







Call of Blood
Objective
A

The Keeper wins if Madame Crandon escapes from the foyer with the startling evidence.

The blood witch has managed to wrest the evidence from you, and with it - any chance you had of understanding the growing horror.

The investigators win if an investigator with the Startling Evidence manages to escape through the Locked Door at the bottom of Hallway 3.

With the evidence in hand, you now have all the information you need to put an end to this horror.

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Objective
B

An investigator may now choose to attack the dropped Ruby of R'Lye card as if it were a monster. All attacks successfully deal weapon damage. It does not take fire damage.

The Keeper wins if the final event card is resolved.

You flee the estate as dark forces take hold.

The investigators win if they deal over 10 damage to the relic.

The relic finally shatters as the power holding it dissipates.

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Call of Blood
Objective C

The Keeper wins if the final event card is resolved.

You hear the last shrill shrieks of your dying companion over the crackling of burning wood, as you finally turn your back to the house.

Any investigator that failed to escape in time is eliminated from the campaign.

The investigators win if they all escape the fire from the locked door in Hallway 3.

Shrill shrieks accompany the crackling of burning wood as you finally turn your back to the house.

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