

# ARKHAM HORROR<sup>®</sup>

## THE CARD GAME

### Campaign Guide

## DARK KHRISTMAS

### Saint Nicholas is not coming this year

*"I didn't wish for a miracle. I wished for them to go away. A wish I would come to regret. And that night, in the darkness of a howling blizzard... I got my wish".*

*- Grandma Omi*

Prepare to spread Christmas cheer as you step into a story when hope is lost, when belief is forgotten, and the Christmas spirit... dies. Dark Khristmas is a custom scenario for *Arkham Horror: The Card Game* for 2-4 players. This is a print and play scenario which does not use cards from the core set.

### Additional Rules and Clarifications

#### Family Members

During the course of the scenario, certain locations will have an ability that players will be able to activate once there are no remaining clues there. Activating the ability will allow the player to reveal the facedown encounter card at that location. This card will hopefully be a family member. Family members (when revealed) will have a static ability that may provide some use to the investigator. This ability can only be used once per round by any investigator at the revealed location with the family member. If an enemy spawns at or moves to a location with a family member, they will attack them each round during the enemy phase, dealing them one damage. If a family member takes damage in excess of their health, or they leave play via any other card effect, they must be attached to the agenda deck.





## Barricades and Enemies

In this scenario, investigators will have to place barricades on different locations —represented by resource tokens. This will be to fortify the Engel house and stop enemies getting in from the outside. When able to place a barricade, a player must choose which Ground Floor location to place it on (there are four to choose from). Once a barricade has been placed on a single location, it can then only be moved via treachery card effects. Barricades 'moved' via treachery card effects cannot leave play. They must be moved to the location immediately to the left or right depending on their original starting position. Non-elite enemies cannot move into or spawn at a location with a barricade attached to it. If an enemy card is drawn during the mythos phase and there is a barricade on lobby: Players must choose whether to place the enemy to the left of Lobby (front of the house) or at Kitchen (back of the house). If there were barricades on Lobby and Kitchen, then it would mean enemies would not be able to enter the house and players would decide to place them to the left of Lobby or right of Kitchen.

If a barricade is moved from a location via a treachery card effect, an enemy to the left of Lobby or right of Kitchen will move into the location the barricade was moved from during the next enemy phase (if able). If an enemy enters the Lobby or Kitchen, players cannot place a barricade on the location the enemy occupies. If there are no barricades in play then normal rules apply to enemy cards drawn during the mythos phase. See the examples 1 & 2 below:

1) During the Mythos phase, player 1 draws a Dark Elve enemy card. Because it cannot enter the Lobby location, players must choose to place it to the left adjacent to the Lobby (front of the house) or to the right adjacent to the Kitchen (back of the house). Players decide to place the Dark Elve in front of the Lobby. Player 2 draws a Home Invasion treachery which immediately requires a barricade in play to be moved. As Lobby is the only location with a barricade, players must move it one space to the right onto Living room. Because Dark Elve has the hunter keyword, on the next enemy phase, it will enter the house and move to the Lobby. (see diagram opposite)

2) There are two investigators in the game, and it is the investigator phase. The first investigator takes their final action by successfully investigating the Lobby and gaining 1 clue. The second investigator draws a card and also successfully investigates to obtain the remaining clue on Lobby. With their final action, the second investigator activates the action ability on the Barricade asset card. They spend the two clues gained and place 1 resource from Barricade onto Lobby. (See diagram opposite) This now means the Lobby location is secure and no enemy can enter it.























































## Scenario Setup

To set up the Dark Khristmas scenario, perform the following steps in order.

1. **Choose investigator(s).** Each player chooses a different investigator to play.
2. **Each player assembles his or her investigator deck.** The full rules for deck customization can be found on page 8 of the Rules Reference.
3. **Choose difficulty level.** There are two levels of difficulty in Arkham Horror: The Card Game: Standard and Hard.
4. **Assemble the campaign chaos bag.** Place the chaos tokens indicated below into the chaos bag, and return the other chaos tokens to the game box.

### Easy:

◆ +1, +1, 0, 0, 0, -1, -1, -1, -2, -2,                                                    



## Dark Khristmas

*As you get closer to your destination, the weather has indeed taken a strange and bizarre turn, Snow is falling lightly and you've passed several streets without light. Has there been a power cut too? You wonder whether or not you will find Beth Engel alive and well or if there is some strange event unfolding in this quiet town. You decide to literally tread carefully as you look to find the girl and return her safely home.*

### Set up

☞ Gather all cards from the following encounter sets: *Dark Khristmas*, *Gingerbread Men*, *Family Members*, *Snowmen*, *Prezants*, *Agents of Krampus* and *Family Misfortunes*. These sets are indicated by the following icons:



☞ Shuffle and place the six Snow covered street locations face-down into play (see the location placement diagram on page 5). Each investigator begins in play at the bottom most location.

☞ Put the set aside Thing Underneath enemy in play (in the middle of the locations map).

☞ Set the following encounter sets aside, out of play: *Gingerbread Men*, *Agents of Krampus*, *Prezants* and *Family Misfortunes*.

☞ Set the following cards aside, out of play: *Krampus*, *Barricade* and *Fireplace*.

☞ Shuffle the *Family Members* encounter set and set it aside out of play.

☞ Shuffle the rest of the cards from the encounter sets to build the encounter deck.



## Location Placement for Act 1



Each location is connected to the location directly above/below or to the left/right of it.







### *Oni's Story*

*I... I must tell you something... All of you. It started with the wind... On a cold winter night, much like this. The war was over. But times were still difficult for my village. It was almost Christmas. But unlike years past, this Christmas was darker. less cheerful. But I still believed in Santa. In magic and miracles. And the hope that we could find joy again. But our village had given up. On miracles... and on each other. They had forgotten the spirit of Christmas. The sacrifice of giving. And my family was no different. I tried to help them believe again, but we were no longer the loving family I remembered. They had given up. And eventually, so did I. And for the first time, I didn't wish for a miracle... I wished for them to go away. And that night, in the darkness of a howling blizzard, I got my wish.*

*I knew Santa was not coming this year. Instead, it was a much darker, more ancient spirit. The Shadow of St. Nicholas... It was Krampus. And as he had for thousands of years, Krampus and his helpers came not to reward, but to punish. Not to give, but to take.*

*But Krampus didn't take me that night. He left me as a reminder of what happens when hope is lost. When belief is forgotten and Christmas spirit dies.*

### *Letter to Santa*

*"Dear Santa, I know I haven't been great this year and I'm sorry for that, but I was really hoping you could help out me and my family this Christmas. We need you. I wish my mom and dad would fall in love again. I know they get upset a lot, but with dad away from home so much I think they really just miss each other. I wish me and Beth could hang out like we used to. You might've noticed that I don't have tons of friends. Also, I wish things weren't so hard for Uncle Howard and Aunt Linda. So maybe you could lend them a hand for the rest of the year too"*



## DO NOT READ until the end of the scenario

**Resolution 1:** One by one family members are pulled to safety as you battle against everything inhuman. You breathe a sigh of relief as the dark presence falls into the pit below, closely followed by his minions. You watch on as flames engulf all that disappears below. The ground starts to crack and shudder as you all move clear from danger as the pit seemingly falls inwards until all that is left is rubble, smoke and silence. You make sure everyone is safe and accounted for before a brief search of the area for any sign of unwanted guests. Finding nothing, you regroup with the Engel family back at the house. Definitely not the kind of festivities you had expected over the holiday season. You stay the night with the Engels, making sure the house is secure. The following morning, Tom thanks you for everything you did and waves you off as you leave.

☞ In the Campaign Log, record that you *defeated an ancient evil*.

☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.

**Resolution 2:** As you struggle to save family members and mentally make sense of what has been happening, you become aware that the maniacal laughter ringing in your ears stopped. Looking around, you see minions disappear into the darkness. The dark figure of doom no longer stands above you as the snow storm lessens and the wind chill drops. You search for family members and any sign of life as the mysterious pit of sacrifice has vanished. Making sure everyone is safe and accounted for; you briefly search of the area for any sign of unwanted guests. Finding nothing, you regroup with the Engel family back at the house. Definitely not the kind of festivities you had expected over the holiday season. You stay the night with the Engels, making sure the house is secure. The following morning, Tom thanks you for everything you did and waves you off as you leave. You keep playing the night's events over and over again in your head trying to make sense of everything that happened. You'd have scarcely believed any of it if it wasn't for your particular line of work. Did all of this really happen because a kid lost faith in Santa Claus and Christmas? Given his age, you're surprised he still believed anyway.

You remember when the magic of Christmas died for you. A cold wind hits your face jolting you from your thoughts. You suddenly become aware of something in your pocket. You pull out a rusty old sleigh bell. Its inscription reads "Krampus".

☞ In the Campaign Log, record that *saved the Engel family*.

☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.

**Resolution 3 :** You sit up and look around. Confused, you move to the window and look outside. It's snowing. Only this time it's not an arctic storm, but a picturesque White Christmas. You see kids outside building snowmen and a snow plough at the end of the street. You must have had a really bad dream. You head downstairs to find the rest of the Engel family in the living room. Max stares at you with a look that says you should have been up earlier. "About time you got up, we've been waiting forever". You sit down amongst the hustle bustle and chitter chatter of family life. "I haven't had a hangover like this since the pope died" declares Aunt Dorothy as she begins passing around gifts to people. As Max opens the first box, you brace yourself expecting something monstrous to leap out, but it's nothing but toys and clothes. As Max hugs his parents, you slowly begin to unwrap a small box revealing a rusty looking sleigh bell. Max's smile drops as you stare at it. Everyone in the room has stopped talking and is now looking at this bell. Suddenly the dark and surreal memories begin to resurface. Memories of something impossible and yet terrifyingly real. The fireplace flickers and a deep wind shake's the house. As you sit in silence, the faint sound of sleigh bells can be heard as you all remember Krampus and his minions.

☞ In the Campaign Log, record that *You had a bad dream... didn't you?*

☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.



## Design Notes

Congratulations on completing the scenario. Hopefully you achieved a satisfactory outcome and saved a family from an ancient evil? I wanted to include my own thoughts using the design notes format that we find at the end of each full campaign in Arkham Horror: The Card Game. Hopefully by explaining what I set out to achieve, it may alleviate some questions later on but help also emphasise that this scenario is a bit of fun and not to be taken too seriously. I loved the film Krampus and not too long after seeing it for the second time, realized it could be a fun fit for Arkham Horror the card game. Whilst I have to a large extent tried to remain true to the original film and its plot, there have been the odd moments of artistic license and change. (As you can probably see from the prologue :) That said, hopefully you had as much fun fighting through the snow and protecting the family as I did coming up with the scenario design.

## Credits

**Scenario Design:** Gary Walker

**Design Consultant:** Michael Hawkins

**Playtesters:** Lee Johnson, Ryan Johnson, Stephen Clark Hewgill.

