

# ARKHAM HORROR®

## THE CARD GAME

### Campaign Guide

## The Ordo Templi Orientis

### Additional Rules and Clarifications

#### Explore

Some abilities in this campaign are identified with an **Explore** action designator. Such abilities are generally used to find new locations to put into play, and are initiated using the “activate” action.

**Explore** abilities instruct you to draw the top card of the “exploration deck,” which is a separate deck that is constructed during the setup of some scenarios. This deck consists of several single-sided locations and treachery cards.

◆ Each **Explore** ability indicates a particular type of location that you are seeking to draw. **If a location of that type is drawn, it is put into play, and you move to that location.** This is considered a “successful” exploration.

◆ If any other location is drawn, place it next to the exploration deck, and draw the next card from the exploration deck. Repeat this process until a location of the indicated type is drawn, or a treachery is drawn. After this action has ended, shuffle each location next to the exploration deck back into the exploration deck.

◆ If a treachery card is drawn, it is resolved as normal. If it is discarded, place it in the encounter discard pile as you would normally. There is no discard pile for the exploration deck. This is considered an “unsuccessful” exploration.

◆ As a single-sided location is put into play from the exploration deck, place clues on that location equal to its clue value.

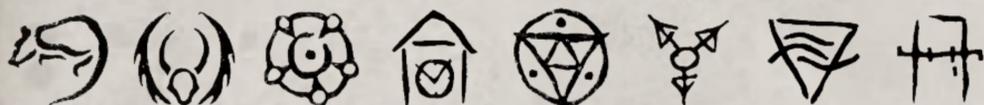


### The Secret Plot

*The Ordo Templi Orientis* is a campaign for Arkham Horror: The Card Game for 1–4 players. It consists of the following scenarios: “Midnight in Paris,” “Shadows of Brocéliande,” “The München Conspiracy,” and “Tibetan Winds.”

To play the *The Ordo Templi Orientis* campaign, you will need the following encounter sets:

*Rats, Nightgaunts, Ancient Evils, Midnight Masks (only the 5 treacheries), Dark Cult, Striking Fear, Chilling Cold, Locked Doors* (those sets can be found in the *Core Set*)



## Alert

Each time an investigator fails a skill test while attempting to evade an enemy with the alert keyword, after applying all results for that skill test, that enemy performs an attack against the evading investigator. An enemy does not exhaust after performing an alert attack. This attack occurs whether the enemy is engaged with the evading investigator or not.

## Patrol

Some enemies have the patrol keyword. During the enemy phase (in framework step 3.2), each ready, unengaged enemy with the patrol keyword moves to a connecting location along the shortest path toward the designated location (as described in parentheses next to the word patrol).

◆ If there are multiple locations that qualify as the designated location, the lead investigator may choose which location the enemy moves toward.

◆ If an enemy with patrol would be compelled to move to a location which is blocked by a card ability, the enemy does not move.

## Campaign Setup

To set up *The Ordo Templi Orientis* campaign, perform the following steps in order.

1. Choose investigator(s).
2. Each player assembles his or her investigator deck.
3. Choose difficulty level.
4. Assemble the campaign chaos bag.

◆ **Easy** (*I want to experience the story*):

+1, +1, 0, 0, 0, -1, -1, -1, -2, -2, , , , , , .

◆ **Standard** (*I want a challenge*):

+1, 0, 0, -1, -1, -1, -2, -2, -3, -4, , , , , , .

◆ **Hard** (*I want a true nightmare*):

0, 0, 0, -1, -1, -2, -2, -3, -3, -4, -5, , , , , , .

◆ **Expert** (*I want Arkham Horror*):

0, -1, -1, -2, -2, -3, -3, -4, -4, -5, -6, -8, , , , , , .

You are now ready to begin at the Prologue.

## Prologue

### October 2nd, 1933, Arkham, Massachusetts

*Before planning this trip back home, you could almost have believed the terrifying events that happened eight years ago in Arkham would somewhat fade away from your memory, but the words from Lita Chantler still seemed to rebound from one nook of your head to the other, waving on the rhythm of the pending madness you desperately wanted to escape. Event after all this time, the things you experienced in the dark woods of Massachusetts were still haunting you.*

*After having contacted back Charles Ross, a friend from long ago, you went for a drink at Velma's Dinner where you had dwelled most of the afternoon, hoping to find oblivion into as many beer jugs as it would require.*

*Since your arrival, your overall gloomy mood hadn't gone unnoticed, and you were thankful for the dedication with which your friend was trying to raise your spirits. A few days ago, it still seemed like Charles' joyful manners would have turned the tide, but somehow something was off in the way the acquisition professional was speaking. The last bit of the conversation had somewhat eluded you, as you were plunged deeper into your dark thoughts once more — not mentioning the jug — and reality hit you back as Charles said:*

*"I am concerned about Elli."*

*"Dr. Horowitz?" you enquired. You knew Charles' businesses and endeavors were often crossing Dr. Horowitz' path, as she was the most renowned relic hunter of the East Coast, relics and acquisitions professional was certainly bound to acquire. You also had long suspected Charles wasn't insensitive to the adventurous charms of Dr. Horowitz, but you couldn't tell if the feelings he had years ago had still any romantic meaning these days.*

*"We usually meet every other week, she's my main source for interesting artifacts," he confirmed. "I know she travelled to Europe recently and she even gave me a phone call from London, just before she would be heading to Paris. She said she was tracking relics concerning with or tied to the Holy Grail, as crazy as that sounds..." Charles said.*

*"I am surprised that she did not try that before," you pondered. The Holy Grail was probably the main mystical artifact to be searched for. "But why the phone call, exactly?"*

*You were uncertain about Dr. Horowitz' whereabouts, considering your recent sole interest being with malted beverages you were finally enjoying after the prohibition had ended. Unfortunately, your wry looks did not deter Charles from continuing.*

"She wanted me to get in touch with the folks at Miskatonic University and the Historical Society, see if they had... wait..." he took a piece of paper out of his jacket. "... 'Perceval, the Story of the Grail', an ancient tome that first introduced the Arthurian legends." Charles explained, reading verbatim what Dr. Horowitz had discovered during her enquiries. "The Miskatonic library really seems to always have one more really strange book," sighed Charles as he pulled out a worn volume from his serviette. "I found this book and tried to call Elli at the restaurant phone number she told me she would be reachable in Paris. She hasn't answered, and I left countless messages, at least whenever the tender was answering. I suspect that the French restaurant owner did not understand a word of what I was saying, those intercontinental calls are unstable — and expensive. But that's not what's worrying me. It's been a month."

"A month?" you inquired, incredulous.

"Yes. She sure can take care of herself and has disappeared several times for a while in search of whacky items. But I am worried about her, especially considering the current atmosphere in Europe for someone of her... faith." Charles whispered. It surprised you Charles would bring the matter of Dr. Horowitz' faith in the conversation. From what you knew, she wasn't a most religious person, but it sure didn't matter to the people that were stirring anti-Jewish feelings across Europe. "I know your French is better than mine, so I will ask you a favor from a friend: could you please go to Paris and check on Elli? I will gladly cover for any expense," asked Charles.

To your surprise, your lips moved automatically, and you accepted, more as a token of friendship and selfish interest than out of real worry of Dr. Horowitz, as Charles' fears were probably unfounded. The best-case scenario you could elaborate right now was one of a free holiday paid by Charles Ross, Acquisitions and Solicitations. The thought seemed appealing enough to you.

"Good. Because the boat is leaving in about nine hours," smiled Charles, looking at his golden pocket watch. "Maybe you could bring that book to a translator in Paris. It might help you follow Elli's track."

The book Charles lent you was worn and written in a language you weren't even able to decipher, probably Old French from the few structures and words you could guess. Your own French language knowledge was helpless here.

☉ No investigator may include Dr. Elli Horowitz into their deck. If Dr. Elli Horowitz is in any investigator's deck, they can replace it with another level 0 card at no expense.

### October 4th, 1933, somewhere on the Atlantic Ocean

With five days to spend on the ocean liner bound for Le Havre, France, and the sole company of the few items you were able to gather in the nine hours Charles had granted you in Arkham, most of your time was spent on the deck whenever weather permitted, watching the waves line crushing on the boat's flanks. Autumn had been strangely cold this year on the East Coast, and it seems the temperature wouldn't rise in Europe either. The trip left you with too few activities to enjoy and too many depressing thoughts on your mind.

This morning, a bald man was leaning on the guard-rail, close to your own position. You had tried your best to avoid any human contact for the first two days, but you had already noticed that man on several uncomfortable occurrences. He always looked like he was about to talk to you.

"It's a look I know very well, all too well," screamed the man over the wind in a strong British accent, drawing you out of your musings. He went on: "You're looking for answers!"

"I am looking for tranquility," you answered, probably a bit too sharply. "And you are?" Your rudeness did not seem to affect the man's spirits and willing to converse with you.

"That's the first answer you'll get then!" jibed the man as he extended a hand. "I am Aleister Crowley, and I'm returning to the old continent."

Recovering the appearance of an education, you shook his hand vigorously, stating your own name. "What brought you to the United States, Mr. Crowley?"

"Let's say I had my own questions to solve." Now his lips wore an enigmatic smile. "I've heard strange tales about a town in Massachusetts. I went to that... Arkham, and it seems you have interesting woods there."

Dim memories immediately resurfaced at that sudden mention of the Arkham woods and without thinking, you started "I've seen..." But you didn't know what you had seen, and were not at ease speaking of those days with a total stranger that sounded like he knew all too much.

"You've seen things you can't explain. You have seen the Great Work calling for its aspirants to rise and realized there's no divine in the human at all. Just, the Big Secret, right?" Aleister pressed on. "We, the Ordo Templi Orientis, we know that secret too."

"The what?" you asked dubiously.

"The name is not important, just know that I'm bound to do something about what you saw. I have been watching you these past few days. You're trying to escape from something, that's why it's surprising you took that thing with you."

"What thing?"

"The book you're always carrying in the pocket of your leather coat."

A quick examination of that pocket left you incredulous. What was this book doing here? You thought you had left it in your cabin. Just when you believed you could hide your astonishment, Aleister jubilated: "You can always give me the book, by your look, it seems you haven't read it at all!"

"The language is estranged to me," you admitted. "I hope to find a competent translator in Paris."

"I'll be heading to Paris in the next few days, I can have it translated for you," Aleister proposed.

☉ The lead investigator must either:

- ◆ Keep the book and proceed to **Prologue 3**.
- ◆ Or give it to Aleister Crowley and proceed to **Prologue 2**.

**Prologue 2:** You accepted Aleister's offer in exchange of him translating the book for you and sending you a copy of the translation at the hotel you would stay to in Paris. You already would have enough to deal with finding Dr. Horowitz. The book disappeared in the folds of Aleister's jacket as he accepted, before you even realized it was not in yours anymore.

"Would you mind sharing my dinner? My friend and benefactor the Baron von Sebottendorf will gladly join us. He will be delighted with your decision, and trust me, he's a generous man!"

You were not interested, but you consented out of politeness. The trip to France was enjoyable, and what wrong a simple dinner could bring you?

Your concentration was required during the whole dinner: the cheerful Baron von Sebottendorf had a strong Germanic accent and was a very talkative man, although most of the conversation remained light and mundane.

The alcohol probably helped you boldly enquiring about that roman-sounding order Aleister Crowley had mentioned earlier, but the Baron eluded the subject politely before Aleister could even answer. The cheerful atmosphere dropped to a more neutral and formal tone. The Baron did not look so pleased about Aleister's mention, and in a matter of minutes, the conversation and dinner closed off and everyone went back to their cabins. What was the Ordo Templi Orientis about?

☉ The lead investigator chooses an investigator to include "Secret Gatherings" to their deck. This card does not count toward that investigator's deck size.

Proceed to **Scenario I: Midnight in Paris**.

**Prologue 3:** Charles had entrusted you with the book, and you intended to have it translated and returned to either him or Dr. Horowitz, if you she could ever be found. Aleister's facial expression was suddenly unreadable to you, but he smiled altogether: "Maybe you would accept then to share my dinner? The Baron von Sebottendorf is travelling with me and would join us. He is a true friend and benefactor. It looks like you need some company, and with chance, he will help me change your mind!" You politely declined, the last thing you needed was a whole dinner time with that man Crowley and a German stranger trying to convince you otherwise.

☉ The lead investigator chooses an investigator to include "Perceval, the Story of the Grail" to their deck. This card does not count toward that investigator's deck size.

☉ Add 1 ♠ token to the chaos bag for the remainder of the campaign.

Proceed to **Scenario I: Midnight in Paris**.



# Scenario I: Midnight in Paris

## Suggested Location Placement

### October 9th, 1933, Paris

The City of Light was suspiciously gloom and winter cold on the day you arrived. You had begun your search of Dr. Horowitz in the restaurant she had been calling Charles Ross from and where she had not been seen for two weeks, according to the most regular clients and tender. Unfortunately, no one could give you any hint of the quarter her hotel was in, and even less its name. Your first wanderings took you to Notre-Dame de Paris vicinity, as you tried to seek the peace of the God you used to worship before blasphemous abnormalities overwhelmed your mind. But in the nave's shadow, overlooked by loathsome gargoyles laughing at your doubts, your anxiety grew again, and more leisurely neighborhoods called to you. Maybe you could make the most of your free leave and forget yourself in purposeless activities and alcohol, since the doctor could not be found. You still had time, even though you reflected it was running faster than usual...

### Setup

☞ Gather all cards from the following encounter sets: Midnight in Paris, Rats, Nightgaunts, the 5 Midnight Masks treacheries and Ancient Evils. These sets are indicated by the following icons:



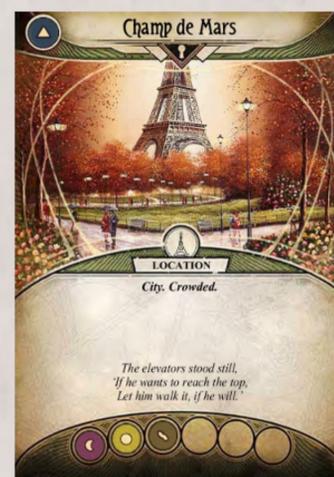
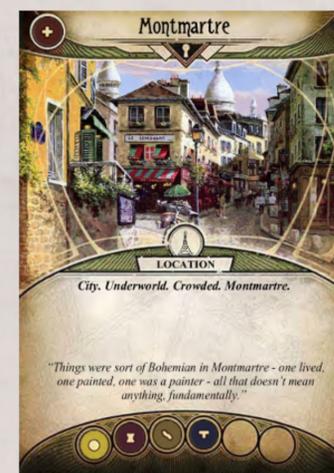
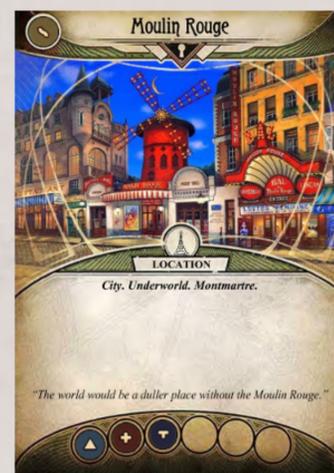
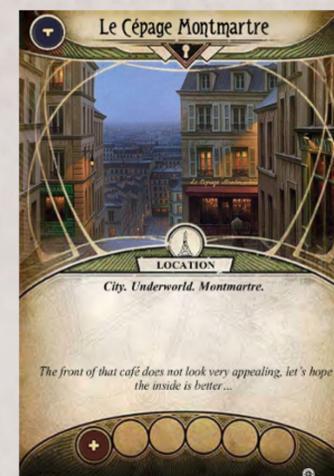
☞ Set aside the Marcel Petiot, Génepy Absynth, the Old Motorcycle, the Cold Statuette, the Rusty Key, the Backfiring Motorcycle and Docteur Petiot's Bag aside.

☞ Set the double sided-treachery entitled "Daylight"/"Dark is the Night" ("Daylight" side face-up) next to the agenda deck. It cannot leave play and its effect is always considered active. The treachery card can only be flipped by card effects.

☞ Place every location as shown on the next page. Each investigator starts in Notre-Dame de Paris.

☞ Shuffle the rest of the encounter cards to form the encounter deck.

☞ Then, draw 19 cards from the encounter deck, shuffle them with Marcel Petiot, Génepy Absinth, the Old Motorcycle, the Cold Statuette, the Rusty Key and place 3 cards facedown underneath each location in play, except Notre-Dame de Paris.



## Agenda 1a “Midnight in Paris”

Agenda 1a reads “**Forced** – After an investigator performs a player action, place one doom on this agenda.” When counting the number of actions performed:

- ◆ Fast actions do not count, as free actions
- ◆ Extra actions triggered as part of player or encounter card effect count

**DO NOT READ**  
until the end of the scenario

**Defeated or resigned investigator:** *It seemed you enjoyed yourself too much in the trivialities Paris had to offer. But it was more than that. Waking up in your hotel room, you pondered the impious encounters you had in most crowded streets and dark corners.*

☞ The defeated investigators must choose as a group, either:

- ◆ Add 1 ♠ and 1 ♡ token to the chaos bag for the remainder of the campaign,
- ◆ Or each defeated investigator searches their collection for a **Madness** basic weakness and add it to their deck.

☞ Then (or if there are no defeated or resigned investigators), proceed to **Resolution 1**.

**Resolution 1:** *You were heading back to Saint-Lazare quarter for a final attempt at learning more about the missing doctor’s last whereabouts. You had stayed in a hotel near the station after the train had dropped you there from Le Havre, and you marveled at your own stupidity: you had somehow forgotten to ask around that hotel-crammed neighborhood...*

☞ Each investigator that has “fallen in love”, “had too many drinks”, “learned the dance”, “has extra gasoline”, “heard the song” or is “chased by shadows” records so in the campaign log.

☞ Each investigator gets X experience points, where X is the number of victory points they earned.

☞ Each investigator with a Permanent story asset in play earns that Permanent asset for the rest of the campaign and must add it to its deck. Those cards do not count toward their investigator’s deck size.

This card does not count toward their investigator’s deck size.

☞ The investigator controlling Dr. Petiot’s Bag can add it to his or her deck.

☞ If an investigator has “studied the book”, they must record so in the campaign log.

Proceed to **Scenario II: Shadows of Brocéliande**

## Scenario II: Shadows of Brocéliande

**Introduction 1:** *On your way out of your hotel, you spotted Aleister Crowley near a derelict kiosk and approached. The bald man was engaged in a vivid conversation with a hooded man bearing a strong Germanic accent. From afar, you heard the words “Bro-sea-liand”, and before you could reach the two men, they had both disappeared behind a Morris column.*

☞ If the lead investigator has “studied the book”, proceed to **Introduction 2**, otherwise, proceed to **Introduction 3**.

**Introduction 2:** *You already knew that name. It sounded like that Forest of Brocéliande mentioned in the book you kept. You finally found the hotel Dr. Horowitz had been staying in the surroundings of the train station but the receptionist confirmed the doctor had not been seen for weeks. If she was on the trail of the Grail, you had better follow the lead that chance encounter with Aleister Crowley put you on. Since your misadventure in the Arkham woods, you knew better than to ignore coincidences.*

☞ Place 1 additional clue per investigator on the Eaves of Brocéliande and proceed to **Introduction 4**.

**Introduction 3:** *You had to spend a few hours visiting the most infamous and filthy hotels surrounding Saint-Lazare and by chance or a twist of fate, finally discovered where your elusive Charles’ friend had been staying. The cooperative receptionist —M. Saulnière— allowed you to see the rooms Dr. Horowitz occupied. According to M. Saulnière, the room cleaning had “yet to be done”, although you suspected such cleaning was seldom bestowed on the next customer comfort. Truthfully, Elli Horowitz had left the room tidy and immaculate, save for a cheap book about the Arthurian Legend that was carelessly opened on the nightstand. You grabbed the book and glanced at a depiction of a deep forest labelled as “Brocéliande”. That suspiciously sounded much like the last words you heard from Aleister.*

Ⓒ Each investigator starts the scenario with an additional resource. Go proceed **Introduction 4**.

#### **Introduction 4:**

#### **October 12th, 1933, Plouer-sur-Rance, Bretagne**

*The Forest of Brocéliande was a legendary enchanted forest that had a reputation in the medieval European imagination as a place of magic and mystery. After your encounter with the Cult of Umôrdhoth in the Arkham woods, you knew better than dispatching those popular myths as mere legends and fairy tales.*

*A few days later, you reached Brittany, in search of Brocéliande, located near the village of Plouer-sur-Rance. As an understatement, the people in Plouer-sur-Rance weren't friendly nor helpful and seemed to deter your investigations and attempt at getting a map with the point of interests the forest offered. When one local even sneered: "What use would be a map in Brocéliande anyway?" you had cut the conversation short, not sure you wanted to know the reasons behind the jeering.*

*After having spent the day trying to assemble as much little information you could about the forest, which winded up in naught, you reverted to your favorite activity: drinking in the darkest corner of a bar. Paris had left you exhausted, you were beginning to feel desperate for the rest you had been chasing for so long.*

*Fortunately, the inn "Le Puits de Jeanne" had unoccupied bedrooms. If that trip was not leading you to Elli, at least you could enjoy the Briton fresh air for a while. Just as the innkeeper was about to lend you the keys to your room, he started devising about your accent: "I had a lady with the same funny accent as yours a while back, I wonder what is it with you foreigners these days..." he grumbled, seemingly not to satisfied with any kind of tourism, a bizarre trait for an innkeeper.*

*You assailed him with questions. What did she look like? Where did she go? What did she say? Unfortunately, the innkeeper stared back at you at loss – or was deliberately avoiding your questions – until he mentioned: "She left me a letter." He disappeared a while behind his desk, muttering unintelligible French. "Ah! There it is. She asked me to post it to that man... Charles Ross... just before she went." He snorted. "What did she expect? She thinks I'm the postal service? Take it if you want, I might have thrown it anyway." A few minutes later, in the relative calmness of the room, you cracked open the letter, there was no point contacting Charles about it.*

"Dear Charles,

I hope this letter will reach you by one mean or another. I'm in the countryside of France, and phones are scarce. I might be able to call you later, but I'm not taking chances.

There are things you must know. Dr Milan Christopher directed me towards an antiquary book store that's renowned for selling esoteric tomes nobody cares about. Most of what I found there was indeed uninteresting, save for those few relating altered and ominous Arthurian legend stories in a forest of Brittany not too far from where I'm sending you this letter. One tome by Brother Renatus particularly drew my attention: a strange recollection of abstruse articles concerning hyperborean phenomenon and civilizations — most of them written by Pr. Ernst Schäfer— and a handful of more scary occult völkisch works.

It appears Brother Renatus was called Carl Kellner in civil life and founded a secret order named Ordo Templi Orientis decades ago alongside Theodor Reuss, who called himself Frater Merlin. Kellner wanted to offer mankind the key to all the secrets of the universe and to all the symbolism ever used by secret societies and religions, and open the mysteries of nature. It turns out they wanted to build a hermetic brotherhood for the sole purpose of getting their hands on the nothing else than the Holy Grail!

It's said Brother Renatus went into Brocéliande Forest and never came back, but it's difficult to obtain any kind of information from the locals. I went into the forest. As enjoyable as the wandering was, it seemed to be just a simple forest, with strange roots and shaped trees that I understand would sparkle mystical fantasies for just about anyone. I'm too accustomed to the occult to care about those details.

I learned about all those details from the bookstore owner himself, who was too content exhibiting his knowledge on the subject and also quite surprised I was the second foreigner this week showing interest in the book. He had had dealings a few days before with a German intermediary and the book was to be sent to a Baron von Sebottendorf in München.

Strangely, this is also Carl Kellner's home town. If he is still alive, maybe I can find some lead on him on his hometown, if not, I might as well meet that Baron, I always need powerful friends interesting in the bizarre and obscure to found my research and expeditions.

I will be heading to München under the false identity of Dr. Howard. If you don't hear from me by the end of September, please contact the US embassy in Germany, I know you have friends there.

Sincerely yours,

Elli."

*Still you had no lead to Elli, save for a short walk to the nearby supposedly mystic forest.*

## Setup

☞ Gather all cards from the following encounter sets: *The Shadows of Brocéliande*, *Ordo Templi Orientis*, *Chilling Cold*, *Striking Fear* and *Dark Cult*. These sets are indicated by the following icons:



☞ Set Carl Kellner's Remnants and Guardian of the Fountain aside, out of play. If Perceval, the Story of the Grail is not included into any investigator's deck, set it aside, out of play.

☞ Place the Eaves of Brocéliande on the top left corner of a 4x4 location grid. Each investigator starts the game in the Eaves of Brocéliande. Randomly take 8 **Forest** locations (other than Fontaine de Barenton or Heart of Brocéliande), shuffle them and place them to complete a 3x3 grid with the Eaves of Brocéliande. Shuffle the rest of the **Forest** locations (including Fontaine de Barenton and Heart of Brocéliande), shuffle them and complete the 4x4 location grid, as depicted on the next page. Set the remaining **Forest** location aside.

☞ Set the 'Living Forest' treacheries aside, then, build the Labyrinth Deck.

☞ Shuffle the rest of the encounter cards to form the encounter deck.

## The Labyrinth Deck

At the beginning of the game, build the labyrinth deck using all the 'Living Forest' treacheries. At the end of each round, the lead investigator reveals the top card of the labyrinth deck:

- ◆ Resolves any **Revelation** effect
- ◆ Then resolves the location shifting icon: locate on the map below the corresponding icon, translate every location 1 location away from the icon and replace the created empty spot by the set aside location. Set aside the location that exited the grid this way
- ◆ Shuffle back the card in the labyrinth deck

When a non-**Legend** location leaves play as part of the labyrinth deck effect:

- ◆ Each investigator in that location suffers 1 damage and 1 horror, and is placed on The Eaves of Brocéliande.
- ◆ Discard all other cards attached to or in the location (treacheries, enemies) in their respective discard pile.
- ◆ Discard all clues from it.

When a **Legend** location leaves play as part of the labyrinth deck effect, swap it with the non-**Legend** location the furthest from the Eaves of Brocéliande instead.

When an **Elite** enemy would leave play as part of the labyrinth deck effect, place it in the Eaves of Brocéliande instead, and add 1 doom to the current agenda.

When a location enters play as part of the labyrinth deck effect, it enters play unrevealed.





## DO NOT READ until the end of the scenario

**Defeated or resigned investigator:** *Back in Plouer-sur-Rance inn, the locals looked even more suspicious and were even more irreverent towards you. Granted, you had spent the last two days drowning in hydromel, not quite sure if you were more exhausted mentally or physically...*

☉ Each investigator that was defeated only earns half the experience points they would get as part of resolution 2 (half rounding down) and proceeds to **Resolution 1**.

☉ Each investigator that resigned only earns half the experience points they would get as part of resolution 2 (half rounding down) and proceeds to **Resolution 2**.

**Resolution 1:** *You woke up in your room at “Le Puits de Jeanne”, the warmth of the sheets contrasting with the final coldness you had felt in the woods of Brocéliande. The innkeeper told you locals had found you unconscious on the eaves of the forest and insisted you were lucky enough to have survived in the early winter. Glancing through the window, you saw the snowflakes falling quietly. You could have frozen to death, yes. And somehow the events you experienced in the forest certainly felt like you had...*

☉ The investigators at this resolution must choose as a group, either:

◆ Each defeated investigator except the Guardian of the Fountain suffers 1 mental trauma,

◆ Or add 2 ☠ tokens to the chaos bag for the remainder of the campaign.

☉ Proceed to **Resolution 2**.

**Resolution 2:** *The innkeeper had looked more suspicious than ever, and as you were leaning on the desk to give him the keys back you heard him mumble: “These strangers... Always getting lost in the forest!” or something as close as you’re French would allow you to understand.*

*“Wait”, you interjected. “Did Dr. Horowitz go into the forest too?”*

*Caught off-guard, the innkeeper finally had to give up some information. “Yeah. Never came back, really. Some chap came and got her things from her, claimed to be an acquaintance. But this one had a strong Germanic accent, I can tell. It’s not my job to ask questions.”*

*You resisted the urge to molest the man. You had wasted so much time here, and much of your waving energy. It was time to pay von Sebottendorf’s a visit. Seeing his name appear randomly in Dr. Horowitz’s letter, Aleister Crowley and his minions of the Ordo Templi Orientis trying to dispose of you in the forest. You had touched something and someone did not like it.*

☉ If Aleister Crowley is not in the victory display, record in your Campaign Log that “Aleister Crowley escaped”.

☉ Each investigator gets X experience points, where X is the number of victory points they earned.

☉ Each investigator that has “drunk from the Fountain of Youth” records so in the Campaign Log.

Proceed to **Scenario III: The München Conspiracy**.

## Scenario III: The München Conspiracy

**Introduction:** *The trip to Munich was uneventful. You took advantage to rest most of the time, and engage in trivial discussions with some of your traveling neighbors. Touching local politics was daring in these troubled European times but what you learned was interesting enough. Von Sebottendorf’s name resurfaced again, not coming as much as a surprise this time since you had deliberately brought the subject on.*

*Germany’s social unrest was now mostly settled and the nazi rule tightening. What had been surprising was to see the Bavarian nobility turning to their new fascist friends in the last decade, as most of those families were ancient and of high stature, rarely meddling into the rabble politics. They were certainly highly conservatives to say the least, but joining strength with the fascist had been unforeseen and greatly driven by some Baron von Sebottendorf’s.*

*Upon your arrival, you spend some of Charles Ross credits to give an intercontinental phone call and tell him as much as you could. As you listened Charles giving you undue advice about what you should do without any element of context, a headline on the local newspaper Völkischer Beobachter made you spill the brown ale you were sipping.*

**“Pr. Ernst Schäfer Expedition to Tibet to Depart Next Month”.**

A great auction is set for tonight, 8 pm,  
to raise found for the expedition.

You hung up the phone and headed to Marienplatz. The true benefit for von Sebottendorf's alliance with the Nazi party was something no one had any clue about, but you knew this marriage of reason wasn't auguring well. Especially for Dr. Horowitz, if anyone was to learn her real name and ascendancy.

Maybe you could learn something at that auction.

## Setup

☉ Gather all cards from the following encounter sets: *The München Conspiracy*, *Baron's Folly*, *Chilling Cold*, the 5 *Midnight Masks* treacheries and *Locked Doors*. These sets are indicated by the following icons:



☉ Set Pr. Ernst Schäfer, Dr. Elli Horowitz and the Baron von Sebottendorf aside.

☉ Gather all cards from the following encounter sets: *Pursuit in the Sky* and *Nightgaunts* encounter sets. These sets are indicated by the following icons:



☉ Set The Iron Eagle and Fokker DVII aside. Shuffle the rest of the cards from those encounter sets to form the Sky Encounter Deck (see on next page).

☉ Set every **Sky** location aside.

☉ Put locations into play as shown on the next page. Each investigator starts in Marienplatz.

☉ Each investigator (except the lead investigator) places one copy of Nazi Guards in a Streets of München location of their choice.

☉ Shuffle the rest of the encounter cards to form the encounter deck.

☉ If "Aleister Crowley escaped", shuffle him into the encounter deck. If Perceval, the Story of the Grail is not included into any investigator's deck, set it aside, out of play. Whenever Aleister Crowley would enter play, attach him Perceval, the Story of the Holy Grail.

## The Sky Encounter Deck

During the setup of this scenario, two encounter decks are constructed: a "standard" encounter deck and a "sky" encounter deck.

Generally speaking, whenever an investigator would interact with the encounter deck, that investigator should use the standard encounter deck.

However, at a certain point during this scenario, investigation may be at a **Sky** location. While an investigator is at a location with the **Sky** trait, that investigator should use the sky encounter deck instead of the standard encounter deck for all purposes, unless otherwise noted. This includes drawing cards from the encounter deck, as well as searching, looking at, revealing, or otherwise interacting with the encounter deck (or encounter discard pile) in any way. This also includes abilities that trigger when the encounter deck runs out of cards. If an effect specifically refers to the standard encounter deck or sky encounter deck, it interacts with the specified deck regardless of the investigator's location.

Each of the two encounter decks has its own discard pile. Whenever a card from the sky encounter deck would be discarded, it is placed in the discard pile for the sky encounter deck. All other encounter cards are discarded to the discard pile for the standard encounter deck.

# Suggested Location Placement

**Streets of München**

LOCATION  
City.

The streets were still lively despite the patrols and rumours of arbitrary arrests...

**Marienplatz**

LOCATION  
City, Central.

"A dissolute, immoral nest of fanaticism, Grobheit, calves driver, full Heiligenbilder, dumpling, Radweiber..."

**Streets of München**

LOCATION  
City.

The streets were still lively despite the patrols and rumours of arbitrary arrests...

**Bavarian Countryside**

LOCATION  
Countryside.

The investigators cannot enter Bavarian Countryside unless they control Pr. Ernst Schäfer. Moving to or from Bavarian Countryside costs 1 additional action.

"For me, Munich is my Germany. Outside Munich is foreign to me."

**Ernst Schäfer's House**

LOCATION  
City, House.

An investigator cannot enter Ernst Schäfer's House unless he spend 2 clues.

How such an obscure hyperboreal scientific specialization could buy you a house on this street was a mystery...

**Streets of München**

LOCATION  
City.

The streets were still lively despite the patrols and rumours of arbitrary arrests...

**Abandoned Hangar**

LOCATION  
Countryside.

Investigators cannot enter the Abandoned Hangar.

A derelict plane carcass was being invaded by moss and lichens. The local vegetation was slowly hiding the front door.

**von Sebottendorf's Mansion**

LOCATION  
City, House.

If Baron von Sebottendorf is in play, the investigators cannot enter von Sebottendorf's Mansion.

The Baron's mansion was in a richer neighbourhood at the end of a large street bordered with oaks.

**von Sebottendorf's Cellar**

LOCATION  
City, House.

You cannot enter von Sebottendorf's Cellar. The Baron von Sebottendorf cannot be damaged.

von Sebottendorf's Mansion gains: Test (5) to attempt to break down the door to the Cellar and draw place 1 doom on the current agenda. If you are successful, reveal von Sebottendorf's Cellar. An investigator controlling the Rusty Key automatically succeeds.



## DO NOT READ until the end of the scenario

### Defeated or resigned investigator:

☉ Each investigator that resigned or was defeated at a **City** or **Countryside** location reads **Resolution 1**.

☉ Each investigator that was defeated at a **Sky** location reads **Resolution 2**.

**Resolution 1:** *You had to hide from von Sebottendorf's guards for several days, until you could find a way out of this city. While you were stranded in Germany, the Tibetan Nazi expedition would well be on its way by now, and though you still didn't know the Baron's and the Ordo Templi Orientis' true motives, your path was leading you there too.*

☉ Each investigator records that they “had to go to Lhasa by their own means”

☉ The investigators at this resolution must choose as a group, either:

- ◆ Add 1 🍀 and 1 🍂 token to the chaos bag for the remainder of the campaign,
- ◆ Or each investigator searches their collection for a **Madness** basic weakness and add it to their deck,
- ◆ Or each investigator suffers 1 mental trauma.

☉ Each investigator at this resolution gets +1 experience point as they have time to reflect on what they learned in Munich.

☉ If Pr. Ernst Schäfer is controlled by an investigator at this resolution and you didn't “give Pr. Ernst Schäfer the truth”, that investigator proceeds to **Resolution 3**. Otherwise, proceed to **Resolution 4**.

☉ Every other investigator proceeds to **Resolution 4**.

**Resolution 2:** *You woke up from the still smoking pile of steel the Fokker had become when you crashed in somewhere in Siberia, your mouth dry and whole body in an excruciating pain. The first miracle was to be alive. The second was how you managed to extricate your battered body from the plane's remnants. The effort left you exhausted and you finally passed in the snow, abandoned by your last strength.*

*Through a balancing movement, you came back to life a second time. You seemed to be cocooned in a warm blanket*

*but could still feel the biting cold on your nose. The haze clouding your brains slowly lifting, you distinguished your newfound companions –and apparently saviors– as an eastern nomadic people. It took you several days to establish any intelligible contact with them. When you reached Urumqi, in northern China, you were unsure how to thank the nomads, but they seemed too absorbed into the local trade business and they now seem oblivious of your fate. You suspected your haunted looks and constant mumbling about a supposed German expedition had finally exhausted them. Without further thoughts, you departed with them and started looking for a guide. While you had been slowly traveling east, the Tibetan Nazi expedition had probably carried on its preparation and would well be on its way by now...*

☉ Each investigator records that they “had to finish the trip by yak caravan”

☉ The investigators at this resolution must choose as a group, either:

- ◆ Add 1 🍀 and 1 🍂 token to the chaos bag for the remainder of the campaign,
- ◆ Or each investigator searches their collection for an **Injury** basic weakness and add it to their deck,
- ◆ Or each investigator suffers 1 physical trauma.

☉ Each investigator gets +1 experience point as they have time to reflect on what they learned in Munich.

☉ If Pr. Ernst Schäfer is controlled by an investigator at this resolution and you didn't “give Pr. Ernst Schäfer the truth”, that investigator proceeds to **Resolution 3**. Otherwise, proceed to **Resolution 4**.

☉ Every other investigator proceeds to **Resolution 4**.

**Resolution 3:** *You had withheld your story and adventures from the Professor, but if you wanted to catch up, you now needed his cooperation and knowledge. You found out the Professor was very willing to help as his answers transpired a vivid contempt for the Baron and what the Professor called his “meddling in the Tibetan expedition”. It seemed that “meddling” was an understatement for “taking over”, you thought to yourself. In any case, the road ahead was clear to you: get to Lhasa, capital of Tibet, by any means, as fast as possible. But it would cost again, and not only in currency, that Charles Ross would provide anyway...*

☉ The investigators record that “gave the truth to Pr. Ernst Schäfer”

☉ Proceed to **Resolution 5**.



**Resolution 4:** *Your landing in Lhasa was as unorthodox as your departure of the Bavarian hangar. At least, there was no sign of the Nazi expedition yet, so you probably had a few hours, if not days, to start exploring the area, in search for answers.*

☞ If any investigator is resolution 4 controls Dr. Elli Horowitz, each investigator at this resolution gains +2 experience points.

☞ If in any investigator's deck at resolution 4, the Backfiring Motorcycle must be removed from that investigator's deck.

☞ Proceed to **Resolution 5**.

**Resolution 5:** *Finding a sherpa in December proved to be not so easy as you thought: it seems their services had already been reserved for other clients and you suspected the forthcoming expedition was the obvious explanation. You were finally ready to face the daunting mountains rising around you, in the Tibetan coldness. The year was closing on December, the polar temperatures were to be expected, but something was amiss: why were your bones freezing, even in the relatively warm comfort of Lhasa?*

☞ If Aleister Crowley is not in the victory display, record in your Campaign Log that "Aleister Crowley escaped", if not bar any mention of "Aleister Crowley escaped".

☞ If the Rusty Key or Cold Statuette is in an investigator deck, remove it from that investigator's deck.

☞ If Dr. Elli Horowitz is controlled by an investigator, that investigator may choose to add Dr. Elli Horowitz to his or her deck. This card does not count toward that investigator's deck size.

☞ If no investigator controls Pr. Ernst Schäfer, record in your Campaign Log that "Pr. Ernst Schäfer could not be found".

Proceed to **Scenario IV: Tibetan Winds**.

## Scenario IV: Tibetan Winds

☞ If the investigators "couldn't find Pr. Ernst Schäfer", read **Introduction 1**. Otherwise, proceed to **Introduction 2**.

**Introduction 1:** *From the determined stare, you could tell bargaining with the potential local mountain guide wasn't leading up to much. It was infuriating, as it seems every candidate was making excuses not to be the one who would work for you. After the Tibetan man departure, you turn your hills to the nearest watering hole at hand.*

*The interior atmosphere was warm and welcoming, as was the local distillation and brewery of unknown life-expectancy decreasing ingredients you immediately ordered.*

*"Have you come here drowning your disappointment?" interjected a man a few meters apart, with a German accent. Spotting your mistrust and bafflement expression, the man extended an arm: "I'm Pr. Ernst Schäfer".*

☞ Proceed to **Introduction 2**.

**Introduction 2:** *"A lifetime of preparation..."*

*A few drinks later, the professor was moping against the weather, the emptiness of his glass, and most of all Baron von Sebottendorf.*

*"I began preparing for this expedition some time before the Great War", he said. "At first, I was thankful for the Baron's financial support, until he and his cronies starting pressuring some of the fellow scientists that were working for me, starting with the Jews of course. Their replacements were imposed on me, madmen if you want my opinion. Most of them are spawns of the Ahnenerbe, obsessed with some ideas of German superiority. Jesters and fools at most! Jesters! Fools! On my expedition, can you believe it?" slamming his hand on the counter. "I was simply not prepared to be replaced myself and being left here."*

"I heard the Baron is more a believer of the old imperial order than a true Nazi, though. Why would he push this pseudo-scientific expedition?" you pondered, expecting the professor to have a definite answer.

"Precisely, my friend. The Baron is the most dangerous of all. Because he knows exactly what he's doing. He used the party to take over the project and fulfill his own agenda..." his voice died in his throat. "Why is it so cold in here?" The professor was truly shivering, but had he come to realize he was giving anomalous details to someone he barely knew? After all, no one could escape the party these days; any suspicion of hidden Nazi informants could have stopped him in his tracks.

Trying to hide your bones were also freezing, you decided to push him. Since he knew more than he was willing to share, why not pretend your own knowledge of the events was more extensive than it really was? With a look of conspiracy, you pressed on: "Then there's no time to lose professor, will you help me stop them?"

☞ If any investigator has the Secret Gathering weakness in his or her deck, it is removed from his or her deck.

## Setup

☞ Gather all cards from the following encounter sets: *Tibetan Winds*, *Ordo Templi Orientis* and *Chilling Cold*. These sets are indicated by the following icons:



☞ Set the *Baron's Folly* encounter set aside. This set is indicated by the following icon:



☞ Set aside every **Gate** or **Cursed** single-sided location.

☞ Set Armandra, Daughter of Ithaqua aside

☞ Build the Exploration deck using every other single-sided location and one of each treachery named "Haze of Ithaqua", "Ithaqua Rising", "The Road Not Taken", "Through the Storm" and "Winds of Ithaqua".

☞ Put Lhasa Airport into play. Each investigator starts in Lhasa Airport.

☞ Each investigator that "had to go to Lhasa by their own means" loses all their first turn actions.

☞ Each investigator that "had to finish the trip by yak caravan" loses one action during their first turn.

☞ For each other investigator in the game, place 1 clue on the Lhasa Airport.

☞ The lead investigator takes control of Pr. Ernst Schäfer, Hyperborean Specialist.

☞ If you "gave the truth to Pr. Ernst Schäfer", add 2 doom tokens on Pr. Ernst Schäfer.

☞ Shuffle the rest of the encounter cards to form the encounter deck.

☞ If "Aleister Crowley escaped", shuffle him into the encounter deck. If Perceval, the Story of the Grail is not included into any investigator's deck, set it aside, out of play. Whenever Aleister Crowley would enter play, attach him Perceval, the Story of the Holy Grail.

☞ Set "The Holy Grail" and "Chimaera of the Grail" aside, out of play.

## DO NOT READ until the end of the scenario

**Defeated investigator:** *The Bavarian spring was something to be marveled about. Unfortunately, the doctors of the Hadamar Mental Institute in southern Germany wouldn't let you take your leave and quite the tiny room with a single barred window you could see the trees blossoming from while you kept yelling about nonsensical Nazis expeditions, cold statuettes and a fictional Baron von Sebottendorf. All of it was in your brain they said.*

*And they would take it out.*

☞ Each defeated investigator is **Insane**.

☞ If all investigators were defeated, the players lose the campaign.

**Resolution 1:** *After you gave the last stroke to Armandra, the winds finally calmed down. Most of Armandra's minions lied dead, frozen to death to accomplish their lurid ritual. The rest of them was nowhere to be seen but screams came from afar.*

*The dizziness invading the human body dying from the cold was growing, you could feel it. You had made your peace, when someone shook you. The screams had come closer, and you recognize a familiar voice. "Charles? Charles Ross?" you whispered.*

Obviously, a friendly rescue expedition had been mounted by your old acquaintance, and it seems you wouldn't even die in the snow. With enough reassurance, you finally gave in to exhaustion and passed out...

☉ The investigators have won the campaign!

☉ Each investigator suffers one physical trauma as the cold from the mountain has taken its toll on them.

☉ Investigators that have “drunk from the Fountain of Youth” proceed to **Resolution 2**, the other investigators proceed to **Resolution 3**.

**Resolution 2:** *The doctors were still flabbergasted at your recovery rate, and you had to admit you had not felt this good in years. The sweet water flavor you had drunk from that off fountain in Brocéliande never left your lips, its taste a raw primal call to the impious dances you witnessed in the forest. You knew what it could bring to this world, you had seen it through the Tibetan winds. You had to resist.*

☉ Each investigator at this resolution heals a mental or physical trauma off of his investigator, and reveals a token from the chaos bag. If it is a ♠ or ♣ token, that investigator is **insane**. If you are the Guardian of the Fountain and would become **insane**, you can choose another investigator to be **insane** in your stead.

☉ Proceed to **Resolution 3**.

**Resolution 3:** *A few days later, resting on the French Riviera, you struggled with the last conversation you had with Charles Ross. Elli has died in the mountains, and in her last moments, she kept raving about an engraved cup she had in hand, that she took for the presumably deranged Armandra: “I’ve found it! I’ve found the Grail!”*

*It had taken Charles only but a few days to uncover that Armandra Keller was in fact a German citizen, and probably not in her right mind. Given that the information came from the German embassy in Berlin, you were skeptical about the information, but kept that to yourself. No, something else was on your mind, but your memories seemed to be faltering. Hadn't you seen Armandra lifting a cup in the mountains?*

*“You wouldn't happen to know where that cup is, Charles?”*

☉ The lead investigator decides:

- ◆ Either the lead investigator adds The Holy Grail and Chimaera of the Grail to his or her deck,
- ◆ Or each investigator earns 5 experience points and a mental trauma.

☉ Remove Rusty Key, Cold statuette, Secret Gatherings, Perceval, the Story of the Grail and Dr. Elli Horowitz from their respective owner's decks.

☉ An investigator that removed (the standard player card) Dr. Elli Horowitz from their deck at the beginning of the campaign can add it again to their deck without spending any experience point.

☉ The remaining investigators have won the campaign!

