

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated) and the investigators were at Act 1: The errand for the errant nephew drags on. Go to **Resolution 1**.

Resolution 1: *Given the amount of effort you put in to looking for the kid, it doesn't look like he's really been causing much of a stir. Still, Milton's advance barely covered your "expenses", and if you're going to make rent next week, it looks like you'll have to babysit just a little longer.*

- ☉ In your Campaign Log, record that *Edwin's slipped through the cracks.*
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator also earns 1 experience for each unique **Regular** ally revealed during the scenario. Finally, Each investigator earns 1 experience as he or she continues the search.

If no resolution was reached (each investigator resigned or was defeated) and the investigators were at Act 2: Looks like the night's just beginning. Go to **Resolution 2**.

Resolution 2: *Seems like Edwin may have some experience escaping the grasp of others, or maybe he just spent some time on the track and field team during his dubiously long stay at Harvard. Given the arrival of New York's finest to the party though, you do your best to emulate Edwin's evasion, blending into the crowd as you leave the vast expanse of the empire behind. Once the heat cools down, you circle back to try scare up some leads on Edwin's possible destinations, recognizing a face or two from before the fall on the early morning street.*

- ☉ In your Campaign Log, record that *Edwin's slipped through the cracks.*

- ☉ In your Campaign Log, record the names of each investigator that had not resigned by Agenda 3b. Record that these investigators *spent the night in the cooler.*
- ☉ If any investigators were defeated or had not resigned by Agenda 3b, proceed to **Resolution 3b**.

Resolution 3: *The cabbie looks back in the mirror at your motley crew for a before rolling his eyes and breathing a sigh of exasperated resignation. "Where to, Mack?"*

- ☉ In your Campaign Log, record that *Edwin's in tow.*
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator also earns 1 experience for each unique **Regular** ally revealed during the scenario.
- ☉ The investigators who resigned before Agenda 3b must decide (choose one):
 - ✧ *Bills to pay and Milton's paying. Bring the prodigal son home.*
Proceed to **Party Favors 1**.
 - ✧ *Somethin' ain't right. Bring Edwin back to your office.*
Proceed to **Party Favors 2**.
- ☉ If any investigators were defeated or had not resigned by Agenda 3b, proceed to **Resolution 3b**.

Resolution 3b: *After a few hours in a cell, it looks like the cops don't want to bother spending the time to make your life any more inconvenient, kicking you out to the curb just in time to grab the morning edition.*

- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator also earns 1 experience for each unique **Regular** ally revealed during the scenario. Finally, each investigator earns 1 experience as he or she continues the search.