

Resolution 4: A surge of blue bursts through the front doors of the pleasure palace, overwhelming those who don't know the lay of the land. It quickly pulls the unsuspecting and unprepared back outside in an awe-inspiring demonstration of the riptide of the law, or at least, it would be if it didn't so clearly leave behind those who were most dirty. Whatever turf scuffle had been taking place before becomes washed away in the waves, and the glaring eyes of the imperial legions grin back at you from the darkness as you're dragged out the front door. Figuring out how a cleansing force so powerful could miss the most obviously dirty could take some time, but thankfully, it looks like you'll have the night in jail to mull it over.

- ☉ 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.
- ☉ 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 2 experience as he or she becomes familiar with the legal system.

Interlude 1: Party Favors

DO NOT READ unless investigators read Resolution 3

Party Favors 1: You give the address provided to you to your eagerly-awaiting driver and begin to catch your breath as you put city blocks between you and the Imperial. The drive across town is oddly quiet -- Edwin sits unspeaking, almost catatonic next to you -- and you lean back in your seat, taking in the twilight of electrification. Not the most upstanding of evenings for you, but sometimes you have to get your hands dirty to keep your clothes clean.

The car comes to a stop in front of a stately brownstone, a nicer pad than you could ever dream of, and you toss the cabbie his fare as you and Edwin exit the taxi. As if on cue, Milton opens the front door of the apartment with a boisterous, jovial greeting. "Edwin, my good boy! So good to see you again!" Edwin barely moves as Milton rigorously embraces him. "Let's get inside, there's so much we have to talk about!" Milton turns his gaze to you as he walks towards the entrance to his estate. "Excellent work, knew I could count on you. Talk with my man and he can settle your account. I'll let everyone know of your prowess!" Milton disappears into his home, Edwin in tow, and after a quick discussion with the butler, you make your way towards yours.

As you reach into your pocket to get your apartment key, eager to finally call it a night, your hand's greeted with an unexpected shape, cold to the touch. Curious, you pull it out to get a closer look and find a strange, misshapen idol. You're certainly not an expert on the subject, but it's no patron saint you're aware of. Thankfully, you've got nothing on the docket for tomorrow, so figurine can remain a mystery this evening.

- ☉ In your Campaign Log, record that Edwin had a good family chat.
- ☉ Each investigator adds a copy of A Job Well Done to their deck list. This card does not count towards that investigator's deck size.
- ☉ One investigator must add A Strange Idol to their decklist. This card does not count towards that investigator's deck size.

Party Favors 2: Puzzled by Edwin's silence, you decide to take him back to the office for a quick chat before making your way back to Milton. The glamour of the Imperial quickly fades away as the taxi brings you back to your full-time office, part-time home, and you wonder how it is the landlord can get away with charging you what he does. Edwin puts up no fuss as you pay the fare and make your way up the three flights of stairs with him. You jiggle the locket the requisite number of times, and open up the door to your illustrious place of business, sitting down at the desk as you motion for Edwin to take a seat in front of you. Again he complies without complaint. You try to start conversation with him, but you've had livelier interactions with the ceiling on sleepless nights. Hours pass, by, and just as you're about to pass out, Edwin jolts as if woken from a slumber.