



Tragedy on Mount McKinley

HARD / EXPERT

- X. X is 2 plus the level of your location.
- 1. Move to the location directly below you.
- 4. If you fail, lose control of an **Expedition** asset and place it at your location.
- 5. If you fail, the nearest **Possessed** enemy moves once toward you. If it is engaged with you, it attacks.

Tragedy on Mount McKinley

A standalone scenario based on Edge of the Earth *To the Forbidden Peaks*.

Display Act and Agenda at <http://labdpr.org/pff/arkham/>

ACT 2b

Dr. Amy Kensler.

If you advanced by defeating Dr. Amy Kensler:
As Dr. Amy Kensler falls lifeless you recover the notes of her expedition, the only thing that can be saved now, and run down the mountain before it is too late.
 Remember that you recovered Dr. Amy Kensler notes.

Otherwise:
Dr. Amy Kensler slowly seems to regain her mind. "We need to run away. Fast! These auroras will turn even the strongest minded of us into some madness puppets."
 Remember that you saved Dr. Amy Kensler.

ACT 1b

Setting up the camp.

You install a new camp from where you can keep ascending the deadly mountain.

Remove X distance token from the scenario card where X is the level of the location of the new camp. Each investigator at a lower level location than the camp takes 1 damage per level difference and is moved to the camp location. Discard all cards on locations at a lower level than the camp. Set aside all locations at a lower level than the camp. The camp becomes level 0. Shuffle all the set-aside Mountainside locations and place in game new locations at higher levels until there are 6 ascending locations level 0-5.

If there is 1 or more distance tokens on the scenario card:
 Flip back this act to Act 1a.

Otherwise:
 Set aside the 3 topmost locations (discarding any cards on them and leaving in play only locations level 0-2) and place the Dr. Amy Kensler enemy set-aside in play at the level 2 location. Advance to Act 2a.

AGENDA 1b

Caught by the Storm

The storm hits your group with all its fury. In the distance you hear other voices, see shapes. Could it be the lost expedition you are here to rescue?

Each investigator takes X damage, where X is the level of their location.

Each investigator must lose control of each **Expedition** asset and place them at their location.

Shuffle the set-aside Left Behind encounter set into the encounter deck, along with the encounter discard pile.

Add 1 ❄️ token to the chaos bag.

ACT 3b

Alive!

You finally escape the deadly mountain and manage to close your minds to the lures of the auroras.

→R1

AGENDA 3b

Beaten by the Madness

The lights become increasingly strong, almost too strong, yet you feel a strange peace. You feel no pain, no suffering. You embrace the quietness the lights brought to this frozen mount. You feel no cold. You feel empty...

→R2

AGENDA 2b

The Aurora Madness

In the worse of the storm, the dancing lights are the only signal to follow. They show you images of distant pleasant memories. Yet you know you shouldn't fall for the mirage. This is likely what decimated the previous expedition.

Each investigator takes X horror, where X is the level of their location.

Each investigator must lose control of each **Expedition** asset and place them at their location.