*Edwin Bruce — The Nephew

ASSET 0

2 2

Mark.

While Edwin Bruce is not controlled by an investigator, he gains "⟶ **Parley.** Test ⚡ (3). If you succeed, take control of Edwin Bruce."

Forced - Whenever you move, test 👣 (2). If you fail, lose control of Edwin Bruce. Add 1 to the difficulty for each time you've taken a **Move** action this turn.

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*The Parkers — The Young Couple

ASSET 0

2 2

Ally. Gossips. Regular.

⟶ Spend 2 clues: Take 4 clues from the token pool (Limit once per game as a group). Any investigator at the Parkers's location may use this ability.

"Well Marilyn said that Evie said that Dorothy was at Bobby's brother's last Tuesday night, and that..."

---

*Gerhard Richter — The Broker

ASSET 0

2 2

Ally. Regular.

⟶ Spend 5 resources: Gain 2 clues from the token pool. Any player at Gerhard Richter's location can use this ability. (Limit once per game).

The depth of his knowledge was only matched by that of his pockets. With help like this, it'd be easy to go bust.

Imperial Regular

ASSET 0

1 1

Ally. Regular.

Surge.

Revelation - Put Imperial Regular into play at a location that does not contain an investigator or an **Ally**.

⟶ Spend 2 clues as a group: **Parley.** Shuffle Imperial Regular into the encounter deck and put the top card of the set aside Regulars deck into play at this location.

"Yes, that's me. Do I know you?"

---

*Helen Hargrove — The Heiress

ASSET 0

2 2

Ally. Regular.

⟶ : **Parley.** Test 📖 (3). If successful, take control of Helen Hargrove.

↻ After you succeed at a skill test by 2 or more: Draw a card (limit twice per round).

"Now that's the best thing I've seen all night."

Imperial Regular

ASSET 0

1 1

Ally. Regular.

Surge.

Revelation - Put Imperial Regular into play at a location that does not contain an investigator or an **Ally**.

⟶ Spend 2 clues as a group: **Parley.** Shuffle Imperial Regular into the encounter deck and put the top card of the set aside Regulars deck into play at this location.

"Yes, that's me. Do I know you?"

---

*Lin Xingjuan — The Dragon Lady

ASSET 0

2 2

Ally. Regular.

⟶ : Take 2 horror to gain 2 clues from the token pool. Any player at Lin Xingjuan's location can use this ability.(Limit once per game).
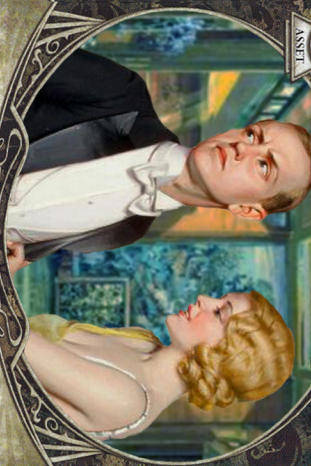
"Not cigarettes, you funny man."

Imperial Regular

ASSET 0

1 1

Ally. Regular.

Surge.

Revelation - Put Imperial Regular into play at a location that does not contain an investigator or an **Ally**.

⟶ Spend 2 clues as a group: **Parley.** Shuffle Imperial Regular into the encounter deck and put the top card of the set aside Regulars deck into play at this location.

"Yes, that's me. Do I know you?"

Imperial Security

Enemy

3 / 3 / 3

Human. Criminal. Imperial.

Hunter.

I don't think he's here to play ball.

Over-Enthusiastic Patron

Enemy

2 / 1 / 3

Human.

Investigators at Over-Enthusiastic Patron's location may not investigate or spend clues.

Forced - When an investigator defeats Over-Enthusiastic Patron, he or she may not investigate this turn.

➦: **Parley.** Test 👊 (3). If successful, discard Over-Enthusiastic Patron and draw a card.

"What'd you say to me?!"

Alaric Gunman

Enemy

3 / 2 / 2

Human. Criminal. Alaric Gang.

Hunter. Retaliate.

Forced - At the end of the enemy turn, deal 1 damage to each *Imperial* enemy at Alaric Gunman's location.

"Party's Over."

The Door Man

ENEMY — 2 / 4 / 3

Human. Criminal. Imperial.

Spawn - A Passageway location.

If The Door Man is engaged to an investigator, investigators at the The Door Man's location may not move.

"Sorry pal, ain't no one gettin' in or outta here less I say so."

The Lookout

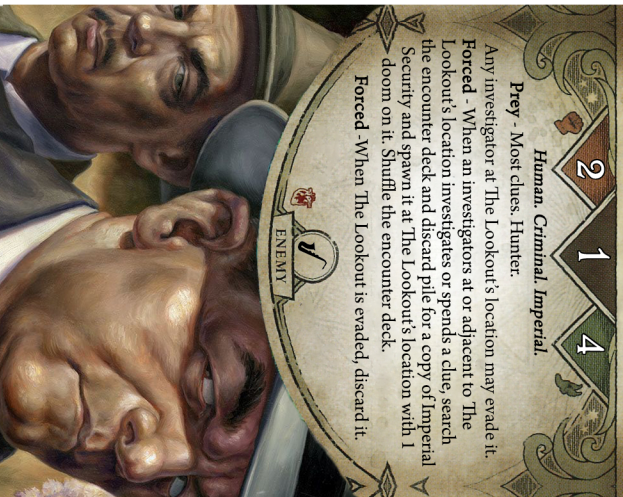**ENEMY** — 2 / 1 / 4

Human. Criminal. Imperial.

Prey - Most clues. Hunter.

Any investigator at The Lookout's location may evade it.

Forced - When an investigators at or adjacent to The Lookout's location investigates or spends a clue, search the encounter deck and discard pile for a copy of Imperial Security and spawn it at The Lookout's location with 1 doom on it. Shuffle the encounter deck.

Forced - When The Lookout is evaded, discard it.

Bottoms Up

TREACHERY

Revelation - Test ♦ (3). For each point you fail by, discard a card at random from your hand. If you fail by 2 or more, take 1 horror.

"First you take a drink, then the drink takes a drink, then the drink takes you."
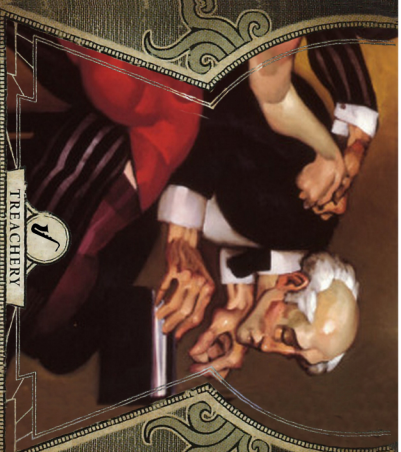
- F. Scott Fitzgerald

Gotta Dance!

Revelation - Test ♦ (3). If you fail, move to The Dance Floor and add Gotta Dance! to your threat area. Whenever you move to a location that isn't The Dance Floor, take 1 horror.

Forced - At the end of your turn, discard Gotta Dance!

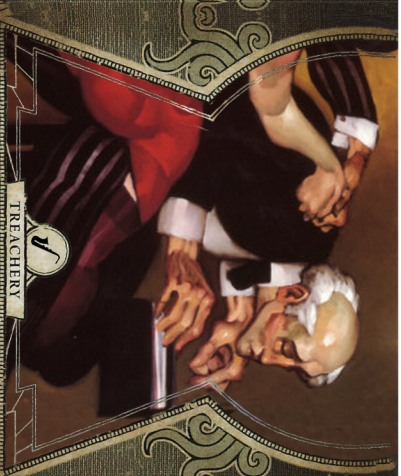*"Almost nobody dances sober unless they happen to be insane."*

-H.P. Lovecraft

Nimble Fingers

Revelation - Test ✦ (3). For each point you fail by, lose 1 resource.

The company of thieves is an easy one to invest in, but it's not exactly known for paying dividends.

Pinned Down

Revelation - Put Pinned Down into your threat area.

At the end of your turn, test ✦(2). Add 1 to the difficulty of this check for every **Move** action you took this turn. For each point you fail by, take 1 damage. If you succeed this test by 1 or more, discard this card.

A Sea of Faces

TREACHERY

Revelation - If you have no clues, A Sea of Faces gains Surge. If you have at least one clue, test ◆ (3). For each point you fail by, place a clue on your current location.

Often, the problem for the distinguished was distinguishing themselves.

Shady Sources

TREACHERY

Peril.

Revelation - You may add 1 doom to the agenda to gain 1 clue from your current location. If you do not, attach Shady Sources to your current location.

Attached location gets +2 shroud.

"What, you're too good to talk to me?"

The Devil's Music

TREACHERY

Revelation - Add The Devil's Music to your threat area.

Forced - At the end of your turn, test ◆ (4). Reduce the difficulty by the distance between you and The Dance Floor (in moves). For each point you fail by, take 1 horror. If you succeed by 1 or more, discard this card.
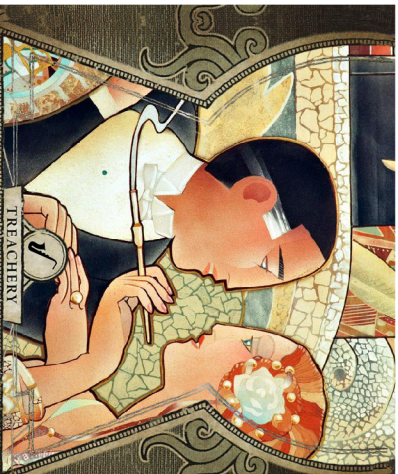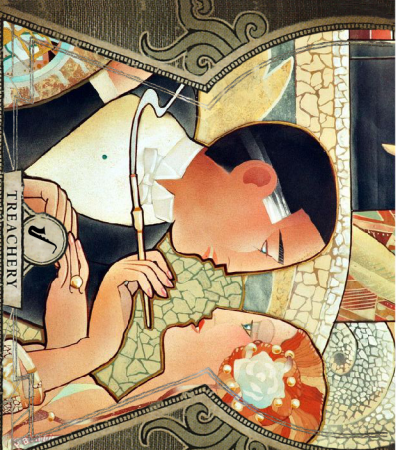
The High Life (Treachery)

Revelation - Attach The High Life to the current agenda.

Assets and events cost 1 more resource to play.

⚡ Spend 3 resources: Discard The High Life. Any investigator may activate this ability.

It's always advisable to tip well early in the evening.

The High Life (Treachery)

Visions of Bedlam (Treachery)

Revelation - Test ◆ (2). Add 1 to the difficulty of this test for each enemy and uncontrolled **Ally** at and adjacent to your location. If you fail, take 1 horror and add Visions of Bedlam to your threat area.

You may not investigate or spend clues.

Forced - At the end of your turn, if there are no uncontrolled **Ally** cards, enemies, or other investigators at your location, discard Visions of Bedlam.

Visions of Bedlam (Treachery)

Dark Stairwell — Passageway (Location F)

E G

Piles of garbage and broken dishes littered the dimly lit back hallway, a stark contrast from the floor of The Imperial. Up the rickety stairs waited two ragged doors, firmly locked.

Dark Stairwell — Passageway (Location F)

E G I J K

➤ Spend 1 🔍 clues: Put the two set aside Back Room locations into play.

"What's the password?"

The Dining Area (Location C)

B D E G

The long rows of tables swarming with waiters gave The Imperial at least a plausible cover story as an up-scale eatery, not that anyone believed it.

The Dining Area (Location C)

B D E

➤ Pay 1 resource: Lower the difficulty of an investigation check at this location by 2 (minimum 0).

For as well known as The Imperial was for what it served under the table, what it served on top of it wasn't half bad.

Victory 1

The Imperial Entrance
LOCATION

Masquerading as a dinner theatre specializing in the hottest new musicals, it was clear to anyone with eyes --and ears -- that there was more going on than song and dance. Still, the place had stayed open for six months now, so few, if any, seemed to care about the bad acting.

A

The Imperial Entrance
LOCATION

➡: **Resign.** Probably not a good idea to hang out here too long.

"Great empires are not maintained by timidity."
—Tacitus

A — 2 — 1

The Back Booths
LOCATION

As crowded as the Imperial was, its grandeur could still afford small points of privacy.

B — C D F

Illus. Fortunino Matania

The Back Booths
LOCATION

If an investigator is at this location, no other investigator may move to it.

➡ Spend 1 resource: Look at the top 4 cards of the encounter deck. Put up to one Imperial Regular from among those cards into play at this location. Put the remaining cards on the bottom of the encounter deck in random order.

B — C D F — 1 — 1⬧

Stairway
LOCATION

Passageway.

Guests who occasionally found themselves in need of a break from all the fun tended to make their way to the ornate staircase on the west side of the club.

G — C F H

Stairway
LOCATION

Passageway.

Far enough away from the hand, you find a moment of solace from the festivities on the dance floor, the sound of open air coming down from above.

G — C F H — 1 — 1

The Balcony
LOCATION

From up here, the city didn't look so bad. It's funny how forgiving thirty feet can be.

H — G

The Balcony
LOCATION

➡: **Resign.** Test ✦ (3). If you fail, take 1 physical trauma.

"It doesn't look that far down."

H — G — 2 — 1⬧

I — Backroom Door — LOCATION

"Nothing suspicious about a door with no handle..."

F

2 — The Bar — LOCATION

This location is investigated using 👁 instead of 🔍. If an investigator fails an investigate test at this location, he or she must discard a card from his or her hand.

Forced – When an investigator succeeds at an investigation test at this location by 1 or more, they may look at the top 4 cards of the encounter deck and put up to one Imperial Regular in play. Put the remaining cards at the bottom of the encounter deck in random order.

Victory 1

2♣

J — The Dance Floor — LOCATION

The heart of the Imperial was its sprawling dance floor, where reputations were built or destroyed with a step and a twist.

B C E

3 — The Dance Floor — LOCATION

The Dance Floor is investigated with 👣 instead of 🔍.

For those who couldn't avoid putting their put in their mouth, dancing made the best of friends.

Victory 1

2♣

I — Backroom Door — LOCATION

"Nothing suspicious about a door with no handle..."

F

K — The Red Room — LOCATION

Revelation – Immediately put the top card of the set aside Regular deck into play at this location.

"In our leisure we reveal what kind of people we really are."
–Ovid

Victory 1

1♣

B — The Lobby — LOCATION

The horns of the house band didn't so much beckon the party-goers in as they did command them.

A C D

3 — The Lobby — LOCATION

Passageway.

Ally assets cost two fewer resources to play at this location (minimum 0).

Once you stepped in the door, it was hard to say no.

A C D

1♣

Bread and Circuses

- X. X is the number of **Criminal** enemies at and adjacent to your location.

- -2. If you fail, search the encounter deck and discard pile for a copy of The Lookout and add it into play at your location, if able. Shuffle the encounter deck afterwards.

- -2. If you fail, take horror equal to the stage of the agenda.

A Job Well Done
ASSET — 0

Supply.

Permanent.
You begin each scenario with 1 additional resource.

"It's a living."

A Job Well Done
ASSET — 0

Supply.

Permanent.
You begin each scenario with 1 additional resource.

"It's a living."

A Job Well Done
ASSET — 0

Supply.

Permanent.
You begin each scenario with 1 additional resource.

"It's a living."

A Job Well Done
ASSET — 0

Supply.

Permanent.
You begin each scenario with 1 additional resource.

"It's a living."

★Edwin Bruce
ASSET — 4

The Gambler

Ally.

You get +1 [intellect].

[reaction] After you reveal a chaos token: Cancel that token and return it to the bag. Reveal a new chaos token. If you fail this test, discard Edwin Bruce. If the new chaos token was the [skull] token, exile Edwin Bruce instead. (Limit once per turn).

A Strange Idol
ASSET — 2

A Forgotten Figure

Item. Relic.

You get +1 [willpower].

Forced – Whenever you successfully investigate by 1 or more, look at the top 3 cards of the encounter deck. You may either return them to the top of the encounter deck in their original order or shuffle the encounter deck. Then, take 1 horror.