

THE ACCUSATION


Using the knowledge you've gathered, you must make an accusation in an attempt to locate who has kidnapped Elina Harper and where she is hidden. In order to make this accusation, the players must choose one **Suspect** enemy and one **Hideout** location from among the options listed on the Finding Agent Harper reference card.

Note the **Suspect** cannot be an enemy who is currently in play or in the victory display, nor can the **Hideout** be a location that is currently in play. Use this information to narrow down your choices.

» Once the accusation has been made, do the following:

- Reveal the **Suspect** enemy and the **Hideout** location that are facedown beneath Finding Agent Harper. In your Campaign Log, under "Possible Suspects / Possible Hideouts," circle the names of the correct **Suspect** enemy and **Hideout** location.
- *If **neither card** matches your accusation*, the investigators are on the wrong track and must immediately resign.
- *If **only one of the two cards** matches your accusation*, the investigators are partially correct, but they have angered the citizens of Innsmouth during their careless investigation. Flip over the Finding Agent Harper reference card and spawn the enemy on its other side at the Innsmouth Square.
Flip the bookmark over.
- *If **both cards** match your accusation*, the investigators are correct.
Flip the bookmark over.

» In order to set up the final act and agenda, do the following:

- Advance the act directly to the set-aside act 2a.
- Advance the agenda directly to the set-aside agenda 3a.
- Put the **Hideout** location that was beneath Finding Agent Harper into play. Add 1  additional clues to that location. Place the set-aside Elina Harper story asset beneath this location to indicate that this is where Elina Harper has been captured.
- Spawn the **Suspect** enemy that was beneath Finding Agent Harper at Elina Harper's location, ignoring their Revelation ability. For the remainder of the scenario, this enemy is referred to as "the kidnapper."
- Remove the Leads deck from the game.
- You are now ready to proceed with the final act and agenda

