠, ☠, ☠, ☠, ☠, ☠, ☠, ☠, ☠, ☠, ☠.
- ☞ **Hard/Expert:** +0, -1, -1, -2, -2, -3, -4, -5, -6, ☠, ☠, ☠, ☠, ☠, ☠, ☠, ☠, ☠, ☠, ☠, ☠.

☞ The investigators failed to stop Julia Stern.

☞ The investigators left Zburamoarte alive.



## Codex: Blood Money

Read the following entries on pages 25–28 only when directed while playing the **Blood Money** scenario.

### Codex A: Party Guest

*You chat up the party guest, trying to learn what you can while making sure they don't interfere in your investigation.*

Reveal random tokens from the chaos bag until you reveal a token with a symbol that isn't sealed on an enemy. If the token is...

- ◆ ...a  token: The guest regards you with suspicion. Proceed to ( .
- ◆ ...a  token: This guest is trying to not be noticed. Skip to ( .
- ◆ ...a  token: Seated comfortably, this guest smiles at you. Skip to ( .
- ◆ ...an  token: This guest can't eat their food fast enough. Skip to ( .
- ◆ ...a  token: This guest is dressed for business, not a party. Skip to ( .
- ◆ ...an  token: This guest is struggling to stand upright. Skip to ( .
- ◆ ...an  token: This guest joins a small group to gossip. Skip to ( .

After resolving the codex matching the revealed token, any investigator may trigger this codex again.

### Codex : Party Guest

*The guest begins a long, boring, and painfully oblivious story about how they were shocked to see Howard Wilkes choose Northside—the “working district, of all places”—as the location for not only this party, but also his penthouse. You pretend to be interested as they ramble on, but find a quiet moment to steal away instead.*

Automatically evade this enemy and seal this token on it (if Priscilla Thomas is in play, seal this token on her instead).

 **Codex** : Party Guest

*As you approach the guest, they stare you down with a deathly glare. Before you can even ask them what's wrong, a dagger, fashioned from an over-sized fang, flashes in their hands as it's drawn from their jacket pocket. "I know what you're trying to do!" they shout. "We won't let you stop what has already been started!"*

Discard this enemy and spawn 1 random set-aside **Cultist** enemy engaged with you. Seal this token on that enemy (if Priscilla Thomas is in play, seal this token on her instead).

 **Codex** : Party Guest

*Your conversation with this guest, while enlightening about some strange happenings in French Hill, is otherwise unhelpful.*

Automatically evade this enemy and seal this token on it.

Draw 1 card.

 **Codex** : Party Guest

*"Darling, you simply must try the hors d'oeuvres!" This guest approaches you, holding a cracker topped with some sort of blood-red meat-spread, ready to force it into your mouth. You grit your teeth, make a comment about needing to use the washroom, and make a swift exit.*

Automatically evade this enemy and seal this token on it.

You may move to a connecting location.



### Codex Party Guest

*This guest remarks about how Howard Wilkes has met resistance when trying to distribute his product throughout Arkham, making a name for himself among local businesses as a ruthless megalomaniac. He's brought Priscilla Thomas here this evening in hopes to find success outside of the city before his entire operation runs out of funding.*

Automatically evade this enemy and seal this token on it  
(if Priscilla Thomas is in play, seal this token on her instead).

### Codex Party Guest

*This guest stumbles a bit, leaning heavily against a marble statue. You approach cautiously, reaching out and asking whether they need help. No sooner does your hand touch their shoulder than they wheel about, a crazed look in their eyes and a snarl on their lips.*

This enemy attacks you. After this attack, that enemy disengages from each investigator and moves to a connecting location (with no investigators, if able).



## Codex ☆: Party Guest

*You find a small group of guests talking amongst themselves in hushed tones. You are able to loiter just outside of their huddle, and learn that each has their own suspicions about what is really going on at tonight's party.*

Automatically evade this enemy.

Gain 1 clue (from the token pool). Then, if Detective Reynolds is in play under an investigator's control, that investigator gains 1 clue (from the token pool).

## Codex B: Priscilla Thomas

If this is the first time this codex entry has been triggered this scenario, proceed to **Priscilla Thomas 1**. Otherwise, skip to **Priscilla Thomas 2**.

**Priscilla Thomas 1:** *Priscilla Thomas stands near the door to the dining hall, watching the other guests with a look of bored frustration. "A host who arrives late to his own party is never a good sign," she says. She turns to regard you as you approach, and her eyebrow goes up in suspicion. "I don't suppose you know anything about that, do you?"*

Proceed to **Priscilla Thomas 2**.

**Priscilla Thomas 2:** *You try talking to Miss Thomas about her reason for being at the party, attempting to sow the seeds of doubt in her mind regarding Howard Wilkes and his business.*

Release each chaos token sealed on Priscilla Thomas. Place 1 horror (from the token pool) on Priscilla Thomas for each chaos token released this way.

Choose an investigator at your location to test  or  (3). If that investigator succeeds, place 1 horror on Priscilla Thomas. Then, if there is 4 or more horror on Priscilla Thomas, proceed to **Priscilla Thomas 3**.

Any investigator may trigger this codex entry again.

**Priscilla Thomas 3:** *Miss Thomas listens to your story, her face stoic but her eyes attentive. Eventually she nods, setting her drink down on a nearby end table. "Say no more," she said. "I was already feeling like this was a bad deal. You're only confirming my concerns. Thanks." She turns to leave, and pauses in the doorway. "If ever you find yourself in Boston and need work, I could make use of your investigative skills. And you'd be paid well." With that, she leaves, heading for the foyer.*

Remove Priscilla Thomas from the game.  
Each investigator may heal 2 horror or gain 3 resources.



## DO NOT READ until the end of the scenario

**Before reading any other resolution, if at least 1 investigator was defeated:** The defeated investigators read **Investigator Defeat** first.

**Investigator Defeat:** *You struggle against the monsters, but their numbers and ferocity overwhelm you, feeding on your flesh as you're forced to the floor. Your entire world is a blood-soaked tempest of blinding pain before you finally give in to the darkness of death.*

- ☞ Each defeated investigator is **killed**.
- ☞ If another resolution was reached, the remaining investigators proceed to that resolution. Otherwise, in your Campaign Log, record *the investigators failed to stop the children of blood*. The investigators lose the campaign!

**If no resolution was reached because each surviving investigator resigned during act 1a or act 2a:** *Unable to bear the chaos of the party, you flee into the streets. You only hope that the problems of the New Horizons meet and the blighted blood will solve themselves.*

- ☞ In your Campaign Log, record *the investigators failed to stop the children of blood*.
- ☞ Each investigator suffers 1 physical trauma and 1 mental trauma, as they never fully recover from what they witnessed in their investigation.
- ☞ Each investigator earns experience equal to the **victory X** value of each card in the victory display.
- ☞ Each investigator who does not have The Blood Blight weakness and who ended the scenario with 2 or more ☠ tokens sealed on their investigator becomes the bearer of a set-aside The Blood Blight weakness.
- ☞ The investigators lose the campaign!

**Resolution 1:** *You walk out of the penthouse, leaving the defeated Howard Wilkes and the shattered remains of his cult behind. Arkham's finest arrive as you head out into the street, and you let Detective Reynolds handle their questions. You head back out into Arkham as the first rays of the morning sun peek out over the Miskatonic River.*

- ☞ In your campaign log, record the investigators stopped the children of blood.
- ☞ Each investigator earns experience equal to the **victory X** value of each card in the victory display.
  - ◆ Each investigator earns 1 bonus experience for each **Civilian** enemy beneath the scenario reference card when the scenario ended.
- ☞ Each investigator who does not have The Blood Blight weakness and who ended the scenario with 2 or more ☹ tokens sealed on their investigator becomes the bearer of a set-aside The Blood Blight weakness.
  - ◆ If at least 1 investigator has The Blood Blight weakness in their deck, the investigators have earned the Chosen of Zburamoarte campaign reward card. Add this card to the player card pool.
- ☞ The investigators win the campaign!

**Resolution 2:** *You and the few guests you saved flee the penthouse as the Arkham police arrive. You watch as they rush into the penthouse, but you don't stick around, heading out into Arkham just as the first rays of the morning sun peek out over the Miskatonic River.*

- ☞ In your campaign log, record the investigators failed to stop the children of blood.
- ☞ Each investigator suffers 1 physical trauma and 1 mental trauma, as they never fully recover from the horrors of the Cult of the Sanguine Order.
- ☞ Each investigator earns experience equal to the **victory X** value of each card in the victory display.
  - ◆ Each investigator earns 1 bonus experience for each **Civilian** enemy beneath the scenario reference card when the scenario ended.
- ☞ Each investigator who does not have The Blood Blight weakness and who ended the scenario with 2 or more ☹ tokens sealed on their investigator becomes the bearer of a set-aside The Blood Blight weakness.
  - ◆ If at least 1 investigator has The Blood Blight weakness in their deck, the investigators have earned the Chosen of Zburamoarte campaign reward card. Add this card to the player card pool.
- ☞ The investigators win the campaign!



## Epilogue

Check your campaign log:

- ☞ If the investigators failed to stop the children of blood, proceed to **Epilogue 1**.
- ☞ If both the investigators stopped the children of blood and the investigators defeated Zburamoarte are recorded, skip to **Epilogue 2**.
- ☞ If the investigators stopped the children of blood, skip to **Epilogue 3**.

**Epilogue 1:** With no other choice, you put the penthouse of Arkham's Northside district behind you. No matter how far you go, you worry there won't be enough distance between you and the monsters that ravaged the party and turned it into a bloodbath. It doesn't take long for word of those events to spread throughout Arkham, and for more disappearances to take place as the creatures continue to hunt and feed in the dead of night. Eventually you decide to leave the city, relocating to Boston and thinking that at long last you can try and forget about the calamity on the Miskatonic.

But no matter how far you go, no matter how close you are to forgetting everything, in a matter of months you hear reports similar to those that led up to the chaos that plagued Arkham. The tainted blood of Zburamoarte and the machinations of the Cult of the Sanguine Order are spreading across New England. How long will it be before you have nowhere else to run?

**Epilogue 2:** The events of the penthouse in Northside finally behind you, it seems that at long last the city of Arkham can breathe a sigh of relief. As the days begin to pass, the people who were subjected to the tainted blood of Zburamoarte at the hands of the cult begin to recover. They are weak, disoriented, and lacking any memory of their transformations. Against all odds, it seems that the diabolical machinations of Howard Wilkes and the Cult of the Sanguine Order are finally put to rest.

- ☞ If the investigators spared Julia Stern, skip to **Epilogue 4**.

**Epilogue 3:** The events of the penthouse in Northside finally behind you, it seems that at long last the city of Arkham can breathe a sigh of relief. As the days begin to pass, however, rumors and whispers of monsters in the night seem to return. In a matter of weeks, it seems Arkham is right back to where it started on that fateful night in the Waterfront District. More disappearances are reported throughout the city, and you fear the creatures have returned to hunt and feed in the dead of night. Eventually you decide to leave Arkham, relocating to Boston and thinking that at long last you can try and forget about the calamity on the Miskatonic.

But no matter how far you go, no matter how close you are to forgetting everything, in a matter of months you hear reports similar to those that led up to the chaos that plagued Arkham. The tainted blood of Zburamoarte, and the machinations of the Cult of the Sanguine Order, have returned, and are spreading across New England. How long will it be before you have nowhere else to run?

**Epilogue 4:** Weeks later, you find yourself walking down the sidewalk of Water Street once again. That bloody and desperate night seems like a distant memory fading into shadows as the sun rises from the Eastern horizon. As you continue on your way, you catch a glimpse of a familiar face—a middle-aged woman, with long dark hair pulled back into a tight bun, dressed in the blue coveralls of a factory worker. She looks up as she crosses the street, and your eyes meet for a brief moment. She doesn't recognize you, but you know immediately that it's Julia. She offers a polite smile before she continues on, eventually disappearing into the growing crowds.

## Achievement List

The following is a list of achievements investigators may strive towards as they play *Children of Blood*. As the investigators complete each of these achievements, check the box next to them. Try to complete all of them for the ultimate challenge!

- ☐ **Hide and Seek:** Defeat Julia Stern before agenda 2a advances in *River of Blood*.
- ☐ **Friendly Neighborhood Investigator:** Do not let a single **Civilian** enemy get defeated during *River of Blood*.
- ☐ **Trophy Collector:** Add Fang of Zburamoarte to any investigator's deck.
- ☐ **No Meat-Slab Unhooked:** Finish *New Horizons* with every location revealed, and with no clues remaining on locations.
- ☐ **Filing Paperwork:** Add either Forged Permit or Sanguine Song to any investigator's deck.
- ☐ **That'll Learn Him:** Use the ability on Zburamoarte's Lair to deal the killing blow to Zburamoarte in *New Horizons*.
- ☐ **Safety Inspector:** Do not let a single **Civilian** enemy get defeated during *New Horizons*.
- ☐ **Thanks for Your Vote:** Add Charlie Kane to any investigator's deck.
- ☐ **Hell Hath No Fury:** Have Julia Stern deal the killing blow to Howard Wilkes in *Blood Money*.
- ☐ **Look Out Below:** Use the Balcony location's ability to defeat Howard Wilkes in *Blood Money*.
- ☐ **A Party Everyone Can Enjoy:** Do not let a single **Civilian** enemy get defeated during *Blood Money*.
- ☐ **If You Can't Beat Them...:** Complete the *Blood Money* scenario with each available copy of Suspicious Guest in the victory display.
- ☐ **You Got Red on You:** Seal 3 ☠ tokens on your investigator in a single round.
- ☐ **Don't Forget Your PPE:** Finish *Children of Blood* with 0 ☠ tokens in the chaos bag.
- ☐ **Bathed in Blood:** Finish *Children of Blood* with 12 ☠ tokens in the chaos bag.
- ☐ **And All I Got Were These Bloody Fangs:** Unlock the Chosen of Zburamoarte campaign reward card.

**It's Part of My Backstory:** Complete *Children of Blood* with the following investigators:

- ☐ Daniela Reyes
- ☐ Miguel de la Cruz

**Waterfront Wet Work:** Complete *Children of Blood* campaign on the following difficulties:

- ☐ Easy
- ☐ Standard
- ☐ Hard
- ☐ Expert



## Design Notes

Congratulations on completing the *Children of Blood* campaign!

When Duke and I sat down to discuss the direction of the first expansion after the *Arkham Horror* core set, we knew that we wanted to take the time to explore the city of Arkham after the events that had changed its very landscape. As we narrowed down the list of ideas and inspirations, we quickly landed on a bold new direction that hadn't been explored in the game up to this point: vampires.

I set out to design this campaign to be something that felt unique to the Arkham mythos, but also something that felt like it could slot right in beside other campaigns based directly off of Lovecraft's works. I am and always have been a huge fan of big monsters, creatures larger than life whose mere existence alters the landscape, the ecosystem, or the physiology of the world around it. Zburamoarte (*Romanian for "flying death"*) fit that bill perfectly, and added a layer of cosmic horror just below the surface of this vampire narrative. Throw in an evil cult with grand ambitions and some innocent people who were in the wrong place at the wrong time and you have the makings for any great *Arkham Horror* story.

The narrative of *Children of Blood* also touches on other elements that are important to me on a more personal level. The exploitation of the working class at the hands of the wealthy, and how that can lead to truly desperate situations, threads its way through the story of this campaign, never explicitly called out but important to the events of the plot nonetheless.

I am a mechanical designer first and foremost, and with *Children of Blood* I sought to make it replayable above all else. With only 3 scenarios, the goal of the campaign is to provide a middle-of-the-road, low-investment experience between a standalone scenario and a full-blown campaign. I have had a great time expanding on what something as simple as your choice of difficulty means when playing the campaign. If you normally play only on Standard, I hope *Children of Blood* provides you with enough incentive to try a run or two on other difficulties, to try your hand against Zburamoarte (*Progenitor of Monsters*) or Howard Wilkes (*Ultimate Predator*). And, of course, once you've added Chosen of Zburamoarte to your player card pool, you can bring the vampirism to any other *Arkham Horror* campaign or standalone experience. Because, as the Cult of the Sanguine Order has taught us, blood is always sweeter when it's shared among friends (*yikes! Kinda grossed myself out with that one*).

Finally, I have had a ton of fun curating the list of achievements for this campaign. Fans of Arkham who have followed my trajectory with this game will understand that achievements hold a special place in my heart, and cause me a great amount of both joy and stress. Ambitious players are encouraged to go hunting for all of those achievements, an effort which will take you a minimum of 4 runs through *Children of Blood*. It has always been my *dream* to fill in every last box at the back of a campaign guide. Surely, if you can accomplish that, it will land you among the most dedicated of Arkham players!

Finally, thank you for coming with me on my first start-to-finish campaign design. It was a real treat for me, and I hope that you got as much enjoyment out of playing, failing, and hopefully succeeding at these scenarios as I did in making them.

Until next time, intrepid investigators!

—Nicholas Kory

# Campaign Log: *Children of Blood*

## INVESTIGATORS

| PLAYER NAME                                      | PLAYER NAME                                      | PLAYER NAME                                      | PLAYER NAME                                      |
|--------------------------------------------------|--------------------------------------------------|--------------------------------------------------|--------------------------------------------------|
| INVESTIGATOR                                     | INVESTIGATOR                                     | INVESTIGATOR                                     | INVESTIGATOR                                     |
| UNSPENT EXPERIENCE                               | UNSPENT EXPERIENCE                               | UNSPENT EXPERIENCE                               | UNSPENT EXPERIENCE                               |
| <div>TRAUMA</div> <div>(Physical) (Mental)</div> | <div>TRAUMA</div> <div>(Physical) (Mental)</div> | <div>TRAUMA</div> <div>(Physical) (Mental)</div> | <div>TRAUMA</div> <div>(Physical) (Mental)</div> |
| EARNED STORY<br>ASSETS/WEAKNESSES                | EARNED STORY<br>ASSETS/WEAKNESSES                | EARNED STORY<br>ASSETS/WEAKNESSES                | EARNED STORY<br>ASSETS/WEAKNESSES                |

## Scenarios

☐

*River of Blood*

xp:

☐

*New Horizons*

xp:

☐

*Blood Money*

xp:

## Campaign Notes

## KILLED AND INSANE INVESTIGATORS

## CHAOS BAG



## Credits

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**Expansion Design and Development:** Nicholas Kory with Josiah “Duke” Harrist

**Producer:** Molly Glover with Eric Stanton

**Editing:** Andrea Dell’Agnese

**Proofreading:** Kelley Curry

**Game Rules Specialist:** Alex Werner

**Design Lead:** Nate French

**Product Line Manager:** Gavin Duffy

**Game Design Manager:** Kate Morgan

**Cultural and Sensitivity Review:** Alanaleilani Connolly and the members of the FFG Cultural Sensitivity Panel

**Arkham Horror Story Review:** Philip D. Henry and John Leo

**Expansion Graphic Design:** Ryann Collins

**Cover Art:** Joshua Cairos

**Art Direction:** Tim Flanders, Jeff Lee Johnson, Stephen Somers, and Kate Swazee with Jake Murray

**Visual Design Manager:** Tony Bradt

**Quality Assurance Specialist:** Zach Tewalthomas

**Quality Assurance Coordinator:** Matt Diaz

**Franchise Development:** Andy Christensen, Joe DeSimone, Ness Jack, Matt Keefe, Charlotte Llewelyn-Wells, Brian Mulcahy, Gwendolyn Nix, Katrina Ostrander, Sean Ryan, Ashley Stephens, and Nick Tyler

**Production Management:** Justin Anger and Austin Litzler

**Production Coordination:** Estelle Gavin and Ember Schwager

**Director, Living Card Games:** Chris Gerber

**Director of Studio Operations:** John Franz-Wichlacz

**Head of Studio:** Jim Cartwright

**SVP Lifestyle Games:** Bill Altig

## Playtesters

---

Ember Abel, David Avilés, Gilles Belhassen, Ryan Billington, Ryan Blood, Michael Braverman, Carlos Camarena, Rafa Cerrato, Anthony Clark, Ernie Cottrell, Shelley Danielle, Johannes Duceck, Jean-Sébastien Dupuis, Sam Fuhrman, Alfredo Gómez, Paul Grimes, Richard Harris, Jeremy Johnson, Álvaro Korta, Craig Lincoln, Allen Martin, Josh McCluey, Joe McNeil, Paul Mulder, Pachara Narawisut, Cliff Orme, Casper Palmano, Kip Peterson, Bryant Pitts, Rob Richmond, Richard Saum, Vincent Schwartz, Jordi Solera, Sean Switajewski, Kevin Tuttle, Egoitz Uribeetxebarria, Paul Wallwork, Keith Ward, Owen Weldon, Alex Xöul

## Scenario Encounter Set Symbols



*River of Blood*



*New Horizons*



*Blood Money*

## Encounter Set Symbols



*Afflicted*



*Agents of  
Zburamoarte*



*Blood Blight*



*Blood Moon*



*Bloodthirst*



*Children of  
Blood*



*Friends in Low  
Places*



*Hunted*



*Infected*



*Misinformation*



*Mongrels*



*Preyed Upon*



*Sanguine  
Secrets*



*Stalked*



*Vermin*

## From the Core Set:



*Arcane Lock*



*Dead Ends*



*Flying Terrors*



*Reeking Decay*