# ARKHAM HORROR

# Campaign Guide Tragedy on Mount McKinley

Tragedy on Mount McKinley is a standalone fanmade scenario for Arkham Horror LCG. In order to play it you will need the Edge of the Earth Campaign Expansion (and eventually The Danwich Legacy campaign). It is strongly inspired by the "To the Forbidden Packs" scenario, one of our favorite scenarios in that campaign.

# Cards and Print and Play

This scenario is designed so you can play it without having to print any extra card. You will only need the specific act, agenda and scenario cards, which can be specifically printed or just displayed online at http://labdor.org/pff/arkham/

# Game modes

Tragedy on Mount McKinley can be played as either a standalone scenario or as a side-story inserted into any campaign.



#### Standalone Mode

When played as a standalone scenario, follow the steps for Standalone Mode in the Rules Reference. This scenario has four difficulty modes. Construct the chaos bag with the following tokens:

+ Easy:

- + Standard:
- + Hard:
- 0, 0, -1, -1, -2, -2, -3, -4, -4, -5, 举, 带, 尊, 尊, **久**, **久**, **次**, ◆ Expert:

0,-1,-2,-2,-3,-4,-4,-5,-7, 孝, 孝, 孝, 意, 意, 九 象, 象, 本,

## Side-story (Campaign Mode)

When this scenario is played as a side-story during a campaign, play it as if you are setting up the next scenario in the campaign, with the same chaos bag, weaknesses, trauma, and story assets previously camed.

We do not recommend to play it as part of the Edge of the Earth campaign (it would mix up some story assets, and it's hard to justify moving from Antarctica to Alaska!). It can be played otherwise as part of any campaign, ideally at a moment where you are around Arkham.

Playing the Tragedy on Mount McKinley side-story costs each investigator 2 experience.

# Tragedy on Mount McKinley

You have been contacted by the Mislatonic authorities, An expedition to the mount McKinkej lead by the reconvent DF Korkler is reported missing. The expedition was set to observe and characterist the tummarily strong automatic stabilishing here observed on top of the mountain over the past months. Dr Koraler and precise instructions not to attempt an ascorsition to the summit, considered by far too dangerous. Yet, the expedition should have been back for two weeks now.

You prepare your team for a rescue trip to the frozen wastes of Alaska. You warned your contacts at the Alaskatonic University that you will do you best but have no plan on going for a fail ascent of a deadly mountain. They seemed to have agreed and instructed you to find Dr. Kenshe notes if you can't find her. Pare contaction

#### Setup

(9) Gather all cards form the following encounter sets: To the Forbidden Peaks, Left Behind, Deadly Weather, Silence and Mystery and Chiling Cold. You will need in addition some cards from the Lost in the Night and Stiering in the Deep encounter sets. These sets are indicated by the following icons:



(2) If you have the Beast Thralls from The Dunwich Legacy, gather all the cards from the encounter set (indicated by the following icon):

# 1

- (3) From the cards of *To the Forbidden Peaks* encounter set, remove from the game the scenario card, the act and agenda cards. Remove from the game the 2 locations The Summit and Rocky Ledge, Finally, remove all the *Expedition* assets except Spare Parts, Dynamite and Wooden Sledge.
- (2) SmiTe the six remaining Mountainside locations and put them into play in a diagonal line. The position of each location has its own level from 0–5, beginning at the bottommost location at level 0 and ascending to the topmost at level 5. (See location placement, below).
  - Reveal the level-0 location. Each investigator begins play at that location.
  - Place a Camp token (you can use a resource token) on the level-0 location.

- Place the 3 Expedition story assets at the level-0 location.
- From the Deadly Weather encounter set, either remove from the game the 2 Antartic Wind or consider them as 2 Arctic Wind with the same effect.
- Set aside the cards from the Left Behind encounter set.
- Search the Lost in the Night encounter set for the Dr. Amy Kensler enemy and set her aside.
- Search the Stirring in the Deep encounter set for The Nameless Madness enemy cards and set all of them aside.
- Shuffle the remainder of the encounter cards to build the encounter deck.
- Place 6 distance tokens on the scenario card (you can use any token as distance tokens).
- Add one \* token to the chaos bag.
- (<sup>3</sup> Use the online agenda, act and scenario cards from http://labdpr.org/pff/arkham/
- You are now ready to begin

#### Location Adjacency in Tragedy on Mount McKinley

During this scenario, locations are arranged in a diagonal line, with each location above or below the locations next to it.

During this scenario, each location is connected to the location below it and the location above it.

#### Suggested location initial placement:



### DO NOT READ until the end of the scenario

# If no resolution was reached (each investigator was defeated):

- ② Each investigator must add a Madness or Injury basic weakness of their choice to their deck. It does not count towards that investigator's deck size.
- Proceed to Resolution 2.

Resolution 1: Against all odds you managed to escape the deadly aurora mirages and frozen mountains. You go back to Arkham bringing the sad news about the first expedition.

- @ Remove 2 \* from the chaos bag.
- ② Each investigator earns experience equal to the Victory X value of each card in the victory display.
- (2) If you recovered Dr. Amy Kensler notes, each investigator earns 1 additional experience. The Mistatomic University thanks you for your services and invites you to the memorial in memory of the first expedition.
- (2) If you arred Dr. Any Kender, each investigate earns 1 additional experience. Dr. Any Kensler gives you her notebook: "It is nothing compared to shat you did for me, but I hope it can help you in your future adventure." "One investigate can add the Kensler's log (from the Memorials of the Lost encounter set) to their deck. It dees not count towards that investigate's deck size.

Resolution 2: You showly recover your health at St. Mary's hospital. You were lucky to be of the very few survivors of the second expedition. No one survived from the first. You don't even remember how you descended the mountain. It is all a mix of bissful and horrific memories.

- Remove 1 \* token from the chaos bag.
- ② Each investigator earns experience equal to the Victory X value of each card in the victory display.
- (2) Each investigator earns 1 additional experience for surviving the madness.
- @ Each investigator suffers 1 physical and 1 mental trauma.



#### Credits

Designed by: PFF, Particles For Fun

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Thanks to the amazing framework created by N. French and M. Newman for Arkham Horror: The Card Game.

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This scenario is an unofficial fan creation and in no way endorsed by anyone related to Arkham Horror: The Card Game.

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