

Tell me about your arkham horror lcg campaign!

Talk About Games!

axesofevil #1 September 10, 2017, 9:50pm

Forgive me if others have started a thread similar to this, but I've been really invested in the arkham lcg horror for most of the year. I have two core sets, the fancy playmat, all expansions, and have organized/sleeved everything. I even have coin capsules on the way for my tokens. Here's my problem...I haven't had a chance to REALLY play the game. I've had off and on attempts and I'm comfortable with the rules but my partner doesn't seem to love it and I don't know anyone else interested in the game to play with.

TL;DR - I finally took it upon myself to start a solo dunwich campaign. I haven't played many games solo and it's way more natural than I thought. My favorite mission so far has been Essex county express.

I saw on the FFG forums a few people posting play by plays of their campaigns and I'm really interested in hearing about other players' experiences. Currently I'm about to start Blood on the Altar with a very beaten but not broken Jenny Barnes. This could get spoilery for those who haven't delved into the campaigns but I'd really like to hear from others about how they've played if anyone's prepping up for Carcosa.

3 Likes

Arkham Horror TCG - What to buy?

axesofevil #2 September 11, 2017, 3:00am

Update: I have now completed blood on the altar. I came so close to a victory but pushed my luck and got everyone killed.

Plum #3 September 11, 2017, 7:47am

Jenny was my gal too. I really loved her style of just answering everything with either money or bullets (and occasionally high explosives) 😊

We finished our campaign and will be starting new characters for Carcosa I think, and I'm going to miss her!

1 Like

MatineeldyII #4 September 11, 2017, 8:06am

So my girlfriend and I did the same with *Pandemic Legacy* and thought it would be a lovely narrative adventure following our Pandemic Legacy campaign...

So I finished off the core campaign with the Wendy and Roland we'd started with... I ended up chucking Lita to the Devourer, that thing was insane.

I played the Midnight Masks because I completely flummoxed it the first playthrough, the second time I got all the cultists except the mortician.

I'm really enjoying playing the Dunwich cycle with Jenny and Rex, they're all prepped to launch into the Miskatonic Museum.

1 Like

Harlath #5 September 11, 2017, 10:57am

Naturally this is filled with spoilers for Dunwich legacy, as noted by the original poster!

My cousin and I played The Dunwich legacy, working in the Curse of the Rougarou and Carnaeval of Horrors expansions too (both highly recommended - as these packs are almost entirely scenario cards apart from a few special assets the designers can go to town and create a really thematic adventure).

- I played Roland Banks, a Guardian (plus a little bit of Seeker). Roland really benefited from buying "I've Had Worse..." as it helps protect him (making up for his lower sanity) and improves his resource generation too. A great card. Pathfinder and Shortcut were both great too - the latter is Fast and can be used while engaged so Roland could drag enemies to locations with clues and kill them to discover a clue.
- My cousin played Agnes Baker, a Mystic (plus a little bit of Survivor). She was a great source of damage and could investigate well with Rite of Seeking/Look What I Found/Drawn to the Flame, so our team was pretty versatile as both of us could do a bit of everything.
- We didn't rescue either professor early on, but rescued the students and gained a decent chuck of experience.
- Our decks started to click from the third scenario (the Miskatonic Museum) onwards due to the higher level cards we'd gained, gaining maximum experience in that scenario, and we didn't take a point of Trauma during the campaign, except a point of Mental Trauma from Agnes due to the Engine Car in the Essex County Express.
- I loved that there were sliding scales of success/failure in some of the scenarios and choices to make, such as trying to slay the experiment, rescue the professor or warn the students about the escaped experiment in Extracurricular Activities. Adding tokens to the bag depending on certain outcomes is a good way to add weight and consequence to events.
- Similarly, it was good to see references to events in earlier scenarios and the game checking your campaign log for previous events to help/hinder you, as well as the special weaknesses/assets you could earn along the way.
- Similarly, we managed to do the investigate solution to Blood on the Altar after Agnes's player wisely suggested investigating instead (albeit we didn't have the Necronomicon, having elected to destroy it).
- We desperately searched Dunwich for the kidnapping victims and rescued them, but only after two had perished, Victory is more meaningful when it comes at a cost.

- Early we managed to defeat all three of the Spawn in "Undimensioned and Unseen".
- The race to the top of the hill in "Where Doom Awaits" was good fun and it was nice that some of our previous actions helped us.
 - We escaped "Lost in Time & Space" reasonably quickly as our decks put in good performances, but it was still really enjoyable and nice to see very different location mechanics in the last scenario.

1 Like

MrJackdaw #6 September 11, 2017, 10:01am

Not reading the above, because we haven't started Dunwich yet!

Played my first proper run through of the Core Set this weekend, and absolutely loved it. To my surprise it was my son (14) who wanted to play rather than my wife. He really enjoyed the deckbuilding aspect - something I thought we'd not get in to.

{Characters; Agnes and Roland. The first scenario went well, with us burning the house down, and we managed to get all the cultists in the second scenario... just. Then, we got very, very squished by the GOO in the final episode. And loved every minute of losing! Strategies have been discussed...}

What a great game...

PS. There is a BBCODE for spoiler tags... erm... [spoiler] and [\spoiler] without the spaces will hide the text as above!

1 Like

Eule #7 September 11, 2017, 12:38pm

We just started Dunwich, Spoilers for Scenarios 1-3 below:

We started looking for the professor at the casino and got DESTROYED by the mythos deck. My cook got drunk and then proceeded to fight each and every monster she could find while her reporter friend got killed by the one monster she couldn't engage. We didn't find the professor.

Then we went to campus, searching for clues, befriending the local janitor when the friggin experiment burst from the lab, mentally scarring the chef and making for the dorms. My partner managed to pull the fire alarm, saving the students (hooray) but we didn't get the professor (less hooray).

Then we went to the museum and got the security guard killed nearly instantly after befriending him (damn you, crypt chill!).

But while I kept killing the returning hunting horror (I think I killed that sonofabitch five times) the trusty reporter unraveled ALL THE CLUES and in the very last room (of course) we found the Necronomicon and burned it!

Happy end for all!

And I got a new friend!

Lets see what horrors await us next.

1 Like

axesofevil #8 September 11, 2017, 6:02pm

Thank you for the spoiler box. Up until Essex county I took a complete play by play and didn't want to get too specific since I'm newer to the forums and didn't know how to spoiler tag. These are great, thank you for the responses.

Jenny seemed like she'd be the easiest to play solo since she has the flat statline. I've found this isn't true and it seems to make every single stat check a challenge. I splashed in hyperawareness and as long as I have that out I don't seem to have any issues throwing all my resources at stats but until I've drawn that or hard knocks I tend to avoid conflict at all costs.

axesofevil #9 September 11, 2017, 1:25pm

We played though the core box campaign with Agnes and Daisy. I like those characters but they were such a challenge for our first time playing through it. Light spoiler:

I don't remember specifics but I do know we escaped the house with the ghoul priest surviving, Burned it down, gathered two or three cultists, and in the last scenario we got absolutely wrecked before we even got to see where the woods would take us. I think that's part of what discouraged her from playing more and investing in deck building.

MrJackdaw #10 September 14, 2017, 8:45pm

Just completed another playthrough of Night of the Zealot. Solo, Jenny Barnes (I love Jenny!)

After escaping from the study Jenny shot the Ghoul Priest dead, but ignored the screams of the insane woman. No way was she burning down her expensive home! Jenny couldn't move fast enough to speak to all the cultists, but she did manage to interrogate Victoria, and kill the despicable Huntsman. Sadly the Devourer Below was a step too far and Jenny reached the ritual site just as Umordhoth was summoned. The beast shredded both Jenny's mind and body, and Arkham saw many dark days...

Seriously, has ANYONE managed to complete the core campaign solo? It's so damn hard! (And I love it!)

Plum #11 September 15, 2017, 6:04am

We managed it as a duo but it was incredibly close

It got summoned and after an incredibly tense and losing battle we managed to land the killing blow by drawing the +1 token on our last attack on the last turn before we both went down! There was a brief moment of disbelief as we looked at the token before a very relieved celebration 😊

MrJackdaw #12 September 15, 2017, 11:16am

@Plum That sounds like an incredibly exciting finale!

2 Likes

Plum #13 September 15, 2017, 1:16pm

Ha yes, we were so used to overcooking every skill check because of all the negatives that going into a skill check *below* the target was a sign of utter desperation. We'd pretty much accepted defeat at that point - the equivalent of running out of bullets and throwing your shoe as a last act of defiance

2 Likes

MrJackdaw #14 September 15, 2017, 3:01pm

@Plum The mental picture of Roland taking his shoes off and lobbing them at a GOO, swearing his head off, is cracking me up! Shoe... bonk... crack as the old one hits the floor!

Someone with more skill than I draw this now!

3 Likes

axesofevil #15 September 26, 2017, 3:36am

So I finished my campaign with Jenny. Sort of.

I have had a rough time through most of the campaign but as others have said in other forum posts you won't win on the first try and that's okay. However, I'm a little disappointed to find out that they weren't kidding about the title of Where Doom Awaits. I've had a really low xp count for every scenario so the most xp in my deck at this point were 2xp cards, which couldn't have helped, but I had a really bad round.

First off, I had a slow couple of rounds which allowed me to get out a newspaper, hard knocks, and Leo de Luca. Over time I revealed two diverging paths, successfully investigated them, and got to where I could go to the ascending path. Despite only having one enemy out (a thrall) and not having to deal with it, several of my token reveals and across space and time milled me really hard. I ended up pulling beyond the veil. I only had six cards left in my deck. I decided to resign right then and there at the bottom of the hill...only to find out I lose the campaign and don't get to play the last scenario.

It's disappointing, but I'm going to do this as intended, dismantle my deck, rebuild, and start over. Despite not seeing the last scenario I think I'm still going to dive into the carcossa scenarios. I'll fine tune a new solo deck and come back to dunwich another time.

TheeGravedigger #16 September 26, 2017, 7:14am

I'm currently stalled, trying to come up with a good pair of decks for [@DKat](#) and I to play though Dunwhich. We managed to get through the Rougarou with some decks that got ripped apart when we tried the first two Dunwhich scenarios, and it sorta stalled our progress.

1 Like

Plum #17 September 26, 2017, 2:19pm

I think we were lucky in that we happened to pick a pair of complementary characters in our run through. Jenny is great in a fight and I splashed blue for extra protection and combat bonuses. My partner was Trumpet Guy and built his desk with an eye for will tests and gaining clues. He did most of the work to drive the story forward while I protected him via bullets, bombs and backstabs.

The biggest threat to me by far was the milling events, as you noted. It really tightens the clock and we finished a number of missions at the last moment. It certainly cranked up the tension but a run of bad luck would have completely sunk our campaign

1 Like

axesofevil #18 September 27, 2017, 12:28am

Yeah that was a killer especially with the encounter that dealt me ten damage once I hit zero cards. I need to look up the rule but I'm not sure if not being able to draw a card resigns you, anyway. Knowing that I ended my campaign by playing it safe makes me sad I didn't just play until I was out of cards.

I was always worried about how replayable this would be but nothing about having played the scenario makes me want to anything less. If anything it makes it feel like I can have a viable strategy and target for the next time I try to build a deck.

MrJackdaw #19 October 2, 2017, 4:51pm

We are two missions into the core box campaign and getting minced! Looking forward to the resolution next weekend... (We can't fit it in during the week, and life is busy). I think I'm slowly bringing round my partner into wanting to play it. I have a funny feeling she is enjoying watching me squirm as I fail draw after draw more than anything else!

1 Like

Matineeldyll #20 October 7, 2017, 12:26pm

Played them all in a row... so addictive.

2 Likes

Tika #21 October 9, 2017, 7:32am

Umm, my campaign is only in the Dunwich Legacy deluxe box right now due to scheduling issues, but you guys might be interested to know Rich Sommer is planning to play the entire cycle with Rodney Smith while at SHUX!

Update: They did it!!! 😱👥😱

3 Likes

Harlath #22 October 9, 2017, 9:37am

axesofevil:

I need to look up the rule but I'm not sure if not being able to draw a card resigns you, anyway.

Just a quick note that will hopefully help you/others: if you need to draw a player card but have exhausted your deck you take one horror and reshuffle your discard pile to make a new deck. The encounter deck doesn't deal any horror damage when it needs to reshuffle.

Good luck investigating everyone and enjoying the stories: dramatic triumphs/failures are more exciting than games where everything clicks (those games can be satisfying, but in a different way).

1 Like

axesofevil #23 October 9, 2017, 1:06pm

Yep! I had an encounter card that dealt me ten damage for having to reshuffle which unfortunately cut me short. Appreciate the guidance, still, because honestly I hadn't ever played through my deck in a scenario and didn't know the exact rule off the top of my head, anyway.

franzel #24 October 14, 2017, 1:22pm

We just finished our 4P run-through of The Dunwich Legacy (Agnes, Zoey, Rex, and Pete) and it was great fun. Without spoiling too much we generally did well in the scenarios, except for a complete screwup in The Essex County Express which ended that night after about 30 minutes of playtime (thankfully we had destroyed the Necronomicon at the end of The Miskatonic Museum).

At the end of last Tim and Space we had one last chance to win because Rex only needed to get 6 clues and to have the 12 needed to close the rift (we weren't going to survive to resign however since Yog-Sothoth was already in play by then) but he was only able to get 3 of them so we failed and the world ended. 😞

It was a ton of fun and we're already working on our characters for The Path to Carcosa. So far we have

Minh Thi Phan: <https://arkhamdb.com/decklist/view/3286/minh-thi-phan-digs-deep-1.0>

Akachi Onyele: <https://arkhamdb.com/decklist/view/3290/the-akachi-onyele-mysteries-1.0>

I think the other characters will end up being Mark Harrigan and William Yorick so we'll have a little more primary combat capability than we did for DL.

1 Like

MrJackdaw #25 October 23, 2017, 5:24am

Just finished the core set play through, Roland and Agnes.

Agnes wouldn't allow her lovely home to be burned to the ground, after killing that horrid priest. The cultists proved difficult to find, sadly, and only two were interviewed. But, finally, they entered the woods and managed to find the ritual site, ending the curse on Arkham before it was cast!

It was damnable close - Roland nearly died twice in the final scenario. But... VICTORY AT LAST!

3 Likes

axesofevil #26 November 3, 2017, 2:29pm

I just built 4 decks to use during Extra Life (24 gaming event for charity) tomorrow. I hope to introduce some new folks to the game. My plan is to play the standalones, Carnevale of Horrors, and if we feel like it we will play Rougarou. I set up decks for Jenny Barnes, Ashcan Pete, Daisy Walker, and Mark Harrigan. How was setting up decks for the new characters? I was looking at Minh instead of Daisy but wanted something a little simpler to use for new players. Excited to report back I've never played the Carnevale mission.

1 Like

axesofevil #27 November 3, 2017, 2:31pm

I'm late but CONGRATS.

franzel #28 November 3, 2017, 2:54pm

[HOME](#) [VIDEOS](#) [GAMES](#) [PODCAST](#) [ABOUT](#)

She does all skill cards which works fine. I didn't even get Analytical Mind out in the first Carcosa scenario and she was still quite effective. I suspect your only issue will be having enough copies of cards to share with Minh and the three other characters.

It looks like her and Mark Harrigan are a very effective duo so that's kind of how we're playing it for now (where she took Restoration Concoction as opposed to Acidic Ichor for her Strange Solution upgrade). The group is rounded out with Akachi and Rousseau. They're both pretty neat, especially Rousseau since she has some new mechanics.

We just blitzed right through the first Carcosa scenario (I think we left one XP on the board) but it was still a lot of fun with even more new mechanics. Looking forward to the after party...

Let us know how the game day goes! Good luck! Have fun!

1 Like

[Triangulate](#) #29 November 5, 2017, 11:48pm



Just started the core campaign after a huge break. I've ran through the core campaign once as a two player game but I figured it'd be a good refresher before delving into the Dunwich storyline.

Oh and using a very fetching briefcase found in a charity shop I now have the perfect storage place for my cards!

I'll be sure to give you a better update of how it's all going once I get further into things however here's part one for you:

I sole as my character as the previous campaign had been played with Roland and Wendy.

As a non-deck builder I tried to set up my deck as best I could, however, didn't really take into account the need for him to boost his investigation skills.

As my deck was a bit more rigged for combat I blasted through part one quite easily (on normal) picking up Lina Chandler with a bit of luck and battering the end boss unscathed. Looking forward to the larger challenge of Part Two which I'm pretty sure I fluffed the rules for last time.

3 Likes

axesofevil #30 November 6, 2017, 7:38pm

The visual presentation of that, Triangulate, is quite satisfying.

I did end up playing Carnevale of Horors with four players. I wish I had more to say but unfortunately, one of the players had to drop out after about an hour in. Thematically, however, it's a fantastic mission. After playing solo for a few months it was really nice at least giving it a try with other people, and all the decks I built worked well enough. We had just about exposed all of the masked carnival folk on the board when we had to cut the game, which was disappointing but I'm looking forward to trying it again in the future.

1 Like

Triangulate #31 November 7, 2017, 2:27pm

Ah yes, well I run an instagram account so that'd probably explain why! I ran a travel photo account for a few years and that was lovely but I got bored and deleted it one week. I'm a bit strange like that. Who would have thought I'd change my mind and want those 3 years of photos back eh?

1 Like

KIR #32 November 11, 2017, 2:08am

Finally got to the last game of the core.

Gah, can't get spoilers to work... SO SPOILERS!!!

With only 1 cultist left, the last game of the core was all rather anticlimactic. Rushed through it in 6 or 7 moves, with use of abilities to pick up the final four clues in a single turn. I can see if you haven't had a perfect run it could all catch up with you, but as it was, it was a pretty clean sweep.

Excited to start Dunwich proper now! Think we might try some deck building on our new characters now we have a feel for the game.

2 Likes

KIR #33 November 14, 2017, 10:28pm

This arrived today (banded together while the glue dries)



This is going to be a deep deep hole I'm climbing into

2 Likes

axesofevil #34 November 22, 2017, 5:48pm

What is this fancy box?!

KIR #35 November 22, 2017, 8:44pm

<http://oplaser.co.uk/shop/arkham-horror-lgc-with-tray.html>

Its a large size box from oplaser. Its DIY with no written instructions, but pretty easy to figure out from the YouTube video. Game wise, it's pretty oversized - this is everything up to the 4th Dunwich Legacy campaign and the two standalone packs. Looking at big enough for 4 or 5 cycles.

I probably should have bought the medium box here wasn't much of a price difference and the large box comes with a tray. Having to use card space for other components would take up a lot of room.

15113783515731267933379|374x500

Unfortunately it's too big for my Kallax!

1 Like

cosxcam #36 November 22, 2017, 8:27pm

Only played one game of the core box so far, but that one round was a win. We used the tutorial scenario suggestions, myself as Roland and my buddy as Wendy.

Spoiler tags aren't working for me either, so Spoilers after this point!

We escaped the study a few turns longer than we should have (apparently I'm as bad at pulling tokens out of a bag as I am at rolling dice). Shortly after dropping into the hallway, bad things started happening. I went into the attic not knowing I would take a punch to the brain. Pulling ghoul after ghoul from the omen deck, trying to knock them down as fast as they pop up like a game of evil whack-a-mole.

While I was doing this in the attic, my buddy was able to go to the basement and secure the 4 clues down there and get out, only having to kill a few rats and avoid some corpses. He drew some items and got some supplies while I finished up in the attic.

We open the Parlor and out pops the ghoul priest, who runs out into the hallway to punch me in the brain (which would be lethal damage) but I sacrifice my ever loyal beat cop to the hungry ghoul. I disengage, then run down to the basement. My buddy parleys with Rita (I think that was her name) and succeeds!

The Ghoul priest chases me into the basement where I sacrifice another ally to the damage. I am 100% going to die in this basement, so I hurriedly check my pockets and find a bundle of dynamite. I once again disengage, play the dynamite card, and use it in the basement, killing myself but also crippling the priest. It's up to Rita and my fellow investigator now.

The ghoul priest runs out of the basement to the hallway, my friend scavenges the parlor for any useful items and finds... a derringer. The ghoul priest charges into the parlor, Rita takes some damage, but not quite enough to kill her. Wendy whips out the derringer, 3 actions 3 shots. The first shot cracks out, hit for 3 damage, just 4 health left. Second shot is a hit, 1 health left. Final shot rings out, hit. The ghoul priest is dead, but at what cost?

4 Likes

axesofevil #37 January 21, 2018, 10:40pm

After my solo Dunwich campaign I took a break from playing for a bit. I have a friend I've been slowly introducing to games and today was the day I introduced them to Arkham Horror. I had them pick out a character and they chose Daisy, which was a relief for me since we always need a clue gatherer. I

I drew a machete in my opening hand and armed myself early. Any time enemies ended up the board I'd pull them to me and machete them to the best of my ability. Using "Let me Handle This" I took care of getting all enemies pulled to me or I'd go first and engage them. Daisy ended up with Frozen in Fear and it was tough getting that discarded, but thankfully, investigating doesn't cost extra and she ended up pulling all the clues out of the basement before we headed to the attic together to get the rest of the clues we needed to beat the scenario. I even managed to successfully pull tokens to gather the rest of the clues in the attic so we got the extra XP for the room. We advanced the act deck, the ghoul priest spawned to me, and on the first turn the Ghoul Priest was attached to me. Daisy ran into the parlor, got Lita, and brought her back to the hallway. I had rats engaged with me from that turn's encounter deck and drew a token to kill them first. Using Lita, the machete, and vicious blow, I managed to *pull the critical star* and hit the ghoul priest for 5 damage in a single hit. I hit with just the machete and Lita again for another 3 damage. I had a dodge in my hand, which prevented the ghoul priest from hitting me. The next turn the agenda flipped and we shuffled the deck, drew another ghoul, but I managed to hit the ghoul priest for the last couple of damage and the scenario ended. I decided to burn my house to the ground and the scenario ended with us scoring a whopping 6xp.

I've never done this well playing the game and I had to insist to my friend that's not how the game goes, usually. Either way, I had a great time playing the core scenario, which I thought I'd be burned out on since I've played these scenarios more than anything else in the game.

1 Like

chew #38 March 27, 2018, 8:42am

I and my wife have finished The Path to Carcosa campaign last weekend. It was insanely fun. I personally rate Carcosa cycle way higher than Dunwich - it has overall a much more thrilling and engaging story, and a lot of new mechanics and choices. IMHO even investigators are more interesting in this cycle. We were one turn away from winning the whole campaign, but the one who should not be named prevailed. As soon as we've read the resolution my wife said: "Let's go again. Now. Assemble new decks."

We've started as Roland and Sefina. Roland is gonna **stick to the plan**, fight and interrogate everything he sees, while Sefina has already paid her **fee to Charon** and intends to **cheat death**, and maybe **buy them both some time** to overcome the horrors and impending doom this time.

2 Likes

axesofevil #39 March 27, 2018, 3:22pm

That's fantastic! I've been waiting to play Carcosa til I had the whole campaign, and I'm hoping to throw some decks together and start it with a friend in the next week or two. As much as the initial

reviews of Arkham Horror The Card Game focused on the surprise factor of the first time you run through a scenario, I've found that I liked playing the game more a second or third time one I could play it as more of a game. Good luck with your next round and I'll report back once I've started Carcosa.

Tika #40 May 4, 2018, 8:23pm

I like to have the whole player card pool for the cycle available as well before I start playing. I'm playing Lost in Time and Space tomorrow with my friend and hoping that we will win the campaign. We've been playing with Rex and Zoey which has worked out really well; Rex is an investigation machine and Zoey is a killing machine. I've really enjoyed the variety in the scenarios so far.

We'll start Path to Carcosa after that. I was thinking of using the Dunwich player cards as well in that campaign, but some people use just core + Carcosa. Anyone have any good reasons for including or excluding Dunwich?

1 Like

SirAdrian #41 May 5, 2018, 9:13am

Tika:

Anyone have any good reasons for including or excluding Dunwich?

Nope, I don't feel like it's like LOTR LCG where you just kinda need some cards to make some decks work, none of the cards are so amazing that you can't put together a good deck without them. Plus it's not all about winning, you can just bumble through and lose 😊

1 Like

axesofevil #42 May 7, 2018, 3:32pm

I use the ArkhamDB website to build decks and have never separated out the player cards into their set release to build decks. Is there any particular reason you've done that/are thinking about that? I've always seen the player card pool as one giant thing as opposed to the scenario cards.

I ran Zoey through the core set once and she is one of my favorite characters. I just started Carcosa last week and you have a lot to look forward to.

Tika #43 May 7, 2018, 5:28pm

I just read on BGG that some people do it that way (base + just Carcosa) and was curious if it was for thematic or gameplay reasons. Personally, while I like deck building, it's also a bit stressful and

time consuming to me and it's tricking to see a cycle will give me less choice so it seems less daunting haha.

1 Like

axesofevil #44 May 7, 2018, 8:51pm

Totally understand and that's not a bad idea. I am just finally starting to feel like the decks I put together have some kind of a synergy but I tend to get better ideas for what I *should* have put in the deck after the first scenario or two. Whoooops. I recommend using that site for deckbuilding it's nice to have a way to put things in order.

Tika #45 May 7, 2018, 11:39pm

Oh yeah I've used them a bunch for my LotR LCG decks. That was more "work" because ideally you make different decks for each scenario, and the earlier scenarios were best for two players so I'd make two decks, but at the same time less pressure; in Arkham I would be stuck with a messed up deck for the whole campaign! 🤦

I think after we finish I want to make either an Wendy or Ashcan Pete solo deck to play through the campaign. I've really been neglecting the survivor faction so far (we play Zoey and Rex).

1 Like

axesofevil #46 May 7, 2018, 11:55pm

I'm playing my first survivor character right now. I'm trying William Yorick and my deck could really use some tweaks to maximize potential but I've had fun working out a strategy. I'm hoping to try Pete in the near future because who doesn't want a dog helping them solve mysteries?

1 Like

Tika #47 May 8, 2018, 12:40am

I really like Yorick in Mansions of Madness 2e! I guess I should also check out the Carcosa investigators after I finish Dunwich Legacy. 😊

I read about a horrifying scenario that could happen in Blood on the Altar with Duke. He could be kidnapped and sacrificed! Surely Pete would immediately go insane with grief and be unable to continue!

1 Like

[SirAdrian](#) #48 May 8, 2018, 12:34pm

Whenever we play we consider Pete to be the ally to Duke who is the main character.

[axesofevil](#) #50 May 8, 2018, 2:54pm

I don't see any other way the character could be played.

[Tika](#) #51 May 14, 2018, 8:05pm

We finished our Dunwich Legacy campaign! 😊 🧙‍♂️ 🕸️ 🕸️ 🕸️ 🕸️

This was almost a disaster as I **forgot to bring the encounter deck** with me. I had brought Path to Carcosa as I thought we could browse the player cards after we finished Dunwich, and we ended up playing Scenario 1 of Path to Carcosa instead. We chose Mark Harrigan and Akachi Onyele which means we are completely useless at investigation. 😊 Love the story and looking forward to playing through that one!

But back to Dunwich, she came over the next day and we played Lost in Time and Space.

We were super unlucky with weaknesses and encounter deck draws and were both eliminated in Act 2. 😢 This was very unsatisfying so we decided to just play it through again and... a treachery drove her Zoey insane, while my Rex was killed by a Yithian Starseeker. And then I read the resolution and... we won! We won! We made it to Act 4 so we had closed the rift and were never seen or heard from again, but we saved the world! That was a much more satisfying end to the campaign.

I intend to replay the Dunwich Legacy campaign solo with an Ashcan Pete Dark Horse deck. 🐴 🐴
I'm testing it out right now with Night of the Zealot, but it seems to mostly be working.

[Tika](#) #52 May 14, 2018, 8:08pm

There's a really great podcast episode that features an interview with Matt Newman (designer) about the Dunwich Legacy Cycle here: <http://drawntotheflamepodcast.blogspot.com/2017/07/episode-22-face-to-face-with-azathoth.html>

1 Like

[Eule](#) #53 May 15, 2018, 12:00pm

What a nice coincidence.

Not only did we also finish our Dunwich Campaign on Sunday, but we also used Zoey(me) and

The last turn was really intense. Rex was already down and Zoey's only chance of survival before getting brained by Yog was a perfect turn of 1)evading the stupid spheremonster, 2)picking up the last clue required to actually leave (I needed a 0 or better) and 3)leave.

Well, I fumbled the clue and got trapped in Yogs hospitality for all eternity. But we closed the rift so we chalk that up as a win!

3 Likes

Tika #54 May 15, 2018, 4:19pm

Woo, high five! 

I'm excited about The Forgotten Age as well; Leo Anderson and Ursula Downs are a couple of my favorite investigators from Eldritch Horror. Being from the tropics, I find jungles horrifying haha, and it's an unusual setting and brand new for Arkham Horror Files (aside from the Amazon space on Eldritch Horror I guess).

3 Likes

SirAdrian #55 May 16, 2018, 7:00am

Tika:

Leo Anderson and Ursula Downs

Always referred to as Mr Anderson and Upson Downs in our games*

(* possibly just by me)

1 Like

Eule #56 May 16, 2018, 7:37am

We will dive into Carcosa tonight (If we don't dурdle around too much during deckbuilding).

I think I'll play Lola. 

2 Likes

MatineeldyII #57 May 16, 2018, 1:20pm

My favourite investigator. So amazing... a cracked actor is an essential component of any King in Yellow related misadventure.

KIR #58 May 16, 2018, 4:03pm

Argh, been resisting buying a 2nd core, but looks like they've reduced the price a bit recently (presumably to encourage people onboard with the third season?). Very tempted to get it so I can play three player...

How does everyone find 3-4 player?

1 Like

axesofevil #59 May 16, 2018, 7:15pm

I've only played 4 player with Rougarou and Carnivale but with the exception of a much longer game time it was a good time. The tough thing was I built decks for everyone in a relatively small amount of time which meant the decks could've been better but it was nice to feel like there was an answer to our problems with at least one investigator if you're close by one another.

I picked up a second core set early on and I don't regret it at all. It's annoying to have the extra cards but it's made deckbuilding much smoother.

1 Like

axesofevil #60 May 16, 2018, 7:16pm

Lola is so intimidating for me but they give the scenario special text just for her so I *have* to try her playing through Carcosa. I've only played the first half of Carcosa so far but I've loved the scenarios.

axesofevil #61 May 16, 2018, 7:18pm

Love drawn to the flame. It keeps me interested in playing. I haven't listened to that interview yet but I know they also did an interview with the designer after Carcosa, which I haven't finished, so I've been putting off listening to it but I can't wait. The player card episodes are my favorite, they make deckbuilding interesting for me since I don't really have a friend who plays extensively to bounce ideas off of.

Tika #62 May 16, 2018, 8:15pm

Yeah I've really been binging Drawn to the Flame and Mythos Busters since I picked up my Dunwich Legacy campaign again. The latter is what inspired me to make a Dark Horse Ashcan Pete deck. 😊

I need to go into one of the online deck builders and work on my Akachi deck for Carcosa. So I'm gonna make a quick letter interview compared to before; maybe he used to be uncomfortable/nervous?

I need to go into one of the online deck builders and work on my Akachi deck for Carcosa. So I'm gonna make a quick letter interview compared to before; maybe he used to be uncomfortable/nervous?

2 Likes

KIR #63 May 16, 2018, 8:49pm

I find Mythos Busters a bit more approachable - DttF is great, but they talk about cards with such fluency that it soon sounds like gobbledegook. It's especially hard to follow when they start revelling in the possible combos. Feel like I'd need to be sat down with the cards in front of me to follow the conversation!

1 Like

Eule #64 May 17, 2018, 7:05am

Well, we took our (first) selfmade decks (Lola and Akachi) for a test run with the Carnevale of Horrors Standalone.

And we got DESTROYED.

Nearly every Encounter card we got was a monster, the first five masked travellers were monsters and my weakness was a monster. We got swarmed, beaten and thrown into the waters. We actually never read a resolution because we didn't want to spoil ourselves for when we go back there and BURN THEM ALL TO THE GROUND.

KIR #65 May 17, 2018, 9:49am

I've bitten the bullet! £25 for a core is pretty good and it's only a bit more than I spent on coin capsules so can't grumble too much.

Should have forgotten age by the weekend!

1 Like

MatineeldyII #66 May 17, 2018, 10:39am

Yeah, I didn't shuffle my Masked Revellers before my first crack at it... all the monsters were at the beginning. Ugh.

1 Like

Carnevale is really tough - probably the hardest scenario released so far.

We won Dunwich fairly well on easy with Rex and Zoey, and it was still a challenge. So we stuck for easy for Carcosa and tried Agnes and Jenny instead and got utterly ruined. I know those classes are less consistent than Seeker and Guardian but bloody hell... I get the impression that the Jenny deck I've tried really needs that first few XP to pick up the permanent resource to stat boost card.

1 Like

axesofevil #68 May 18, 2018, 5:54pm

I only played Carnevale once with 4 players and the other 3 people were new to the game but it was a great example of how a few simple rules can really spring that game to life. It was also a great example of how punishing it can be. We kept getting swept to opposite sides of the locations but had we been able to stick together we could've made so much more progress. Excited to try it again at some point.

I sleeved and organized my Forgotten Age cards and it's killing me because I'm still mid Carcosa! I can't wait to try it out the new mechanics are so interesting.

1 Like

KIR #69 May 20, 2018, 9:54am

Forgotten Age arrived this morning. My god there are a lot of cards now! This is everything except Dim Carcosa. Finally had to give the player cards two separate columns. Reckon this will store four full cycles then I need to retire or expand...



3 Likes

ptrsvoren #70 May 19, 2018, 4:11pm

How are you creating the dividers?

KIR #71 May 19, 2018, 4:22pm

They're available on BGG (listed under the files section for the core game). The ones I've used are called Arkhamesque (available in vertical and horizontal card storage formats) - I've just printed and laminated them. There are a few different designers of dividers on BGG, but not many have stuck it out for every campaign cycle. I really like how they've used the cycle's backdrop to colour code each cycle, and have included the cycle's symbol next to the symbol for each card set. It's the small things!

I've had to trim them down a bit for my storage since a tray fits on top of the cards. So if used at intended height the symbols will be even higher above the cards - maybe half an inch or so higher. Even at this shorter height they're easy to flick through.

axesofevil #72 May 19, 2018, 11:15pm

I have all my player cards in card folders and I take the game cards and put them into card boxes using the packaging as a divider. It's not a perfect system, I need a better way to separate my encounter cards. That box looks so nice.

[HOME](#) [VIDEOS](#) [GAMES](#) [PODCAST](#) Deck box to store the decks we use.

Since adding Forgotten Age player cards I need a third folder and box (fingers crossed they release the fancy core set expansion box that has all the dividers, that will free up even more space for me.

At the very least it stores relatively well.

HOME VIDEOS GAMES PODCASTLE



1 Like

KIR #73 May 23, 2018, 10:30pm

Started a Dunwich campaign of Jim & Zoe.

The casino had Jim doing ALL the investigating, while Zoe came along with her machete and gun, slaughtering rats (the gun was never used). When the mob got onto us, poor Jim had to deal with the boss while Zoe madly slashed at a thug (missing most of the time). Once we found Dr Morgan, Jim sorted him out while Zoe left out the back alley. I had Elusive for Jim, so it was handy to get Morgan, get all the enemies on me, use Elusive and then run for a clear exit. If Zoe had stuck around there would have been a trail of enemies that would have murdered Jim.

University wasn't so great. Zoe got out her gun, then pulled her basic weakness that forced her to discard all her resources, and then pulled an encounter card that forced her to discard her gun. After that most her encounter cards were enemies with retaliate and she never quite managed to get her weapons back out. Brutal! If she had a weapon or gun the enemies would have been a cakewalk for her.

First time playing as Jim, but really loving his token manipulation! The trumpet, Song of the Dead, and ritual candles combo is so strong! I thought his abilities would feel like a cheap cheat (like Jenny's ability to pay out of everything), but it felt a lot more dynamic and difficult to balance.

1 Like

axesofevil #74 May 24, 2018, 4:45pm

I haven't played many mystics, but he's high up on my list of next decks to build. Token manipulation is something I haven't really messed with but I really love the new seal rules in the Forgotten Age cards. Really looking forward to messing with those as I keep playing through the game.

Eule #75 June 5, 2018, 6:41am

Finally started the **Path to Carcosa!**

Lola is super fun to play, and her weakness is not as bad as anticipated. And while my deck is Orange/Blue/Red with a splash of Green and Purple, my buddy is playing Akachi and is casting ALL THE SPELLS.

Scenario 1:

Raing Success! Due to a carefully lobbed stick of dynamite into a group of three baddies, we managed to escape the burning theater with 5 XP.

Scenario 2:

Everything went perfectly up to the end. We managed to hoover up nearly every clue on the board and were ready to escape the murder-party. BUT I wanted another turn to translate some ancient glyphs and Akachi needed a turn to satisfy her mana-eating weakness. And of course we fumbled the very last test of the game (the only token to fail us was the tentacle one) and akachi got hit in the face hard enough to develop a trauma. 😞

Interlude and speculation:

BURN IT TO THE GROUND! BURN THEM ALL! THEY NEED TO DIE!

I am beginning to suspect that WE are in fact the mad ones and just murdered five innocent people. Under that suspicion we have vowed to go all-in on murder-rampaging through town. Either we stop the king in yellow or we have a great story to tell. Either way, we're good! (please nobody even so much as hint at the correctness of this theory - don't even mention it until I'm done - thanks 😊)

1 Like

Matineeldy #76 June 5, 2018, 6:44am

Lola is SO GOOD.

1 Like

Tika #77 June 12, 2018, 3:22am

That is so weird, my play of The Last King ended almost the same way!

I'm also playing as Akachi, and we had pretty much won the scenario, but I had drawn my weakness I wanted to translate the ancient glyphs. I ended up translating the glyphs and negating my weakness, then having to evade a demonic Perry Jordan before resigning (while throwing Alyssa Graham in the way of a young psychopath on my way out).

We are also pretty much convinced that we're insane after having watched Act 2 of The King in Yellow, but that was why we chose to just barricade the house instead of killing everyone. Hey, at least we bought an extra action for the next scenario.

2 Likes

axesofevil #78 June 12, 2018, 3:52am

I've played through to Dim Carcosa and we got 90 percent done with it and *ran out of time* so I am sadly waiting to replay it so I can actually say we've finished a full campaign of it. I'm excited to hear about the other two seemingly in-progress campaigns happening and your guesses as to what will happen in the future. Carcosa was a great cycle and I'm only looking forward to more with Forgotten Age.

I'm listening to both Mythos Busters and Drawn to the Flame and I don't know how they find the time to play so much! I also just got both Labyrinths of Lunacy and the latest book in the mail so I've got

[HOME](#) [VIDEOS](#) [GAMES](#) [PODCAST](#) [THE](#)

to day I thought about playing Labyrinths? I'm thinking I should hold off until I can play it with a bigger group, if possible.

Tika #79 June 12, 2018, 4:44am

I listen to both of those podcasts too! I think they inspired me to make an Ashcan Pete Dark Horse deck. 

From what I've read, Labyrinths of Lunacy is best with three groups. I wonder if there would be any interest playing this at SHUX.

axesofevil #80 June 14, 2018, 5:44pm

I bet you could easily get a group together to play it. Sad I can't make it to SHUX this year but it's on my planning list for next year.

axesofevil #81 June 27, 2018, 4:20pm

I just wanted to drop by as an outlet for my stupid feelings. My copy of Return to Night of the Zealot is on its way and while I'm excited to have more Arkham to play I'm even more excited for the *STORAGE*. If only teenage me knew what excited adult me.

I guess while I'm here I'll say I finished Path to Carcosa and while I liked both full campaigns I can't decide which I had more fun playing. I think FFG did a decent enough job making the experience different enough I don't really need to compare the two. I wasn't even sure if I was going to invest in The Forgotten Age and then of course they manage to keep it interesting.

1 Like

TheeGravedigger #82 July 13, 2018, 4:15am

I suspect there would be, and even if there wasn't, there's enough of a Arkham Horror fan population in Vancouver that it could be arranged a few days before or after Shux, if people were in town and interested.

Eule #83 August 23, 2018, 7:30am

Played 'A Phantom of Truth' last week. My buddy and I have only one thing to say: Fuck Paris.

We managed to advance the agenda quite quick and were terrified by the reveal of "Survive three nights while this unstoppable killing machine comes sprinting at you. SIXTEEN TURNS? What? How? We ded! I hate Paris!

Well, as it turns out, we spent three nights running in circles like headless chickens using all our cards to dodge and hinder the monsters and barely survived the last night. (Each of us had like three monsters in his face). At the end we didn't kill a single monster os we had the organist, it that follows, the man in the pallid mask and a bunch of leathery horrors stalking us.

In conclusion:

That scenario was amazing, can't wait to play tonight!

1 Like

Eule #84 August 27, 2018, 7:42am

And we finished Carcosa:

The second to last scenario was 'fine'

We bounced around the french coast, grabbing clues and evading monsters. But for the whole time it felt kinda like 'buisness as usual'. Not a lot of great new ideas in this scenario. But we managed to comfortably open the path to Carcose (down below) and went to confront Hastur himself!

And the finale was backbreaking. 😊

Turns out, when an actress and her shaman friend go to the REALM OF MADNESS to confront the KING OF MADNESS they get utterly destroyed. We lost the last game so hard, there wasn't even any wiggle room. Well, at least the world has a new king now,
ALL HAIL HASTUR!

Then we cracked open the new campaign (why are there motherf__king snakes in my motherf__king jungle?)

I grabbed Ursula, because she looks superfun to play and my buddy went with Leo to start an entourage of people to sacrifice to the jungle.

Scenario 1:

Ho boy, the preparation for the expedition left us already afraid. 14 'supply points' to buy stuff and 23 supply points worth of stuff in the shop. We went with a few rations, a map, a compass, some rope and a canteen.

During the scenario we were happy, because my map and my compass helped significantly in exploring this shithole of a jungle. (so many snakes) We made friends with some natives and found the ruins we were looking for.

And then came the interlude...

Long story short we now have FIVE traumas shared between ourselves and are both poisoned. This is going to be fun. o_O

1 Like

MrJackdaw #85 August 27, 2018, 2:54pm

Finish Dunwich and Carcosa for Christmas.

Good god, it was good!

Note: Started on normal, but removed the - 4 and one - 3 when my copilot started getting bored when we failed at everything.

4 Likes

axesofevil #86 September 6, 2018, 6:55pm

I still haven't started The Forgotten Age but the friend who finished Carcosa with me and I played through Return to Night of the Zealot. It was fine. I don't really have a ton of feelings about it. Originally, I had assumed they were adding a scenario or two to expand it so when it showed up and it was just some replacement cards I was a little let down but that's my own fault for not reading closely. The box is a little big but I am in love with the dividers as I haven't invested in the fancy boxes I've seen in this forum previously.

@MrJackdaw, you're gonna love Carcosa. It is different enough from Dunwich to really remind you why you love the game.

@Eule my favorite scenario was the Pallid Mask. I love the way the map unfolds.

PS - I JUST SAW THE RETURN TO DUNWICH BOX. I just want the damn box and dividers. No shame.

2 Likes

Tika #87 September 6, 2018, 9:38pm

I'm generally not into accessories or component upgrades (I intentionally buy versions of games that *don't* have wooden resources, etc.) but I really like the look of these boxes and dividers, and the extra content is nice.

I'm stalled in my Carcosa campaign (just completed Echoes of the Past) due to various RL things, but I'm going to start a new Dunwich campaign this weekend with Ursula Downs, Jim Culver and Jenny Barnes. I really enjoy the 3P/4P game.

2 Likes

KIR #88 September 6, 2018, 9:44pm

I can't recommend coin capsules highly enough! It really feels a lot more pleasing and jumble up much faster.

I think I might get the return to box just for the standalone scenarios and Night of the Zealot. I think my box can hold 4 full cycles, but the standalones really get in the way!

(HOME VIDEOS GAMES) PODCASTLE

PS Anyone with the first Return to box: do the extra cards complicate set up? It seems like it's going to be a lot more fiddly with bits in one version but not used in the other. Don't want to over complicate things.

1 Like

Tika #89 September 6, 2018, 10:09pm

KIR:

PS Anyone with the first Return to box: do the extra cards complicate set up? It seems like it's going to be a lot more fiddly with bits in one version but not used in the other. Don't want to over complicate things.

I didn't have a problem with it; just follow the instructions step by step. If you want to switch back and forth between the two versions it might take a little time, but if you decide you only want to do the expanded version, then you'd probably only do the set up once.

MrJackdaw #90 September 7, 2018, 5:43am

I second this - it doesn't really over complicate things.

This is my Return to box. I outfitted it with foamcore as I found it a little oversized. It holds all of Zealot, Dunwich and side quests.



1 Like

Tika #91 September 9, 2018, 4:52pm

I played a 3P marathon of the entire Dunwich Legacy campaign yesterday. Big props to my friend who hosted, fed us, and battled through debilitating allergies and a horrific bout of hours-long hiccups to save the world!

I played Ursula Downs, the extremely mobile clue gatherer. She had pretty much no way to fight at all (although an impressive ability to evade monsters), leaving the fighting to Jenny Barnes and her guns, and Jim Culver, who was fairly balanced between investigation and fighting.

We used an app instead of a token bag. I generally prefer not to do this when it means not doing fun things like rolling dice or drawing tokens out of a bag, but it really saved time and provided more randomness.

Seekers are my favorite class, but Survivors are fun too just because they're so wacky. I had so much fun with my Ashcan Pete Dark Horse deck. I want to try Yorick next just because he seems like he'd require a very different approach to deck construction. A friend printed out a set of the core set player cards for me so I can proxy whenever I need that second copy of a card, so no limitations anymore on building decks.

We ran the full range of highs and lows in our campaign, with situations that were seemingly under control going south rapidly, and many narrow escapes where it seemed at least one of us would be defeated for sure.

Perhaps we can do a Carcosa campaign marathon (in a few months)!

2 Likes

KIR #92 September 9, 2018, 9:43pm

Did you feel burn out at all?! That's a lot of Arkham.

Tika #93 September 9, 2018, 11:58pm

Nope! My poor friend with allergies was fighting to keep going at the end (it was also pretty late for him) but his stubbornness carried him through.

I'm actually looking at building a deck for William Yorick today so definitely not burnt out! 

2 Likes

MrJackdaw #94 September 17, 2018, 6:40pm

Just found out that I have been playing the whole game wrong!

E. G. As Ashcan I used Duke and the baseball bat *at the same time*... In my defence it made sense thematically.

Tika #95 September 17, 2018, 7:08pm

Oh yeah, that's a pretty pervasive thing! And also makes certain scenarios like Where Doom Awaits awful for many investigators

axesofevil #96 September 17, 2018, 7:24pm

I can not imagine sitting down and playing 8 scenarios in a row but it does sound like fun on paper. Yorick was the character I played through Carcosa with and I loved building his deck. I'm not super great at deckbuilding but his card cycling is a lot of fun to play around with and was really easy for me to get my head around what would be effective cards when it came time to upgrade.

Also in capsules were a mastic bag sent for me. Can not recommend them enough for people upgrading their game. I also bought the FFG tentacles bag for my chaos bag but it has turned out to be really crappy quality. A little hole developed in the bottom after only a few uses. I stitched that up real quick but now the fake velvet stuff on the outside has started to flake off.

Tika #97 September 17, 2018, 7:56pm

We went from noon to around 10:30 PM, but we stopped twice for lunch and dinner breaks. I think that's pretty good time for a 3P game, about the same length as the 6P TI4 games I've played. 😊

I haven't had any wear on my tokens so far. I do use a Mike Wazowski mug instead of a bag!

<https://boardgamegeek.com/image/2815956/tikatoy>

1 Like

axesofevil #98 September 24, 2018, 6:23pm

Hey Arkham LCG pals! I realize many of you (possibly all of you) are far away but I splurged and got myself an Akrham Nights ticket! It'll be my first real gaming event, which is weird considering how long I've been interested and invested in the hobby. I'm flying solo but if anyone else on the board is going I'd love to meet up with you and play a scenario or two! It's a shot in the dark but I hope to see some of you there.

2 Likes

MrJackdaw #99 September 24, 2018, 6:58pm

axesofevil:

Akrham Nights

"Oooo!" Thinks I, sounds interesting!"

Goes to website, hears what's happening...

"I have to go!"

Looks at address...

"Ah, bugger"

Welp, it'd cost me far too much to get there. Enjoy though! And... Write a report - I'll live vicariously if it's all I can get! 😊

1 Like

axesofevil #100 September 24, 2018, 7:10pm

I will be reporting all I can. If I could send you all the swag bag I would, hahahaha. It blows my mind that something as prominent as FFG is located near me in the American Midwest but for once that works to my advantage!

1 Like

deanlove #101 September 25, 2018, 3:35pm

Just going to pass on a hint someone passed on to me - if you're playing Carcosa, have someone play as Agnes Baker. It's not guaranteed but actually resulted in one of the coolest interactions I've seen in a board game.

1 Like

axesofevil #102 September 26, 2018, 4:50pm

I was intimidated to build a deck for her so I put it off. Next time I run through the campaign I'll give it a try!

Tika #103 September 26, 2018, 7:11pm

You could take a look at some of the decks on arkhamdb.com and use those, or refer to them for inspiration.

1 Like

deanlove #104 September 27, 2018, 10:49am

You want 2 Shrivelling, 2 Rite of Seeking and 2 Pete Sylvestre, and want to upgrade those as a priority.

After that you need some money, but not much. Emergency Cache or Uncage the Soul to help get the expensive spells out.

You want something that can trigger her ability on demand: Painkillers or Forbidden Knowledge. Fearless to heal that horror so you can use the ability more.

Lastly you need an alternative way to fight in emergencies - Baseball Bat or Fire Axe.

[HOME](#) [VIDEOS](#) [GAMES](#) [PODCAST](#) [LIVE](#)

Here you can just plug good cards in to fill for any deficiencies on your team. Delve to Deep for extra XP, Drawn to the Flame for more clue gathering, Arcane Initiate to get your spells out (maybe later Charisma to play him with Pete), Ward of Protection is just a good card. Holy Rosary on higher difficulties where even your base will + Pete won't be enough to guarantee most tests. Lucky is always a great splash.

Then you just drawn and mulligan hard for a good spell in your starting hand. If playing as a pair it's essential to coordinate so someone can fight and someone can get clues. She is very swingy - she's the best fighter and clue gatherer on your team when she has charges on her spells, and awful when she doesn't. She pairs well with a more consistent class like rogue that can easily manage the low-shroud locations and smaller enemies while Agnes saves her big hits for the harder stuff.

She's surprisingly straight-forwards. Less sure how she would work solo.

1 Like

KIR #105 September 27, 2018, 3:12pm

I find Mystics are a real gamble solo. I've tried Agnes with the core set (back when I had only one core I think) and at times she worked amazingly well, at other times she was madly drawing cards trying to get a decent attack card (or whatever situation I was in). It's an issue with most characters solo, but I found it a bit worse with Agnes.

Will need to try it again with two cores. With one core the card draw is too random for solo play. There's no stalling for a round while someone covers your back!

1 Like

axesofevil #106 September 28, 2018, 4:39am

Both of your replies makes me think we should start a sub thread with deck ideas or start passing back and forth Arkham DB decklists.

The only deckbuilding I've done is when I start a new campaign or a stand-alone and I try to build something on-the-fly. Had the most success with Yorick because his mechanic was the easiest for me to mess with. Get some weapons and things with discard abilities and start cycling cards. He was a ton of fun but I've invested enough in the game that I want to actually learn the ins and outs of many characters.

axesofevil #107 September 28, 2018, 4:40am

This weekend I'm going to try building a couple decks for standlones just to knock the rust off a bit but if anyone starts another forum or thread with decklists be sure to tag it in here so we can follow.

It just occurred to me I mixed up characters when responding to [@deanlove](#). For whatever reason I was thinking about the actor character that comes in the Path to Carcosa expansion, Lola Hayes. I know she has specific text in some of the scenarios of that campaign and that's why I screwed that up. I haven't built much for Agnes outside of the first time I played with my first core set, but I think Agnes has a really cool mechanic to mess with. She was the character that really opened up the deckbuilding part of the game in my head since I could at least figure out how to use her to beat up little monsters.

I see what you mean [@KIR](#) by only having one core set it does limit your choices. Even after collecting all the mythos packs and expansions a majority of my decks are being built from the two core set cards.

1 Like

deanlove #109 October 2, 2018, 1:39pm

Haha, yeah I have no clue where to even start with Lola...

Agnes needs two cores, sort of. She needs two Shrivelling and two Rite of Seeking but honestly just put the upgraded version and the base version in your deck, and treat them both as the base version until you upgrade. Eventually you'll end up treating them both as the upgraded version. Unless you get seriously into optimising your decks, those spells are the only thing you really need two cores for.

2 Likes

KIR #110 October 2, 2018, 3:43pm

Not even two Drawn to the Flame?! Agnes needs all the help she can get with clue finding.

deanlove #111 October 2, 2018, 4:24pm

Depends, solo is different. In two player we found rite of seeking to be far better and less risky. But you need another character who can clear low shroud locations to leave the hard ones to Agnes.

simian #112 October 2, 2018, 11:31pm

I've played Night of the Zealot - Pt 1 five times now in order to show new players the ropes. Maybe in a month I'll finally get to go on to Pt 2.

1 Like

KIR #113 October 3, 2018, 12:01am

My sympathies! I'm at the point where I dread showing new players now. NotZ is just so dull compared to the other campaigns!!! But it's a necessary evil 😞

1 Like

MatineeldyII #114 October 3, 2018, 1:43am

Lola is the bestest. I just love her craziness... plus, you get the extra story beats in Carcosa.

I finally introduced my Lovecraft loving sister to NotZ, we're going straight from The Gathering into the Carcosa campaign. She's Mark, I'm Minh. Decks built, now to play.

1 Like

axesofevil #115 October 4, 2018, 3:56am

I have good news for you when you actually get to play other scenarios - the game only gets better from there. Good luck to you and report back your future endeavors.

MrJackdaw #116 October 6, 2018, 7:23am

Return to the Night of the Zealot actually makes it much, much better.

1 Like

simian #117 October 8, 2018, 2:46pm

Post-Thanksgiving dinner (Canadian Thanksgiving AKA the original one) while my wife watched Escape to the Country I was finally able to make time for ... Night of the Zealot Pt2! It'd been a while since last played so I need to do some refreshing but apart from a couple smallish screws up e.g Who says you can't Resign while engaged in combat (**NOT ME**), things went pretty well. However, it really highlighted that I need to rethink my card organization a bit. Right now I'm using a broken-token insert with one side dedicated to Investigators and the other for locations, treachery, enemies etc. It took about 20 minutes to just grab all the cards I needed for play.

2 Likes

Tika #118 October 8, 2018, 3:26pm

1 Like

Tika #119 October 8, 2018, 4:01pm

Played a 3P half-marathon of Path to Carcosa (everything up to and including Phantom of Truth) yesterday. I decided to play as a combat-heavy William Yorick for a change because my regular playing partner is usually in charge of the punching and shooting.

He is really fun to play! His super power is that he can play cards from the discard pile after defeating monsters which I kept doing with his teddy bears (Cherished Keepsakes) and guard dogs. Aquinnah 3 XP version is incredibly good for dealing with monsters that do a lot of damage.

Loving the madness theme of this cycle. This can only end badly.

2 Likes

axesofevil #120 October 16, 2018, 4:46am

Yorick was my favorite investigator to play until tonight. I built three decks in preparation for Arkham Nights this weekend. I built 19xp standalone decks for Yorick, Akachi, and Ursula.

I tried to step outside of what I've played in the past but I used William through my carcosa campaign and he was a fun deck to mess with so I brought him back out. His focus was easy for me grasp. Look for weapons, assets with discard abilities, throw a little money in there, and anything that you can bounce back and you have a fun cyclical deck to smash creatures with.

Akachi is the first Mystic I've built a deck for outside of Wendy and I slapped it together quick but she's going to be solely if I end up as a third or fourth player. Mostly support cards, lots of stuff with charges. Excited to try playing it.

Ursula was the most fun I've had putting a deck together and testing. Fieldwork and pathfinder both aid in ursula's movement specialty and I was gathering clues and getting lots of free actions from the get-go.

I played two-handed Rougarou stand-alone to test out Ursula and Yorick and I came within one turn of finishing it with multiple of the many ways that scenario can resolve and I had a blast. I don't know how many rounds of the game I'll play this weekend but I'm excited for more standalone scenarios in the future. This was a really fun way to build decks. Campaigns are great but there's something about being creative and getting a deck together right away then putting it to the test. Either way, Ursula is definitely coming with me when I finally decide to crack into Forgotten Age.

Tika #121 October 16, 2018, 4:58am

Only thought I'm currently playing Ursula in a Carcosa campaign, played Ursula in a Dunwich campaign and am playing Akachi in my other Carcosa campaign!

1 Like

axesofevil #122 October 20, 2018, 7:38am

First day of Arkham nights 2018 down and I spent the whole time playing the new scenario "The Night's Usurper" and they ran the Labyrinths of Lunacy epic multiplayer scenario. Had an absolute blast and met some really nice people. Matt Newman even walked up to me and the person I was playing Usurper with and signed our playmats. The only deck I used was my Yorick deck for both scenarios. I managed to die early in Labyrinths from a detail my group missed in the act card but it was fun, regardless.

I am going to branch out and try the new edition of arkham horror and some mansions of madness tomorrow but this was the most fun I've had playing AH:The card game.



3 Likes

Tika #123 October 20, 2018, 4:28pm

Labyrinths of Lunacy was the highlight of SHUX for me!

KIR #124 October 20, 2018, 11:18pm

So what's the Arkham Nights experience like?

Asmodee have just announced the first ever Arkham Nights UK next month (short notice!). They're holding it in Huddersfield, a short train journey from Manchester, so I should be able to go. I imagine it's going to be smaller than the main event (only ~200 capacity venue), but could be interesting. Would love to finally play epic LoL, and might as well check out 3rd edition for the hotness.

axesofevil #125 October 22, 2018, 5:54am

I had a fantastic time. Met some other players which is huge for me since I've tried to get friends into the LCG with middling success. The first day I played the new scenario and did LoL and the next day I met a couple people and played a round of mansions with them followed by trying the new edition of arkham horror. It's a totally different game than second edition I think it's way better. Even if you go just to meet some players of one of the arkham files games it's worth it just to have the opportunity to play with new people.

MrJackdaw #126 October 22, 2018, 10:17am

KIR:

Arkham Nights UK next month

ARKHAM NIGHTS 2018 Arkham Nights 2018 comes to the UK! - Asmodee United Kingdom

Arkham Nights 2018 comes to the UK! - Asmodee UK is proud to announce the first UK-held Arkham Nights event at IQ Gaming in Huddersfield! First held in 2010 in the USA, this celebration of Love

Good god, this looks interesting!

2 Likes

KIR #127 October 22, 2018, 11:24am

LET'S DO IT!!

1 Like

axesofevil #128 October 22, 2018, 2:52pm

I'm excited to hear how it goes down for you overseas folks! At the very least it gets you in a room with a pile of people who all want to play the game you do and reminded me what I love about the card game. It was worth the ticket price for that, but the swag was cool, too.

1 Like

MrJackdaw #129 October 30, 2018, 11:13am

@Kir And according to the site they have sold out... <https://www.iqgaming.co.uk/arkham-horror-2018>

I thought it was going to be really expensive - a ten spot was all they were asking.

My own fault for taking my time.



1 Like

KIR #130 October 30, 2018, 11:48am

Yeah, I'm not happy. Lots of people asked them when tickets would go on sale, their response was "soon, be patient". They put tickets up unannounced and it sells out before I even see it! Blaaah 😞 I get that it's short notice, but they could have pre-announced when tickets would go on sale.

1 Like

MrJackdaw #131 October 30, 2018, 3:17pm

Well, we'll have our own Arkham Night with Blackjack and Hookers... (Please get the reference!)

3 Likes

axesofevil #132 October 30, 2018, 10:00pm

BOOOO they pulled something similar in the US but at least they actually posted the link to tickets and gave us a price. However, ours fit more people and also was a lot more expensive. \$70 here and

we Go the Vads Goodbag, Books etc

1 Like

KIR #133 October 30, 2018, 10:15pm

Yeah, it's a bargain for the freebies - the Mythos pack is worth 50% more than the ticket price on its own! I was expecting £20-30, I wouldn't even be supposed if it was £40-50 (though I'd bunk at those prices). But this looks like it won't have any panels and the like, more of a store preview event with the goodie bag. I guess the panels and flying the big guys in are what costs the big money.

Tbh, my concern with the low price and no day ticket is it's too tempting for someone to just go on one day. For £10 I would definitely go the first day and see how I feel as to whether to go on the Sunday. It'll be interesting to see how Sunday attendance compares to Saturday.

2 Likes

MrJackdaw #134 October 31, 2018, 12:58am

KIR:

It'll be interesting to see how Sunday attendance compares to Saturday.

Agreed - I even reckon some people will just turn up for an hour or two, just for the goodie bag. I also wonder how much of this will just turn up on ebay the day after.

pattersonjeffa #135 October 31, 2018, 5:20pm

So we're four scenarios into Carcosa. One of them was the first real horror so far in the game, very glad our granddaughter wasn't around for that. (She likes to be in charge of tokens.)

Dunwich was a blast. The Express was so tense! I was Daisy, and died about 2/3 of the way through. Dawn played Jenny, and just romped the rest of the way.

We're doing Daisy/Jenny in Carcosa. I think that combo may be unfair to the game. Once we finish Forgotten Age, we're going to go back and run through the whole thing again, making different choices.

I'm curiously attracted to Ashcan Pete for the next go around, and Dawn is fascinated by Lola. We'll likely play those two, but it depends on what we find in FA. The mixing and matching of investigators lends this game a surprising amount of replayability.

2 Likes

KIR #136 October 31, 2018, 5:37pm

Just seen the announcement for the next campaign!!! Oh man!!! Think it might be my last full campaign so excited to see what they do with it.

2 Likes

Tika #137 October 31, 2018, 6:18pm

I played an Ashcan Pete Dark Horse deck for a solo play of the Dunwich campaign and it was so much fun!!! I think everyone is fascinated by Lola, but so far I don't think anyone (on arkhamdb) has come up with anything particularly good or unique. I'm going to be playing Sefina next as she has an interesting ability and you can make effective decks.

3 Likes

KIR #138 October 31, 2018, 7:10pm

Sefina really interests me. I really want to find a Rogue to love. I've played as Jenny and it was fun and all, but felt like I was using her resources to buy my way out of playing the game. She just soars over most things when she's properly set up. Sefina seems to have more risk/reward to her.

1 Like

axesofevil #139 November 1, 2018, 3:59am

I have never built a Sefina deck but the person I played the new scenario with at arkham nights played her opposite to my William Yorick deck. She had many fun tricks up her sleeve and carried a majority of the scenario with me punching stuff whenever I could.

Tika #140 November 1, 2018, 4:58am

I'll have Rex in the party (third investigator TBD) so I'm going to concentrate more on fighting and evasion.

pattersonjeffa #141 November 1, 2018, 7:03pm

Tika:

everyone is fascinated by Lola, but so far I don't think anyone (on arkhamdb) has come up with anything particularly good or unique.

I told Dawn this. She paused, then said, "Sounds like a challenge!"

She's never done any sort of deckbuilding before. I'm so proud of her confidence.

Starting the Carcosa cycle, she wanted to be Jenny. I told her, go through all the binders (I have the player cards in binders, one for each class and neutral). Pick out two of every card you want.

She ended up with, I think, 38 cards. Then it was just a matter of editing, something she's quite familiar with. Having done Dunwich as Jenny helped her, I think.

I just got access to the Mystic card Quantum Flux. Given how much I plow through my deck, this was a no-brainer. Two in every Daisy deck from now on.

Matineeldyll #142 November 2, 2018, 1:17pm

The Silver Twilight thing always seemed like the crappiest element of the original Arkham... not sure why it has such a hold on Fantasy Flight, it turns up everywhere!

Tika #143 November 2, 2018, 7:01pm

A couple of very satisfying play throughs of The Pallid Mask and Black Stars Rise last night in my 2P Akachi and Mark Harrigan campaign. This is my "stumble around in the dark" campaign; Harrigan started with the FFG starter deck and Akachi is the main clue-getter, to give you an idea of how non-optimal it is. We're playing on easy to compensate, and it made for a couple of extremely tense scenarios that we won just under the wire.

Non-specific spoilers follow: I was down to needing to succeed on two investigations for the last two actions (would have lost on doom at the next mythos phase). I was using Rite of Seeking, which was nerve-wracking given that drawing any of the non-numeric tokens other than the Elder Sign would have meant that I had to end my turn immediately and wouldn't get to do the second one. I succeeded on both and there was much rejoicing!

Very keen to play Dim Carcosa next! I've played through once with my (much more competent) 3P campaign, but given how much bumbling we've done so far with the 2P campaign, I'm sure it will be a very exciting and agonizing scenario.

I have a preliminary Sefina deck for The Forgotten Age. Will probably run her through Return to Night of the Zealot when I'm done with my 2P campaign so I don't have to swap a bunch of Mystic cards in and out.

KIR #144 November 2, 2018, 8:55pm

I think they're saving the big guns for when the fatigue sets in. I guess this will probably be their last cycle where they can coast on theme before sales drop off. Surprised they went for something so pedestrian next, but looking forward to it. Don't really want an Eldritch Horror with every campaign in a different country.

Matineeldyll #145 November 2, 2018, 9:12pm

Of course, I say that then they drop The Witch House as the first Mythos pack! Of! Brown Jenkin!

2 Likes

simian #146 November 6, 2018, 6:39am

At long, long last, I have finally finished Night of the Zealot.

RIP Lita. Maybe you shouldn't poke old ones with a stick and the come running to running to Rolly to bail you out. Also I probably would have finished earlier tonight if I didn't spend a frustrating hour looking for the Masked Hunter card which I forgot was in the Agenda section. Doh.

4 Likes

Tika #147 November 15, 2018, 12:05am

I finished my 2P Akachi and Mark Harrigan campaign of Path to Carcosa a couple of weeks ago. Due to some really crappy treacheries at the start of the game, we lost the scenario and the campaign. Carcosa merged with our world and Hastur rules over everything. Oops.

I did a solo play through of Return to Night of the Zealot with my Sefina deck and wasn't that happy with it. She seemed slow to get up to speed. Then I played through a campaign of Dunwich Legacy two-handed solo with a Sefina and Minh Thi Phan deck and that was more fun. And since I'm building Sefina to play in a 4P campaign, it makes more sense to play her multi-player for testing.

That said, I'm mostly convinced that she is going to die in The Forgotten Age, so I should also have a back up deck ready. 😊 I'm going to make a Finn Edwards deck and test with Path to Carcosa. We're going to have two guardians, so I think I'll pair him with Zoey.

Sefina is so much fun, though. I'm seriously spoiled by that starting 13 card draw now.

1 Like

SirAdrian #148 November 15, 2018, 10:03pm

Yeah I am a big fan of "Funky Cold" Sefina. Lots of fun.

Tika #149 November 15, 2018, 10:10pm

Sefina "Andromeda" Rousseau. 😊 I love her back story too, as well as the idea that her magic comes from her painting.

pattersonjeffa #150 November 16, 2018, 5:24pm

I inadvertently put this in the older dead AH thread. Here goes:

We finished Carcosa (Daisy and Jenny) with a victory!

Instead of plunging into buying the next cycle, we decided to take a break for a couple of weeks and run through the first three campaigns again, this time with different investigators and decisions.

Dawn went with a mystic, Jim Culver, and built him to find clues. I went with William Yorick to tank.

Weird, yes. We got our butts handed to us first time out, learning the new classes. Rebuilt, tried again, did better. But we (barely) won Night of the Zealot. Big difference is we didn't throw Lita to the monster this time.

Stuck with those two for Carcosa. We've done 1B, then 1A, which is opposite from before. In the club, I decided to cheat. "What's the worst that can happen?" I said.

So, don't ask that in this game. Yikes!

Dawn finally listened to me and put Shriveling in her deck, and no more dying!

As we continue, we will be trying to make different choices, just for the story. We've still got our campaign log from last time, so that'll be easier.

Found these in my granddaughters' toy box. Which should we use as Yorick going forward?



2 Likes

KIR #151 November 16, 2018, 6:21pm

Oh god, taken my pimping of Arkham too far now... Photos to follow

1 Like

axesofevil #152 November 16, 2018, 9:09pm

A local game store by me hosted the invocation event yesterday and only one other person showed up. This was fine because we both got to play the gen con scenario but he had brought LEGO mini figures for each investigator and even some creatures and it was my favorite thing I've seen someone do as an upgrade for arkham.

(I built a Mark Harrigan deck and didn't account for being dinged in sanity and I died way earlier than I should have)

KIR #153 November 16, 2018, 9:13pm

[HOME](#) [VIDEOS](#) [GAMES](#) [PODCAST](#) It looks like we're not going to get any new releases this year from only releasing one of the double bill scenarios. Seems a bit pointless getting a 'free' scenario early when you have to buy again at retail to get the other one. Massive shame.

1 Like

axesofevil #154 November 16, 2018, 10:18pm

Yeah I'm lucky enough to have played them both but they were in the opposite order. Honestly they work fine on their own so I'm not too upset but it was a bit disorganized. The scenarios run a little longer, it feels, so I'm assuming a lot of it had more to do with what it would be like to schedule both. Eh. Hindsight I guess. For me I just want more events to get players together that wouldn't otherwise have met one another.

1 Like

MrJackdaw #155 November 17, 2018, 8:47am

Lego, definitely lego.

1 Like

pattersonjeffa #156 November 18, 2018, 7:56pm

Speaking of Lego, someone on BGG did [this](#).

He posted a couple of completed minifigs, the Daisy and Jenny were amazing.

2 Likes

MrJackdaw #157 November 18, 2018, 10:14pm

Dear god, I wonder how much they would cost to order from LEGO?

pattersonjeffa #158 November 18, 2018, 11:14pm

It's nigh impossible to order individual parts from Lego. Best bet is aftermarket at a place like [Bricklink](#).

I had Jenny and Daisy in my cart at one point, and it was about \$35 US. You have to be careful, a lot of the suppliers have minimum purchases, etc. And international shipping will eat you up. Took me about an hour or so to get no minimum US suppliers for all mine.

[HOME](#) [VIDEOS](#) [GAMES](#) [PODCAST](#)

We've been playing lots of games, and I realised we'd go broke trying to get all possible minifigs. We may go back to Daisy/Jenny (our favourites) after Christmas.

1 Like

KIR #159 November 19, 2018, 11:49am

It's finally arrived!



Got some colour coded card holders for the investigator cards, and a custom mat with a map of Arkham.

The mat ended up being quite expensive, but I bought it late at night when my willpower was weakest. Design from Momo Monster on Etsy, printed by Patriot Games.

There are set out places for the scenario cards, but I chose a design without player areas since that looked quite cluttered. A lot of mats I had seen looked quite busy for placing cards on top of, so really happy that this is more of a washed out design. The detail is pretty amazing. The lettering is really clear:



The card holder stands have some help from rubber bands. Without these, the bases sometimes drop out when picked up! It suggests gluing them together, but I'm a bit concerned that cards would slot in but be difficult to get out again (getting the leafs to sit at the right angles while setting would be a hassle). The band's do a great job, so I'll be on the look out for coloured small bands to be more fitting.

(One word of caution for the card holders from Customeeple: most of these were fine, but the red and colourless stands came with leafs that were too thick to fit the bases. The red base was broken in fitting! Requested replacement, but these were exactly the same. But I realised I only need a max of 4, so I have 4 sets of functional leaves, and 6 bases (7 now, since I have an extra neutral base - could come in handy eventually?).)

4 Likes

Tika #160 November 19, 2018, 3:57pm

Fun playmat!

I've been using the investigator tokens from Eldritch Horror and they've been working well.

pattersonjeffa #161 November 19, 2018, 6:00pm

lovely mat!

We use a 3x3 black mat (with stars) we built a gaming table around. You can see it here, with the pimped out tokens we got from Top Shelf Gamer.

Just has some cards laying around, getting ready for the next scenario.

clockwise order: doom, clues, horror, health, supplies. All resin, except the clues, which are metal.



I'm toying with going for coloured matte sleeves for the investigators.

1 Like

Tika #162 November 19, 2018, 7:20pm

Those brains look... strangely delicious 😊

1 Like

pattersonjeffa #163 November 20, 2018, 7:46pm

Coin capsules! We got coin capsules!

So much nicer to reach in the chaos bag now.

2 Likes

KIR #164 November 20, 2018, 8:14pm

2 Likes

pattersonjeffa #165 November 27, 2018, 9:09pm

So, we finished Carcosa, and are accumulating Forgotten Age before we play it.

My wife wants to go through the first three a third time, with new investigators. so far, we've played:

Daisy (me, clues) and Jenny (her, fighting and overall badassness)

then

Yorick (me, fighting) and Jim Culver (her, clues)

So we're trying to decide what pairing to do next for maximum fun. Dawn is tempted by Lola. I want to take a break from being a kill machine. Any tips?

1 Like

pattersonjeffa #166 November 29, 2018, 4:58pm

Those Lego investigators? The person who made up the list has put them all together on a [Flickr page](#).

Simply amazing, and now we're definitely doing this for our main investigators.

3 Likes

KIR #167 November 29, 2018, 6:26pm

That is far less generic than I expected! Must be crazy expensive though. Such a shame Lego don't make it easier to order custom pieces.

2 Likes

acharlie1377 #168 December 1, 2018, 4:33pm

Just finished a solo run-through of Night of the Zealot, after getting the core set on sale for Black Friday... man, this game is really good.

Used Roland, like the Learn to Play guide suggested for solo players. I killed the Ghoul Priest (I didn't even need to parley with Lita Chandler to do it, which led me to play the mission longer than expected, because I thought I had to recruit her to complete the scenario), and decided to burn my house down. Only interrogated 2 cultists in Midnight Masks, but once the remaining ones showed up

in [HOME](#) [VIDEOS](#) [GAMES](#) [PODCAST](#) [THE](#) I got my Dynamite, which helped out nicely. Still, the ritual completed, and I ended up facing Umordhoth with 4/5 horror, 8/9 damage, and Lita Chandler with all but one horror and damage as well. I saw the option to throw her to the beast, and immediately did exactly that. Poor Roland survived, but lives on as a half-mad shell of his former self.

I made a promise to not spend any more money on games until 2019, but I am really excited to start getting into the expansions; I've heard they're much more interesting and innovative, and having a campaign that's eight missions long rather than just three is inherently enticing.

5 Likes

pattersonjeffa #169 December 1, 2018, 8:58pm

So, we just ran through NOTZ with Lola and Rex.

Rex is an amazing cluever. (cloover?)

Lola was built as a Guardian/Survivor/Rogue, because Dawn misses being a Rogue. Didn't work. Switched Rogue out for Mystic, and suddenly she's much better. The key was to have a weapon out for each class. Now she can have a Survivor weapon in one hand, a Guardian weapon in the other, and Shriveling.

After the football game today, we'll be starting Dunwich. And the Forgotten Age deluxe box should be here sometime this afternoon. We'll be playing that once we've gotten all the mythos packs.

1 Like

KIR #170 December 1, 2018, 9:56pm

I've been soloing as Mark recently. Gosh darn it, he's a trooper! Managed to kill the priest with a single action (machete + home front + something else I can't remember, then discarding beat cop for a fast action). Can only imagine him going ballistic with the machete, and then the beat cop delivering the killing shot (then walking off?).

Just a shame he has to pick up so much damage to get those clues. Definitely want to try teamplay with him now.

1 Like

axesofevil #171 December 10, 2018, 5:54pm

I've been maintaining radio silence for a bit now but the friend I met at Arkham Nights and I finished up our Forgotten Age campaign last night. I won't say anything specific but despite a lot of the flack it received for some of the new mechanics it wasn't that bad. Definitely the type of campaign that will be better on future playthroughs when you're not playing completely blind and can game it a bit more but I am happy we got through it.

[HOME](#) [VIDEOS](#) [GAMES](#) [PODCAST](#) I took Usila Deck through and my co-host was courageous and built a really neat Calvin deck that relied on desperate cards and Yaotl to be able to use those skill cards repeatedly.

2 Likes

acharlie1377 #172 December 11, 2018, 4:04am

This is slightly tangential, but has anyone tried a complete mega-campaign, from the start of Night of the Zealot to the end of Forgotten Age? The end of the NotZ campaign guide says you can continue into another campaign with your traumatized, levelled-up investigator, and I'm curious how well it works. I doubt one investigator would survive through the 27 missions that now make up the main campaigns, so eventually you'd have to start fresh, but it'd be a pretty epic saga of despair (which is very Lovecraftian, anyways).

brattyjedi #173 December 11, 2018, 12:09pm

My boyfriend and I once took the characters from Night of the Zealot on through Dunwich. We didn't go any further than that, though. It was fun, but for me I don't know that it added anything to the game beyond playing through everything with the same other player(s).

acharlie1377 #174 December 11, 2018, 3:22pm

Aww, that's kind of underwhelming. It makes sense that there wouldn't be a huge difference, but I had a faint hope that the upgraded cards in the decks, combined with the trauma on the investigators, would make future campaigns easier, but also more tense. Oh well!

pattersonjeffa #175 December 11, 2018, 5:44pm

Started Forgotten Age. I'm running and Dawn is running Finn. It's fun!

We finished the first three campaigns running Rex and Lola. Our first try at Lola, she was a Guardian/Survivor/Rogue. Didn't work. Replaced Rogue with Mystic. Suddenly she worked fine. So we had lots of fun.

Rex is broken.

And this is how we store our player cards:



I wanted coloured binders, but green and white was all they had for some reason.

1 Like

axesofevil #176 December 20, 2018, 9:40pm

I've just got three binders and have my player cards stored in release order. It works fine but there are definitely some flaws. (I keep promos/the novella cards at the very back and keep having to move them) How do you organize them once they're in there?

pattersonjeffa #177 December 21, 2018, 1:46pm

So it's one binder per class, with the big one for neutral.

At the beginning of each binder is a page for each investigator of that class. Then it's:

0 level assets

XP assets

0 level skills

XP skills

The only exception is that I keep all the Emergency Caches at the front of the neutral binder, right behind Lola. I'm toying with categorizing a bit, maybe a page for allies and a page for weapons, that sort of thing.

I originally tried to keep the the XP cards in cost order, but there was too much resorting for that.

I use loose-leaf binders, so whenever one section fills up, I just insert a new pocket page.

There's really no need to worry about release order unless you replay a campaign such that you can only use cards from the scenarios already played. We do that as we open new scenarios, but on a replay, we use the whole collection.

1 Like

KIR #178 December 21, 2018, 4:46pm

My box of cards is about to be outgrown!!! There's not enough space for the next deluxe box. Think I'm gonna get Return to Dunwich when its released for the standalones... Then see how I feel after Silver Lodge. If I keep buying I could see the player cards going into their own Return to... Boxes, but I might drop out at 5 campaigns.

I will not yield to binders though!!! Haha

simian #179 December 21, 2018, 6:02pm

I'm still hemming and hawing over binders. I'm hitting a wall where the d-ring binders are more practical but are less attractive looking but non-ring binders seem more of hassle if you add new cards and could get a lot more expensive.

simian #180 December 24, 2018, 8:20pm

I bought 100 sheets of 9-pocket Ultra Pros since I'm should put my holiday time to good use. I'm thinking of putting investigator related cards into sheets and then using the core-set box for events / scenario cards. Funny enough I don't actually have a binder for these sheets yet since I'm waffling between Office Depot grade or something *fancy* and over priced.

Tika #181 January 2, 2019, 7:13am

I ended 2018 and began 2019 doing the same thing—playing through a campaign of The Forgotten Age! 😊

We started the campaign yesterday, then finished up today and I'm proud to say we won! We needed all of the knowledge from our first failed playthrough though. This campaign is definitely harder than the previous ones. I played Finn Edwards and made lots of use of his free evade to keep enemies at bay. I was also much better at getting clues than expected (thanks to the ally combo of Dr. Milan Christopher and Lola Santiago). A shotgun-wielding Zoey Samaras and Dark Horse/Key of Ys Duke (and his sidekick Ashcan Pete) rounded out the group.

Next challenge: a marathon of Return to Dunwich Legacy. 

2 Likes

simian #182 January 3, 2019, 8:24am

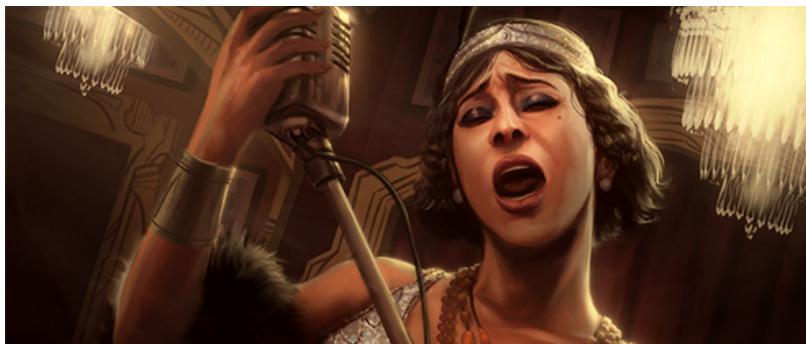
I started my first Dunwich Legacy solo run tonight good ol' Jenny. What's even more amazing is that I actually didn't lose... I'm to sure if **R2** would be considered a win but it's better than dying horribly.

- Despite having a decent amount of weapons in my deck I only ever drew dynamite. I did do an amazing job of drawing both the basic and character weakness though.
- I pulled 3 monsters from the encounter deck BUT the fates smiled on me and I happened to have **Elusive** and **Think on Your Feet** in hand at the time.

There's a certain amount of hilarious irony in that I dispatched a creature (woo 1VP) with dynamite by tossing it into the dormitory wherein I immediately moved there to completed the scenario. Apparently, they're perfectly cool with a large explosion but as soon as they hear a fire alarm it's time to GTFO.

1 Like

KIR #183 January 9, 2019, 6:45pm



The Enchanting Entertainer

Designer Matt Newman
Introduces Marie Lambeau to
The Circle Undone

Called it!

1 Like

MrJackdaw #184 January 11, 2019, 6:55am

1 Like

KIR #185 January 11, 2019, 7:17am

Plus a pretty poor signature for solo play and a massively punishing weakness for a weak fighter.
Definitely more of a team player

1 Like

chew #186 January 11, 2019, 4:08pm

After finishing TFA for the second time we've been trying out some new deck types in Labyrinths and Guardians of the Abyss. The latter is definitely my favorite standalone in terms of story and gameplay. Extra points for great loot. The decks we've been testing are Sefina with Suggestion + All In combo, and battle mage Jim with Song of the dead + Shards of the Void for extra skulls. Jim was surprisingly reliable in fighting, as after couple of seals and Olive McBride skulls are not that rare anymore. Cherry on top - Recall the Future. Guessing the token is so satisfying!

Super excited for Return to Dunwich Legacy to arrive next week. New Rite of Seeking looks awesome for 2p parties!

KIR #187 January 11, 2019, 4:53pm

Yes! Wasn't bothered at all about RtNotZ, but RtDunwich looks great... plus I'd quite like the box for storing the standalones, and keep the big box for the campaigns.

axesofevil #188 January 17, 2019, 8:56pm

FYI for those of you getting Return to Dunwich - It was brought to my attention that older prints of some cards have a circle from the original card template on the unrevealed side of cards. This means they're marked at least in some way against the return cards which don't have them. Looks like this is a problem for Essex County, Miskatonic Museum, and Where Doom Awaits. I guess BGG and Reddit have a big forum about it but I just put in a parts request to Asmodee. No clue how they're handling it, yet.



1 Like

Tika #189 January 17, 2019, 11:54pm

My friend told me about this. I've already decided to just put them in penny sleeves and then paste stickers over the circle.

Tika #190 January 21, 2019, 5:28pm

We completed our 4P marathon of Return to Dunwich Legacy over the weekend! I played a Dark Horse Fire Axe-wielding Agnes Baker; the other investigators were Dark Horse Ashcan Pete, Leo Anderson, and Jenny Barnes who died, sadly, because she had Charon's Obol and was sucked out of a train and into a portal in the sky. She was replaced by Rex Murphy.

We were able to seal the tear in reality and won the campaign 🎉 but only Ashcan Pete was able to make it back. Everyone else was lost in time and space. ⏳ 🌈

Much like Return to Night of the Zealot, Return to Dunwich Legacy doesn't make any fundamental changes to the campaign. It adds some new replacement encounter sets, new versions of certain locations, etc. I don't think it made the game more difficult, just different. I really liked the new Broods of Yog-Sothoth that provided some variety.

It is a slight exaggeration to say that I chose Agnes for her ability to deal with the stupid whippoorwhills easily, but only slight. I hated those stupid birds so much every time I've played through this campaign. But this time with Forbidden Knowledge equipped, I just used the free trigger to take a horror (and resource) to ding the bird and kill it. No actions required! Super satisfying.

pattersonjeffa #191 January 28, 2019, 10:37pm

We finished a run through all the campaigns with Ursula/Yorick. Ursula with Pathfinder is broken, tbh.

So I decided to set myself a Challenge.

Calvin Wright.

And I'm enjoying the heck out of it. Haele is playing Jenny, as it can take a couple of turns for Calvin to get going, but once he gets a good amount of damage/horror on him, wow.

Loving Return/Dunwich, annoyed with the two scenarios with different card backs. Luckily, I've got a lot of colour matte sleeves, so I just sleeved em up.

Oh, yeah, got a bunch of colour matte sleeves. So we colour coordinate our investigator decks. My Calvin is red, her Jenny is green. Silly fun, but what the heck.

And I got her some actual ammo tokens from Top Shelf Gamer. Look like clips. Just more silly bling.

1 Like

KIR #192 February 1, 2019, 5:45pm

Had anyone started circle undone yet?

I've opened it, but not started yet. Think I might try a Rita solo run tonight!

axesofevil #193 February 1, 2019, 6:18pm

I've been patiently waiting for it to arrive at my door. My mail got delayed because the weather was less than pleasant this week and even the US Postal Service shut down.

I did start playing Return to Dunwich with a friend last night and I see [@Tika](#)'s point. It's definitely not changed much but the encounters have been significant enough of a difference to make it feel fresh. We played the first three scenarios. I'm playing Minh for the first time and she's a ton of fun to play. Not sure what I'll upgrade her into but throwing piles of skill cards at everything is fun. She wasn't the greatest choice for Dunwich because of one specific encounter card that's shown up multiple times now involving your deck running out. Regardless, she's been very cool.

My friend is playing Leo and during "The House Always Wins" this situation arose and it created one of my favorite accidental stories Arkham tells.



Leo walks into the bar with his dog walker Mitch and they take out multiple conglomerations at once.

Once we finish I'm diving right into Circle Undone. I'm so excited to try the prologue.

2 Likes

KIR #194 February 1, 2019, 6:20pm

The prologue looks so interesting!! Love the idea of playing with only a single hand and seeing how long you can last.

1 Like

MrJackdaw #195 February 17, 2019, 9:22pm

Well, got to scenario 7 of Carcosa and lost... So, I have to start the whole thing again! Bloody hard solo... Goddammit.

Edit: It took me 5 attempts to remember how to do spoiler tags. Insert harsh swear word here.

pattersonjeff #196 February 18, 2019, 4:35pm

Ran our first playthrough of the deluxe box of Circle Undone. I was Joe Diamond, she was Preston.

Once Preston gets going, he's broken. So. Much. Money.

Joe is pretty strong. The Amulet or Hunch deck is annoying as all get out. I kept forgetting to turn the top card over, then, if you don't play it, you have to shuffle your very small hunch deck. Every turn.

We use coloured sleeves for each faction, so my Joe deck is in yellow. I finally made the hunch deck hot pink in an effort to notice the damned thing.

On the campaign, the intro scenario is really neat, and it appears what happens there will have a lot to do with the rest of the campaign. It's nice to return to Arkham after our ventures in the jungle, and see things like the Silver Twilight Lodge make a return.

And tarot cards are neat.

More as we replay it.

nerdvsgame #197 February 25, 2019, 8:31am

I am little late to the party, but yesterday I finished the core box.

I really don't know why I disliked the game so much when I played it for the first time a year ago, but this time around we had a blast!

The last szenario was really tough on Skids and Daisy. We weren't able to defeat the Ghoul Priest and drew him after our second round. Skids was constantly trying to keep him away from Daisy while she was collecting clues as fast as possible.

We nearly managed to win before things got ugly but...but then things got ugly. In the end Daisy had to sacrifice herself to lure the great old one to the location that Skids was currently at fighting the priest. Skids then was able to pull off our final plan: 1) escape the priest 2) play Lita which left him with 1 health and then 3) sacrificing Lita. It was a tough decision but it was the only way out 😊

So, with the core box finished, we are going to play Path to Carcosa next. I don't really feel comfortable spending so much money on all these mythos packs, but it's worth it, right?

1 Like

KIR #198 February 25, 2019, 5:12pm

Just buy them as you play them and see how you get on. Each mythos pack feels worth £12, and playing a complete campaign is a great experience, it's just odd if you add it all up in your mind.

There's certainly a point with the player cards when the card pool really opens up into lots of options, and the replayability massively expands. Early on there's not so many choices in which cards to play with.

nerdvsgame #199 February 25, 2019, 6:33pm

I am not so much of a solo player and I don't feel the urge the replay the campaign often. So for me personally it's a tough call.

Well, we're gonna do some deckbuilding now and start the new campaign on the weekend (hopefully). And if we enjoy Path To Carcosa I guess we just need to spend some hard earned cash



simian #200 February 26, 2019, 7:38am

I'm slowly working my way purchasing mythos packs for Dunwich since I'm paranoid that they'll be hard to come by at one point and I'll be scrambling (see: Android:Netrunner). That said I'm at a pace of one pack every couple months so it might take me awhile.

rootbeerbaby #201 February 26, 2019, 8:49am

I am just starting this today as a solo campaign, VERY EXCITED!!!

MrJackdaw #202 February 27, 2019, 6:43am

Carcosa is a brilliant campaign - and the replayability is... I can't think of a word to mean "very replayable". Multiple endings, let's put it that way!

Monkefied9 #203 February 27, 2019, 12:11pm

How did it go?

pattersonjeffa #204 February 27, 2019, 4:52pm

nerdvsgame:

I don't feel the urge the replay the campaign often.

As for replayability, the core campaign has two advantages:

1. It's a good intro to test out deck construction for new investigator teams. We tend to be kinda loose on the deck build rules in that campaign.

1. Once there are solo and my investigator as you get into the expansions. I think we've repeated an investigator maybe twice (because Jenny Barnes is my wife's all time favourite 'gator).

2. Once you get well and truly tired of Night of the Zealot, there's Return to Night of the Zealot, which changes things up nicely with replacement encounter sets. Then, you can mix those up with the original set for even more fun.

rootbeerbaby #205 February 27, 2019, 9:51pm

EDIT: I FOUND IT. All praise Cthulhu.

Funny you should ask. It didn't. It appears I am missing card 117, Lita Chantler, from my lovely new core set 😞

I've requested FFG send me one, but if in the meantime any kind soul could take a photo of it so I can play I would really appreciate it 🙏

2 Likes

Tika #206 February 27, 2019, 9:47pm

It's probably not missing, but mixed in with the player cards.

3 Likes

rootbeerbaby #207 February 27, 2019, 9:50pm

OH MY GOD YOU ABSOLUTE GENIUS.

I mean, what a fucking stupid place to put it but yes SHE IS THERE.

Praise be. Alright, it is ON LIKE DONKEY KONG!

1 Like

axesofevil #208 February 27, 2019, 9:54pm

I think this happened to every single one of us when we opened our first core box. It just means you're one of us, now.

2 Likes

axesofevil #209 February 27, 2019, 9:59pm

[HOME](#) [VIDEOS](#) [GAMES](#) [PODCAST](#) [ABOUT](#) [CONTACT](#)

I had another turn in the Circle Undone campaign with Minh and Leo. Had a good time, I really like the changes they made to each scenario. Definitely smaller changes than expected but it's significant enough that I doubt I'd go back to playing it vanilla in the future.

We started the Circle Undone box. I'm playing a Preston build as our clue gatherer and friend is playing Diana. It's not the most efficient combo and our decks need some tweaking but I'm having a really good time with the specific characters. Preston being able to pay for everything is a fun idea but level 0 is rough. Once he levels up and you can throw streetwise into your deck everything opens up if your focus is on clue gathering.

1 Like

rootbeerbaby #210 February 27, 2019, 10:00pm

I assume someone at FFG has to respond to card requests all day every day with 'have you looked in the character deck because SOMEONE STILL HASNT CHANGED THAT DESIGN YET, HAVE THEY ERIC IN PRODUCT?'

rootbeerbaby #211 February 27, 2019, 10:01pm

axesofevil:

It just means you're one of us, now.

Warm fuzzies threatening to crack my iced over heart.

simian #212 February 28, 2019, 6:53am

I had a similar situation once where I was checking and rechecking for a card that thought would be with the rest of the enemy cards but ended up with the agendas. I spend over an hour looking and even started looking under furniture when I finally realized where it was.

goddamned masked hunter!

1 Like

rootbeerbaby #213 March 2, 2019, 6:35pm

Okay, I've played the first scenario with Roland Banks. Two rounds in I realised the suggested starter deck was woefully underpowered for solo because it was quite focused on him investigating and he also needed to pound ghouls, so I poked about ArkhamDB and found a better one and restarted. I also played on easy because the consensus on the site was for solo one investigator that was tough enough!

[HOME](#) [VIDEOS](#) [GAMES](#) [PODCAST](#) I passed the scenario by the skin of my teeth, literally one health left before The Big Bad was gonna eat me.

Pretty sure I missed at least one retaliate action but then I probably forgot to pick up a card or two as well so it probably balances out.

Overall I enjoyed it and I'm looking forward to the next scenario, and I might replay the first with a different investigator to see how that goes.

1 Like

SirAdrian #214 March 2, 2019, 11:09pm

Sometimes cards hide on the other side of cards - always check the backs of the cards.

1 Like

jgf1123 #215 March 4, 2019, 9:04pm

S and I did the tutorial scenario today. I had played a couple times before, but the coworker who owned the game moved away, so this was the first outing for S and my own set. I played Roland and S played Wendy, both using the default decks. I started with an amazing hand with my personal weapon and couple seeker cards, and soon we were in act 2. I got stuck in the attic; through a combination of bad chaos bag pulls and treachery, I could evade the ghoul but couldn't escape back to the hallway. Eventually, S got tired of waiting in the hallway for me, so she came upstairs to engage the ghoul so I could slink away before she followed.

When the ghoul priest appeared, I dragged it (and some rats) down to the cellar where there were still clues so my gun could work better (for some reason). I had it at half health, then S brought Lita into the cellar. With the bonus strength from my gun, Lita, and cards plus the bonus damage from my gun and Lita, all I had to do was not draw the tentacles on either fight action. If I drew tentacles, the fight skill check would fail, and the retaliate from the ghoul priest would break my sanity. Guess what my first draw was.

S seemed to like the game. If and when we play again, we'll probably craft some new characters and start the core set campaign anew.

2 Likes

rootbeerbaby #216 March 4, 2019, 8:19am

jgf1123:

where there were still clues so my gun could work better (for some reason).

1 Like

rootbeerbaby #217 March 7, 2019, 9:26pm

I played scenario two from the Core box tonight and this game has got its teeth into me (which in a Lovecraft universe probably won't end well for me ... or my wallet). I did have the peculiar scenario that my Federal Agent was dragged off by a flying pterodactyl and had to have a bit of a sit down and take some aspirin before he could do his job again. Also he'll take a bullet to the face but he can't run away from a lady who likes dead bodies. Strange man, really.

2 Likes

brattyjedi #218 March 8, 2019, 3:25pm

My boyfriend, Joe, and I ran into some serious problems in the last mythos pack for the Forgotten Age story that didn't really have anything to do with actually playing the game. Everything below is spoilers for Shattered Aeons.

During setup, we were told to place the top card of the lead investigator deck in the victory display face down for each 10 Yig's Fury we had from the campaign. We had 19 so Joe lost one random card from his deck and we felt pretty good about just missing the line for a second card. We played and gathered clues and advanced from Act 1 to Act 2. We were told to advance when an investigator entered A Pocket in Time and we did. The backside of Act 2 told us to check the campaign log for the relic is missing or if we had found it. We had found it so we automatically advanced to Act 3a. Act 3a gave us an action option of searching our deck or discard pile for the Relic and adding it to hand. Joe had the relic in his deck so searched for it and didn't find it.

We figured we had to have screwed up somewhere. We searched through all our card collection for the relic to see if it had just been put away wrong. We pulled out all the plot type cards from the entire story line and retraced what we could of how everything had played out to make sure we hadn't lost the relic at some point and forgotten to record it in the campaign log. We spent probably an hour trying to figure out where the Relic card was and wherever it was if it was supposed to be in Joe's deck like we thought or not. It finally occurred to us **far** too late to check the one card that had been removed face down from Joe's deck during setup. There was the relic.

We didn't want to spoil ourselves too much on the story line, but from quick skims of the remaining agenda and plot cards, it looked like if we kept playing, we could never advance any further by any means. If we'd "lost" the relic as part of the campaign previously, the game had a way to give it to us but there was no provision for getting it back to us if we were supposed to have it according to the log but it had been pulled out as part of that setup step. We would eventually lose when doom forced us to the end of the game with nothing we could do in the meantime. We had been forced to lose the scenario before we'd even started playing by random chance during setup. By the time we'd figured that out, we were incredibly frustrated and tired. It was later than we'd expected to be playing and we just wanted to go to bed. If we'd done the now obvious thing of checking that removed card first, we'd have probably just put the relic back in Joe's deck and replaced it with a second random card,

[HOME](#) [VIDEOS](#) [GAMES](#) [PODCAST](#) [TIE](#)

If things stink, we pack it all up and start again some other night.

Definitely not a good night of gaming there. I don't know. Maybe there was a solution we missed or would have found if we'd kept playing. We were just fed up and couldn't go on. We'll try again and I guess slightly rig setup to make sure the same thing doesn't happen a second time.

1 Like

Tika #219 March 8, 2019, 5:44pm

Wow, that is really bad luck! The instructions should probably have said to find and set aside the Relic of Ages before adding the lead investigator's cards to the victory display, then shuffle them back in. I don't see anything in the FAQ for this; perhaps you can write to FFG to let them know about this edge case?

1 Like

rootbeerbaby #220 March 9, 2019, 7:41am

I thought you would enjoy the incongruity of my storage solution



Doesn't everyone want to store their personal Lovecraftian universe in a pretty pink box? Tell you what though. Perfect size for the broken token organiser inside a game box, clear top, magnetic fastener. I'm tempted to go to Boots and get a second Clinique set to have a second box for the further expansions.

4 Likes

Tika #221 March 9, 2019, 4:34pm

My LotR LCG cards are in an Elie Tahari shoebox.

2 Likes

simian #222 March 11, 2019, 6:38am

I finished the 'box' of Dunwich Legacy tonight with **The House Always Wins** or, as I like to think of it, "Clever Jenny was doing do well until pissed off every criminal in the joint".

I flew, FLEW, through the first two Acts with no serious problems (Clever Jenny! So Clever) and was just starting to make my way to Act 3. I was a little concerned that I had no real means of violence in my hand by there was a lot of evades and wildcards so I wasn't too concerned. Plus I had TNT which solves all problems.

Agenda 1 finally hit the threshold and the spit hit the man so to speak. I also drew and got engage by an abomination while in the VIP room. I didn't want to spend multiple rounds punching this muck into more muck so I used Elusive and *whoosh* back to Bella Luna. Look at that! I'm 2 moves away from the bar and just the Pit Boss in the way. Maybe it's time I introduce him to some TNT?

During the Mythos phase I drew the mob dink that prevents you from getting resources. You know who I drew during upkeep? Upgraded Luca. Know how many resources I had after upkeep? 4. So I spent a turn trying to punch the mob guy to death with a hand full of book smarts. I was able to do one 1 DMG but everything else went HILARIOUSLY awry.

Next mythos I drew "every criminal wants to get up close and personal." which resulted in being engaged with the both mob dink and the Pit Boss. Not great but both only had one would be dead with the slightest of love taps so there's hope.

My (last) turn was spent trying to beat the mob dink to death (nope) then evade the Pit Boss (nada and double nada). Since I'd be dead at the start of the monster phase I resigned and beat street out of there.

So another neutral ending in a series of non-loses but still an enjoyable episode. I definitely considering a campaign restart though and going 2 handed since I keep ending up in situations where I'm spinning wheels because of bad luck.

1 Like

Played the Guardians of the Abyss scenarios yesterday 3P with Sefina Rousseau (29 XP deck!). The other investigators were Leo Anderson and Wendy Adams. Rogues have the most fun. 😊

I was able to do a good amount of clue gathering, and did get to execute the Watch This! + Double or Nothing (with Sure Gamble in hand to back it up) combo to get 12 resources in one test *and* scoop up all of the clues on a location , which was super satisfying.

Then we discovered in the second scenario that the chaos bag was set up incorrectly and didn't have the auto-fail tentacle token in it. 😞 So our win has an asterisk. Still, Arkham is always a good time!

2 Likes

MrJackdaw #224 March 18, 2019, 10:01pm

Tika:

Leo Anderson

Struggling to get this guy to work properly solo. All the best allies are unique!

Tika #225 March 19, 2019, 2:56am

I'm not understanding the problem? 🤔

MrJackdaw #226 March 19, 2019, 6:19am

His special, through an ally, is to have three extra slots for non-unique allies. But (could be luck!), I never seem to get them together!

Tika #227 March 19, 2019, 7:21am

Ahh, I hadn't noticed the non-unique restriction. Just take Charisma. Mitch Brown is not really worth building a deck around.

1 Like

axesofevil #228 March 31, 2019, 6:14pm

It's been slow going but my friend and I have been working our way through the circle undone with Diana and Preston. His Diana deck has been a lot of fun to watch work but it's become pretty obvious that Preston isn't the most efficient of players to rely on as a clue gatherer. I think his deck build is a ton of fun and I love the mechanics, but in his current state it seems like the best use for him is as support as a third or fourth player.

Monkefied9 #229 April 2, 2019, 1:38pm

I haven't started my campaign yet but will probably in the next 60 days. I am already looking ahead to the expansions. I have never played this type of game before. Can someone tell me the difference between an expansion, a scenario pack and a mythos pack? When I look at BGG I see all three.

Examples

Scenario pack - Curse of Rougarou (2016)

Expansion - The Dunwich Legacy (2017)

Mythos pack - The Essex County Express (2017)

I want to know what I am in for, and if the lesser priced mythos/scenario packs are needed or wanted?

axesofevil #230 April 2, 2019, 2:21pm

The scenario packs (rougarou) are just a scenario to play. The expansion boxes are the start of a campaign (usually two scenarios) and they come with new player cards and new investigators. The mythos packs are the next missions in the campaign and come with player cards, too.

All of the packs are playable on their own but to play through an entire storyline you need the expansion pack and six mythos packs. The nice thing is every one of these expands your cardpool, too, so it will add to your deck options in the future.

I'd say the scenario packs are the most optional but there are some really fun things to play in there whenever you get around to it. I think your best bet would be to start with an expansion and work your way through that campaign and each mythos pack before you move into the other ones.

Monkefied9 #231 April 2, 2019, 2:40pm

So say get Dunwich Legacy and then there are mythos packs specific to that one?

Thanks for the explanation, very much appreciate it.

axesofevil #232 April 2, 2019, 3:00pm

[HOME](#) [VIDEOS](#) [GAMES](#) [PODCAST](#) [MEETUP](#) [fantasyflightgames.com/en/products/arkham-horror-the-card-game/](http://www.fantasyflightgames.com/en/products/arkham-horror-the-card-game/) They have each campaign listed out for what you'll need for each one. Click on the tabs and it will list out each pack for you.

The last product to be aware of are the “Return to...” boxes which are expansions for the existing campaigns. They swap out cards and monsters to change up the campaign a bit but aren’t necessary until you’ve actually played the whole thing.

Welcome to the game! If you have more questions someone from this friendly group is usually more than happy to help out new players.

Monkefied9 #233 April 2, 2019, 3:16pm

Wow that is exactly what I was looking for. Who would have thought the publisher would be so organized.

Thanks

Mike

simian #234 April 2, 2019, 4:55pm

Speaking of which, consider getting an organizing system in place early or regret it later.

rootbeerbaby #235 April 3, 2019, 6:54am

Yeah, hard agree here on the organisation system. I’m only one expansion cycle in and already having conniptions about it.

Monkefied9 #236 April 3, 2019, 12:51pm

So what do people suggest for organizers? Sounds like it might be a good thing to have set up prior to playing any expansion.

rootbeerbaby #237 April 3, 2019, 4:22pm

I got a fancy insert but any large card box would do it. I went and looked at the files on Board Game Geek and found simple black and white dividers to print and cut out to divide up the monster packs, scenarios, investigators etc.

simian #238 April 3, 2019, 6:08pm

I opted to get ring binder for investigator cards and a broken token insert for the core set which is where I've got campaign and the deck(s) I've got assembled to play with. Right now I've got the core, 3/4 expansions and 3/6 of the Dunwich Legacy Mythos packs in there. That said It's starting to get cluttered so I think I'm going to have to switch to something else.

KIR #239 April 3, 2019, 6:36pm

I'd definitely recommend some kind of CCG box to hold it all in - the custom inserts for the core box provides nowhere near enough space. I have the large box from [OPlaser.co.uk](#), which is great for Brits, but shipping is a killer for abroad. This holds four cycles of cards with ease (the photo is from a while ago, the current cycle is going to fill it up completely). Not sure of the Canadian alternative, but any CCG box will do.

[Album] Ahlcg



If you're going the folder route for player cards, you'll likely need a different folder for each class. The card pool starts off quite small, but gets pretty large by about the second full campaign.

The BGG inserts are a godsend for easy set up. Without inserts it took ages to set up a basic game. With the inserts I can have any scenario up and running in a few minutes. I use the Arkham-esque inserts, which look great and are colour coded by campaign. I've laminated these so they're a bit harder.

Tika #240 April 3, 2019, 7:35pm

Unless spiffy organization makes you happy, a shoebox (or two) with some self-made dividers is sufficient.

acharlie1377 #241 April 3, 2019, 9:04pm

I've currently got one 1.5" binder that holds all investigator cards and the "universal" encounter cards (cards from the core set that get put into scenarios for the expansions), and then a .5" binder for each expansion. I did it that way so I'd only ever need two binders (the investigator card binder and the relevant expansion binder) for an entire campaign, but the 1.5" binder might need to be increased to 2" after I buy up enough expansion stuff.

KIR #242 April 24, 2019, 7:02pm

Ooooooh the latest FAQ includes a List of Taboos to limit powerful cards. We've reached that point now!

2 Likes

MrJackdaw #243 April 25, 2019, 8:20pm

Thank the lord they are optional!

1 Like

KIR #244 April 25, 2019, 8:45pm

When it's a coop, everything's optional!

1 Like

simian #245 April 26, 2019, 4:52pm

My big boardgame order arrived and I now have all of Dunwich and the first mythos pack for Carcosa but I'm thinking of re-doing my player card organization. Right now I have a binder that's broken down into class and then each card alphabetical. At first I thought this would work out but after building decks in on ArkhamDB it got a little hard to put the decks together from the mobile client. I'm thinking of switching to breaking each group into release and then going by the card number instead. Thoughts?

[HOME](#) [VIDEOS](#) [GAMES](#) [PODCAST](#)

KIR #246 April 26, 2019, 4:58pm

That kinda works, but as the collection grows, it'll be difficult to parse (e.g. lots of flipping back and forth to compare the same card at different levels). But there are often cards that work well for that cycle specifically, so it helps with that at least.

I'm a fan of separating by class, then subcategorising by Assets 0XP/Assets 1+XP/Events 0/Events 1+/ skills 0/ skills 1+. Within the sub-categories I order by XP cost (if applicable), then resources cost, then alphabetically. We tend to not touch the 0XP cards after the initial set up (partly for flavour of following through on a build, partly to limit our options to make decisions easier), so this organisation really helps with the card buying between scenarios. I suppose I should order them with all the 0s together than all the 1+s together...

1 Like

simian #247 April 26, 2019, 5:22pm

That sounds great but does take a lot of work to re-org when you add to your collection?

KIR #248 April 26, 2019, 5:30pm

I have mine in a box so it's not so much hassle as a folder...

Tika #249 April 26, 2019, 6:45pm

I organize mine almost exactly like that in a Quiver, which is essentially a skinny, long shoe box size-wise.

acharlie1377 #250 April 27, 2019, 1:24am

I organize by class, then release and then card number. It's the only way to organize cards in a binder without eventually needing to re-organize all the cards, plus it provides a nice archive of the card progression.

1 Like

KIR #251 June 8, 2019, 9:39pm

Surprised to see the next campaign announced so soon! Still 2 more packs in this campaign, and then Return to Carcosa before then.

KIR #252 July 31, 2019, 11:30pm

Aaaaaah, just had the first game in a while and remembered how much I loved Arkham. I stupidly didn't pack the right card sets for the prologue of Circles Undone(didn't pack the prologue character decks) or Scenario I (didn't pack the core box scenario encounter sets!), so we played Scenario II stand alone to learn our new decks.

Preston was swamped with bad guys at the end, so evaded them and made a run for the exit. That left 1 elite and 2 non-elite enemies right at the exit. I (Roland) was escorting Josef back like a good boy scout - I was going to engage him and carry him kicking and screaming out, but I had enough on my plate so let him walk it. I got to the exit, used my Thompson with 2xVicious Blow to stop the elite enemy for one action, then my magic sword to kill 1 non-elite (one hit with magic, one hit without). Josef got out, then I magic sworded the last enemy (using up all the charges on the sword) and escaped!

2 Likes

axesofevil #253 July 31, 2019, 3:50am

A few months back I ended up moving to a new city far from my Arkham buddy 😞 so I haven't been playing like I was. It's been a lot harder finding local game stuff where I moved. Now that this whole campaign is out I'm really jonesing to jump back in I just haven't had an opportunity to build myself a couple decks and try it solo.

2 Likes

simian #254 July 31, 2019, 5:15pm

Wait... Circles Undone is complete now? Hrrrrrrmmmmm.

axesofevil #255 July 31, 2019, 5:26pm

I'm in the US so we could have different release dates, depending on where you live.

KIR #256 July 31, 2019, 5:36pm

YES! YES IT IS! Final pack came out on Friday.

1 Like

KIR #257 August 3, 2019, 1:17am

We're into the CU campaign!

Prologue / Scenario 1

Did pretty damn well on the Prologue. Cleared all the clues but three. Everything went well, every card use and risk taken paid off. Textbook! Had plenty of cards at the end to almost guarantee a few clues. Loved the theme of playing as Tino - starting off in the middle of a fight with a hound, with a gun in your pocket but no time to pull it. Punched the dog, pulled out the gun (took the damage), then shot it to kill it. Satisfying!

Then scenario 1! We did fine when everything was isolated. My friend had a bit of a bad time, but I was lording it. Then we reached the act where everything's joined together. I cleared one goat cultist with ease with Roland's Sig pistol. Then I engaged my friend's goat man. Then I got frozen in fear. I had no way of improving my head stat. Then I got bedevilled. So I couldn't use any item action, could only carry out two actions a turn, and the goat was shopping me the whole way. What started as an easy fight took me right down to 2 health left til my friend had to come and engage with him to keep it off me. Then the Evil Past screwed my mental. To be fair, I was very unlucky with some failed attacks before I was crippled, but the treacheries sunk me. We ended up dying in act 3. That whole situation could have so easily passed without a single hitch! Fortunately (in a way), I died 3 turns before I would have pulled Cover Up. Preston wasn't so lucky so finished the game with his debt giving him trauma.

1 Like

axesofevil #258 October 8, 2019, 4:44am

I moved to a new place and no longer had my regular playing partner around so my collection has just been sitting for a while. I'm still getting the packs every month and organizing them, but about a week ago I hunkered down and decided I was going to play through all of Circle Undone two-handed. It's my first campaign playing solo and while I much prefer having another actual human to play with I am surprised how well it went. I played through the entire campaign with Joe Diamond and Ashcan Pete.

Before I moved away I had played through the intro and the first couple scenarios so I knew what to expect. Still, I tried to tech my decks with Pete as the monster killer and Joe as the clue getter. They are definitely both more jack-of-all-trades support players and each scenario I'd lean heavily on one of them over the other, with Joe being the handiest. Didn't do great on the first few scenarios. Never got completely obliterated, but I averaged about 4 or less XP per scenario.

I didn't keep track of the whole campaign bit-by-bit and I'll save trying to write a whole novel, but I decided to go all-in on the lodge and be completely honest with them. Obviously both the lodge and the coven are painted to be bad so rather than be mistrusting of everyone I figured making a decision and sticking with it would pay off. The technical "ending" I got was premature because of this, but during that scenario I opted to just swap the final decision so I could play through the last two packs. I liked this campaign a lot. It's not my favorite, I still think that award goes to Carcosa, but there were some really neat mechanics to be found. In the Clutches of Chaos was a highlight because you're essentially playing Arkham the Card Game with Arkham Horror 3rd edition

inspirations was a really interesting way to make a scenario and I hope they mess around with more of this in the future. I didn't hold my own very well in Before the Black Throne and Azathoth devoured the universe, but honestly, it would feel dishonest if Arkham ended any other way.

Really looking forward to diving into The Dream Eaters. I'll be going to FFG to participate in Arkham Nights this weekend and giving The Blob that Ate Everything a try. I've got to build a few standalone decks to get ready. Thinking about putting together a bag control Jim Culver and a couple more.

The short version: I haven't played in a while and I played again. Turns out I still really love this game.

1 Like

jgf1123 #259 October 10, 2019, 2:22am

I have two base sets and am looking for recommendations for what expansion/cycle to buy first. If I were to try to describe what I like about AHLCG so far, I think it would be

1. Tweaking decks. Especially seeing if you can get particular combos to work. In addition to each expansion coming with 5 new character around which to build decks, I'm interested if any of them take deck construction in new and interesting directions.
2. Interesting scenarios/campaign. The two big things in AHLCG seem to be investigating clues and killing nasties. I'm looking for mechanics that can also stretch players and their characters in other ways. Having an interesting story and/or tough narrative choices is a plus.

1 Like

simian #260 October 10, 2019, 2:31am

I'm of the mind that you should start with Dunwich and see where it takes you from there. I'm about 3/5 through it and there's been some interest mechanics introduced each mythos pack.

2 Likes

Tika #261 October 10, 2019, 3:02am

If you can find a good deal on someone selling a complete cycle, I'd jump on that. Otherwise, I would just buy the cycles (deluxe expansion + 6 Mythos packs) in the order they were released.

For building and tweaking decks, I recommend using arkhamdb.com. You can set which packs you have access to, then search easily for legal cards to add to your deck. It will also warn you if you have too many/few cards, etc. It also shows charts on the composition of your deck by faction, type (asset/skill/event) and number of skill icons by type, which is very useful to see if your deck is balanced. I think it also does cost curve.

(If you really want to, you could proxy any cards you need)

axesofevil #262 October 11, 2019, 6:18am

I second Dunwich. It was the first big box expansion and the scenarios are a good taste of what the game is capable of. After that I think it's worth looking into whatever cycle you're most interested in but for starting out and getting some more variety it's a good next step.

As mentioned above [arkhamdb.com](#) is your friend. Look through investigators and build some decks around them because it does the work for you by only showing cards legal for the investigator you're playing as. You'll be able to see some of the interesting powers other investigators have and how the game can be played in more creative ways than clues/fight.

1 Like

axesofevil #263 October 18, 2019, 6:56pm

I just got home from Arkham Nights at FFG and got the opportunity to do a ton of really neat stuff. I signed up to play "The Blob That Ate Everything" on Friday night but won a raffle to design a card with the designers of the game. I opted to do that, instead.

There were two groups of twelve who split off. We were given a piece of art then talked in our groups on what to design. Here's what my group came up with:



It's not perfect but I think we got to the core of an interesting idea. I hope it gets some playtesting and comes out, someday. Either way the experience was really neat.

Saturday I did manage to get to play The Blob That Ate Everything. We were all devoured by the blob, which is exactly how I wanted to go.

3 Likes

Tika #264 October 15, 2019, 4:56pm

Oh man, someone posted the scoreboard for that to the Arkham LCG Facebook group. 48 investigators devoured by the blob!!! Sounds like so much fun. 🤪

1 Like

axesofevil #265 October 15, 2019, 6:28pm

YEP that was us. On Friday it was like 96 people or something and they managed to defeat it. We were the first to all be devoured. 😊 I'm completely happy with that.

2 Likes

simian #266 October 21, 2019, 8:07pm

Last night I finally picked up my half-finished play-through of Dunwich and took a delightful train ride through Essex county. It was mostly uneventful if you ignore the tear in space & time that started to consume the train. Jenny and her trusty companion Luca got a cardio workout as they did some laps through the train cars. They did encounter a rather impolite blob creature but Jenny, fleet of foot and fleet of pistol, taught it some manners.

I was actually sort of surprised how quickly I finished the scenario. I think it mostly came from being super lucky with encounter deck draws. I'm hoping that time and energy allow I'll finish Dunwich by Halloween which is nice and thematic.

2 Likes

axesofevil #267 October 21, 2019, 10:43pm

The only time I played true solo was with Jenny through Dunwich. She could have really used a partner.

It's a really simple scenario but Essex is one of my favorites. I love how to-the-point it is and it is still one of the most thematic with the setup, next to carnivale.

1 Like

simian #268 October 22, 2019, 3:36am

OK so I *might* have played the scenario wrong:

I should have read the un-revealed part of the location card for the "no clues to your left" requirement
HOWEVER I ended with only 2 clues left out, on separate cars no less.

Whatever Jenny always fast and loose with things like rules and requirements.

1 Like

axesofevil #269 October 22, 2019, 3:24pm

If I've learned anything from this game it's that no matter how much experience you have it's really easy to miss a rule or two that can be potentially game-breaking. While playing through Circle Undone there was one specific scenario that I messed up twice after playing through most of it and it was significant enough that I just restarted it until I got it right.

pattersonjeffa #270 October 28, 2019, 9:33pm

I was actually sort of surprised how quickly I finished the scenario.

That's the Express. We always finish it fast, no matter who's playing who. It's an adrenaline rush.

We're running Leo and Sefina through all the campaigns right now. About to start City of Archives.

Oh, and ran across an interesting and thematic house rule on Reddit. Start with your signature card in your opening hand. I think it makes sense. Is Daisy really going out without her tote bag in hand?

The other one was to draw three basic weaknesses and pick the most thematic one at the beginning of the campaign. Norman with Amnesia is hilarious and appropriate.

2 Likes

jgf1123 #271 October 28, 2019, 9:45pm

pattersonjeffa:

Oh, and ran across an interesting and thematic house rule on Reddit. Start with your signature card in your opening hand. I think it makes sense. Is Daisy really going out without her tote bag in hand?

That does sound thematic, though it does make the characters who start with their signature card like Ashcan Pete less special.

jgf1123 #272 November 1, 2019, 2:01am

I might have a group of 3 interested in continuing to play AHLCG. The idea of constructing and upgrading decks seems to interest us. I currently only have two base sets, and which I split into tweaked versions of the [5 pick-up-and-play decks](#). B picked Agnes because he likes playing with risk/reward, S was drawn to the high-knowledge Daisy, and I picked Skids to check if I watered his deck down too much (I shifted one Leo de Luca into the Wendy deck).

First scenario went as you'd expect: Daisy did the investigating, Agatha did the shriveling, and Skids did whatever was left. Agnes only found one of her Shriving spells, so we killed the Ghoul Priest before I could finish investigating the Cellar. The others voted to burn my house down, and that mental trauma goes well with my lowest sanity among our party.

Since Lita Chandler was in my deck, I didn't upgrade Leo de Luca. However, I did start the game with Sure Gamble, giving me enough resources so that Skids had 4 actions almost every turn. Daisy focused on Seeker and Agnes took some Mystic but also some Survivor to manage luck. It felt like this game all of our decks were firing on all cylinders and we got the 6th unique cultist (the first time I've ever done that) on the last turn. The Gravedigger spawned after Daisy had been carried back to Rivertown, and she had excess cards thanks to Cryptic Research and Old Book of Lore. Thanks to

[HOME](#) [VIDEOS](#) [GAMES](#) [PODCASTS](#)

After the game, Agatha had a special resource to give Victoria. Everyone else we turned into red smears using Shriveling or Lita Chandler.

2 Likes

Tika #273 November 11, 2019, 11:33pm

Played at Games of Berkeley with a group of people I met through the Mythos Busters Discord, along with my regular Arkham slumber party friend and a new friend I met last week playing board games.

We started with separate games of Murder at the Excelsior Hotel (3P and 4P). My group was Leo Anderson (me), Luke Robinson (slumber party friend), Patrice Hathaway and William Yorick. As is often the case in 4P games, we went with a buddy system of clue gatherer + fighter and I accompanied Patrice upstairs while Yorick went to the basement with Luke. It's a fun scenario with good replayability!

Then we started an epic multi-player game of Labyrinths of Lunacy. It was cool to see the reactions from people who hadn't played it before. Unfortunately, we ran up against some time constraints; people had to leave, and this is a long scenario. But I think everyone had a good time!

Would definitely meet up with this group again. 😊

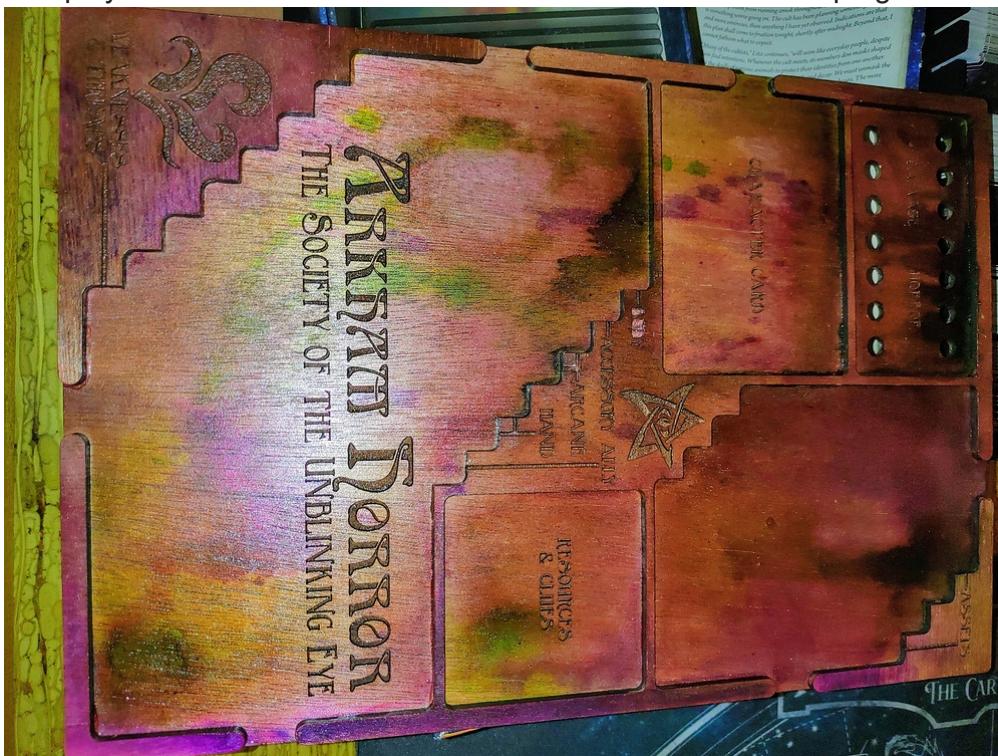
2 Likes

jgf1123 #274 November 13, 2019, 4:23pm

The guy who owns the cafe I go to on Tuesday nights has a laser cutter and made these for playing AHLCG. The chaos bag has 5 different types of wood. Clips are used to hold bullets for weapons.



The player boards have asset slots and health tracker in the top right has spaces for trauma.



4 Likes

brattyjedi #275 November 13, 2019, 5:08pm

axesofevil #276 November 13, 2019, 5:37pm

I share the concern about being able to feel the different token faces but realize they could be put in capsules or the more obvious focal point of HOLY HECK those are gorgeous. Remind me to pick up a laser cutter this week.

jgf1123 #277 November 13, 2019, 7:07pm

I wasn't playing in this game (I get off work late and it's a bit of a drive), so I didn't handle the tokens, but it seemed like they were reaching into the bag and grabbing the first token they found. If you wanted to, you probably could feel if you had a negative token and learn to differentiate symbols.

1 Like

COMaestro #278 November 13, 2019, 9:52pm

Gorgeous work there! I share the concerns about feeling the different tokens, but capsule covers would fix that issue, unless the woods have noticeably different weights.

1 Like

axesofevil #279 December 2, 2019, 10:52pm

I know folks have seen this but I need to drop by to express my excitement for BARKHAM HORROR.



Barkham Horror: The Meddling of Meowlathotep

Yep, It's Real

2 Likes

jgf1123 #280 December 19, 2019, 6:44am

Just finished the base campaign by interrupting the ritual on the last possible turn. Except I forgot I had mental trauma, so I probably should have lost Leo De Luca and therefore some actions... Whoops. Dunwich next with new characters.

Tika #281 January 14, 2020, 12:24am

I played board games every day for two weeks straight during the holidays, and most of it was Arkham Horror!

I played a 3P all mystic Arkham Horror Return to the Path to Carcosa campaign as Marie Lambeau with Luke Robinson and Diana Stanley. The other two concentrated more on clue gathering and fighting respectively, while I was the “flex” spot, and was able to contribute on both fronts effectively. Playing doom games was something I felt nervous about at first, but we advanced prematurely only once, and in fact I was able to delay the agenda from advancing several times with Mystifying song. The Luke player called the card the MVP of the campaign. 😊

I continued my 3P Forgotten Age campaign and honestly thought that we were going to end our campaign in the penultimate scenario, but we cleared it with the best resolution! Our party defeat will have to wait for the finale. 🤷

Played through a 2P Circle Undone campaign with [@nikotte](#) and it was so much fun! It's my favorite cycle now (followed by Carcosa, Forgotten Age and Dunwich Legacy). The scenarios feel unique, and is probably the mostly replayable as things play out differently depending on who you decide to align yourself with. I also had a moment after reading the rules for In the Clutches of Chaos where I was like OMG this is Pandemic!

We had another meet up at Games of Berkeley and played Blob as an all-seeker team. Still lots of fun, but there's less variety in the feel of the different investigators compared to rogues (which is appropriate). I played as Norman Withers, who is the stabby old man to Preston Fairmont's axe murdering trust fund brat. Conternation at the Constellation was fun, but it was a scenario that basically shut down one of the players in my group, so we ended up losing. The setting of being on a cruise ship is great though.

Just started a new TFA campaign game with my friend playing Roland Banks and me playing Wendy Adams, who are the first two investigators we ever played. She's building her own deck and just throwing in stuff that looks fun so we're playing on easy. 😊 Man, Wendy is so good. Being able to just discard a card to draw a replacement chaos token is like playing with advantage in D&D5e on demand. I'm using an Ornate Bow + Skeleton Key build I found on Arkham DB. I figure the Skeleton Key will be a good way to deal with Roland's weakness.

Sadly my friend drew Your Worst Nightmare as her weakness. I've already had to do a drive-by bow shooting once to kill it. 😅

At this point Arkham LCG is almost a lifestyle game for me, mostly because it's been easier to get people to play the game with me. 😊

5 Likes

axesofevil #282 January 16, 2020, 7:31pm

[HOME](#) [VIDEOS](#) [GAMES](#) [PODCAST](#)

I am impressed and shocked you got the good ending in TFA no matter what difficulty you played it on. I like it more than the general community but boy were we battered when we got there in the two player campaign I played.

I have yet to start return to carcosa and anything from the dream eaters but I did build a couple decks to get moving. I haven't played much since Arkham Nights, with the exception of the situation I'm going to discuss in a separate comment that isn't a direct reply to you.

axesofevil #283 January 16, 2020, 7:36pm

I've only played once since Christmas, and I built the jankiest first draft 29 XP Jim culver deck to try and do some bag control. I used it in a three player game of murder at the excelsior and there were so many shortcomings to my deck but I had a blast. I love three and four player games so I can play characters who aren't responsible for clues or enemy control, but some other support aspect and you can wing it. We managed to "win" but I can't say I did much. The most impressive thing was I ran Jewel of Aureolus and somehow managed to sit around 20+ resources a majority of the time with little to spend it on. I did seal the -4 and was able to pay to keep it sealed using protective incantation.

Tika #284 January 16, 2020, 9:14pm

axesofevil:

I am impressed and shocked you got the good ending in TFA no matter what difficulty you played it on.

It was the penultimate scenario Depths of Yoth. We made it all the way down to level 5. I don't have a lot of confidence for the final scenario haha.

Tika #285 January 16, 2020, 9:19pm

I definitely want to revisit Jim Culver now there are more ways to manipulate the chaos deck. Eldritch Inspiration, Olive McBride, Dark Prophecy and Premonition are cards I'd like to try with him.

MrJackdaw #286 January 17, 2020, 10:56am

I did a solo campaign of The Forgotten Age using Jenny, was very successful. Got the "humanity saved by closing the rift" ending, but made a few mistakes along the way. Still, I was very happy with that.

Looking forward to playing Tagain with another investigator. I'm rather jealous of you, [@Tika](#), as I can't get anyone to play it with me!

Going to try a Joe Diamond solo deck for The Circle Undone, which arrived the other day.

I really struggle to justify the cost of this game as I only play solo, and I'm not bothering with any of the "Return to..." or non-cycle decks. Am I missing out on anything essential?

1 Like

Tika #287 January 17, 2020, 6:05pm

I just had the one person to play with at first, then I introduced a couple more people to the game at a con and they really liked it (we do the Arkham slumber parties). Then I played the epic Labyrinths of Lunacy game at the second SHUX and met Mark... who lives in San Francisco. So Nicole and I started a campaign with him.

It's a great game! Don't give up trying to teach other people. And this may be a long shot, but if you join the Mythos Busters Discord (google that phrase) you might find someone local who already plays, or maybe a local meet up; it's how I found the group that plays monthly at Games of Berkeley.

Skipping Return To is a good idea, as those give you the least value for money. Not saying they're bad - I will only play Dunwich and Carcosa with the Return to scenario modifications now - but they just give you a slightly different version of the campaign. Of the standalone scenarios, I would say that Murder at the Excelsior Hotel is the one to pick up because it's fun and has a variable set up and multiple endings.

2 Likes

Tika #288 February 7, 2020, 6:25pm

Just finished my 3P Forgotten Age campaign on Wednesday.  We won the campaign, but... humanity didn't. In an amazing turn of events, narratively, Carolyn Fern cut a deal with Alejandro to save the Yithian race, but Ichata witnessed this and killed her in revenge! Now we cruise around on airships and use super cool technology and read a lot. Doesn't sound too bad!

Even though you don't get the surprise of experiencing the story for the first time (I love the novelty of inhabiting Yithian bodies in City of Archives!), playing campaigns again is still really fun. Depending on who you choose, playing a different investigator can be a radically different experience.

I was Leo Anderson and while his special ability hints towards having lots of allies and playing them cheaply (and for free), I opted to exploit his access to both Rogue and Guardian cards, which led to my crowning achievement of playing Double or Nothing on a 5 ammo shot with my M1918 BAR, dealing 10 damage in one hit!

I also have a 2P Forgotten Age campaign that's near the end playing as Wendy Adams with a bow and a skeleton key. I also have track shoes, so she zips around getting clues and occasionally

Having to save Fed and Becky's World. Niggle (weakness). My friend is endlessly entertained by this little 12-year-old girl having to save a Fed all the time.

This weekend I have a 3P Circle Undone slumber party  as Tommy Muldoon (who *will* have lots of allies). All  all the time!

2 Likes

axesofevil #289 March 2, 2020, 12:40am

Took some time away from the game for a bit and jumped back in playing through Return to Carcosa. There isn't much to give away but it felt like the changes made tightened up some of the intended gameplay more than making big significant changes. It was fun, though. I haven't played any of the Carcosa scenarios in ages and it was a nice reminder of how much I liked that campaign. Used to be my favorite but I think Circle Undone is the top of that list now. I played through with Mandy and Tommy. It was my first time playing both characters and I loved both, even if I had bad luck getting Becky out for Tommy a majority of the scenarios.

Unfortunately for humanity, our realm and the realm of Carcosa merged and H----r rules them both.

Next up I'll actually dive into Dream Eaters.

Has anyone on here ever played/do you currently play on Tabletop Simulator? I had mixed feelings about playing digitally but 1- I've purchased every Arkham everything and 2 - I recently moved across the country away from my gaming group so it's the only way I've been able to play with them for a while.

2 Likes

Tika #290 March 2, 2020, 3:26pm

@nikotte does. I've been considering using it for solo deck testing, heh.

2 Likes

Tika #291 March 21, 2020, 7:41pm

I now have TTS (50% off on fanatical.com at the moment) and played my first learning game of Arkham Horror LCG. It is, as my friend describes, a "physics engine" so it won't automate a lot of things or enforce rules, but the mod is quite good and does scenario set up and imports decks from Arkham DB.

1 Like

jgf1123 #292 March 21, 2020, 8:17pm

2 Likes

Tika #293 March 22, 2020, 5:12am

My friend set the game up so I don't know how to do that yet, but the good news is that it was pretty easy to play after a quick tutorial from him. I'll be more helpful once I figure out how to host games myself. 😊

1 Like

axesofevil #294 March 26, 2020, 2:14am

@Tika @jgf1123 There's a specific Steam Workshop Arkham mod that is soooo good for TTS. It's what I've been playing through Dream Eaters on. There's a small learning curve to the interface but once it hits it's so perfect. I can link either of you if you'd like, though it sounds like **@Tika** already found it. I'm in the US so I'm not sure if it would be different by region if either of you are elsewhere.

Tika #295 March 26, 2020, 7:21am

It's the "super complete" mod. I've also been playing Dream-Eaters on it. And TCU. And playing a stand-alone tomorrow. All with different people; I am "poly-gamer-ous" as my friend would say.

3 Likes

axesofevil #296 March 29, 2020, 5:26pm

That's the one. It's really great once you get the hang of TTS and the mod. Quick set up and tear down. I feel guilty like I'm cheating on my physical copy but it's worth it to get more game time in.

Tika #297 March 31, 2020, 6:10pm

At this point, Arkham LCG has truly become a lifestyle game for me, haha. I'm in a 2P Dunwich Legacy campaign, 2P Dream Eaters, 3P Circle Undone and 4P Carcosa at the *same time* haha.

I was a little apprehensive about playing a campaign for the first time on TTS, but TDE with **@nikotte** has been a lot of fun! I genuinely felt dread and anxiety playing A Thousand Shapes of Horror, which I wasn't sure would translate in an online game.

3 Likes

nikotte #298 April 5, 2020, 8:25pm

hot tip just in case it wasn't already known, you can hover over the trash can above the agenda deck and hit L to unlock it. then you can just move it over somewhere else so your saved chaos bags and other objects dont spawn and immediately go into the trashcan.

2 Likes

Tika #299 April 5, 2020, 8:51pm

As I may have done like ten times.

1 Like

Henri_Leandra #300 April 22, 2020, 5:26am

My wife and I just finished the starter deck campaign

► Summary

2 Likes

Tika #301 April 22, 2020, 7:07pm

Since my last update, I've completed the 3P TCU campaign *and* a full TDE campaign with that group, 1 scenario left for the 2P Dunwich Legacy, 1 scenario left for the 3P Carcosa.

I love Dream-Eaters, but I'm not quite sure where to rank it. I prefer the long campaigns to the mini-campaign; I feel like there's deeper story development. But I feel like replaying TDE, maybe this time in two group mode!

2 Likes

axesofevil #302 April 24, 2020, 12:20am

I've played the game a ton and I've never done well in the last core scenario. I think it's meant to beat you down a bit.

Dunwich is a great place to go from there, it was a lot of experimenting of what could be done from scenario to scenario. I think it feels the closest to the pure basic mechanics of the game throughout.

axesofevil #303 April 24, 2020, 12:22am

[HOME](#) [VIDEOS](#) [GAMES](#) [PODCASTS](#) [THE](#)

Dream Eaters was neat, thin, and clean. This one is my favorite so far, but Dream Eaters is definitely its own beast. I appreciated what they did making it a whole campaign using the mechanics from Labyrinths of Lunacy.

RossM #304 April 24, 2020, 7:05am

No Pun Included's massive review (Released yesterday) talks about this exact issue.



We Review (nearly) Everything
Arkham Horror: The Card Game - Part
1 — No Pun...

We want to help you decide which parts are worth the entry cost. So we've sat through it. All of it. And here it is, act one of our Mega Review of Arkham Horror: The Card Game.

2 Likes

MrJackdaw #305 April 24, 2020, 12:35pm

Oh! Thanks for highlighting that [@RossM](#). I know what I'm watching whilst I make tea tonight...

1 Like

Tika #306 April 24, 2020, 8:27pm

I hope somebody told them to play TFA on easy. If they thought Carcosa was hard...

2 Likes

KIR #307 April 24, 2020, 8:51pm

I was thinking this too!

I love NPI, but I can't help but feel this review is like watching someone speedily eat 3 tubs of ice cream in a row. Regardless of whether you love ice cream or not, there comes a point when you're joylessly just forcing yourself to get it over with. No one's meant to play it ALL in such a short space of time!

The exasperation on their faces when they mention something they'd need to start again to figure out!!

I usually play 2 scenarios a session, one session a week. All over in a month and never too much at once. My AH playmate prefers to play 1 scenario a session because of the stress/tension, but I find those 8 sessions stretches it out way too much and planning when to sit down again starts to become a bit of a chore!

Tika #308 April 24, 2020, 11:38pm

I had the impression that they spent a week playing each cycle? Their problems with the game (RNG, possibility of losing campaign before the final scenario) are things I've heard echoed by other people, and comes down to their rejection of the general Arkham Horror atmosphere of "everything is terrible".

1 Like

MrJackdaw #309 April 25, 2020, 6:23pm

Tika:

Their problems with the game (RNG, possibility of losing campaign before the final scenario) are things I've heard echoed by other people, and comes down to their rejection of the general Arkham Horror atmosphere of "everything is terrible".

Why am I reminded of Marvin, the paranoid android? "Life... don't talk to me about life."

Anyway, this crystallizes a lot of what my wife thought about the game when she first played - when she felt she couldn't do *anything*. And I get that, it's very frustrating. That's why we now play on easy, it feels like you actually have a chance to succeed!

Normal/Hard is fine for me, as I expect to lose, but I get understand the perspective.

KIR #310 April 25, 2020, 6:29pm

MrJackdaw:

Anyway, this crystallizes a lot of what my wife thought about the game when she first played - when she felt she couldn't do *anything*. And I get that, it's very frustrating. That's why we now play on easy, it feels like you actually have a chance to succeed!

Normal/Hard is fine for me, as I expect to lose, but I get understand the perspective.

Yeah, what I love about the LCG is how you can be completely screwed but still do interesting things and enjoy your little Skinner box with the card play.

[HOME](#) [VIDEOS](#) [GAMES](#) [PODCASTS](#) [THE](#)

other forums like games, telling me that you're stopped from doing anything. It ends up feeling like the game doesn't want you to play the game. And the ***** dice rolling! 🤪

1 Like

Tika #311 April 25, 2020, 7:23pm

I applaud you for playing on easy! I think while it's misnamed (it certainly doesn't make the game easy), most people have too much pride to play on lower difficulty even if they're really struggling and it's ruining the game for them. They are willing to change all sorts of other rules just to avoid going to easy, even though that's the simplest solution.

1 Like

MrJackdaw #312 April 25, 2020, 11:11pm

Tika:

most people have too much pride to play on lower difficulty

I thinks that's it exactly - there's a kind of "I am MAN I play HARD" or "I am a serious player, and don't need to take it easy." but, that misses the important part of any activity - it should be engaging and fun. And, if it isn't then it is time to make a change! Do something else, if you can, or find some way of doing it that makes it interesting for you. Even in life, away from games, I think it's true too. I have far too many colleagues who like to show how much harder they work, and don't stop to... hang on, this is a thread about AH:LCG and I am going way off-piste!

Reporting back soon on the Dunwich Horror as Zoey and Jenny sally forth to the final scenario!

2 Likes

MrJackdaw #313 April 28, 2020, 5:59pm

Well, we finished Dunwich today and... WE WON! Yup, the "good" ending too. I think I messed a few rules up (again), but we enjoyed ourselves and that's the point!

And... my wife wants to play more! JOY!

5 Likes