Arkham Horror

The Card Game

Code Red at Bleeding Heart

Campaign Guide

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CODE RED AT BLEEDING HEART

The Doctor Will See You Now

"The scene I cannot describe – I should faint if I tried it, for there is madness in a room full of classified charnel things…"
— H. P. Lovecraft, "At the Mountains of Madness"

Code Red at Bleeding Heart is a non-profit fan-made scenario pack designed by the Arkham.cards team to be compatible with *Arkham Horror: The Card Game* by Fantasy Flight Games. The *Code Red at Bleeding Heart* Scenario Pack contains one new scenario which may be played standalone or as part of a larger campaign.

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Code Red at Bleeding Heart was made possible with the support of players like you. If you'd like to see more releases from the Arkham.cards team, consider supporting us on Patreon at: https://patreon.com/arkhamdotcards

Contents

Expansion Icon

The cards in the *Code red at Bleeding Heart* scenario pack can be identified by this symbol before each card's collector number:

Difficulty and Mode Selection

Code Red at Bleeding Heart may be played as a standalone scenario ("standalone mode") or as a 'side scenario' as part of a larger campaign ("campaign mode"). Read the selection below that corresponds to your selection and follow the relevant instructions, then proceed to the **Prologue**.

Campaign Mode

Each investigator must spend 2 experience to play this scenario in campaign mode. For this scenario, setup the chaos bag according to the instructions in the Standalone Mode section that correspond to your chosen difficulty level.

Standalone Mode

When you play this scenario in standalone mode, setup the chaos bag with the following tokens based on your chosen difficulty level:

❖ **Easy** (*I want to experience the story*):

+1, +1, 0, 0, 0, -1, -1, -1, -2, -2, 💀, 💀, ☠, 👁, 🌟, ⚖, ★

❖ **Standard** (*I want a challenge*):

+1, 0, 0, -1, -1, -1, -2, -2, -3, -4, 💀, 💀, ☠, 👁, 🌟, ⚖, ★

❖ **Hard** (*I want a true nightmare*):

0, 0, 0, -1, -1, -2, -2, -3, -3, -4, -5, 💀, 💀, ☠, 👁, 🌟, ⚖, ★

❖ **Expert** (*I want Arkham Horror*):

0, -1, -2, -2, -3, -3, -4, -4, -5, -6, 💀, 💀, ☠, 👁, 🌟, ⚖, ★

Additional Rules and Clarifications

This scenario introduces new keywords and may reference ones introduced in other Arkham.cards cycles. Refer to the *Arkham.cards Taboo / Errata* supplement to familiarize yourself with these mechanics before you begin the scenario.

The latest version of this supplement can always be found at: https://arkham.cards/taboo

Damaging Locations

Throughout this scenario, scenario card effects may instruct you to place damage tokens on certain locations. This damage cannot be 'healed' by player cards, but may be removed through certain other scenario card effects.

Damage on locations has no inherent effect, but may be referenced by other scenario card effects. You cannot place additional damage tokens on a location if its current number of damage tokens is already equal to or greater than its current shroud value.

Prologue

Arkham, October 1922

Several nights ago, you received a somewhat disconcerting telephone call from a person identifying themselves as a nurse at Bleeding Heart Hospital, apparently intending to page a 'Doctor Killjoy' to surgery. You guessed that your receipt of this page was in error – perhaps a glitch in the phone line, or a novice operator working the switching boards – and thought nothing more of it until earlier this afternoon, when you again received word from Bleeding Heart, this time in the form of a telegram apparently sent by the very same Doctor Killjoy, which contained only two words in ominous red ink:

CODE RED

You have only a vague memory of Bleeding Heart Hospital buried somewhere in the back of your mind, and guess that you may have been its patient at some point in the past, but after a cursory search through your records for a bill or prescription that might contain some contact information, you uncover a curious newspaper clipping you don't remember saving that indicates the Bleeding Heart campus on the outskirts of town was shut down over decades ago, following some sort of scandal involving 'human experimentation'…

Proceed to **Setup.**

Setup

- Gather all cards from the following encounter sets: *Code Red at Bleeding Heart* and *Graveyard Shift*. These sets are indicated by the following icons:

⚕ 🔪

- Set the *Graveyard Shift* encounter set aside out of play.

- Set aside the Hospital Wing location with Nurse's Station on its revealed side out of play, then shuffle the remaining Hospital Wing locations together and randomly remove locations from the pile until you are left with eight Hospital Wing locations.

- Shuffle the Nurse's Station location into that pile and then place each of the nine remaining Hospital Wing locations into play unrevealed, in a three-by-three grid formation.

- Put the Waiting Room location into play unrevealed, below the bottom-most location in the middle column.
  - ◆ Investigators begin play at Waiting Room.

- Shuffle the remaining encounter cards together to form the starting encounter deck.

Location Adjacency

Locations in this scenario have no printed connection icons, and are instead considered to be connected to each location they are adjacent to. Locations are adjacent orthogonally, but not diagonally. In this scenario, connections established based on adjacency are always two-way.

If no resolution was reached because each investigator resigned or was defeated: *The sensation of falling startles you awake, and when you sit up you find that you are at home, in your bed. You watch the clock strike midnight and a tingling sensation glides across your scalp; just a dream, and yet… it felt so real. You try to replay the events of the night in your mind, but find yourself unable to recall any of the details. Already the dream has slipped away…*

In the morning, you can't even remember why you had pulled the old newspaper clipping from your records in the first place, so you toss it out with the trash. Despite your interrupted sleep, you do feel strangely refreshed; peaceful and serene, not to mention a bit lighter on your feet…

- In the Campaign Log: *The investigators made a full "recovery".*

- Each investigator who was defeated during this scenario must add one copy of the set aside Lobotomized story weakness to their deck. This does not count against their deck limit.

- Each investigator earns experience equal to the combined Victory X value of all cards in the victory display.

Resolution 1: *The earth shudders violently and the hospital begins to collapse under its own weight. In an instant, Bleeding Heart is gone, swallowed up into the maw of a hungry sinkhole, and you watch the last puddle of its bloody excretions trickle off the street into a nearby storm drain. All evidence of what has transpired this night is simply gone. You exhale a breath you didn't realize you were holding and your mind begins to swim; something evil was at work here, and though you feel you successfully managed to foil its plot this night, you are nevertheless gripped by a sense of inevitability. Something is coming. Blood will have blood; it's only of matter time. But maybe you've been given a chance to stop it, a head start…*

Sirens sounding in the distance break you from your reverie; you decide it would be difficult to convince the authorities of what you have seen, and just slip away into the night…

- In the Campaign Log: *Bleeding Heart was flatlined.*

- Each investigator earns experience equal to the combined Victory X value of all cards in the victory display.

- Proceed to **Epilogue: Coroner's Report.**

Epilogue: Coroner's Report

Do not read this section if all investigators were driven insane or killed during the scenario or if you did not reach a resolution. For each of the following sections, read the entry only if it corresponds to your situation. It it does not, skip it.

If the Samael (*Messenger of Uvhash*) enemy was in the scenario display when the scenario ended:
Dreams of the ethereal presence you encountered in the hospital haunt you for weeks after your ordeal is over. The entity was almost 'angelic' in it's appearance, but…

You manage to convince yourself that whatever it is you thought you saw was merely a trick of the light, and chock it up to your nerves frayed by intense stress. On the night of the next full moon, however, a strange object, off-white and flecked with splashes of red, alights upon your doorstep. It appears to be a feather…

- An investigator may add the set aside Fringe Tourniquet (*Plume of Samael*) story asset to their deck. It does not count against their deck limit.

If the Doctor Killjoy (*Malpracticing Malefactor*) story asset was in the scenario display when the scenario ended:
The doctor's bedside manner left much to be desired, and you weren't able to get any information out of him before the horrors of Bleeding Heart claimed his life, so many lingering questions remain unanswered in your mind. Why did he 'summon' you there in the first place? Did he know you… ? You can't help but sense a larger plot was at work here; perhaps Bleeding Heart was merely a prelude of things to come…

- If you played this scenario in campaign mode, you may add an additional '0' token to the chaos bag for the remainder of the campaign.

If the Doctor Killjoy (*Malpracticing Malefactor*) story asset was controlled by an investigator when the scenario ended:
After you manage to get to safety, you attempt to interrogate Doctor Killjoy. He is compliant and coherent, but unfortunately has little in the way of useful information to offer you; all he remembers is going to work, just like any other day… Though the dark forces that gripped the Hospital appear to have robbed him of his memories of the event, he is able to confirm that he was employed as a surgeon at Bleeding Heart before it was shut down. You feel somewhat badly for the exasperated old man…

- An investigator may add the set aside Archibald Killjoy (*In Treatment*) story asset to their deck. It does not count against their deck limit.

If the Doctor Killjoy (*Butcher of Uvhash*) enemy was in the scenario display when the scenario ended:

When you watched the doctor's monstrous form dissolve into an acidic puddle, you felt something inside of you change… Your heart beats faster now, like a permanent surge of adrenaline is coursing through your veins. The blood within you pulls against your body, dragging you ever nearer to the last and most fated hour…

- Each investigator may add a copy of the set aside The Quickening story event to their deck. It does not count against their deck limit.

Credits and Acknowledgements

Even Living Card Games May Die