

# ARKHAM HORROR

## THE CARD GAME

### RETURN TO THE DUNWICH LEGACY

*Return to The Dunwich Legacy* is an expansion for *Arkham Horror: The Card Game* that modifies and enhances *The Dunwich Legacy* campaign. This expansion contains several new encounter sets, divider cards for organizing your collection, and new player cards that you can use to customize your investigator decks.

#### How to Use This Expansion

In order to use this expansion, begin a campaign of *The Dunwich Legacy* (or standalone scenario from that campaign) as normal, using the setup instructions in *The Dunwich Legacy* Campaign Guide. However, when setting up any scenario using this expansion, find the new scenario card titled “**Return to (scenario name)**” and follow its additional setup instructions, as well.

Each of these new scenario cards is included in one of the following encounter sets, which modify and enhance the original scenario:



**Return to Extracurricular Activities**



**Return to The House Always Wins**



**Return to The Miskatonic Museum**



**Return to The Essex County Express**



**Return to Blood on the Altar**



**Return to Undimensioned and Unseen**



**Return to Where Doom Awaits**



**Return to Lost in Time and Space**







These encounter sets contain new challenges and new versions of old cards. When you are instructed to gather one of these encounter sets, follow the instructions on the new scenario card—some of these cards will replace old cards, while some will simply get set aside or shuffled into the encounter deck.



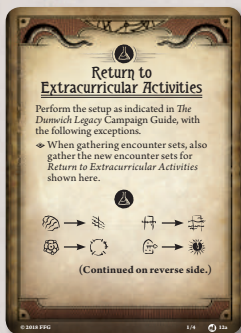
For example: When setting up *Extracurricular Activities* using this expansion, find to the card titled “*Return to Extracurricular Activities*” and follow its additional setup instructions.

This expansion also includes six brand-new encounter sets, which are designed to replace six encounter sets from previous products:



-  *Resurgent Evils* replaces the *Ancient Evils* encounter set from the core set.
-  *Erratic Fear* replaces the *Striking Fear* encounter set from the core set.
-  *Creeping Cold* replaces the *Chilling Cold* encounter set from the core set.
-  *Secret Doors* replaces the *Locked Doors* encounter set from the core set.
-  *Yog-Sothoth's Emissaries* replaces the *Agents of Yog-Sothoth* encounter set from the core set.
-  *Beyond the Threshold* replaces *The Beyond* encounter set from *The Dunwich Legacy*.

When you are instructed to gather one of these encounter sets, it replaces the original encounter set from the core set. Remove that encounter set from the game and use the new one, as depicted.



For example: The setup instructions on this card indicate that the players should replace *The Beyond* encounter set with *Beyond the Threshold*, replace the *Locked Doors* encounter set with *Secret Doors*, replace the *Ancient Evils* set with *Resurgent Evils*, and replace the *Agents of Yog-Sothoth* set with *Yog-Sothoth's Emissaries*.



As an optional variant, for added chaos and replayability, you may choose to shuffle the old encounter set and the new one together, then randomly select a number of those cards to create a new encounter set. The total number of cards in the new encounter set should be the same as the number of cards in the original set (3 cards for *Ancient Evils* + *Resurgent Evils*, 7 cards for *Striking Fear* + *Erratic Fear*, 4 cards for *Chilling Cold* + *Creeping Cold*, 2 cards for *Locked Doors* + *Secret Doors*, 4 cards for *Agents of Yog-Sothoth* + *Yog-Sothoth's Emissaries*, and 6 cards for *The Beyond* + *Beyond the Threshold*).

## Achievement List

The following is a list of achievements for *The Dunwich Legacy* campaign you may strive toward as you play. These achievements can only be completed while playing using the *Return to The Dunwich Legacy* encounter sets. As you complete each of these achievements, check the box next to them. Try to complete all of them for the ultimate challenge!

- What Is This Stuff, Anyway?:** Defeat The Experiment using the Alchemical Concoction in *Extracurricular Activities*.
- No Void For You:** Complete *The Miskatonic Museum* without ever defeating the Hunting Horror.
- First Rule of Arkham:** Burn The Necronomicon in *The Miskatonic Museum*.
- All Aboard:** Complete *The Essex County Express* without letting any Helpless Passengers leave play.

**The Gang's All Here:** In *The Survivors*, the following characters "survived The Dunwich Legacy":

- Dr. Henry Armitage
- Zebulon Whateley
- Dr. Francis Morgan
- Earl Sawyer
- Professor Warren Rice
- No Brood Left Behind:** Have no Broods of Yog-Sothoth escape into the wild in *Undimensioned and Unseen*.
- Remind Me Not To Piss Her Off:** Defeat either version of Seth Bishop while Naomi O'Bannion is under your control.
- Eureka!:** Identify the Strange Solution.
- Beyond What Veil?:** Take 10 damage from Beyond the Veil without being defeated.
- Here We Go Again:** Have Dr. Henry Armitage, Dr. Francis Morgan, and Professor Warren Rice in play at the same time.
- Bird Hunting:** Defeat 3 Whippoorwills in a single turn.
- They Aren't Getting Away With This:** Win *The Dunwich Legacy* campaign as "Ashcan" Pete with Duke listed under "Sacrificed to Yog-Sothoth."
- Tabula Rasa:** Win *The Dunwich Legacy* campaign with no  or  tokens in the chaos bag.
- Line in the Sand:** Win *The Dunwich Legacy* campaign with at least three Ultimatums active.
- Dunwich Expertise:** Win *The Dunwich Legacy* campaign on Expert difficulty.

## Optional Variant: Ultimatums

The following is an optional variant you can use to add an additional layer of difficulty and excitement to your experience. Before setting up the campaign or a standalone scenario, the investigators may optionally select as many of the following Ultimatums as they wish. Each Ultimatum is a restriction, limitation, or additional rule that makes the game harder. You are not forced to choose any particular Ultimatum, and the choice of which Ultimatum(s) to use must be unanimous among all investigators in the group. Once chosen, all Ultimatums are permanent throughout the duration of the scenario/campaign.

The following is a list of some Ultimatums we've designed, but feel free to use these as inspiration to design your own.

**Ultimatum of the Broken Veil:** Anytime 1 or more weakness cards are discarded from the top of an investigator's deck, shuffle those cards back into that investigator's deck.

**Ultimatum of Finality:** Campaign Mode only. If an investigator is defeated by physical damage, they are killed. If an investigator is defeated by mental damage, they are driven insane.

**Ultimatum of Survival:** Campaign Mode only. If an investigator is killed or driven insane, that player is eliminated from the campaign and cannot continue playing as a new investigator.

**Ultimatum of Failure:** Add an additional ♠ chaos token to the chaos bag for the entirety of the scenario/campaign.

**Ultimatum of Broken Promises:** Remove the ☆ chaos token to the chaos bag for the entirety of the scenario/campaign.

**Ultimatum of Induction:** Investigator decks can only contain level 0 cards. Investigators cannot earn or spend experience.

**Ultimatum of Disaster:** Add 1 additional random basic weakness to each investigator's starting deck.

**Ultimatum of Dread:** Do not skip the mythos phase during the first round of each game.

**Ultimatum of Agony:** When assigning damage or horror, investigators must assign as much damage or horror as possible to a single card before any excess damage or horror may be assigned to a different card.

**Ultimatum of Chaos:** Each investigator's starting deck of 30 non-signature, non-weakness cards must be selected at random from among all eligible options in that player's collection.

**Ultimatum of the Highlander:** Each investigator's deck can only include 1 copy of each card, by title (unless multiple copies of that card are required by that investigator's deckbuilding requirements).

## Expansion Icon

The cards in the *Return to The Dunwich Legacy* expansion can be identified by this symbol before each card's collector number:



*Note: Some cards in this expansion are alternate versions of existing cards from the core set. In order to prevent players from being able to tell which card is which, the front side of some of these cards bears the same copyright information, encounter set number, expansion icon, and card collector number as its original version. The back side reflects the card's true set information.*

## Credits

**Expansion Design and Development:** Adam Sadler, Brady Sadler, and Matthew Newman

**Editing and Proofreading:** Christine Crabb

**LCG Manager:** Mercedes Ophem

**Arkham Horror Story Review:** Dane Beltrami and Kara Centell-Dunk

**Expansion Graphic Design:** Neal W. Rasmussen

**Graphic Design Coordinator:** Joe Olson

**Graphic Design Manager:** Christopher Hosch

**Cover Art:** Tomasz Jedruszek

**Art Direction:** Deborah Garcia

**Managing Art Director:** Melissa Shetler

**Quality Assurance Coordinator:** Zach Tewalthomas

**Production Management:** Megan Duehn

**Visual Creative Director:** Brian Schomburg

**Senior Project Manager:** John Franz-Wichlacz

**Senior Manager of Product Development:** Chris Gerber

**Executive Game Designer:** Corey Konieczka

**Publisher:** Andrew Navarro

### Playtesters

*Alex Byers, Marcia Colby, B.D. Flory, Neil Kimball, Scott McFall, Andrew Nguyen, Ian Rickett, Alexander Skeggs, Marc Vialva, Jeremy Zwirn*



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