

The Crandon Campaign

Keeper Setup

Ressurection: Call of Blood

SEED CARDS

Ignore any cards still in the investigators' possession

Foyer

Lantern

Hallway 2

Nothing of Interest,
Jammed Door

Study

Nothing of Interest,
Nameless Cults, Magical Lock

Chapel

Nothing of Interest, Crucifix,
Ruby of R'Lyeh, (Clue 3B),
Electric Lock

Corner Hall 2

Nothing of Interest

Guest Bedroom

(Clue 1B), Dhol Chants,
Short Circuit

Dining Room

Nothing of Interest, Whiskey

Hallway 3

Nothing of Interest

Storage Closet

Nothing of Interest, Suitcase

Kitchen

Knife, Saturnian Wine,
(Clue 3A)

Corner Hall 1

Nothing of Interest,
Barred Entry

Tower Stairs

Nothing of Interest,
Dreadful Passage

Kitchen Storage

Fire Extinguisher

Bathroom 1

Sedative

Attic Storage

Crowbar

Master Bedroom

Magic Phrase, Startling Evidence,
(Clue 2A), Runelocked Door

Gallery

Nothing of Interest, Elder Sign,
Power Failure

Tower Room

Silver Key, (Clue 1A)

Coat Room

DeVermis Mysterii, (Clue 2B),
Lockbox

Library

Password, Dark Room

The Locked Door is placed beside the
East-End doorway of Hallway 3.
Investigators may escape through
this to fulfill specific objectives.
There may not be an exploration
card in the Foyer.



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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