

CHILDREN OF BLOOD

The test ends. The mark can remain.

For Arkham Horror: The Card Game. Original, unofficial reminder using the publisher's first-look rules and current Grimoire. Card text and the printed campaign guide take precedence. No later-story resolutions or solutions.

What this box is

A three-scenario campaign expansion, not a standalone game. Learn the Core first, then start a fresh campaign and follow its setup. The expansion lists 178 scenario cards, 12 chaos tokens, 19 dividers and one campaign guide. Extra Investigator Decks are optional.

Blood tokens: ordinary procedure

Reveal: each blood token applies -1 and makes you reveal another chaos token. Resolve further blood tokens the same way. Keep the revealed modifiers for this test; do not treat the new reveal as erasing the previous -1.

After the result: if you failed and revealed blood during that test, seal one blood token on your investigator, up to three sealed blood tokens there. Two blood reveals do not mean two seals. An ordinary successful test does not seal one merely because blood appeared.

Track the distinction: revealed tokens belong to the current test; a sealed token is removed from the bag and stays where the effect sealed it until an instruction changes that. Follow all card-specific exceptions.

Worked test: count everything before judging the result

Skill 5, difficulty 3; blood, blood, then 0: $5 - 1 - 1 + 0 = 3$. A tie succeeds. Under ordinary blood-token procedure, no blood token is sealed from this successful test.

The same test, but the last token is -1: $5 - 1 - 1 - 1 = 2$. The test fails. Seal one revealed blood token, unless the investigator is already at the three-token limit. This assumes no other modifiers or automatic-failure effect.

An exception is not the default rule

The previewed *Feeding Grounds* treachery makes a blood reveal automatically fail **its own test**. Do not apply that instruction to every test in the campaign. Read the card creating the test before relying on the ordinary arithmetic.

Commit before you draw

The normal skill-test sequence commits cards before the chaos-token reveal. A good habit: state the skill value, test difficulty, intended commits and relevant exception aloud, then draw. Do not commit after seeing an inconvenient token unless a specific effect allows it.

Primary references: Fantasy Flight Games, Children of Blood preview; Arkham Grimoire pp. 20 and 30. These reminders summarize those sources, not a complete setup procedure.

READY FOR THE NEXT NIGHT

A team plan, not a shopping list

Before scenario setup

Check the actual instructions: scenario, difficulty, player count, encounter sets, starting chaos bag and any campaign-log effects. Dawn/Dusk cards can be different cards, not cosmetic replacements. In the publisher preview, Dawn serves Easy/Standard and Dusk serves Hard/Expert. Julia has separate Easy, Standard and Hard/Expert versions.

Keep the right record: follow the official resolution and campaign log. Record experience, trauma and other instructed changes for each investigator. Do not carry a finished campaign's upgraded deck into a fresh campaign merely because you still have it sleeved.

Agree four responsibilities

Clues: who advances the objective? **Enemies:** who fights or evades? **Resources:** can each deck afford its setup? **Backup:** what happens if the specialist is blocked? One investigator can cover several jobs. This is strategy advice, not a required class combination.

Clue plan: _____

Enemy plan: _____

Backup when separated: _____

Let a beginner own the turn

Offer two useful choices and their consequences. Agree turn order together, but let the active player choose. A player who only carries out somebody else's instructions is not learning the decision. Ask: "Would you like a suggestion?" before delivering one.

Three-night habit ladder

Night 1: learn setup and blood-token resolution. **Night 2:** spend earned experience on a problem you actually observed, subject to deckbuilding and upgrade rules. **Night 3:** spend actions on the objective rather than perfecting an engine that no longer has time to pay back.

Problem we observed: _____

Change to test next time: _____

What worked and should stay: _____

Pack only equipment that solves a problem

Sleeves: measure the card size and keep required reverse-side information visible. **Bag:** hidden draws should not reveal token identity by touch. The Gamegenic 44-token set does not include blood tokens; it is not a complete Children of Blood token replacement. **Mat:** measure the shared location area. **Storage:** the expansion already includes 19 dividers. Protect the collection you own before buying storage for an imagined one.

Sources: Asmodee AHC106EN contents; Gamegenic token-set contents; official campaign log. Full explanations and current corrections: Puzzlewick Children of Blood guide.