

The Crandon Campaign

Keeper Setup

Finale: Downfall

SEED CARDS

Ignore any cards still in the investigators' possession

Chapel	Backyard	Storage Shed
Crucifix, Magic Phrase, Clue 1, Power Failure, Sealed Door	Nothing of Interest	Nothing of Interest, Axe, Sledgehammer
Secret Passage	Graveyard	Patio
Clue 2, Elder Sign	Ceremonial Skull, Clue 5	Nothing of Interest
Library	Basement Stairs	Basement Landing
Nothing of Interest, Sedative, Shotgun	Nothing of Interest	Whateley's Diary, Clue 4
Study	Cave 1	Chasm
Nothing of Interest, DeVermis Mysteriis	Password, Knife, Clue 3	Nothing of Interest, Dreadful Passage
Ceremony Room	Cave 2	Furnace Room
Magical Lock	Nothing of Interest	Nothing of Interest, Barred Passage
Front Yard	Root Cellar	Basement Storage
Nothing of Interest, Colt .38	Torch, Short Circuit, Jammed Door	Whiskey, Saturnal Wine, Lantern

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The complete set of cards that you need for this scenario can be downloaded from the download area at www.verlag-martin-ellermeier.de (next to the QR-Code) or www.hds-fantasy.de

Did you like the campaign? Have any suggestions for improvement? We'd be very happy to get feedback. Send us your opinion to reinartz@heidelberger-spieleverlag.de