THE CRANDON CAMPAIGN

Beginning with Mephisto 60 and in cooperation with Heidelberger Spieleverlag, we are proud to present to our readers the Crandon Campaign for Mansions of Madness. The campaign will feature in several issues of Mephisto and the events of each scenario will always have an impact on the next. Unlike standard Mansions of Madness scenarios, the Keeper has no decisions to make at the start of the campaign and so the prelude is always the same. The success or failure of the investigators in each part of the campaign determines the starting conditions for the following scenario. In order to play the Crandon Campaign, the base game of Mansions of Madness is required. All special maps needed for the respective scenarios can be found on the following pages.

**Part I: Séance**

**The Story So Far**

A feeling of melancholy overwhelms you as you leaf through the notes written by Dr Livingwood. His growing desperation is felt more and more clearly on every ensuing page.

Two months ago, you worked with him to explain the disappearance of his wife. She was just one of a number of people in Arkham who had disappeared without a trace in the past few weeks, and like everyone else, she left no trace behind. Other, more urgent cases had eventually halted your search; but while you turned your attention to other investigations, Dr. Livingwood continued to work meticulously to find clues. And now he too has disappeared. After several hours of research, you concede that the records do not provide you with any new information. Only a few new names have cropped up: casual acquaintances of Mrs. Livingwood, whom her husband had probably contacted. The last name in the address book is a ‘Madame Crandon’ -a medium which Mrs. Livingwood, whom you've come to know as a very superstitious person, was undoubtedly a customer of. You know your chances are slim, but you are determined to find answers.

**Prologue**

After all players have finished setup, read the following aloud:

The dying light of the setting sun falls faintly on the narrow forest path. Up ahead stands a rotting building that seems to house all of the world’s darkness. Even the flickering candles behind the windows seem purposefully placed to cast more shadows rather than to bestow light. Plumes of fog stretch their pale fingers towards you as you walk.

You are just about to reach out a hand to open the weathered garden gate when the front door of the house creaks open. From the darkness of the house appears the figure of Madame Crandon, who greets you with a slight smile. Her eyes seem disturbingly cold, and you feel that they have seen far more than any woman should at such a young age. ‘I expected you,’ she says, closing her eyes. You feel a shift in the air, and for a moment, it seems like the mist is closing tightly around you. ‘Questions brought you here. Seeking a friend.’ As she opens her eyes again, it seems as though she is peering at you from a faraway place. ‘I have no answers for you. Your friend was here, but he did not talk to me. However…’ She steps only slightly aside, almost challenging you to enter. ‘I can make contact with the one with whom he spoke.’ With this, she disappears back into the interior of the house.

**Component Setup**

*Perform the following steps:*

*1.* **Clue Cards:** Claim the story’s clue Exploration cards.

*2.* **Exploration:** Claim the following cards – Startling Evidence, Elder Sign, Silver Key, Nameless Cults, Crucifix, Sledgehammer, Whiskey, Ruby of R’Lyeh, Knife, Saturnian Wine, Shotgun, Brass Key, Axe, Colt .38, Lantern, Nothing of Interest x10.

*3.* **Obstacle (?):** Claim the following cards – Short Circuit, Locked Cabinet.

*4.* **Lock (!):** Claim the following cards – Padlocked Door, Jammed Door, Dark Room, Dreadful Passage, Locked Door.

*5.* **Build Mythos Deck:** Build the Mythos deck with cards containing the following icons:

***Bat, Stairs, Revolver***

*6.* **Claim Keeper Action Cards:** Raise Dead, Evil Presence, Darkness, Command Minion, Creatures of the Night, Uncontrollable Urges.

*7.* **Claim Objective Card:** Take the card matching this story.

*8.* **Starting Cards and Threat:** Draw 2 Mythos cards and gain 2 threat.

**Special Rules:**

The Keeper keeps the following special rules secret from the investigators. They will not be disclosed to the investigators until required.

Blood instead of Wine:

Whenever an investigator uses the ***Action*** on the Saturnian Wine exploration card, or the Keeper uses the Uncontrollable Urges card to force this action, the result described on the card does not come into effect. Instead, the Keeper reads the following aloud:

‘The wine has a strange metallic taste. You feel like you’ve just taken a generous gulp of liquid rust.’

Vampire Bite:

Whenever Madame Crandon, the named witch, performs her special attack on an investigator successfully, the Keeper reads the following aloud:

‘As Madame Crandon embraces you, what feels like long hot needles sink deep into your neck. You feel yourself getting hot and cold in spells.’

Servant of the Night: If an investigator has **both** drunk the Saturnian Wine **and** been bitten by Madame Crandon, in either order, then they have begun the process of transforming into a vampire. The Keeper announces that they have been ‘turned’, and must now play on the side of the Keeper. They win or lose with the Keeper.