

## THE CRANDON CAMPAIGN

Starting with Mephisto 60 in cooperation with Heidelberger Spieleverlag, we are presenting our Campaign for Mansions of Madness Madame Crandon exclusively to our readers. The campaign will cover several issues of Mephisto and the outcome of one part will always have an impact on your next adventure. Unlike usual plays of Mansion of Madness, the Keeper has no decision-making options at the beginning of the campaign. The prelude is always the same. The success or failure of the investigators in the beginning of the Crandon campaign determines the starting conditions for the following scenarios. Thus, not only the Keeper influences the development of the following scenarios and their events, but also the investigators contribute significantly to the starting conditions of following adventures. So if the investigators are successful in the beginning, their starting position in the next scenario may be more favourable than if they had failed. In order to play the Crandon campaign, the basic game of Mansions of Madness is required. All special cards needed for the respective scenarios can be found here on the following pages.

### What happened before...

A feeling of melancholy overwhelms you as you leaf through the notes Dr. Livingwood made about his wife. His growing despair is noticeable more and more clearly on every other page. Just two months ago, you and your friend worked this case together. Trying to explain the disappearance of his wife. She was just one of a number of people in Arkham who have disappeared without a trace in the last few weeks, and like everyone else, she left no trace. Other more urgent events had finally stopped your research. However, while you turned your attention to other investigations, Dr. Livingwood meticulously continued to work on finding his wife. And now, all of a sudden, he has disappeared as well. After several hours of research, you have to admit that the records can't give you any new insights. Only a few new names have appeared in them, acquaintances of Mrs. Livingwood, whom her husband has probably contacted. The last name in the address book is "Madame Crandon," a medium that Mrs. Livingwood, whom you've come to know as a very superstitious person, was undoubtedly a customer. Did Dr. Livingwood learn something about his wife that has put him on the right track? You know your chances are slim, but you are determined to follow any hint.

### Introduction

The dying light of the setting sun falls only faintly on the narrow forest path, as you discover the rotten property that seems to house all the darkness of the world. Even the flickering candles behind the windows seem to cast more shadows than they are donating light. Fumes of fog stretch their pale fingers towards you as you walk toward the property. One of you has just reached out his hand to open the weathered garden gate when the front door opens with a creak. Out of the darkness of the house peeks out the figure of Madame Crandon, who faces you with a narrow smile.

A disturbing cold is reflected in her eyes, which must have seen more than a woman should have ever seen at such a young age. *"I've already expected you,"* she says, closing her eyes. You feel something change in the atmosphere, and for a moment, you feel like the mist is closing in more tightly. "Questions have brought you here... Looking for a friend." As she opens her eyes again, she looks at you from afar. *"Your friend was here. But I have no answers for you, because he did not come to talk to me. However ..."* She barely moves aside prompting you to come in. *"I can make*

*contact with the being with whom he spoke."* With these words, she disappears back into the interior of the estate.