# **Starting options:**

How did Scenario II ("Resurrection: Call of Blood") end?

* In case the investigators have secured the horrifying evidence:

Investigators start with the “horrifying evidence” card.

*Your fingers barely let go of the valuable evidence since you fled the professors house.*

*You just put them down to get a closer look. And what you've read does not bode well…*

* Madame Crandon was burned in the house (or already killed in Scenario 1):

Investigators are allowed to take the crucifix to part III of the adventure

*The crucifix shines silvery in the moonlight with no discernible special features on the outside. But it’s always the inner value ​​that counts, right?*

* Investigators did not destroy the relic:

(Refer to Special Rules)

* Madam Crandon Escaped:

(Refer to Special Rules)

* One or more investigators were killed in Scenario II:

These Investigators are no longer allowed to enter play

For each defeated investigator, the Keeper begins he with a named maniac (see special rules)

**Introduction**

*Horrible days lie behind you. You have been raddled by horrors and the lack of sleep is carved into your features. But you continue: As long as adrenaline is pumping through your veins, peace and quiet are inconceivable. After all, this case finally needs to come to an end.*

*All the clues have lead you back to the estate of Madam Crandon. Since you have already been there, you decide to start your search at the guesthouse in the backyard.*

*Although you do not want it to be true, everything indicates that you are dealing with a Great Old One who, with the help of a relic, turns people undead or even into vampires. You finally want to stop him and put an end to the horror. But are you even capable to do that? Or will you finally regret your notions of ​​saving the world?*