



Stopping the Sacrifice

From the attic window you see four pillars burning around a fire pit, and many of those creatures dancing and mocking captured family members. Your eyes suddenly see him for the first time. A tall dominating shadow slowly moving towards the fire pit. You steel your nerves for one last attempt to end this madness.

Objective – If Krampus is defeated, advance.

Objective – If there are no clues on Site of Sacrifice, advance.

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9 / 49



If you advanced by defeating Krampus:

As you struggle to defeat the ancient evil before you, the sound of laughter can be heard coming from the pit. As the dark presence falls to defeat, the darkness immediately begins to lift. The temperature increases significantly and the snow appears to melt before your very eyes. You scramble to look for survivors.

-R1

If you advanced by discovering all the clues on Site of Sacrifice:

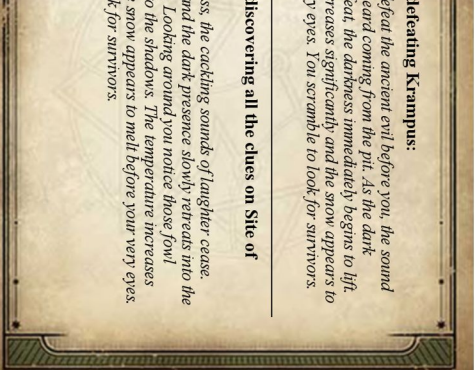
As you make progress, the cackling sounds of laughter cease. The fires smoulder and the dark presence slowly retreats into the pit before your eyes. Looking around you notice those foul creatures retreat into the shadows. The temperature increases significantly and the snow appears to melt before your very eyes. You scramble to look for survivors.

-R2



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Unwelcome Guests

Hearing noises upstairs, you make your way up the staircase. Stealing your nerve once more, you head upstairs to stop any further intrusions from occurring.

Objective – If investigators have performed two of the following actions, advance:

- ◊ "Read a letter to Santa".
- ◊ "Found a lump of Coal".
- ◊ "Heard Om's story".

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The Unbelievable Truth!

Having bravely battled to fortify the house and keep the Engel family safe, you now know the awful truth of this situation. An ancient evil has descended upon this place. Put the set aside Site of Sacrifice location into play next to Lobby.

Attach the set aside Krampus enemy to Site of Sacrifice.

Advance the Agenda to 4a.



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Safety in Numbers

Having made it to the Engel house, you find everyone in a state of panic. You decide to rally the family members to ensure the downstairs is secure. Those things must not get into the house.

Objective – If there are 4 barricades in play and at least 2 family members revealed (3 if there are 3 or more players), advance.

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7 / 49



The Search for Beth Engel

As the Snow continues to come down, you know you have a limited amount of time to search for Beth before the weather becomes impossible to navigate. A door to door search seems like the best option at this point in time.

Forced – Clues cannot be gained by card effects, only *investigate* actions.

Objective – If the Thing Underneath has been defeated, advance.

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6 / 49



Home Sweet Home!

Having only found Beth Engel's Red coat, you abandon the search and head to the Engel house. Your best option is to fortify the property and rally whoever is left inside the house. You only hope there is not worse to come.

Remove all Street locations from the game.

Put the Basement and all Ground floor and First floor house locations into play.

Shuffle the Family Members deck and randomly deal 1 card face down underneath each location.

Place the set aside Barricade Asset in play in front of the lead investigator's play area.

Place each investigator at Lobby.

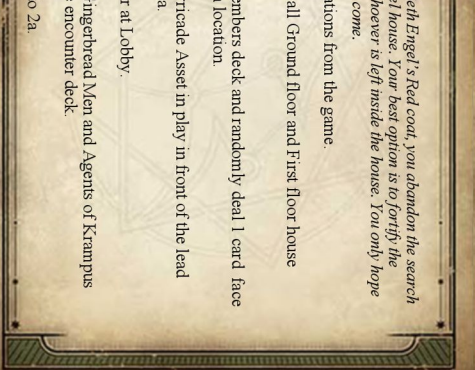
Shuffle the set aside Gingerbread Men and Agents of Krampus encounter sets into the encounter deck.

Advance the Agenda to 2a.



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6 / 49



Agenda 4a

Naughty or Nice

Facing surmountable odds, you must fight your way through the house to save as many family members as you can or destroy the ancient evil that stands between them and you.

Forced – At the end of the round: Remove 1 family member from the game.

7

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Agenda 3a

A Warm Welcome

With another family member now seemingly taken, you have no choice but to force your way upstairs to save them. You have no idea what horrors await you when you get there.

Forced – Remove all barricades from play. Attach the set aside Fireplace asset to Living Room (if it is not already in play) 'Cursed' side up.

Forced – Instead of placing doom on this agenda during the mythos phase, place 1 doom on Fireplace instead. For Every 2 doom placed on Fireplace: Draw the top card of the Prezants deck and resolve its text.

6

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Agenda 2a

Don't let them In

As the weather mysteriously worsens with each passing moment, you've never been one to believe in coincidences. Having seen plenty of strange things during recent investigations, you know something is very wrong in this quiet neighbourhood.

Forced – When this agenda has 4 doom on it: The lead investigator draws the top card of the Prezants deck and resolve its text.

8

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Agenda 1a

Christmas is Coming

Tasked with finding Beth Engel, you're aware time is short as the snow fall begins to quicken. You can only hope she is at the Ellsworth Residence.

Forced – When an investigator moves from one location to another, they must test **♣** (3). If they fail: The Thing Underneath either makes an immediate attack against them, or they discard 1 card from their hand (the investigator must choose).

4

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Agenda 4b

Heart of Darkness

As the odds stack against you, the cries of family members echo in the cold night air. One by one you see bodies thrown into the pit below. Struggling to remain conscious, the last thing you see is Max Engel falling to his doom.

-R3

Each surviving investigator is defeated and must search the collection for a random basic **Omni** or **Curse** weakness and add it to his or her deck. Each investigator who cannot suffers 1 mental trauma instead.

Agenda 3b

Unwelcome Visitor

Amidst the chaos upstairs, you can hear commotion in every part of the house as people struggle to fight off the threat from outside. Should you try to gather the remaining family members together and make a final stand in one room? As you ponder this you hear a loud crashing noise from above. Something big just landed on the roof.

Put the set aside Site of Sacrifice location into play next to Lobby.

Attach the set aside Krampus enemy to Site of Sacrifice.

Draw any remaining Prezant cards and put them into play.

Advance the Act to 4a.

Taken

Forced – Pick the nearest revealed family member to the lead investigator's location and attach them to Attic. Draw the top card of the Prezants deck and resolve its text.

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Agenda 1b

Treacherous Conditions

As you struggle through the snow to avoid the creature below, more and more snowmen begin to appear around the snow covered streets. Despite the horrors you have witnessed so far, you know must carry on with the search for Beth before it's too late.

Search the encounter deck and discard pile for a copy of snowman and spawn it at the nearest empty location. Shuffle the encounter deck.

Each investigator takes 1 direct horror.

Flip this card back over.