

Scenario III: Dead by Dawn

Intro 1: It is somewhere past midnight. The quiet streets of Rivertown seem to hold no signs as to the source of the monstrosities you've been fighting against. Just as you're considering finding somewhere to catch some sleep, your attention is caught by the sound of wheels rattling on unpaved stones. You peer into a nearby alley, and see a man in a doctor's coat trying to push a wobbling gurney through a side door. A man who's face you recognize.

It takes you a moment to place him, but the mousy figure can only be Doctor West - one of your two attending physicians at St. Mary's. What is he doing here? At this time of night? With a dead body?

Before you can answer, several cars come barreling down the street. By the time they've passed, West is nowhere to be seen.

Check the campaign log.

☞ If the investigators "have earned Greyson's trust", proceed to **Intro 2**.

☞ If "The First claimed the facility", proceed to **Intro 3**.

☞ Otherwise, proceed to **Intro 4**.

Intro 2: You look down the street, and see a band of armed agents pouring out of the cars. To your surprise, Agent Greyson exits the lead car. Before she can turn address to the gathered agents, you run out and flag her down.

"Certainly didn't expect to see you all here. Can't be a coincidence, though. We're looking for Asset Delta-Two. He's an expert. Might know how to stop all this. Goes by Herbert West. He-"

You interrupt, explaining your connection to the man, as well as what you just saw. Greyson eyes you suspiciously.

"You are just full of convenient surprises, aren't you? Well, if you're up to it, we're going in after him. What do you say - feel like leading the cavalry?"

Skip to **Setup**.

Intro 3: You look down the street, and see a band of armed agents pouring out of the cars. A cruel looking man in a vest exits the lead car, throwing a cigarette onto the ground and grinding it out. He turns to address the gathered agents.

"Listen up, boys. We've tracked Asset Delta-Two back to this location. You want payback for all the good men these freaks have killed? For Greyson? Well, Delta-Two knows how to get it. He's not gonna come easy, so any force short of lethal on the target is authorized. Anyone else could be infected, so kill on sight." The man grins like a shark.

Either Delta-Two is West, or the doctor is in real danger. Regardless, you need to get to him before these agents do - he might know how you got into this whole mess!

Skip to **Setup**.

Intro 4: You look down the street, and see a band of armed agents pouring out of the cars. To your surprise, Agent Greyson exits the lead car. You sneak closer as she addresses the gathered agents.

"Alright. We've tracked Asset Delta-Two back to this condemned brownstone. We believe Delta-Two knows how we might put a stop to all this. However, he should be considered extremely dangerous in his own right, and is unlikely to come with us willingly. Do what you have to do. Finally, anyone else you run into isn't cleared for Delta-Two's experiments. Terminate any civilians you find."

Either Delta-Two is West, or the doctor is in real danger. Regardless, you need to get to him before these agents do - he might know how you got into this whole mess!

Setup

☞ Gather all cards from the following encounter sets: *Dead by Dawn*, *Chilling Cold*, *Gifts of the Plaguebearer*, *Agency Survivors*



☞ When gathering cards from *Gifts of the Plaguebearer*, do not include "Twisted Suppliant".

☞ Set the West's Laboratory location aside, out of play. Put each other location into play.

☞ Shuffle each one sided **Re-Animated** enemy together to form the Re-Animated deck. Set the top two cards of the deck aside, out of play.



☞ Check your campaign log. If “Hibbs is here to help”, search each player’s deck and the set aside cards for “Hibbs”. If it was in a deck, put it into play under that player’s control. Otherwise, put it under any player’s control and attach a copy of “Tenuous Allies” to it.

☞ Check your campaign log. If *the case continues*, search the set aside cards for a copy of “Suspicious Briefcase” and put it into play under any investigator’s control.

☞ Set the following cards aside, out of play: Herbert West, First Among Many (“Growing Horror”).

☞ Check your campaign log. If the investigators “have earned Greyson’s trust”:

- ◆ When constructing the act deck use Act 1a - “Friendly Doorman”, and remove Act 1a - “Unexpected Attack” from the game.
- ◆ Set the “Agency Survivors” encounter set aside, out of play.
- ◆ Place the “Ichabod” enemy at the Grand Hall, Mindless Drone side up.
- ◆ Place the “Virgil” enemy at the bottom of the Re-Animated deck, with the Lurking at the Threshold side facing upwards.
- ◆ Search your player cards for a copy of the Guardian card “Agency Backup” (Level 5). Attach a copy of “Tenuous Allies” to it. It begins play under any investigator’s control.
- ◆ Each investigator begins play at the Grand Hall.

☞ Otherwise:

- ◆ When constructing the act deck use Act 1a - “Unexpected Attack”, and remove Act 1a - “Friendly Doorman” from the game.
- ◆ Place the “Virgil” enemy at the Servant’s Entry, Lurking at the Threshold side up.
- ◆ Place the “Ichabod” enemy at the bottom of the Re-Animated deck, with the Mindless Drone side facing upwards.
- ◆ Each investigator begins play at the Servant’s Entry.

☞ Shuffle the remaining encounter cards to build the encounter deck.

DO NOT READ until the end of the scenario

If each investigator was defeated: Proceed to **Resolution 1**

If an investigator resigned with Herbert West under their control: Proceed to **Resolution 2**

Otherwise: Proceed to **Resolution 3**

Resolution 1: *As two agents pull a furious West out the door, a woman stands above you and points the muzzle of a gun directly at your midsection. “Nothing personal. But you weren’t cleared for any of this.”*

Your last moment of life is a flash of gunfire.

☞ Each investigator is **killed**.

☞ The players must decide:

- ◆ This can’t be the end. I’ll pay any cost: Proceed to **Resolution 5**.
- ◆ We all die sometime. The investigators lose the campaign.

Resolution 2: *You bolt out the front door of the manor, pulling the doctor with you. “What was that monstrosity? Are you behind this? Is Greyson? God, what incompetence.”*

You protest. You’re not an agent. You’re one of his patients, and he has a lot of explaining to do. West stops, and stares you up and down, squinting in the light of the sunrise. “Ah. Impressive. One of mine? I suppose I’m going to have to fill you in on exactly what’s going on.”

☞ Record in your campaign log that “Herbert West is leading the way”

☞ If an investigator finished the scenario with “Suspicious Briefcase” under their control, record in your campaign log that *the case continues*.

☞ Each investigator earns experience equal to the Victory X value of each card in the victory display, but does not spend it yet.

☞ Proceed to **Interlude II: Dead or Alive**

Resolution 3: You bolt out the front door of the manor, desperate to escape the horrors inside. Screaming and gunfire rings out as the sun breaks above the horizon. You watch from a side street as several agents drag West from the manor, bound, bloodied, and unconscious. "Where we taking him?"

"Back to the facility."

You need answers, now. The agents have West, and a handle on all this. Which means there's only one place to go. Back to the facility.

☞ Record in your campaign log that "Herbert West was taken against his will"

☞ If an investigator finished the scenario with "Suspicious Briefcase" under their control, record in your campaign log that the serum is safe with you..

☞ Each investigator earns experience equal to the Victory X value of each card in the victory display but does not spend it yet.

☞ Proceed to **Interlude II: Dead or Alive**

Resolution 4: The terrifying monstrosity gives one last howl, then falls limp to the floor. Looking around, you find an agent's sidearm. You fire off a round directly into the creature's merged heads, just to be sure. West quickly moves to examine the corpse, and you explain you've seen this thing dead before, at an agency facility.

"Ah. Pickman, then. His work has certainly borne strange fruit. But I'm sure you stooges know all about that..."

You protest. You're not an agent. You're one of his patients, and he has a lot of explaining to do. West stops, and stares you up and down, squinting in the light of the sunrise. "Ah. Impressive. One of mine? I suppose I'm going to have to fill you in on exactly what's going on, then."

☞ Record in your campaign log that you "made sure the First was dead."

☞ If an investigator finished the scenario with "Suspicious Briefcase" under their control, record in your campaign log that the serum is safe with you.

☞ Each investigator earns experience equal to the Victory X value of each card in the victory display, but does not spend it yet.

☞ Proceed to **Interlude II: Dead or Alive**

Resolution 5:

Dead.

That won't do.

My unbinding needs opposition.

But the flesh knows its true master, and the blood does what I will.

The sorcerer's folly will be your soul's undoing.

Give the man what he wants.

Rise.

The first rays of the morning sun stream across your corpse. As you feel the warmth on your skin, you jolt awake. You are lying on the floor of the manor, surrounded by long-cooled carnage. How are you alive?

You need answers, now. The agents have West, and a handle on all this. Which means there's only one place to go. Back to the facility.

☞ Something has given your investigators a second chance. Remove all physical trauma from your investigators. They are no longer **killed**.

☞ Record in your campaign log that "The blood runs in your veins."

☞ **Dead? Alive? It does not matter.**

☞ Each investigator adds a copy of the "Folly of Man" and "Death's Hold" weaknesses to their deck.

☞ **Your soul and humanity persist at my whim.**

☞ Replace each ★ and ♠ token in the bag with an additional ♠.

☞ Each investigator earns xp equal to the victory X value of each card in the victory display.

☞ Skip **Interlude II: Dead or Alive** and proceed to **Scenario IV: Mourning Chorus**.

