

Black Market Trader

3 3 3

Humanoid, Criminal,

Spawn - Casino de Monte-Carlo,

Hunter, Recliate,

Forced - When Black Market Trader damages an Investigator, that Investigator must discard an Item asset if able.

The hand made visible.

ENEMY



Bottoms Up

TREACHERY



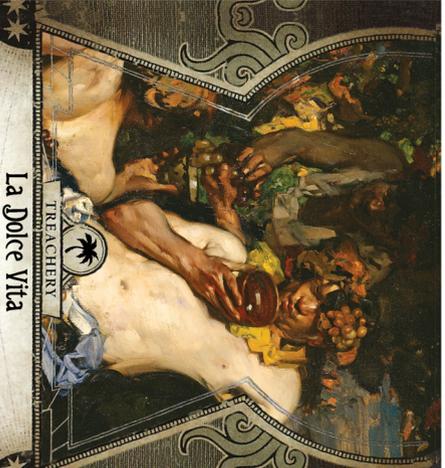
Revelation - Test (3). For each point you fail by, discard a card at random from your hand. If you fail by 2 or more, take 1 horror.

"First you take a drink, then the drink takes a drink, then the drink takes you."

- F. Scott Fitzgerald

La Dolce Vita

TREACHERY



Revelation - Gain 3 resources. Then, for each 4 resources you have (rounded up), lose 1 action or take 1 horror (maximum 3).

"We need to live in a state of suspended animation like a work of art, in a state of enchantment. We have to succeed in loving so greatly that we live outside of time, detached."

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.

Beach Spawn

The Ghost of Honor?

2 1 2

Deep One.

Beach Spawn may not be attacked or evaded while Cultist enemies are at its location.

Victory 1

ENEMY



*Claudia Morgan

The Tycoon's Wife

0

ASSET



Ally.

➔ **Parley** - If you have 8 cards in your hand, gain control of Claudia Morgan. Any Investigator at Claudia Morgan's location can use this ability.

Assets cost you 2 fewer resources to play.

Forced - At the end of your turn, either discard a card or lose control of Claudia Morgan and return her to your location.

*Yvette Andrews

The Coquette

0

ASSET



Riviera, Ally.

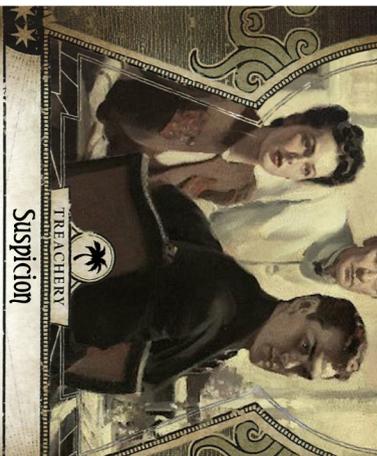
➔ **Parley** - If you have 8 or more resources, gain control of Yvette Andrews. Any Investigator at Yvette Andrews's location can use this ability.

Events cost you 2 fewer resources to play.

Forced - at the end of your turn, lose 1 resource or lose control of Yvette Andrews and return to your location.

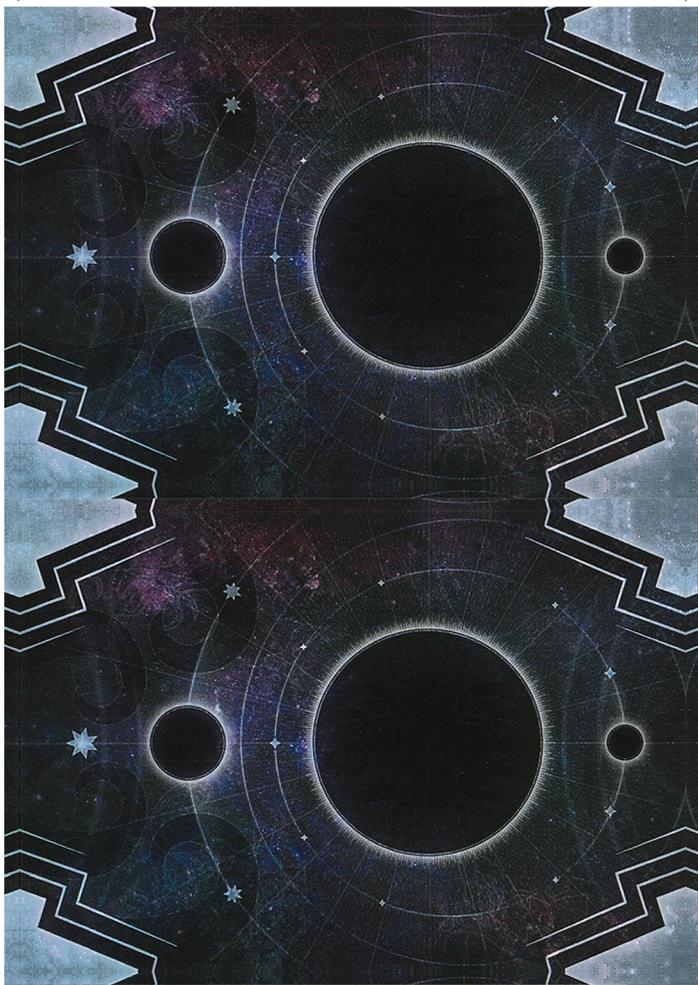
TREACHERY

Suspicion



Revelation - If you control no Riviera ally assets, Suspicion gain surge. Otherwise, test (3). If you fail, lose control of 1 of your Riviera ally assets and move it to the location furthest from you.

"What did you say your name was again?"



Black Market Trader

3 3 3

Humanoid, Criminal,

Spawn - Casino de Monte-Carlo,

Hunter, Retaliator,

Forced - When Black Market Trader damages an investigator, that investigator must discard an Item asset if able.

The hand made visible.

ENEMY



TREACHERY

Bottoms Up

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

TREACHERY

La Dolce Vita

Revelation - Gain 3 resources. Then, for each 4 resources you have (rounded up), lose 1 action or take 1 horror (maximum 3).

"We need to live in a state of suspended animation like a work of art, in a state of enchantment. We have to succeed in loving so greatly that we live outside of time, detached."

TREACHERY

Siren's Call

Revelation - Add Siren's Call to your threat area. You may not investigate or spend clues for any reason.

➔: If you are at The Beach, test (3). If you succeed, discard this card. Investigators that do not control this card get +1 to this test.



TREACHERY

Wrath of God

Hazard.

Revelation - Test (3). If you fail, take 1 damage and 1 horror and you may not take Move or Parley actions this turn.

"Revenge is a dish best served old."

*Claudia Morgan

The Tycoon's Wife

1* 2 1*

Humanoid, Cultist, Elite,

Hunter,

Prey - Fewest cards in hand.

The difficulty to Attack or Evade Claudia Morgan is increased by 1 for each card less than your maximum hand-size you have in your hand.

"You never really belonged here."

Victory 1



*Ellen Wilkie

The Artist

0

ASSET

Riviera, Ally,

➔: Parley: Discard cards from your hand with at least 3 icons to gain control of Ellen Wilkie. Any investigator at Allen Wilkie's location can use this ability.

➔: Exhaust Ellen Wilkie: Draw 3 cards.

Forced - At the end of your turn, either test (4) or lose control of Ellen Wilkie and return her to your location. For each point you fail by, discard a card.





Black Market Trader

3 3 3

Humanoid, Criminal,

Spawn - Casino de Monte-Carlo,

Hunter: Retaliate.

Forced - When Black Market Trader damages an Investigator, that Investigator must discard an Item asset if able.

The hand made visible.



ENEMY

Bottoms Up

TREACHERY



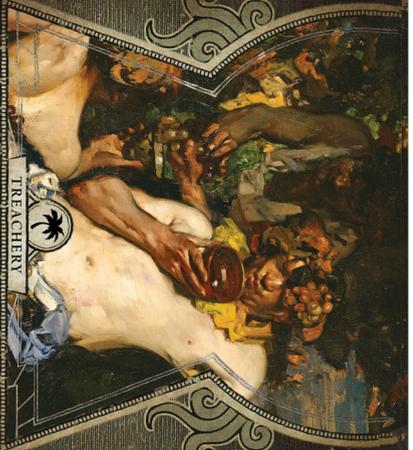
Revelation - Test (3). For each point you fail by, discard a card at random from your hand. If you fail by 2 or more, take 1 horror.

"First you take a drink, then the drink takes a drink, then the drink takes you."

- F. Scott Fitzgerald

La Dolce Vita

TREACHERY



Revelation - Gain 3 resources. Then, for each 4 resources you have (rounded up), lose 1 action or take 1 horror (maximum 3).

"We need to live in a state of suspended animation like a work of art, in a state of enchantment. We have to succeed in loving so greatly that we live outside of time, detached."

Siren's Call

TREACHERY



Revelation - Add Siren's Call to your threat area. You may not investigate or spend clues for any reason.

➔: If you are at The Beach, test (3). If you succeed, discard this card. Investigators that do not control this card get +1 to this test.

*Lorenzo Zifferi

The Race Car Driver

4 3 4

Humanoid, Cultist, Elite.

Hunter: Alert, Retaliate.

"You think you can get away from me?"

Victory 1



*Helen Hargrove

The Heiress

0 ASSET



Riviera, Ally.

➤ After you succeed at a skill test by 2 or more: Gain control of Helen Hargrove. Any Investigator at Helen Hargrove's location can use this ability.

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

Forced - At the end of your turn, either pay 1 resource or lose control of Helen Hargrove and return her to your location.

Wrath of God

TREACHERY

Hazard.

Revelation - Test (3). If you fail, take 1 damage and 1 horror and you may not take Move or Parley actions this turn.

"Revenge is a dish best served old."





Entrancing Dancer

2 2 4

Humanoid, Witch

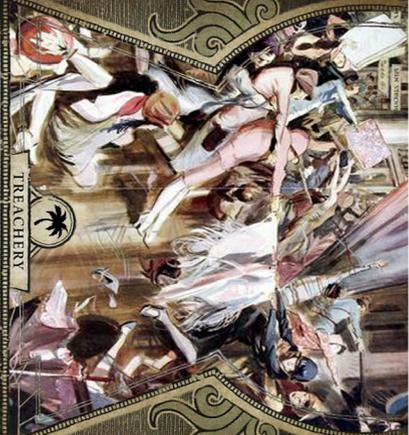
Hunter.

Entrancing Dancer gains +2 fight if the attacking investigator has 5 or more resources.

Entrancing Dancer deals +1 horror when attacking investigators with 5 or more cards in hand.



Bounty of the Hunt



Revelation - Draw 2 cards. Then, test (X), where X is the number of cards in your hand (after committing cards to this test). For each point you fail by, either discard a card or take 1 horror.

To the victor goes the sales.

Need for Speed



Revelation - Add Need for Speed to your threat area.

Forced - At the end of your turn, if you're not at The Track, take 1 horror.

After you successfully investigate at The Track or succeed at a skill test printed on The Track, discard Need for Speed.

The Sun Beats Down



Peril

Revelation - Either add 1 doom to the current agenda or each investigator at The Beach, The Promenade, The Track, or The Marina takes 1 damage and loses 1 action. This can cause the agenda to advance.

"The sun burnt every day. It burnt time."
--Ray Bradbury, Fahrenheit 451

Alexi Lawrence

The Cunning Adventurer

3 3 3

Humanoid, Cultist, Elite

Hunter.

Forced - At the beginning of the Mythos phase, discard the top card of the encounter deck. If that card was a treachery, Alexi Lawrence immediately attacks any investigator engaged with him.

"Misfortune favors the brave!"

Victory 1



*Monty Harrington

The Tennis Star

3 3 4

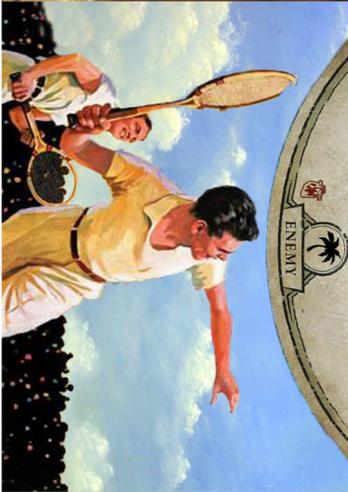
Humanoid, Cultist, Elite

Hunter: Retaliate.

Investigators use instead of when attacking Monty Harrington

"That's 40-Love."

Victory 1



*Lorenzo Alfieri

The Racer

0 ASSET



Riviera Ally

→: **Parley** - Test (4). If you succeed, gain control of Lorenzo Alfieri. Any investigator at Lorenzo Alfieri's location can use this ability.

↔: **Exhaust** Lorenzo Alfieri: Disengage from each enemy engaged to you and move to a revealed location.

Forced - At the end of your turn, pay 1 resource for each time you moved this turn or lose control of Lorenzo Alfieri, and return him to your location.





Enchanting Dancer

2 2 4

Humanoid, Witch

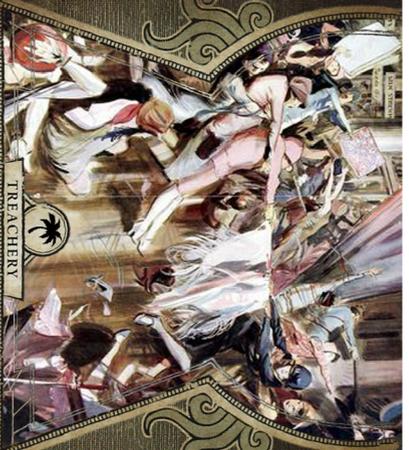
Hunter.

Enchanting Dancer gains +2 fight if the attacking investigator has 5 or more resources.

Enchanting Dancer deals +1 horror when attacking investigators with 5 or more cards in hand.



Bounty of the Hunt



Revelation - Draw 2 cards. Then, test (X), where X is the number of cards in your hand (after committing cards to this test). For each point you fail by, either discard a card or take 1 horror.

To the victor goes the sales.

Need for Speed

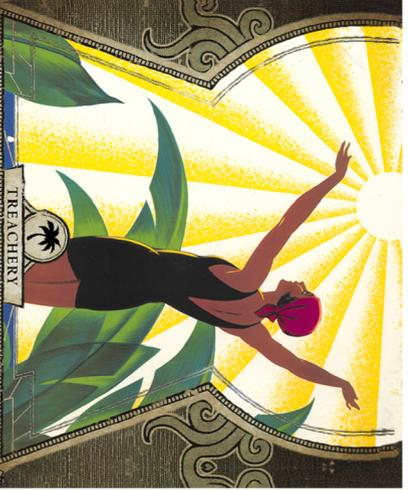


Revelation - Add Need for Speed to your threat area.

Forced - At the end of your turn, if you're not at The Track, take 1 horror.

After you successfully investigate at The Track or succeed at a skill test printed on The Track, discard Need for Speed.

The Sun Beats Down



Pertil

Revelation - Either add 1 doom to the current agenda or each investigator at The Beach, The Promenade, The Track, or The Marina takes 1 damage and loses 1 action. This can cause the agenda to advance.

"The sun burnt every day. It burnt time."
--Ray Bradbury, Fahrenheit 451

Hulking Horror

The Guest of Honor

4 4 4

Monster, Abomination, Elder, Elite

Prey - The investigator with A Strange Idol in their decklist.

Hunter:

Forced - At the end of the enemy phase, Hulking Horror defeats the **Cultist** enemy with the fewest remaining health at its location, then heals 3 damage.

Victory 2

*The Parkers

The Young Couple

2 2 2

Humanoid, Cultist, Elite

Hunter:

Other **Cultist** enemies at The Parkers's location get +1 attack and +1 evade.

Investigators may not attack The Parkers if another enemy is at their location.

Victory 1

*Monty Harrington

The Tannis Star

0

ASSET



Riviera, Ally

Parley, Test (4). If you succeed, gain control of Monty Harrington. Any investigator at Monty Harrington's location can use this ability.

Exhaust Monty Harrington and discard a card with a icon; you may take an additional action this turn for each icon on the discarded card.

Forced - At the end of your turn, test (3). If you fail, lose control of Monty Harrington and return him to your location.





Dock Mobster

3 2 3

Humanoid, Criminal,

Spawn - The Marina

Prey - The Grand Hotel

Hunter.

Actions and reactions at Dock Mobster's location and locations adjacent to Dock Mobster cannot be activated.

"Watch out for that piranha!"



*Ellen Wilkie

The Artist

3 2 3

Humanoid, Cultist, Elite

Hunter.

If an investigator has 7 or more cards in their discard pile, that investigator uses ♣ instead of ♠ to attack Ellen Wilkie.

"You haven't the heart, or the liver."

Victory 1



*Yvette Andrews

The Coquette

2 2 3

Humanoid, Cultist, Elite

Hunter.

Forced - When an investigator defeats Yvette Andrews, that investigator tests (X), where X is the number of event cards in their discard pile. If they fail, they take 1 horror for every 2 event cards in their discard pile (rounded up).

Victory 1



Friendship's Fee

TRAGEDY

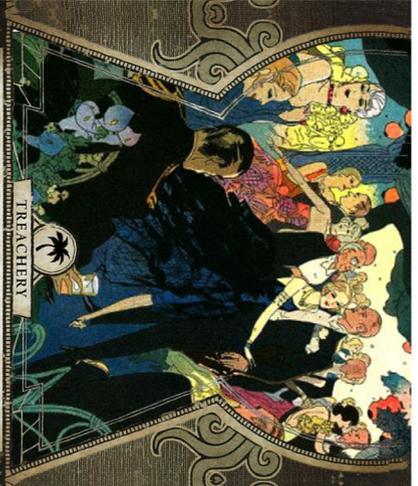


Revelation - If you control no *Riviera Ally* assets, Friendship's Fee gain surge. Otherwise, trigger all **Forced** abilities on *Riviera* allies you control.

Often, the hardest thing to pick up is the tab.

A Sea of Faces

TRAGEDY

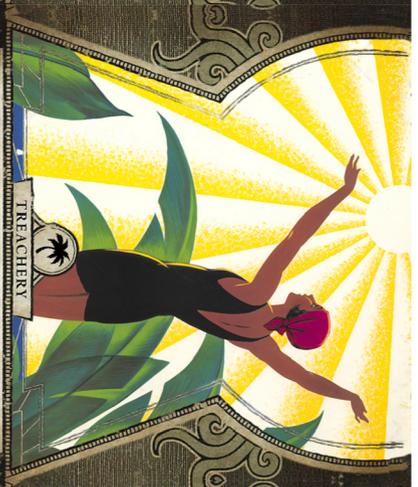


Revelation - If you have no clues, A Sea of Faces gains surge. If you have at least one clue, test (3). For each point you fail by, place a clue on your current location.

Often, the problem for the distinguished was distinguishing themselves.

The Sun Beats Down

TRAGEDY



Peril
Revelation - Either add 1 doom to the current agenda or each investigator at The Beach. The Promenade, The Track, or The Marina takes 1 damage and loses 1 action. This can cause the agenda to advance.

"The sun burnt every day. It burnt time."
--Ray Bradbury, *Fahrenheit 451*

*The Parkers

The Young Couple

2

ASSET



Riviera Ally.

➔ **Parley** - If you have 2 or more clues, gain control of The Parkers. Any investigator at the Parkers's location can use this ability.

➔ After you gain any number of clues: You may take 1 horror to draw 1 card and gain 1 resource.

Forced - At the end of your turn, place 1 of your clues on an empty location or lose control of The Parkers and return them to your location.





Dock Mobster

3 2 3

Humanoid, Criminal,

Spawn - The Marina

Prey - The Grand Hotel

Hunter.

Actions and reactions at Dock Mobster's location and locations adjacent to Dock Mobster cannot be activated.

"Watch out for that piranha!"



ENEMY



*Helen Hargrove

The Heiress

3 2 3

Humanoid, Cultist, Elite.

Hunter, Retaliator.

Investigators engaged to Helen Hargrove may not commit skill cards for skill tests while attacking or evading.

"Don't you know any new tricks?"

Victory 1



ENEMY



Friendship's Fee

TREACHERY



ENEMY



Revelation - If you control no *Riviera Ally* assets, Friendship's Fee gain surge. Otherwise, trigger all Forced abilities on *Riviera* allies you control.

Often, the hardest thing to pick up is the tab.

A Sea of Faces

TREACHERY



ENEMY



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.

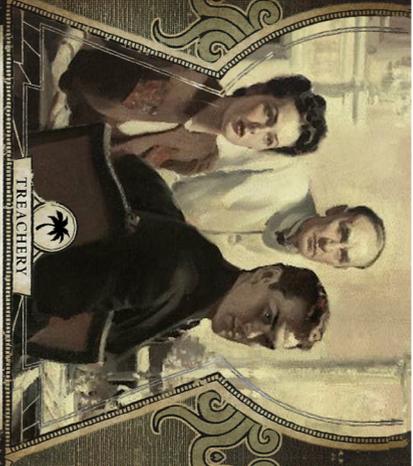
Often, the problem for the distinguished was distinguishing themselves.

Suspicion

TREACHERY



ENEMY



Revelation - If you control no *Riviera* ally assets, Suspicion gain surge. Otherwise, test (3). If you fail, lose control of 1 of your *Riviera* ally assets and move it to the location furthest from you.

"What did you say your name was again?"

0

ASSET

Alexi Lawrence

The Cunning Adventurer



Riviera Ally.

➔ **Partey**: Discard cards from your hand with at least 3 icons to gain control of *Alexi Lawrence*. Any investigator at *Alexi Lawrence's* location may use this ability.

⚡ **Exhaust**: *Alexi Lawrence*: You may take up to 2 additional actions this turn.

Forced - At the end of your turn, either draw the top card of the encounter deck or lose control of *Alexi Lawrence* and return him to your location.

4

ASSET

*The Solar Ray

A Ticket Out



Vehicle.

➔ **Test** (3): If you succeed, gain control of *The Solar Ray*. Any investigator at *The Solar Ray's* location can use this ability.

⚡ **Exhaust**: *The Solar Ray*: Move to any revealed location.

⚡ **Exhaust**: *The Solar Ray*: **Resign**. Any number of other investigators at your location can resign as well.

