

THE CRANDON CAMPAIGN

Starting with Mephisto 60 we are presenting our campaign surrounding Madame Crandon for Mansions of Madness in cooperation with Heidelberger Spieleverlag 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 campaign scenario.

As a prelude to The Crandon Campaign the scenario „Séance“ was played in Mephisto 60. Depending on whether the investigators won or lost that last scenario, they will either have an advantage or disadvantage in the following scenario.

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. [...]

Starting Options

How did the previous scenario end?

Madam Crandon was defeated:

- The investigators are allowed to take the crucifix with them to the second scenario.

As you open your eyes, a faint ray of light comes shining from the crypt through the secret passage. Completely exhausted you must have fallen asleep. Your limbs feel numb as you try to move slowly. From the corner of your eyes you see a shimmer in the twilight. Feeling surprised, you start crawling towards it on your knees. You have to sweep away some dust until you see a silver crucifix lying in the dirt. Someone must have lost it – luckily you have recovered it! You tuck it away in your pocket.

One or more investigators were defeated:

- these investigators cannot participate in the game any more
- for every defeated investigator and every investigator transformed into a vampire the Keeper gains a Maniac