Agenda 2a

Chasing Through Bavaria

Now the guards were on your heels…

Non-***Plane*** enemies cannot enter ***Sky*** locations.

Forced – At the beginning of the enemy phase: Each non-***Elite*** ***Nazi*** enemy in play moves 1 location closer to the Abandoned Hangar.

Forced – If the number of ***Nazi*** enemies in the Abandoned Hangar is equal to the number of investigators in the game and if the Fokker DVII is at a ***Sky*** location: Advance.

6

3/21 54a

The München Conspiracy

EASY / STANDARD

-2. If you fail, take 1 damage.

-X. X is the number of ***Nazi*** enemies in play (max 5). If you fail, add a doom to the current agenda.

-3. If you fail at a ***Sky*** location, take 2 damage. If you fail at any other location, take 1 horror.

-4. If you fail at a ***Sky*** location, resolve the effect of the top ***Hazard*** treachery effect in the discard pile, if able. If you fail at any other location, search the encounter deck and discard pile for a ***Nazi*** enemy and draw it, if able.

1/21 52a

Pursuit in the Sky

Non-***Plane*** enemies cannot enter ***Sky*** locations.

Revelation – Place The Iron Eagle on the Abandoned Hangar and place every doom token that was on agenda 2a on The Iron Eagle.

3/21 54b

The München Conspiracy

HARD / EXPERT

-3. If you fail, take 1 damage and 1 horror.

-X. X is the number of ***Nazi*** enemies in play.

-4. If you fail at a ***Sky*** location, take 2 damage and 1 horror. If you fail at any other location, take 1 damage and 1 horror.

-5. If you fail at a ***Sky*** location, resolve the effect of the top ***Hazard*** treachery effect in the discard pile, if able. If you fail at any other location search the encounter deck and discard pile for a ***Nazi*** enemy and draw it, if able.

1/21 52b

Act 1a

The Hyperborean Specialist

…your friend Dr. Milan Christopher has dropped a name on the phone that noone in the city seem to be acquainted with, unless they wanted to avoid telling you.

Forced – If a ***Nazi*** enemy enters Pr. Ernst Schäfer's location: Move Pr. Ernst Schäfer to a non-***House*** non-***Countryside*** empty connected location, if able.

Objective – The investigator must control Pr. Ernst Schäfer, Hyperborean Specialist or Dr. Elli Horowitz to advance.

3

4/21 55

Agenda 1a

The München Conspiracy

There was a suspicious amount of brown skirt guards patrolling the streets, as you felt they were keeping tabs on you…

While the investigators do not control Pr. Ernst Schäfer, ***Nazi*** enemies gain Aloof.

Each ***Nazi*** enemy gains "Patrol (nearest revealed location with the most clues that does not have a ***Nazi*** enemy)".

8

2/21 53

ACT 1b

"What do you want from me?" asked the professor. "You do not seem to be with… the Baron."

The lead investigator decides whether to tell Pr. Ernst Schäfer the whole story or to withhold what you know about the Ordo Templi Orientis.

If you decide to tell the whole story to Pr. Ernst Schäfer

"If what you tell me is true, that order must be up to something. And given the recent meddling of the Baron in the planning of my expedition to Tibet, we might as well hurry. Come with me, I have made some escape preparations…"

Reveal the Abandoned Hangar. Treat Pr. Ernst Schäfer text box as if it were blank except for ***traits*** . Record in the campaign log that you "gave the truth to Pr. Ernst Schäfer". Advance to act 2A.

If you decide to withhold what you know about the Ordo Templi Orientis

After you were finished, the Professor had a dubious look on his face, that was soon replaced by a look of anxiety. When you asked him if he had plans to escape, the mistrustful professor was evasive again. "Somewhere in the countryside, I don't remember precisely…"

Advance to act 2A.

AGENDA 1b

Your various enquires were starting to draw way too much attention from the Baron and his minions.

If the Baron von Sebottendorf is not in play, place him in von Sebottendorf's Mansion.

Then, if the number of ***Nazi*** enemies in play is less than the number of players in the game, discard cards from the top of the encounter deck until you discard X ***Nazi*** enemies where X is the number of enemies missing. Place all those enemies in Marienplatz.

Advance to Agenda 2a.

Act 2a

Repair the Fokker!

...the Professor had indeed smuggled an old plane and hidden it in an abandoned hangar on the Bavarian countryside. But the plane had long since seen his finest hour; and you begun wondering if it would every fly again.

Objective – When the Fokker DVII has no damage remaining, advance.

1

5/21 56

ACT 3b

Every investigator currently at a ***City*** or ***Countryside*** location is defeated.

The old trusty plane somehow had held on, and even if you certainly would need to refuel in the middle of Siberia, you were on your way to Tibet...

Every investigator currently at a ***Sky*** proceeds to →**R4**.

Act 3a

Pursuit in the Skies

Investigators at a non-***Sky*** location cannot move to a ***Sky*** location.

Forced – After the investigator controlling the Fokker DVII moves:

- ➪ to a ***Sky*** location: Every other investigator in that location moves to the same location.
- ➪ to a non-***Sky*** location: Choose another investigator to take control of the Fokker DVII.

Forced – If the Fokker DVII leaves play, every investigator at a ***Sky*** location is defeated.

Objective – If all ***Sky*** locations have been revealed and investigated, advance.

1

Illus. Paul Haumer

6/21 57

ACT 2b

Shuffle each set aside ***Sky*** location and place them in a horizontal line adjacent to the Abandoned Hangar.

Remove every ***Vehicle*** asset from the game that is controlled by an investigator in the Abandoned Hangar.

The lead investigator chooses an investigator to take control of the Fokker DVII.

That investigator must immediately test ✋ (6) as they try to get the plane to take off. Deal 1 damage to the Fokker DVII for each point of failure, then move the Fokker DVII and every investigator in the Abandoned Hangar to the adjacent ***Sky*** location.

Advance to act 3A.

*Pr. Ernst Schäfer

Elusive Scientist

ASSET

Scientist.

➪ Test ✋ or 🗣 (7). If Pr. Ernst Schäfer is in Ernst Schäfer House, reduce the test difficulty by 2. If you control the Cold Statuette, reduce the test difficulty by 2. If you succeed, take control of Pr. Ernst Schäfer and flip him to his Hyperborean Specialist side. If you fail, move the Pr. Ernst Schäfer to a random connected location.

The professor did not seem so inclined to speak with anyone...

2 3

Illus. Buttornado

7/21 58a

*Pr. Ernst Schäfer

Hyperborean Specialist

ASSET

Scientist.

You get -1 🗣 and -1 ✋.

Each time you move, it costs 1 additional action.

"It seems to me that there has been another spiritual stream in the West, parallel to Christianity, that I call the 'Polar Tradition'."

Illus. Buttornado

7/21 58b

3

*Dr. Elli Horowitz

On the Grail Trail

ASSET

Ally. Assistant.

🐍 After Dr. Elli Horowitz enters play: place X resources on her as proofs where X is 1 plus the number of times "you attended a secret gathering".

🗲: Exhaust Dr. Elli Horowitz and remove 1 proof from her to remove 1 doom from the current agenda.

1 2

Illus. Monpua Sajr

8/21 59

Nazi Informants

1 3 4

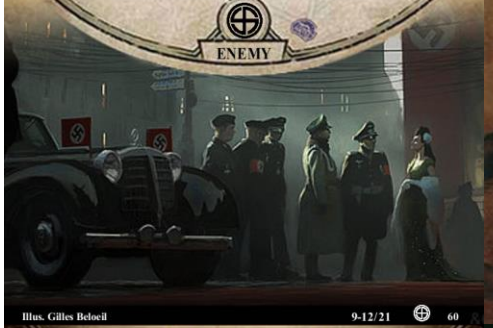
Nazi. Ordo Templi Orientis.

Aloof. Each investigator at Nazi Informants location gets -1, -1, -1 and -1.

Spend up to 3 resources to mislead the informants: **Parley**. Reveal random tokens from the chaos bag equal to the number of resources you spent. If a, a, a, a or token is revealed either:

- Discard Nazi Informants and resolve one of the revealed tokens' effect.
- Move Nazi Informants to a connected location.

ENEMY



Illus. Gilles Beloeil 9-12/21 60

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ENEMY

Illus. Gilles Beloeil 9-12/21 60

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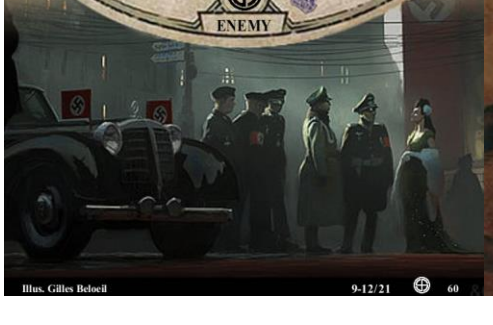
- Move Nazi Informants to a connected location.

ENEMY



Illus. Gilles Beloeil 9-12/21 60

Nazi Informants

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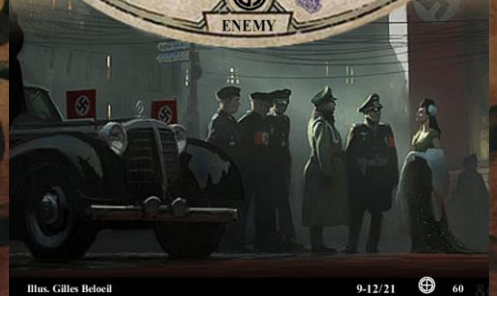
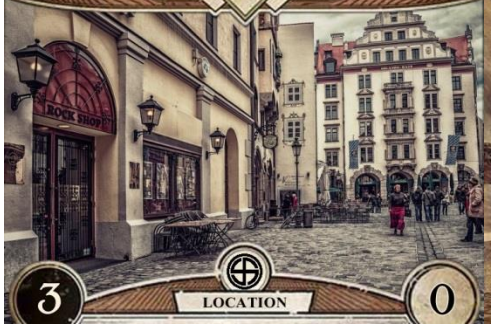
ENEMY



Illus. Gilles Beloeil 9-12/21 60

Marienplatz



3 LOCATION 0

City. Central.

➤➤: **Resign**. You have seen enough!

"A dissolute, immoral nest of fanaticism, Grobheit, calves driver, full Heilgenbilder, dumpling, Radiweiber…"

Illus. Brunilde

13/21 61

Marienplatz

3 LOCATION 0

City. Central.

"A dissolute, immoral nest of fanaticism, Grobheit, calves driver, full Heilgenbilder, dumpling, Radiweiber…"

Streets of München

3 LOCATION 1

City.

Streets of München gets +1 shroud value for each ***Nazi*** enemy here.

While there are no clues here, each ***Nazi*** enemy here loses the Distant keyword.

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

14/21 62

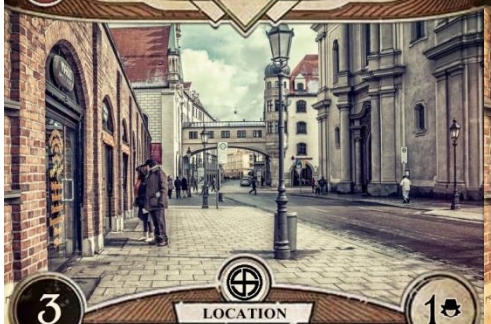
Streets of München

3 LOCATION 1

City.

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

Streets of München



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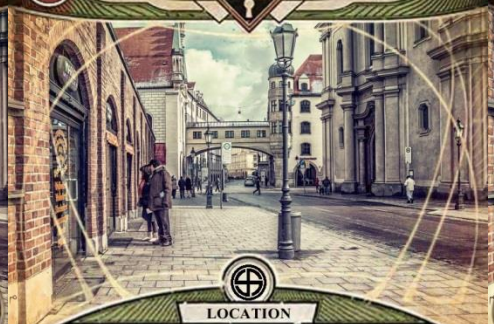
The streets were still lively despite the patrols and rumours of arbitrary arrests…

15/21 63

Streets of München

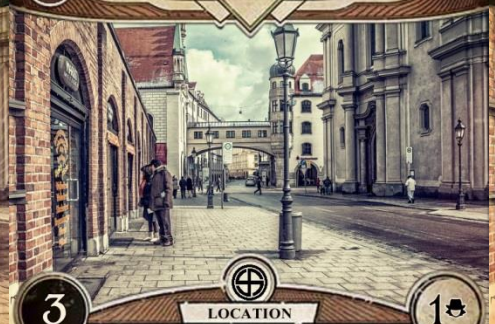


3 LOCATION 1

City.

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

Streets of München



3 LOCATION 1

City.

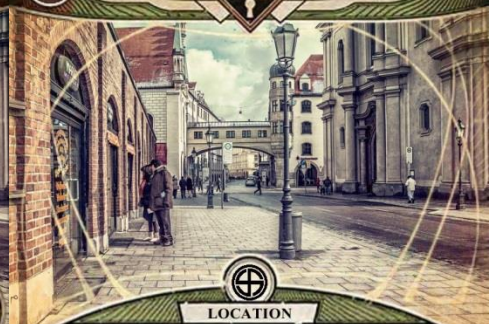
Streets of München gets +1 shroud value for each ***Nazi*** enemy here.

While there are no clues here, each ***Nazi*** enemy here loses the Distant keyword.

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

16/21 64

Streets of München



3 LOCATION 1

City.

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

von Sebottendorf's Cellar

5 — LOCATION — 1

City. House.

Forced – After you reveal von Sebottendorf's Cellar: Choose an investigator here to take control of Dr. Elli Horowitz and exhaust her. Then, if not in play, place Baron von Sebottendorf in von Sebottendorf's Mansion.

The Baron was more than a fine oenologist, given the amount of alien artifacts that laid on those shelves.

Victory 1

Illus. Wolfewolf — 17/21 — 65

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. If you are successful, reveal von Sebottendorf's Cellar and place 1 doom on the current agenda. An investigator controlling the Rusty Key automatically succeeds."

von Sebottendorf's Mansion

4 — LOCATION — 2

City. House.

You cannot investigate here.

➠: **Parley**. Spend up to 5 resources to participate in the auction, as your offer. Reveal a random token from the chaos bag (limit once per round):

Elder Sign, +1 or 0: someone made a better offer. Place 1 doom here.

Negative token: subtract its value from your offer and discover that amount of clues here.

, , , or : someone made a better offer. Add 1 clue here and resolve the token's effect.

Victory 1.

18/21 — 66

von Sebottendorf's Mansion

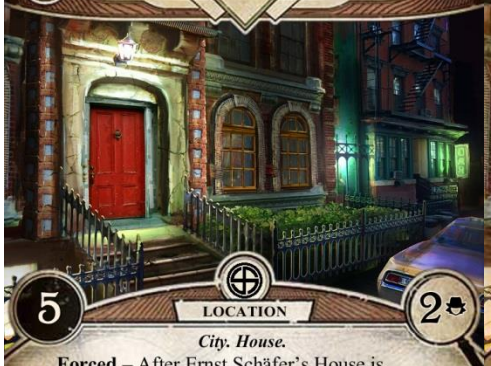
LOCATION

City. House.

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

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

Ernst Schäfer's House



5 — LOCATION — 2

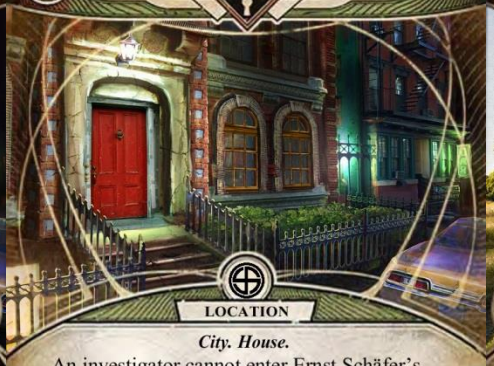
City. House.

Forced – After Ernst Schäfer's House is revealed: Place Pr. Ernst Schäfer, Elusive Scientist in Ernst Schäfer's House.

: After you discover the last clue in Ernst Schäfer's House: Spend 1 clues to move Pr. Ernst Schäfer to Ernst Schäfer's House (limit once per game).

19/21 — 67

Ernst Schäfer's House



LOCATION

City. House.

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

How such an obscure hyperboreal scientifical specialization could buy you a house on this street remained a mystery…

Bavarian Countryside

4 — LOCATION — 0

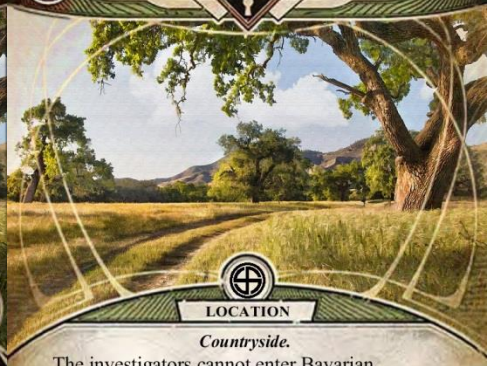
Countryside.

Moving to or from Bavarian Countryside costs 1 additional action.

➠➠➠➠ 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, reveal the Abandoned Hangar. If you fail, take 1 damage.

Illus. Sharon Foster — 20/21 — 68

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. "

Abandoned Hangar

4 LOCATION 0

Countryside.

Moving to or from Abandoned Hangar costs 1 additional action.

When an investigator enters the Abandoned Hangar, place the set aside Fokker DVII here with 3 damage on it.

: Test (4) or (4) to remove 1 damage by success from the Fokker DVII (limit once per investigator per round).

Illus. Greg MKS 21/21 69

Abandoned Hangar

LOCATION

Countryside.

Investigators cannot enter the Abandoned Hangar.

A derelict plane carcass had clearly been invaded by moss and lichen. The local vegetation was slowly hiding the front door.

*Baron von Sebottendorf

Rex Summus Sanctissimus

4 4 4

Nazi. Officer.

Prey – Dr. Elli Horowitz's controller.

Hunter.

Forced – After Baron von Sebottendorf attacks: Reveal a random token from the chaos bag. If a , , , , or is revealed, resolve its effect. Then, the attacked investigator takes an additional damage and horror.

Victory 2.

ENEMY

Illus. Hollow Earth 1/12 70

Nazi Guards

2 2 2

Nazi.

Nazi Guards must be assigned any damage dealt to an ***Officer*** at the same location.

An investigator that is "chased by shadows" cannot evade Nazi Guards.

Forced – After Nazi Guards attack: Reveal a random token from the chaos bag. If a , , , , or token is revealed, the engaged investigator takes 1 horror.

ENEMY

2-5/12 71

Nazi Guards

2 2 2

Nazi.

Nazi Guards must be assigned any damage dealt to an ***Officer*** at the same location.

An investigator that is "chased by shadows" cannot evade Nazi Guards.

Forced – After Nazi Guards attack: Reveal a random token from the chaos bag. If a , , , , or token is revealed, the engaged investigator takes 1 horror.

ENEMY

2-5/12 71

Nazi Guards

2 2 2

Nazi.

Nazi Guards must be assigned any damage dealt to an ***Officer*** at the same location.

An investigator that is "chased by shadows" cannot evade Nazi Guards.

Forced – After Nazi Guards attack: Reveal a random token from the chaos bag. If a , , , or token is revealed, the engaged investigator takes 1 horror.

ENEMY

2-5/12 71

TREACHERY

A World in Flames

Future.

Revelation – Each investigator searches the encounter deck and discard pile for a ***Nazi*** enemy and draws it. If no enemy entered play this way, A World in Flames gains surge.

We may be destroyed, but if we are, we shall drag a world with us – a world in flames.

6-7/12 72

Nazi Guards

2 2 2

Nazi.

Nazi Guards must be assigned any damage dealt to an ***Officer*** at the same location.

An investigator that is "chased by shadows" cannot evade Nazi Guards.

Forced – After Nazi Guards attack: Reveal a random token from the chaos bag. If a , , , or token is revealed, the engaged investigator takes 1 horror.

ENEMY

2-5/12 71

TREACHERY

A World in Flames

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Revelation – Each investigator searches the encounter deck and discard pile for a ***Nazi*** enemy and draws it. If no enemy entered play this way, A World in Flames gains surge.

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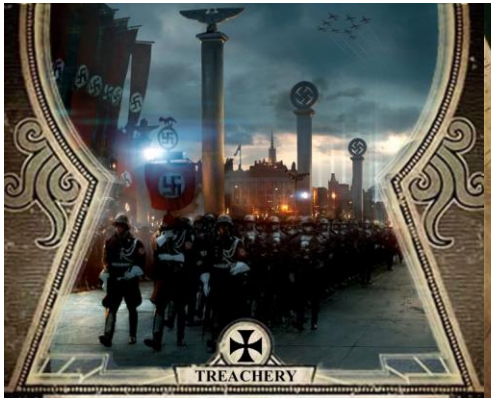
6-7/12 72



TREACHERY

Triumph of Darkness

Future.

Revelation – Add 1 doom to the current agenda for each ***Nazi*** enemy in play. If no doom was added this way, Triumph of Darkness gains surge.

It cannot be seen, cannot be felt,
Cannot be heard, cannot be smelt,
It lies behind stars and under hills,
And empty holes it fills,
It comes first and follows after,
Ends life, kills laughter.

8-9/12 73

TREACHERY

von Sebottendorf's Folly

Madness.

Surge.

Revelation – Attach to an ***Officer*** in play:

◈ If no other copy of von Sebottendorf's Folly is attached to him, attached enemy gains Retaliate and Alert.

◈ If attached enemy already has a copy of von Sebottendorf's Folly attached, he gains Massive.

Illus. Wraith DT 10-12/12 74

TREACHERY

Triumph of Darkness

Future.

Revelation – Add 1 doom to the current agenda for each ***Nazi*** enemy in play. If no doom was added this way, Triumph of Darkness gains surge.

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8-9/12 73

TREACHERY

von Sebottendorf's Folly

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Surge.

Revelation – Attach to an ***Officer*** in play:

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Illus. Wraith DT 10-12/12 74

TREACHERY

von Sebottendorf's Folly

Madness.

Surge.

Revelation – Attach to an ***Officer*** in play:

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◈ If attached enemy already has a copy of von Sebottendorf's Folly attached, he gains Massive.

Illus. Wraith DT 10-12/12 74

*Fokker DVII

Relic of the Great War

ASSET

Plane.

The Fokker DVII must be assigned damage from ***Monster*** enemy attacks against investigators at a ***Sky*** location.

Exhaust Fokker DVII and test (X) or (X) where X is the number of unrevealed ***Sky*** locations. If you succeed, discard a ***Weather*** treachery from play.

15

1/27 75

*The Iron Eagle

von Sebottendorf's Ace

3 5 4

Plane. Nazi.

Prey – The controller of the Fokker DVII.

Hunter. Alert.

Damage dealt by The Iron Eagle must be assigned to the Fokker DVII.

Forced – At the beginning of the enemy phase, draw a chaos token. If a , , , or token is revealed, remove 1 doom token from The Iron Eagle. If you can't, The Iron Eagle one location closer to the Fokker DVII.

Victory 2.

ENEMY

Illus. Roen911 2/27 76

Swarm of Byakhee

1 8 4

Monster. Byakhee.

Hunter. Alert.

Forced – After the Swarm of Byakhee is defeated: The lead investigator draws the first ***Weather*** card in the discard pile.

ENEMY

Illus. Cloud Mine Design 3-5/27 77

Swarm of Byakhee

1 8 4

Monster. Byakhee.

Hunter. Alert.

Forced – After the Swarm of Byakhee is defeated: The lead investigator draws the first ***Weather*** card in the discard pile.

ENEMY

Illus. Cloud Mine Design 3-5/27 77

Swarm of Byakhee

1 8 4

Monster. Byakhee.

Hunter. Alert.

Forced – After the Swarm of Byakhee is defeated: The lead investigator draws the first ***Weather*** card in the discard pile.

ENEMY

Illus. Cloud Mine Design 3-5/27 77

TREACHERY

Clear Skies

Weather.

Surge.

Revelation – Attach to an unrevealed ***Sky*** location that does not already have a ***Weather*** treachery attached. Attached location gains -2 shroud value and "↷ Instead of discovering clues after a successful investigation, you can heal 1 damage off of the Fokker DVII".

Illus. Sangrde 12-14/27 79

TREACHERY

Clear Skies

Weather.

Surge.

Revelation – Attach to an unrevealed ***Sky*** location that does not already have a ***Weather*** treachery attached. Attached location gains -2 shroud value and "↷ Instead of discovering clues after a successful investigation, you can heal 1 damage off of the Fokker DVII".

Illus. Sangrde 12-14/27 79

Clear Skies

Weather.

Surge.

Revelation – Attach to an unrevealed ***Sky*** location that does not already have a ***Weather*** treachery attached. Attached location gains -2 shroud value and "↷ Instead of discovering clues after a successful investigation, you can heal 1 damage off of the Fokker DVII".

Illus. Sangrde

12-14/27 ⊕ 79

Rising Clouds

Weather. Omen.

Revelation – Attach to ***Sky*** location with at least 1 clue or an unrevealed location that does not already have a ***Weather*** treachery attached. Attached location gains +2 shroud value and gains "After a player fails an investigating test, place a doom on the current agenda." If Rising Clouds was not attached to a location it gains surge.

15-17/23 ⊕ 80

Rising Clouds

Weather. Omen.

Revelation – Attach to ***Sky*** location with at least 1 clue or an unrevealed location that does not already have a ***Weather*** treachery attached. Attached location gains +2 shroud value and gains "After a player fails an investigating test, place a doom on the current agenda." If Rising Clouds was not attached to a location it gains surge.

15-17/23 ⊕ 80

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Violent Storm

Weather. Omen.

Surge.

Revelation – If "Clear Skies" is not attached to your current location, deal 1 damage to the Fokker DVII and shuffle back into the encounter deck every ***Weather*** card attached to a location left of the location the Fokker DVII is in.

Once you come out of the storm, you won't be the same person who walked in. That's what this storm's all about.

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Treacherous Winds

Weather. Omen.

Revelation – Attach to ***Sky*** location with at least 1 clue or an unrevealed location that does not already have a ***Weather*** treachery attached. Attached location gains +2 shroud value and gains "**Forced** – After a player fails an investigating test: The Foker DVII and all players in the location move to the location on their left, and add 1 to that location." If Treacherous Winds was not attached to a location it gains surge.

21-23/27 82

Treacherous Winds

Weather. Omen.

Revelation – Attach to ***Sky*** location with at least 1 clue or an unrevealed location that does not already have a ***Weather*** treachery attached. Attached location gains +2 shroud value and gains "**Forced** – After a player fails an investigating test: The Foker DVII and all players in the location move to the location on their left, and add 1 to that location." If Treacherous Winds was not attached to a location it gains surge.

21-23/27 82

Treacherous Winds

Weather. Omen.

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21-23/27 82

Swift Byakhee

2 3 2

Monster. Byakhee.

Prey – Lowest remaining sanity.

Hunter. Retaliate.

Forced – When Swift Byakhee would move via the hunter keyword: Instead, move it (one location at a time) until it enters its prey's location. If it moved more than one location by this effect, it does not attack this phase.

ENEMY

24-25/27 110

Swift Byakhee

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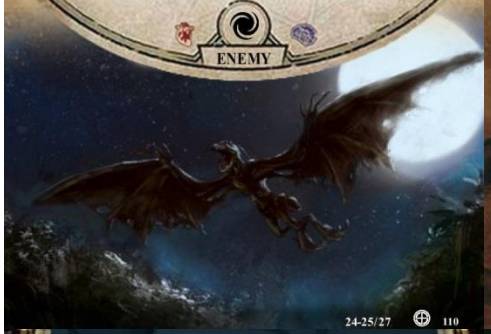
Monster. Byakhee.

Prey – Lowest remaining sanity.

Hunter. Retaliate.

Forced – When Swift Byakhee would move via the hunter keyword: Instead, move it (one location at a time) until it enters its prey's location. If it moved more than one location by this effect, it does not attack this phase.

ENEMY



24-25/27 110

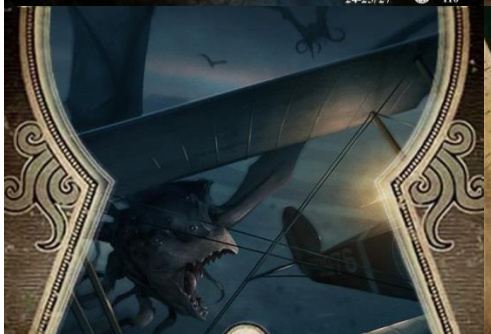
TREACHERY

Hunted by Byakhee

Pact.

Revelation – Test (6). If you fail, reveal the top X cards of the encounter deck, where X is the amount you failed by. If at least 1 ***Byakhee*** enemy is revealed by this effect, choose and draw 1 of them. If at least 1 ***Omen*** treachery is revealed by this effect, take 1 horror. Shuffle the encounter deck.

Illus. Borja Pindado 26-27/27 111



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Illus. Borja Pindado 26-27/27 111

Sky

3 LOCATION 1

Sky.

Sky is connected to the locations to the left and right of it.

Players investigate here using instead of .

Illus. Aeroscape 6-11/27 78

Sky

LOCATION

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Sky is connected to the ***Sky*** locations to the left and right of it.

You cannot enter Sky unless all of the clues on the location to its left have been discovered.

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Illus. Aeroscape
6-11/27
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