

Act 2a

## Tibetan Winds

*A few hours ago, you were chasing an expedition, only now to find yourself being chased. The cold was still rising, and it was only a matter of time before this unnatural blizzard would bury alive everyone. Each Cultist or Creature enemy in play gains "Victory 0".*

Each Nazi enemy drawn from the encounter deck gains "Spawn - Lhasa Airport" and Hunter.

►: **Explore.** Draw the top card of the exploration deck. If it is a connecting location, put it into play and move to it.

11

1/34 83a

## Tibetan Winds

EASY / STANDARD

- 2. If you fail, take 1 damage or 1 horror.
- X. X is the number of *Nazi* or *Cultist* enemies in your location (max 3). If you fail, add a doom to the current agenda.
- X. X is the number of locations in play (max 5).
- 4. If you fail, draw the top *Hazard* treachery effect in the discard pile, if able.

Act 2b

*Snowflakes became so thick they lost their tenderness, and it seems to you the snow transformed into hail. Was it your bones now cracking to the freezing winds surrounding you? Or from hailstones the size of a fist battering your body? Where did your adversaries go, why couldn't you hear their screams alongside your own? Each investigator is defeated.*

AGENDA 2b

## Tibetan Winds

HARD / EXPERT

- 3. If you fail, take 1 damage and 1 horror.
- X. X is the number of *Nazi* or *Cultist* enemies in play (max 5).
- X. X is the number of locations in play.
- 5. If you fail, draw the top *Hazard* treachery effect in the discard pile, if able.

1/34 83b

Act 3a

## Through the Snow Gates

*You could distinguish high pillars afar and the blizzard was carrying chants and psalms you had heard not so long ago, in that strange forest of Brittany. You could stop this. You had to.*

**Forced** - After an investigator fails a test at a *Gate* location: Resolve the **Revelation** effect of the top treachery card in the encounter discard pile, if able.

**Objective** - Only investigators at the Ritual Site can spend the requisite number of clues, as a group, to advance.

7

4/34 86

Act 1a

## The Tibetan Expedition

*The Professor still had enough information recorded on the few personal files he could salvage and years of initial preparation in his capable mind. But the mountain was an adversary of its own... Each Cultist or Creature enemy in play gains "Victory 0".*

**Forced** - After Pr. Ernst Schäfer flips to his enemy side: Immediately advance.

►: **Explore.** Draw the top card of the exploration deck. If it is a connecting location, put it into play and move to it.

8

5/34 87

## The Daughter of Ithaqua

*If she really was the daughter of an Ancient entity you couldn't know, and did not want to.*

**Revelation** - Place Armandra, Goddess of the Endless Void in the Ritual Site.

**Objective** - If Armandra is defeated →R1.

4/34 86b

Act 1b

*The Professor Ernst Schäfer armed its pistol in a click. "How you uncovered the Baron's motives are a mystery to us, but we've watched you since your Partisan searches," the Professor confessed. "You shouldn't move and cooperate from now on. I have enough backup incoming, and someone who is very interesting in knowing what you know..."*

If not already done, shuffle the set aside *Baron's Folly* encounter set into the encounter deck.

The lead investigator places Baron von Sebottendorf's and each other investigator places a copy of Nazi Guards in Lhasa Airport.

AGENDA 1b



Act 2a

### Hyperborean Treachery

... You had dodged many a misfortune since your first call with Charles Ross, but that gun pointed at you was another kind of situation. You would somehow have to deal with the Professor before it was too late.

**Objective** – If there are no **Officer** enemy in play, advance.

3/34 85

ACT 2b

“Tell me how to stop it!” you yelled at the dying Professor. The cold winds was nearly covering his voice, getting feeble from the lethal blow you inflicted. Despite your voice dripping with determination, you weren’t actually expecting any answer. But the professor laughed softly, a sarcastic smile drawing on his lips, as if responding was of no consequence.

“Just pass through the Gates, they’re nearby. But everyone is at the Ritual Site already. HE is coming. SHE is going to make sure of that.”

You left the Professor to be claimed by the mountain and rushed towards your final fate... but where was the Gate?

Shuffle the 3 set-aside **Gate** locations into the exploration deck. Shuffle the encounter discard pile into the encounter deck. Advance to act 3a.



Act 1a

### Exploring the Himalayas

...The Baron’s expedition was already days ahead of you, and your forces already stretched thin were quickly draining. Some malevolent work was at work. You could remember that feeling from what seemed like eons ago, in the Arkham woods...

Pr. Ernst Schäfer (**Hyperborean Traitor**) cannot be damaged.

**Objective** – When the round ends, investigators at any non-**Airport** locations may spend the requisite number of clues, as a group, to advance.

2/34 84

ACT 1b

“You’ve come this far...”, you heard behind you. The Professor sounded disappointed, an eerie and bizarre emotion to express when you had been fighting the mountains for so long, into the tracks of the preceding expedition.

When you turned, Pr. Ernst Schäfer had his Lager pistol pointed at you.

“But you’re coming no further”, he said.

If Pr. Ernst Schäfer (**Hyperborean Specialist**) is in play, flip him to his Pr. Ernst Schäfer (**Hyperborean Traitor**) side (note that this effect advances agenda 1a).

Shuffle the encounter discard pile into the encounter deck. Advance to act 2a.

### \*Armandra, Daughter of Ithaqua

Goddess Of the Endless Void

3 5 4

Ancient One. Elite.

Massive.

Armandra, Daughter of Ithaqua gets +1 health for each enemy in the victory display.

**Forced** – After Armandra attacks an investigator: Discard the top card of the encounter deck. If the discarded card is a **Hazard** treachery, that investigator must discard an asset he controls.

Victory 4

ENEMY



Illus. Sefekiah 7/34 89



0

### \*Pr. Ernst Schäfer

Hyperborean Specialist



Nazi. Scientist.

**Forced** – At the end of the round: Every investigator in Pr. Ernst Schäfer’s location must test (X) where X is the number of non-**Airport** locations in play. If the test fails, flip Pr. Ernst Schäfer to his enemy side.

Exhaust Pr. Ernst Schäfer to cancel the effects of a **Hazard** treachery and draw a new encounter card.

2 3

Illus. Buttornado 8/34 90a

### \*Pr. Ernst Schäfer

Hyperborean Traitor

3 4 2

Nazi. Officer. Cultist. Ordo Templi Orientis.

Hunter.

**Forced** – After Pr. Ernst Schäfer attacks: Reveal a random token from the chaos bag. If a skull, triangle, or diamond token is revealed, ready Pr. Ernst Schäfer and resolves the token’s effect.

Victory 1.

ENEMY



8/34 90b

**Altered Wolf**

3 3 3

**Creature.**

**Prey** – Investigator with the lowest remaining health.  
**Hunter. Alert.**  
 Any damage assigned to Armandra must be dealt first to an Altered Wolf in play.  
*She slept with wolves without fear, for the wolves knew a lion was among them.*

ENEMY

Illus. Sefekiah 9-10/34 91



**Altered Wolf**

3 3 3

**Creature.**

**Prey** – Investigator with the lowest remaining health.  
**Hunter. Alert.**  
 Any damage assigned to Armandra must be dealt first to an Altered Wolf in play.  
*She slept with wolves without fear, for the wolves knew a lion was among them.*

ENEMY

Illus. Sefekiah 9-10/34 91



**Enraged Yeti**

4 4 1

**Creature.**

**Retaliate.**  
 Enraged Yeti gains +1 evade value for each **Hazard** treachery in the discard pile.

*"No, that is impossible. We would have found a yeti by now. We would've found some skeletons, we would've found some sort of proof of a yeti."*

ENEMY

11-12/34 92



**Enraged Yeti**

4 4 1

**Creature.**

**Retaliate.**  
 Enraged Yeti gains +1 evade value for each **Hazard** treachery in the discard pile.

*"No, that is impossible. We would have found a yeti by now. We would've found some skeletons, we would've found some sort of proof of a yeti."*

ENEMY

11-12/34 92





### The Road Not Taken

*Hazard.*

**Revelation** – Attach to the non-*Cursed* location with the highest number of connecting icons. Limit 2 per location.

Ignore attached location's rightmost location.

▶ Test (4). If you succeed, discard The Road Not Taken (shuffle it back in the encounter deck instead if you succeeded but revealed a or token).

Illus. JC Barquet

13-14/34 93



### The Road Not Taken

*Hazard.*

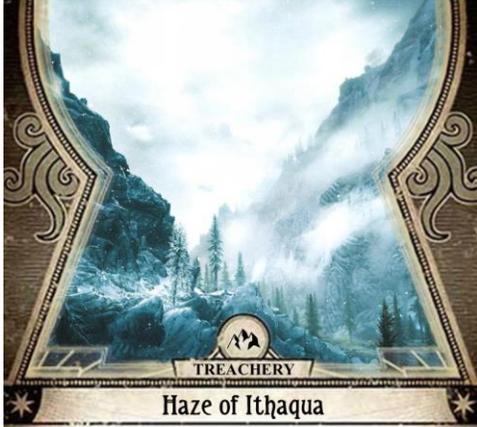
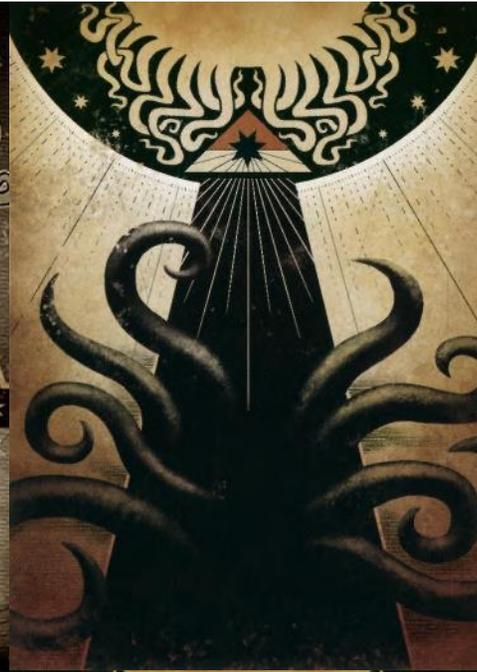
**Revelation** – Attach to the non-*Cursed* location with the highest number of connecting icons. Limit 2 per location.

Ignore attached location's rightmost location.

▶ Test (4). If you succeed, discard The Road Not Taken (shuffle it back in the encounter deck instead if you succeeded but revealed a or token).

Illus. JC Barquet

13-14/34 93



### Haze of Ithaqua

*Weather. Hazard.*

**Revelation** – Attach to your location. Limit 1 per location.

Ignore attached location's leftmost location.

When you attempt to explore while at attached location: Test (2). If you fail, cancel the exploration, take 1 damage and 1 horror, lose all remaining actions, and end your turn.

15-16/34 94



### Haze of Ithaqua

*Weather. Hazard.*

**Revelation** – Attach to your location. Limit 1 per location.

Ignore attached location's leftmost location.

When you attempt to explore while at attached location: Test (2). If you fail, cancel the exploration, take 1 damage and 1 horror, lose all remaining actions, and end your turn.

15-16/34 94





**TREACHERY**

### Ithaqua Rising

*Hazard.*

**Revelation** – Test ⚡ (3). If you fail, take 1 horror for each point you fail by and add Ithaqua Rising to your threat area.

You cannot move or explore.

**Forced** – At the end of your turn: Discard Ithaqua Rising.

17-18/34 95




**TREACHERY**

### Ithaqua Rising

*Hazard.*

**Revelation** – Test ⚡ (3). If you fail, take 1 horror for each point you fail by and add Ithaqua Rising to your threat area.

You cannot move or explore.

**Forced** – At the end of your turn: Discard Ithaqua Rising.

17-18/34 95




**TREACHERY**

### Through the Storm

*Weather. Hazard.*

**Revelation** – Attach to your location. Limit 1 per location.

You cannot explore at attached location.

➤: Test ⚡ (4) to fight against the wind or ⚡ (4) to stir up your companions. If you succeed, discard Through the Storm.

19-20/34 96




**TREACHERY**

### Through the Storm

*Weather. Hazard.*

**Revelation** – Attach to your location. Limit 1 per location.

You cannot explore at attached location.

➤: Test ⚡ (4) to fight against the wind or ⚡ (4) to stir up your companions. If you succeed, discard Through the Storm.

19-20/34 96





TREACHERY

### Winds of Ithaqua

*Weather. Song. Hazard.*

**Revelation** – Put Winds of Ithaqua into play in your threat area.

**Forced** – At the end of your turn, if you did not successfully explore this turn: Take 1 horror.

►: Test ♠ (3). If you succeed, discard Winds of Ithaqua.

21-22/34 97



TREACHERY

### Winds of Ithaqua

*Weather. Song. Hazard.*

**Revelation** – Put Winds of Ithaqua into play in your threat area.

**Forced** – At the end of your turn, if you did not successfully explore this turn: Take 1 horror.

►: Test ♠ (3). If you succeed, discard Winds of Ithaqua.

21-22/34 97

### Lhasa Airport



5

LOCATION

*Tibet. Airport.*

0

**Creature** enemies cannot spawn or move to Lhasa Airport.

►: If you control Ernst Schäfer, look at the top 3 cards of the exploration deck. Place 1 on the bottom and the other 2 on top, in any order.

*Chasing angels or fleeing demons, go to the mountains.*

23/34 98

### Lhasa Airport



LOCATION

*Tibet. Airport.*

*Chasing angels or fleeing demons, go to the mountains.*

98

### Himalayan Mountains

Impassable Pass



4

LOCATION

*Tibet. Mountain.*

1

Himalayan Mountains (*Impassable Pass*) gets +1 shroud for each treachery attached to it.

**Forced** – After you explore while at Himalayan Mountains (*Impassable Pass*), if the exploration was not successful: Take 1 damage.

*“Where the rivers come, there shall they return.”*

Illus. JC Barquet

24/34 99



**Himalayan Mountains**  
 Hazardous Trail

**5** LOCATION **1**

*Tibet. Mountain.*  
 Himalayan Mountains (*Hazardous Trail*) gets +1 shroud for each treachery attached to it.  
**Forced** – After you enter Himalayan Mountains (*Hazardous Trail*): Test ♣ (2). If you fail, lose all your remaining actions.

*"Its waters yawn with the same fathomless intensity as Rakshas Tal, but the peacock blue has deepened to a well of pure cobalt, edged by snow mountains that overlook it from one horizon to another."*

Illus. JC Barquet 25/34 100



**Himalayan Mountains**  
 Sinister Peaks

**3** LOCATION **2**

*Tibet. Mountain.*  
 Himalayan Mountains (*Sinister Peaks*) gets +1 shroud for each treachery attached to it.  
**Forced** – After you explore while at Himalayan Mountains (*Sinister Peaks*), if the exploration was not successful: Take 1 horror.

*"Life starts in nature and returns to nature."*

Illus. JC Barquet 26/34 101



**Tibetan Monastery**

**4** LOCATION **2**

*Tibet. Mountain. Blessed.*  
 ➔ Test ♣ (2) to pray with the monks. Heal 1 horror from each point of success. (Limit once per game.)

*We can never obtain peace in the outer world until we make peace with ourselves.*

**Victory 1.**

Illus. Hardy Guardy 27/34 102



**Tibetan Village**

**1** LOCATION **1**

*Tibet. Mountain. Blessed.*  
 ➔ Heal 1 damage from an investigator at Tibetan Village. (Limit once per round.)

*There are only a few people out there who can completely overcome their fears, and they all live in Tibet.*

**Victory 1.**

Illus. JC Barquet 28/34 103



**Snow Gates**  
Trial of Heart

**4** LOCATION **1**

*Tibet. Mountain. Gate. Cursed.*

➤ Spend 1  clue to take the Trial of Heart. Take a horror+damage skill test. The difficulty for this test is equal to twice the number of horror+damage on you. Your base skill value for this test is equal to your remaining sanity+health. If you succeed, put the Ritual Site into play and reveal it. If you fail, take 1 horror and 1 damage, and place 1 clue here.

Illus. Nele Diehl 29/34 104



**Snow Gates**  
Trial of Strength

**4** LOCATION **1**

*Tibet. Mountain. Gate.*

➤ Spend 1  clue to take the Trial of Strength. Take a damage skill test. The difficulty for this test is equal to twice the number of damage on you. Your base skill value for this test is equal to your remaining health. If you succeed, put the Ritual Site into play and reveal it. If you fail, take 2 damage and place 1 clue here.

Illus. Nele Diehl 30/34 105



**Snow Gates**  
Trial of Will

**4** LOCATION **1**

*Tibet. Mountain. Gate.*

➤ Spend 1  clue to take the Trial of Will. Take a horror skill test. The difficulty for this test is equal to twice the number of horror on you. Your base skill value for this test is equal to your remaining sanity. If you succeed, put the Ritual Site into play and reveal it. If you fail, take 2 horror and place 1 clue here.

Illus. Nele Diehl 31/1 106



**Ritual Site**  
Where the Winds Blow

**6** LOCATION **0**

*Tibet. Mountain. Cursed.*

Each *Cultist* and *Creature* enemy gains "Spawn – Ritual Site" and "Prey – Investigator at the Ritual Site".

**Forced** – After you fail a skill test in the Ritual Site: Draw the top card of the encounter deck.

Illus. Nele Diehl 32/1 107



**\*The Holy Grail**

ASSET



*Item. Relic. Blessed.*

Permanent.

After each scenario of a campaign, you may spend 5 experience points to remove 1 trauma from any investigator. If you were defeated during that scenario, you are **insane**.

*"The gods know what's important, what's wrong about you. They know everything. If you go out searching for the Holy Grail, they won't let you find it."*

33/34 108




TREACHERY

**Chimaera of the Grail**

WEAKNESS

*Task.*

**Revelation** – Attach Chimaera of the Grail to the location farthest from you.

►: Investigate. If you succeed, instead of discovering clues, discard Chimaera of the Grail.

**Forced** – When the game ends, if Chimaera of the Grail is in play: lose 1 experience point.

34/34 109

