

ARKHAM HORROR[®]

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 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 **Elite**-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 is defeated (has damage on it equal to or in excess of its health) or leaves play via any other card effect, it must be placed next to the agenda deck.



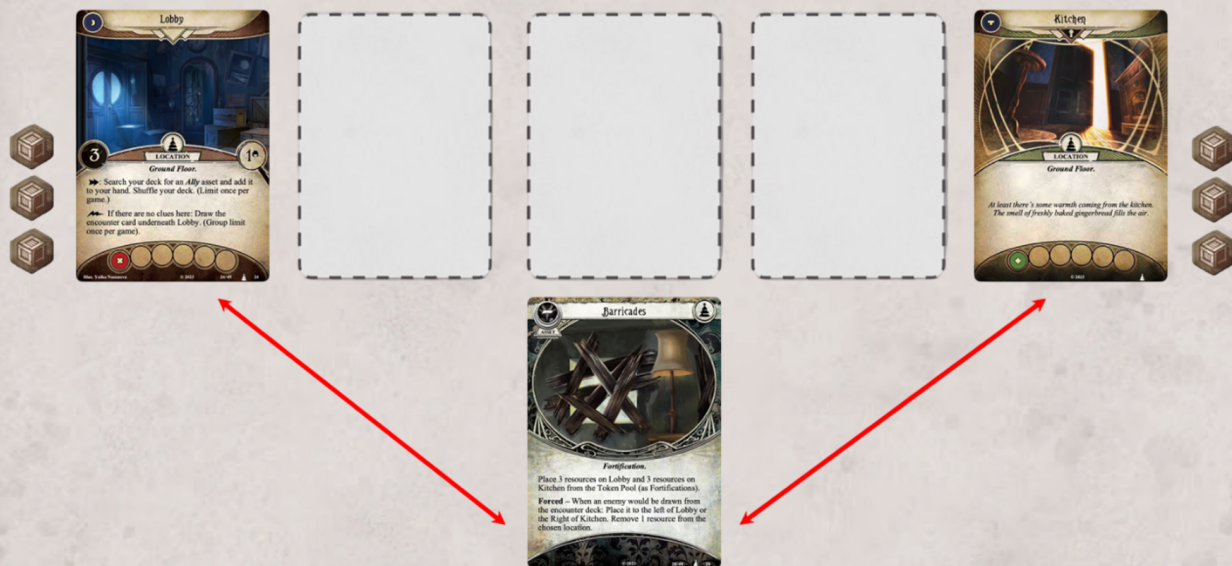
Barricades and Enemies

In the second part of the scenario (at the Engel house), investigators will search for family members and look to achieve certain goals. When the Engel house locations have been put into play and the set aside Barricades asset card placed in front of a chosen investigator, the following steps must be taken:

- Place resource tokens (*from the token pool*) next to Lobby and Kitchen equal to the stated value on the Barricades asset card (3/3).
- Each time an enemy card is drawn from the encounter deck during the mythos phase, (that **DOES NOT** have any specific spawn instructions) players must choose between Lobby or Kitchen and remove a resource token and place the drawn enemy to the left or right of the chosen location. For Example, Player 1 draws a Snowman enemy during the Mythos phase. Players would decide between the Lobby or Kitchen location. If they chose the Kitchen, then a resource token would be removed from Kitchen and placed back in the token pool and the Snowman enemy would be placed to the right of the kitchen location. The Kitchen would now only have 2 resources left on it. Players will need to carefully consider which location to remove a resource token from and place a drawn enemy at. When the 3rd token is removed from either location, enemies with the hunter keyword will be able to enter the house (during the next enemy phase).

We can't go back out there! Hell, your whole neighborhood looks like a goddamn ghost town, Far as I can tell, we might be the only ones left.

- Uncle Howard



Scenario Setup

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

- 1. Choose investigators.** 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 four levels of difficulty in Arkham Horror: The Card Game: Easy, Standard, Hard and Expert.
- 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, ♠, ♠, ♠, ♠, ♠, ♠, ♠, ♠.

Standard:

♦ +1, 0, 0, -1, -1, -1, -2, -2, -3, -4, ♠, ♠, ♠, ♠, ♠, ♠, ♠, ♠.

Hard:

♦ 0, 0, 0, -1, -1, -2, -2, -3, -3, -4, -5, ♠, ♠, ♠, ♠, ♠, ♠, ♠, ♠.

Expert:

♦ 0, 0, 0, -1, -1, -2, -2, -3, -3, -4, -5, -6, -8, ♠, ♠, ♠, ♠, ♠, ♠, ♠, ♠.

Scenario Symbol

The cards in this scenario can be identified by this symbol before each card's collector number.



Prologue: December 24th

Having agreed to spend the holiday season with your friend Tom Engel's family, your previous investigation has delayed you somewhat. You call Tom to explain that you'll be arriving today, but you quickly sense that all is not well in the Engel household. "Beth's normally home by now, but the weather is getting worse by the minute." Confused by the remark, you press him. "When I look out the window, it's just black and snow-covered streets. No house lights, and this snow seems to have appeared from nowhere. Beth should have been back from her boyfriend's hours ago. She knew the curfew." You can almost hear fear in Tom's voice—something you're not used to. "To say we're worried is an understatement." Checking your watch, you tell Tom to stay put and keep calm for the family's sake. He gives you the address for the Ellsworth residence and thanks you. Then, without warning, the line goes dead. You try calling back, but receive only an engaged tone. As you hang up, you glance outside. There's no sign of the conditions Tom described. The contrast strikes you as deeply strange. And if experience has taught you anything, it's never to enter the unknown unprepared. With a growing sense of unease, you gather your things and head out to search for the missing Engel girl.





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).

☞ 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*, and *Family Misfortunes*.

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

☞ Shuffle the *Prezants* encounter set and place it facedown next to the scenario card.

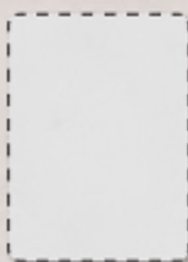
☞ Create the “Family Members” deck and set it aside out of play. To do this, perform the following steps:

- ✦ Find the copies of *Fell Asleep* and *Gingerbread man* (each will have the *Family Members* encounter icon) and shuffle them facedown to form two separate piles.
- ✦ Take the *Family Members* cards (there should be 6) and shuffle them into a separate pile.
- ✦ Draw 4 cards from the shuffled *Family Members* pile and shuffle them together with one of the treachery cards from the other two piles to create the *Family Members* deck.
- ✦ Shuffle the remaining 2 *Family Member* cards with the remaining facedown treachery card and place these cards on the bottom of the *family members* deck.

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

☞ Each investigator begins play at the bottom most left or right location (the lead investigator chooses).

Location Placement for Act 1



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





Omi'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, the family members are pulled to safety as you struggle against everything inhuman. At last, with a final, guttural roar, the dark presence loses its grip and plummets into the abyss below, its minions tumbling after it. A pillar of flame rises from the pit, devouring all that falls within. The earth cracks and shudders beneath your feet. You retreat from the collapsing ground just as the chasm implodes on itself, leaving nothing but rubble, smoke, and a ringing, unnatural silence. After ensuring everyone is safe and accounted for, you sweep the area for any lingering threats. Finding none, you escort the Engel family back to their home. It is hardly the holiday gathering any of you expected. You remain with the Engels through the night, keeping watch until the house feels secure once more. In the cold light of morning, Tom offers his heartfelt thanks before seeing you off. For now, at least, the terror has passed.

☉ 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 fight to pull the last of the family members to safety, struggling to make sense of the nightmare unfolding around you, you suddenly realize the maniacal laughter rattling in your skull has fallen silent. All around you, shapes in the gloom flicker and recede, skittering back into the darkness from which they came. The towering figure that loomed over the storm is gone. The blizzard slackens; the cutting wind eases. And where the pit of sacrifice once yawned, there is now only unbroken snow. You call out for survivors, searching for any sign of life. One by one, dazed but alive, the Engels gather around you. Once you are certain everyone is accounted for, you sweep the surrounding grounds for any trace of the creatures—any hint that the horror might return. You find nothing. You escort the Engel family back to their home. It is hardly the holiday celebration any of you had planned. Still, you remain with them through the night, securing the house and standing watch until dawn. In the morning, Tom thanks you with weary sincerity before seeing you off. As you walk away, the events of the night gnaw at you. You replay every moment, trying to fit the pieces together. Would anyone believe that all

of this began because a child lost faith in Christmas? Truthfully, you're more surprised he still believed at all. You recall the moment the magic of the holidays faded for you—and the bitter chill that replaced it. A cold wind snaps you back to the present. You feel something heavy in your pocket. When you draw it out, your breath catches: an old, rusted sleigh bell. Etched into its surface is a single word: "Krampus."

☉ In the Campaign Log, record that *You 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 with a start and look around. Disoriented, you move to the window and pull back the curtain. It's snowing—but not the freezing, howling storm you remember. Instead, a gentle White Christmas settles over the street. Children laugh as they build snowmen. A snowplough rumbles by in the distance. It must have been an awful dream. You head downstairs and find the Engel family gathered in the living room. Max looks up at you with a mix of impatience and relief. "About time you got up. We've been waiting forever," he says. You settle in amid the cheerful bustle of the morning. "I haven't had a hangover like this since the pope died," Aunt Dorothy grumbles as she begins handing out presents. Max tears open the first box, and you can't help but brace yourself, half-expecting some monstrous thing to leap out. But there is nothing—only toys and clothes. He hugs his parents, laughing. You begin to unwrap a small box of your own. Inside lies a rusted sleigh bell. Max's smile falters when he sees it. The chatter fades. One by one, every member of the family falls silent, staring at the bell in your hand. Dark, distorted memories flood back—images that should be impossible, yet feel undeniably real. The fireplace crackles violently, and a cold wind rattles the house. In the quiet that follows, you hear it: the faint, unmistakable jingling of sleigh bells. All of you remember.

☉ 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 Consultants: Michael Hawkins, Fernando Tarrino, Menios Tsimpos

Playtesters: Lee Johnson, Ryan Johnson, Stephen Clark Hewgill, Fernando Tarrino, Eduardo Corral, Fernando Esra and Menios Tsimpos

