

Story Cards:

Mythos Phase Number:

1 – The Visitor

As soon as the séance has begun, the house seems to be expanding around you. Suddenly Madame Crandon pulls her hands out of the circle as a loud, ghostly clatter and crash from the depths of the house reaches your ears. *"Something's wrong,"* she whispers hoarsely. Almost mechanically, she empties her wineglass and gets up. *"I'll get salt and fresh chicken innards. Wait here."* Madame Crandon barely left the room when you hear the door click.

The Keeper places the locked door lock card in the library.

2 – Nothing special

3 – Nothing special

4 – In the Fog

The fog begins to push into the house! As your surroundings become increasingly opaque, you notice ever more movements in the shadows, accompanied by slurping, scraping sounds that set your teeth on edge.

The Keeper places 3 bodies in the crypt.

5 – Nothing special

6 – Nothing special

7 – It begins

You clearly hear Madame Crandon's voice coming through the house, singing in a language you've never heard before. Suddenly her voice is joined by dull, throaty songs that echo through the house like coming from dozens of rotting mouths.

All investigators suffer one Horror.

8 – Nothing special

9 – Nothing special

10 - It's us or her!

The songs penetrate louder and louder through the walls, and as the house seems to bend and stretch, one word is heard more and more frequently: *Gla aki!*

A terrible certainty attacks you: Madame Crandon is an undead servant of the Great Old One and has begun a ritual to awaken him here at this place! You are the last victims whose blood is needed to complete the invocation!

The objectives-card is revealed.

Objectives-Card

Once this card is revealed, the Keeper places 4 corpse markers in the crypt.

The Keeper wins as soon as two investigators are killed.

The blood of your companions drips to the ground and is greedily absorbed by it. The darkness rises and as something pointed penetrates your body, you know that you are all lost.

The investigators win as soon as Madame Crandon (the named vampire) dies.

The blood witch melts into ash and mist! You stopped the ritual, but it was too late for Mrs. Livingwood and many others. With a queasy feeling you look at the ashes. Has the vampire really been destroyed?

Hint-Cards

1 - The Crucifix protects you from the mind-numbing influences of the Blood Witch. You can now clearly hear Madame Crandon singing from the depths of the cellar. The objectives-card is revealed. The Keeper places Madame Crandon in the crypt. Madame Crandon is a blood witch (named vampire). She gets +4 health per investigator.

2 - You need a moment before you recognize the horribly pale, emaciated man on the kitchen floor as Dr. Livingwood. His arms have several cuts and are blood encrusted, as if someone had let him bleed over several days. *"My things ..."* he gasps with the last of his strength, *"They brought IT to the loft!"* He stares at you imploringly before unconsciousness overcomes him.

3 - On a small table, encircled by a line of salt, lies an elaborate strange amulet. The embedded ruby was cut to resemble a bloated, snail-like beetle strewn with countless spikes. Suddenly you feel a strange presence, which turns its greedy eyes on you from the shadows.