

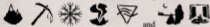
Tragedy on Mount McKinley

You have been contacted by the Miskatonic authorities. An expedition to the mount McKinley lead by the renowned Dr Kenster is reported missing. The expedition was set to observe and characterize the unusually strong aurora activities that had been observed on top of the mountain over the past months. Dr Kenster had precise instructions not to attempt an ascension to the summit, considered by far too dangerous. Yet, the expedition should have been back for two weeks now.

You prepare your team for a rescue trip to the frozen wastes of Alaska. You warned your contacts at the Miskatonic University that you will do your best but have no plan on going for a full ascent of a deadly mountain. They seemed to have agreed and instructed you to find Dr Kenster notes if you can't find her. Pure cynicism.

Setup

- ① Gather all cards from the following encounter sets: *To the Forbidden Peaks*, *Left Behind*, *Deadly Weather*, *Silence and Mystery* and *Chilling Cold*. You will need in addition some cards from the *Lost in the Night* and *Stirring in the Deep* encounter sets. These sets are indicated by the following icons:



- ② If you have the *Beast Thralls* from *The Dunwich Legacy*, gather all the cards from the encounter set (indicated by the following icon):



- ③ From the cards of *To the Forbidden Peaks* encounter set, remove from the game the scenario card, the act and agenda cards. Remove from the game the 2 *Locations* The Summit and Rocky Ledge. Finally, remove all the *Expedition* assets except Spare Parts, Dynamite and Wooden Sledge.
- ④ Shuffle the six remaining Mountainside locations and put them into play in a diagonal line. The position of each location has its own level from 0-5, beginning at the bottommost location at level 0 and ascending to the topmost at level 5. (See location placement, below).
- ◆ Reveal the level-0 location. Each investigator begins play at that location.
 - ◆ Place a Camp token (you can use a resource token) on the level-0 location.

- ⑤ Place the 3 *Expedition* story assets at the level-0 location.
- ⑥ From the *Deadly Weather* encounter set, either remove from the game the 2 Arctic Wind or consider them as 2 Arctic Wind with the same effect.
- ⑦ Set aside the cards from the *Left Behind* encounter set.
- ⑧ Search the *Lost in the Night* encounter set for the Dr. Amy Kenster enemy and set her aside.
- ⑨ Search the *Stirring in the Deep* encounter set for The Nameless Madness enemy cards and set all of them aside.
- ⑩ Shuffle the remainder of the encounter cards to build the encounter deck.
- ⑪ Place 6 distance tokens on the scenario card (you can use any token as distance tokens).
- ⑫ Add one ❄️ token to the chaos bag.
- ⑬ Use the online agenda, act and scenario cards from <http://ahdpr.org/pff/arkham/>
- ⑭ You are now ready to begin.

Location Adjacency in Tragedy on Mount McKinley

During this scenario, locations are arranged in a diagonal line, with each location above or below the locations next to it.

- ① During this scenario, each location is connected to the location below it and the location above it.

Suggested location initial placement:



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator was defeated):

- ② Each investigator must add a **Madness** or **Injury** basic weakness of their choice to their deck. It does not count towards that investigator's deck size.
- ② Proceed to **Resolution 2**.

Resolution 1: *Against all odds you managed to escape the deadly aurora mirages and frozen mountains. You go back to Arkham bringing the sad news about the first expedition.*

- ② Remove 2 ❄️ from the chaos bag.
- ② Each investigator earns experience equal to the **Victory X** value of each card in the victory display.
- ② If you recovered Dr. Amy Kensler notes, each investigator earns 1 additional experience. *The Miskatonic University thanks you for your services and invites you to the memorial in memory of the first expedition.*
- ② If you saved Dr. Amy Kensler, each investigator earns 1 additional experience. *Dr. Amy Kensler gives you her notebook: "it is nothing compared to what you did for me, but I hope it can help you in your future adventures".* One investigator can add the Kensler's Log (from the *Memorials of the Lost* encounter set) to their deck. It does not count towards that investigator's deck size.

Resolution 2: *You slowly recover your health at St. Mary's hospital. You were lucky to be of the very few survivors of the second expedition. No one survived from the first. You don't even remember how you descended the mountain. It is all a mix of blissful and horrific memories.*

- ② Remove 1 ❄️ token from the chaos bag.
- ② Each investigator earns experience equal to the **Victory X** value of each card in the victory display.
- ② Each investigator earns 1 additional experience for surviving the madness.
- ② Each investigator suffers 1 physical and 1 mental trauma.



Credits

Designed by: PFF, Particles For Fun

Playtesters: PFF

Thanks to the amazing framework created by N. French and M. Newman for *Arkham Horror: The Card Game*.

The material for this scenario was made with Strange Eons 3.3. Thanks to C. Jennings for this great and easy to use software.

The card and guide images were generated by the Dream AI art app at wombo.art.

This scenario is an unofficial fan creation and in no way endorsed by anyone related to Arkham Horror: The Card Game.

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