

Scenario 4: The Cost of Azure

*"And now the purple dusk of twilight time
Steals across the meadows of my heart
I high up in the sky the little stars climb
Always reminding me that we're apart"*

The shadows dance across the floor of the dining room, blending together in an impossible mass of limbs and mouths, crying out the hopes of man. It's been a week since you've hit land -- maybe two, it's hard to recall anymore -- and the warming wash of inebriation has overwhelmed the memories of welcoming bath of the abyss, if not entirely cleansed you of its stain. You've clawed your way to the land of luck, the palaces of Monte Carlo, but you struggle to make sense of it all. Why were you here again? What are you looking for?

"Oh Hoagie. He's my idol, you know?" You perk up at hearing another conversation at the bar, but it's just a silver-tongued youngster smooth talking his date. "I think in a hundred years, we'll look back and see him as the next Schubert." Pointless banter. Your excuse of haunting the hotel bar in search of leads on I'eng Shao's curio is wearing thin, and you've got nothing to show for it. Still, it's been nice to taste the eternity of paradise, for the bounties of this land know no time, and it's not hard to convince yourself you deserve it after your intrepid voyage to the old country.

"You see that race down at the track this morning? I can't believe it!" Nothing. "It's on me fellas, why I more than doubled up this morning!" Useless. "You simply must go see her hats, they're like nothing I've ever seen before" This is going nowhere. Maybe it's time to sober up, to pack up in the morning and head north to Paris. You'd probably actually make headway up there.

"Well it's not really a Seance per se, it's not like we're trying to talk to your dead grandmother. It's more like an introduction." Two people speak low next to you, either mistaking your state for oblivion or simply doing a poor job of muffling their voices. "We first tried it up in Nice back last fall. One of our acquaintances had found some old songs or something and some strange green little figure, did some dance or something -- to be honest, I just kind of followed along -- but believe me, there was some kind of presence in the room."



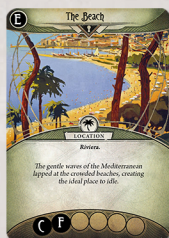
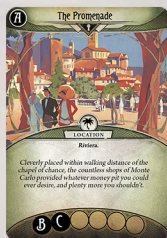


It's hard to believe it after the last week, but maybe it is possible to get lucky. You peer into your cups as the neighbor carries on. "Last I heard a couple of the others may be in town this week, maybe we can give it another shot? Could have a little party, you know? Would be a nice way to spice things up anyway." The man stands up from his stool and puts his suit jacket back on, making eye contact with the bartender as he tosses some cash on the bar next to his empty glass. "Well, you should come out if you can, but if I don't see you before the weekend, give the wife my regards."

The man's compatriot bids him goodnight, then quickly settles his own tab, making his way off into the summer heat. You turn back again to the festivities of the room, only to be greeted by the same vapidness as before. It's a thin lead, but it's all you've got at this point. If you are going to make any headway in finding this idol, you're going to have to find out more about this party and find your way to the center of it.

Proceed to Setup.

Suggested Location Placement



Additional Rules and Clarifications

Prey - Location

Some enemies in this scenario have a location listed as a Prey. During the enemy phase, unengaged enemies with hunter that list a location as a prey will move one location closer to the listed location, using the shortest possible path. Hunters with a location listed as a prey will engage investigators as normal if present at the same location as an investigator, but will disregard investigators when determining movement.

Setup

1. Gather all of the cards from the *Cost of Azure* encounter set. These cards are indicated by the following symbol.



2. Put The Grand Hotel, The Promenade, Casino de Monte-Carlo, The Beach, The Track, and The Marina in play. Each investigator begins play at The Grand Hotel.
3. Gather the 8 unique **Riviera** allies in the *Cost of Azure* encounter set. If there are one or two investigators, randomly remove 2 of these allies from the game. Shuffle all allies not removed this way to build the ally deck.
4. Gather the 8 unique **Riviera** enemy cards. If any **Riviera** allies have been removed from the game, remove their matching enemy version from the game as well. Shuffle the remaining **Riviera** enemy cards together to create the Cultist deck, then randomly remove two of them from the game, facedown.
5. This scenario has three Agenda 2s, all of which are used. Shuffle the three Agenda 2s to randomize them, then assemble the Agendas as normal.
6. Set aside The Solar Ray, Beach Spawn, Hurling Horror, and The Cove out of play.
7. Shuffle the remaining encounter cards to build the encounter deck.

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator was defeated) and the investigators were on Act 1 or Act 2: Read Resolution 1.

If no resolution was reached (each investigated was defeated) and the investigators were on Act 3: Read Resolution 1: Well, at least it was a good time. You head back to the hotel for one last night in paradise, choosing to forget the rich and their fleeting friendship.

In the morning you pack up your things and head down to the lobby to check out, hoping to spend at least an hour taking in the morning sun before you head to the station and back to the real world. "It was a pleasure to have you with us, we look forward to your next visit" the clerk at the front desk says to you as you begin to make your way out.

"Oh! And I almost forgot, one of your friends left this for your last night!" The clerk hands you a simple calling card:

PHILIPPE BRASSARD
THE EIGHTH SKY
MONTMARTRE

You're unsure what to make of it, but it's all you've got. Time to head to Paris.

- ☉ The investigators collectively gain 1 experience for each **Riviera** ally revealed in this scenario, divided as evenly as possible among the investigators.
- ☉ The investigators each gain 1 bonus experience from their introduction to the lifestyles of the rich and famous.

Resolution 2: The warmth of the morning sun rouses you from your slumber. Did you leave the curtain open last night? You begrudgingly get out of bed and draw the curtains closed. May as well get up anyway, plenty of work to do.

Wait, weren't you outside? Weren't there raving lunatics? Wasn't there an abomination of otherworldly horror? You look around your room for any kind of confirmation of these facts but are greeted with a profound lack of evidence: maybe all this partying is getting to your head.

When you finally do descend to the waking world, you ask around for your newfound friends, but are greeted only with unknowing shrugs. Looks like if you were going to find any useful information in this city, the time has come and gone. Oh well, all revelry must come to an end. By the afternoon you've gathered your things, checked out of the hotel, and begun to make your way to the station. If you're going to have any luck finding any information on L'eng's bauble, you'll probably have your best shot in the big city.

- ☉ Each investigator gains experience equal to the Victory X value of each card in the victory display.
- ☉ If an investigator had A Strange Idol in their decklist, remove it from their decklist. Note in your campaign log that "The Idol's Gone Missing."

Resolution 3: The lights of the city fade behind you quickly as you put as much distance as you can between you and those kooks and whatever the hell that was at the beach. What are you doing? Whose car is this? It begins to sputter to a halt as if to address your questionable ownership. You bring it to a stop on the side of the road and step out. Outside of the city's urban halo the night sky presents itself to you in a kind of primordial glory. You lean back against the vehicle and take it all in, trying to forget about the last few weeks. The stars go on. And on. And on. And on. And on. And on. And on. Is that one winking at you? Did those ones just move? Where are you?

You wake to the morning sun and the soreness that accompanies a roadside slumber: you must have dozed off during your stargazing last night. Unfortunately the car is unable to be roused from its slumber, leaving you with no choice but to hoof it back to town.

When you get back to the hotel, there's no sign to be found of any of your new compatriots, which at this point is more of a relief than anything else. You're done with this town. You gather your things and check out of the resort, exchanging few pleasantries with the desk clerk. Hoping that you'll have better luck finding information in the big city, you head to the station and book passage to the city of lights.

- Each investigator earns experience equal to the Victory X value of each card in the victory display.

Resolution 4: *You always doubted that money truly represented value, and the group of imposter illuminati before you in the sand only serves to reinforce your suspicion. You dig through the partygrounds for any kind of clue, but find yourself grasping at straws, coming up with only a small calling card:*

PHILIPPE BRASSARD
THE EIGHTH SKY
MONTMARTRE

You'd planned on heading up to the city of lights anyway, but now at least you've got something, or someone, to look for.

- Each investigator earns experience equal to the Victory X value of each card in the victory display.

Resolution 5: *"We look forward to your next visit!" You thank the clerk as you make your way out of the lobby. You can't say it's been all bad, it's at least a lot more sun than you're used to. As you step out of the hotel, you pull out a small calling card, the only definitive piece of evidence you managed to pull out of the scuffle last night:*

PHILIPPE BRASSARD
THE EIGHTH SKY
MONTMARTRE

You'd planned on heading up to Paris anyway, but at least now you've got something, or someone, to look for.

- Each investigator earns experience equal to the Victory X value of each card in the victory display.

