

A New Dark Age Approaches...

The sciences, each straining in its own direction, have hitherto harmed us little; but some day the piecing together of dissociated knowledge will open up such terrifying vistas of reality, and of our frightful position therein, that we shall either go mad from the revelation or flee from the deadly light into the peace and safety of a new dark age.

—H. P. Lovecraft, "The Call of Cthulhu"

Invocation Event Outline

Thank you for choosing to run an *Arkham Horror: The Card Game* Invocation event in your area! Hosting an Invocation event is a great way to bring players together on a regular basis or introduce new players to the horrors and mysteries of *Arkham Horror: The Card Game*.

This sheet contains basic advice on how to run your Invocation event, whether you're planning on running an event for new players or looking to attract more experienced players. This kit has been designed to serve as a jumping-off point for your weekly *Arkham Horror: The Card Game* get-togethers and inspire you to come up with fun and exciting ideas of your own.

Getting Your Invocation Event Started

The most important thing you will need for a successful Invocation event is players! Before you host your event, we recommend performing the following steps to ensure the best experience for your players:

- 1. Prepare your venue.** Make sure you have tables and space set aside for your expected attendance.
- 2. Communicate future dates.** Early communication is important because it allows your players to set their own schedules around your event. If you are planning on using an Invocation event to kick off several weekly or bi-weekly sessions, communicate a consistent date/time (such as every Sunday at 1:00pm) and stick with it. If you are running an event in order to attract new players, it's best not to ask them to commit to a regular schedule, but don't hesitate to use this event to gauge interest for a weekly or bi-weekly event!
- 3. Communicate the ground rules.** Use one of the two event options outlined in this document, or use an event of your own design, if you already have one planned. No matter how you run the event, be sure that everyone participating knows what kind of event you plan on hosting ahead of time and understands the rules of your event.
- 4. Let people know how to contact you.** Before your event gets started and once it's fully running, make sure that it is easy to contact you (or your chosen rules guru) with rules questions or other information related to your event. Be sure to let your players know right away if there are going to be any changes—of time, ground rules, etc.

Running an Event for New Players

When organizing an Invocation event geared toward introducing new players to *Arkham Horror: The Card Game*, there are several things you should consider.

First, make sure you have an experienced player on-hand who can teach the rules to new players. Do not assume that players will know how to play—they might be coming to your event in order to learn the game! Likewise, it is recommended that you prepare several investigator decks and scenarios ahead of time, so new players are not required to purchase *Arkham Horror: The Card Game* before coming to your event. This will allow more players to come to your event, and hopefully draw new players into the community. Make sure that players know there is no purchase or commitment necessary to join your event.

For an Invocation event geared toward new players, it is generally best to utilize the Night of the Zealot mini-campaign introduced in the *Arkham Horror: The Card Game Core Set*. The first scenario of this campaign, *The Gathering*, is designed as an introductory scenario and is perfect for teaching the game to new players. You can plan your event around simply learning how to play the game, or you can try to have new players play through the entire Night of the Zealot campaign over the course of a single evening.

Prizes

Included in this Invocation Kit are several prizes for participation. When running an Invocation event geared toward new players, make sure to give these prizes away at the end of the first scenario, as an incentive to continue playing *Arkham Horror: The Card Game*. Please ensure that each player gets a playmat, alternate art investigator card, and investigator token.

Please note: The contents of this kit are not to be resold.

Any violation of this rule will result in the loss of eligibility for future store events.

What's Next?

If your players are interested, once the event is over, consider using the event as the basis for regular get-togethers. Each campaign for *Arkham Horror: The Card Game* is designed to be played over multiple sessions, so choosing a campaign and playing each scenario consecutively makes for a perfect weekly game night.

Running an Event for Experienced Players

If you are organizing an Invocation event geared toward players who already own or know how to play *Arkham Horror: The Card Game*, you can run your Invocation event in many ways. While we encourage you to be creative in your event, we have added some considerations and a variant way of playing that you can add to your event to make it more enjoyable for experienced players.

If you are planning to run your Invocation event as a standalone, one-time event or as a regular get-together. For standalone events, we recommend that you use the rules for standalone mode outlined on page 19 of the Rules Reference, so players can bring any investigator deck they wish and play together. Tell the players which scenario they will play ahead of time. While scenario packs like *Curse of the Rougarou* and *Carnevale of Horrors* make for perfect standalone scenarios, any *Arkham Horror: The Card Game* scenario can be played in standalone mode using the rules in the campaign guide for that scenario. If you have them on hand, you could also use a multiplayer event scenario such as *The Labyrinths of Lunacy* as the foundation for your Invocation event, provided you have enough players.

If you plan on organizing your event as the start of a series of regular sessions, we strongly recommend running the players through a full campaign. Each campaign for *Arkham Horror: The Card Game* is designed to be played over multiple sessions, so choosing a campaign and playing each scenario consecutively makes for a perfect weekly game night. You can even choose a campaign that is currently being released through Mythos Packs and have each session centered around the most recent pack, just after it releases. Doing so creates a fun atmosphere in which the players are experiencing the episodic story as it unfolds in real time, with no knowledge of what may occur next.

Prizes

Included in this Invocation Kit are several prizes for participation. When running an Invocation event geared toward experienced players, make sure to give these prizes away at the end of your first session. Please ensure that each player gets a playmat, alternate art investigator card, and investigator token.

Please note: The contents of this kit are not to be resold.

Any violation of this rule will result in the loss of eligibility for future store events.

Optional Variant: Ultimatums

The following is an optional variant you can use to add an additional layer of difficulty and excitement to your Invocation event.

After deciding which scenario or campaign to play, each group of investigators may optionally select as many of the following Ultimatums as they wish. Each Ultimatum is a restriction, limitation, or additional rule that makes the game harder for that group of investigators. Groups should not be forced to choose any particular Ultimatum, and the choice of which Ultimatum(s) to use must be unanimous among all investigators in the group. Once chosen, all Ultimatums are permanent throughout the duration of the event, including all scenarios the event encompasses.

The following is a list of some Ultimatums we've designed, but feel free to use these as inspiration to design your own Ultimatums.

Ultimatum of Finality

Campaign Mode only. If an investigator is defeated by physical damage, they are killed. If an investigator is defeated by mental damage, they are driven insane.

Ultimatum of Survival

Campaign Mode only. If an investigator is killed or driven insane, that player is eliminated from the campaign and cannot continue playing as a new investigator.

Ultimatum of Failure

Add an additional  chaos token to the chaos bag for the entirety of the event.

Ultimatum of Broken Promises

Remove the  chaos token to the chaos bag for the entirety of the event.

Ultimatum of Induction

Investigator decks can only contain level 0 cards. Investigators cannot earn or spend experience.

Ultimatum of Disaster

Add 1 additional random basic weakness to each investigator's starting deck.

Ultimatum of Dread

Do not skip the mythos phase during the first round of each game.

Ultimatum of Agony

When assigning damage or horror, investigators must assign as much damage or horror as possible to a single card before any excess damage or horror may be assigned to a different card.

Ultimatum of Chaos

Each player's starting deck of 30 non-signature, non-weakness cards must be selected at random from among all eligible options in that player's collection.

Ultimatum of the Highlander

Each investigator's deck can only include 1 copy of each card, by title (unless multiple copies of that card are required by that investigator's deckbuilding requirements).