



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/>



Tragedy on Mount McKinley

EASY / STANDARD

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



Act 1a

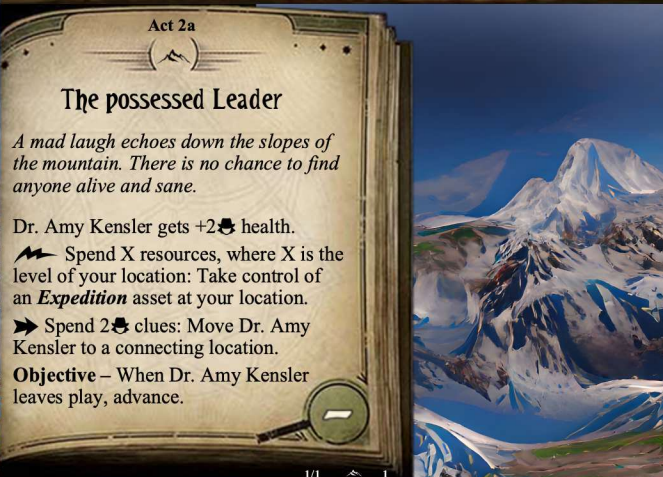
Climbing Mount McKinley

You start the ascension in search for the lost expedition.

⚡ Spend X resources, where X is the level of your location: Take control of an *Expedition* asset at your location.

➡ Investigators at your location must spend 3 clues as a group to build a new camp: Move the camp token on your location.

Objective – When a new camp is set as by the above action: advance. (Note that investigators at a lower level from the camp will suffer damage.)



Act 2a

The possessed Leader

A mad laugh echoes down the slopes of the mountain. There is no chance to find anyone alive and sane.

Dr. Amy Kensler gets +2 health.

⚡ Spend X resources, where X is the level of your location: Take control of an *Expedition* asset at your location.

➡ Spend 2 clues: Move Dr. Amy Kensler to a connecting location.

Objective – When Dr. Amy Kensler leaves play, advance.



Act 3a

Run for your lives

The aurora intensifies and you start feeling like you could spend your whole life in harmony with nature in the mountain.

👁 When you enter a location, if there are no investigators at a higher level location, set aside each location at a higher level and add 1 distance token on the scenario card per location set-aside.

⚡ If at a level 0 location, spend 1 clues: Add one of the set-aside locations in diagonal below your location. It becomes the new level 0 location.

Objective – If there are 6 or more distance tokens on the scenario card, advance.



Agenda 1a

An Ascent in the mid of a Storm

As you start your ascent a strong unforecasted snow storm starts to build up. The aurora lights intensify, and you would swear you can see in them glimpses of other places, or other times...

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Agenda 2a

The Lost Expedition

Have the members of the first expedition been driven insane by the mountain, or by these malignant auroras? As the storm intensifies, under dark clouds, the dancing lights shine on the snow.

Forced – At the end of the Mythos phase, if there are less than 1 *Possessed* enemies in play, discard the top cards of the encounter deck until a *Possessed* enemy is discarded. Choose an investigator to draw that enemy.

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Agenda 3a

The Aurora Madness is on Us

The dancing lights show you pleasant distant places and times, a refuge in the harsh storm. Is this the only safe place on Earth?

Possessed enemies at the location of 1 or more The Nameless Madness gets +1 horror value and +1 health.

Forced – At the end of the Mythos phase, if there are less than 1 *Possessed* enemies in play, discard the top cards of the encounter deck until a *Possessed* enemy is discarded. Choose an investigator to draw that enemy.

Forced – At the end of the Enemy phase, spawn 1 The Nameless Madness enemy at the location of each *Possessed* enemy.

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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.



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.