

Arkham Horror Chapter Two: Buy Order & First-Night Map

A spoiler-light, one-page decision sheet for the current Core, Children of Blood, Traces to Nowhere, and the five optional Investigator Decks.

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The clean story order

- 1. **1. Chapter Two Core**
Required foundation. Play Brethren of Ash before adding another story box.
- 2. **2. Children of Blood**
Three linked scenarios; the first post-Core campaign and the first blood-token case.
- 3. **3. Traces to Nowhere**
One standalone or side-story investigation. Buy for a flexible one-night case.

Investigator Decks: optional, by job

DECK	BEST FIT	DO NOT BUY IT FOR
Marie Lambeau	Broad first add-on; Mystic flexibility	New scenarios
André Patel	Solo tempo and sequencing	The easiest first seat
Carolyn Fern	Multiplayer clues and recovery	Primary enemy control
Tommy Muldoon	A clear Guardian fighter job	A clue-specialist role
Miguel de la Cruz	Traps, routes, and map control	A blunt beginner deck

Children of Blood table check

- ☐ **Use Standard first** — Learn the blood economy before comparing Dawn and Dusk versions.
- ☐ **Resolve the full blood draw** — Blood is -1 and redraw; repeated blood keeps the chain going.
- ☐ **Seal on a failed test** — If blood appeared and the test failed, seal one drawn blood token on that investigator, to a maximum of three.
- ☐ **Track the marked investigator** — Encounter cards and enemies can care who carries the most blood.
- ☐ **Keep the next box out of sight** — Finish the case on the table before shopping the next one.

Sources. Fantasy Flight Games Chapter Two, Children of Blood, and 2026 preview articles; official Arkham product pages; Asmodee product listings. Written in Puzzlewick's own words.

Accuracy. Every figure on this sheet was read from the sources above on 2026-08-04. Prices and availability change; rules do not. Where this sheet and the rulebook disagree, the rulebook is right.

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