

Act 1a

Working Vacation

From what you gathered during last night's conversation at the bar, it sounds like you'll be able to discover some details about the second figurine at one of these parties, but you'll have to make some new friends to find out where the soiree's taking place.

Riviera allies cannot be assigned damage or horror and may not be discarded by any means.

►: Spend 2 clues, spawn an ally from the set-aside Ally deck at your location.

Objective - If each investigator controls a **Riviera** ally, advance.

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Act 3a

Crashing the Party

As the singing around you rises to a fever pitch, the idol in your pocket begins to emit a strange glow. The waves on the beach, which up til now had been quietly lapping to shore, now crash wildly along the sand as a strange and hideous form emerges. As the hulking silhouette reaches the shore, the singing ceases and the party-goers rush toward it, heaping praise and worship upon it.

Objective - If there are no **Cultist** or **Monster** enemies in play, advance.

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Agenda 1a

Monday in Monte-Carlo

The combination of last night's revelries and the harrowing ocean journey prove to be too much for you to be up in time to greet the sunrise. As daybreak crawls on to late morning, you pull yourself out of bed and make your way down to the hotel lobby, where the exuberant concierge greets you loudly. As painful as his words ring through your gin-fueled headache, greasing his palms could prove useful to finding those you heard of last night.

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Agenda 2a

A Day at the Races

The streets are abuzz with talks of today's events. You've seen your fair share of main street drags back home, but you've never seen vehicles like those that grace the world-famous races here. With a huge crowd gathering at the track, the rest of the town is almost deserted. It looks like it's going to be tough to find anyone anywhere else.

Revelation - Place 1 clue at The Track, 2 instead if there are 3 or more investigators. The Promenade, The Beach, and The Marina gain +1 shroud.

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Agenda 3a

The Weak's End

Friday's here, and if you're going to get to one of these parties, you'd better find it quickly before the in-crowd leaves town. You've got one last chance to shoe-horn your way in, or you'll probably find yourself empty-handed and the trail to the second idol gone cold. With some extravagant displays, you may be able to get the attention of any potential party-mates a with a little more ease. Time to open up your wallet and turn on the charm.

Investigators taking the **Parley** action can discard a card from their hand or pay 2 resources to make that action Fast.

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ACT
3B



Holding the Beach

You take a moment to catch your breath as you fend off the last of your aggressors. While it didn't seem that any of these upper-crust vacationers truly knew what they were doing, the monster's reaction to the strange idol showed that it'd be best to be prepared for anything. You scour the party site for any information you can before heading back to the hotel, eager to leave the nightlife glitz and glamor of excess behind. (R5)

ACT
1B



Friends in High Places

Spending time to make new acquaintances proves a welcome development from your recent maritime madness, and they seem to be warming to you. With your newfound friends in tow, you continue your exploration of the summertime paradise, hopefully finding a few more interesting vacationers on the way.

AGENDA
2B



Exhausted

As the evening drags on, the growling of the engines and the roar of the crowd begin to get to your head. You could keep combing the streets if you want, but it looks like everyone else is seeking more interior forms of entertainment and are making their way back to the hotel bar. It may be a good idea to call it a night.

- ❖ Investigators that are not engaged with an enemy may move to The Grand Hotel.

AGENDA
1B



Early Arrivals

As Monday evening draws to a close, you see a scattering of new faces around town. There's excitement brewing all around you, so you keep your ears open for any leads on potential party-goers. The soft bed of the hotel sounds inviting, but you could also make a night of it and get the best out of your time off.

- ❖ Investigators not engaged with an enemy may move to The Grand Hotel.

AGENDA
3B



Left Behind

While your new friends seemed eager to enjoy your good graces throughout the week, as the weekend arrives, it appears they have more pressing engagements elsewhere, and one by one, they begin to disappear into the festivities of the night. (R1)

Act 2a

Out on the Town

Your curious compatriots aren't exactly low maintenance, but you'll have to put up with their expensive tastes long enough to get the party invite you're hoping for.

Riviera allies may not be assigned damage or horror and may not be discarded by any means.

➡ Spend 2 clues: Spawn an ally from the set-aside Ally deck at your location.

Objective - Whenever an investigator gains a clue or succeeds at a skill test printed on a location, for each **Riviera** ally they control, place 1 clue from the clue bank on this act. At the beginning of the upkeep phase, if the investigators are at The Marina and there are 6+ clues on this act, advance.

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Act 3a

The Shallows of Lunacy

The crowd erupts in shouts of joy as a short, sickly looking creature staggers forth from the beach. It seems that though this group has dipped their toes into the darker arts, they are clearly gifted amateurs at best, and unlucky idiots at worst. All the same, your failure to immediately heap praise upon the newcomer draws the ire of your recent acquaintances, and as they surround their fishy friend, they train their eyes on you and approach.

Objective - If there are no Cultist or Monster enemies in play, advance.

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Agenda 2a

One-Day Sale

"Dresses of Unusual Charm for So Little Money! Fashion Selected from the Finest Paris Models! Wearers of our Shirts enjoy the pleasing distinction of shirts that fit!"

If the signs and advertisements that litter the streets aren't working on you, they're sure working on everyone else. The shops seem like the place to be if you're wanting to meet new faces.

Revelation - Place 1 clue on The Promenade, 2 instead of there are 3 or more investigators.

Item assets cost 1 fewer resource to play for investigators at The Promenade.

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Agenda 2a

Beachside Paradise

Despite the traumatic nature of your transatlantic voyage, you find the waves of the beach calling to you, and apparently many others. Considering that swimming among the fishes back home is often accompanied by concrete boots, maybe it wouldn't be such a bad idea to take a dip in more friendly waters.

Revelation - Place 1 clue on The Beach, 2 instead of there are 3 or more investigators.

Investigators get +1 to their skill test when taking actions printed on The Beach.

3

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Agenda 4a

Fish out of Water

As this group of bored socialites celebrate the arrival of their fishy friend, the likes of which you thought you'd left behind you, it's become pretty evident the trail of the idol has gotten a lot hotter than you thought. To make matters worse, it looks like there are some latecomers that have decided to crash the party. If you're going to get any answers from them at this point, it doesn't look like it will be through friendly conversation.

Forced - During the Mythos phase, rather than drawing encounter cards and adding doom to this card, draw the top card (top two cards if there are 3 or more investigators) of the Cultist deck and spawn it at The Cove.

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ACT
3B

Dead Ends

You're not sure whether to curse the foolhardiness of the amateur Aleister Crowley's or pity their ineptitude. You stare down at the lifeless body of the odd aquatic visitor for what seems like an hour before you snap out of it and scour the area for any kind of relevant information. (R4)

ACT
2B

Friends in No Places

Having finally gained their trust, your eccentric new friends invite you on to a small private boat that brings you to a secluded cove, where you crowd around a small bonfire. Bottles of wine and champagne are opened as the party begins, and the crowd sings some of the recent hits that have livened up the French clubs. An hour or so later, as a slight haze of drunkenness grows around you, you begin to realize that though you haven't practiced your French lately, you're sure the strange words the group is singing don't belong to that lovers' language.

- ◆ Advance to Agenda 4a. Put into play the set-aside The Cove. Place each investigator in The Cove.
- ◆ Reveal all cards in the set aside Cultist deck and replace all **Riviera** allies with their respective enemy version (if it was revealed this way). If that ally was controlled by an investigator, the enemy engages that player. Shuffle any cards revealed this way that didn't have a corresponding ally version in play and create a new Cultist deck with those cards.
- ◆ If "Received a strange idol" is in your campaign log, advance to Act 3a "Crashing the Party" and spawn Hulking Horror at The Cove. Otherwise, advance to Act 3a "The Shallows of Lunacy" and spawn Beach Spawn at The Cove.
- ◆ Spawn The Solar Ray at The Track.

AGENDA
2B

Washed Up

It feels like you may have gotten a bit too much sun, but recalling the stench of the beaches back home, any time at a beach this nice seems like time well spent. The hotel bar could provide some relief from the wrath of the sun, but the night-time sights of town are equally enticing.

- ◆ Investigators not engaged with an enemy may move to The Grand Hotel.

AGENDA
2B

Another Day Gone

The feeding frenzy at the promenade comes to an end and the city streets return to the regular revelry of summer nights. You can spend the rest of the wee hours out on the town or head back to your room, but you don't think you'll be meeting anyone else this evening.

- ◆ Each investigator not engaged with an enemy may move to The Grand Hotel.

AGENDA
4B

Left Behind

All the summer sights that seemed so inviting six hours ago now seem ghastly and twisted. Your crazed pursuers continue their chase of you across the resort. It seems as if their numbers will never diminish. You fight until your last, but even with your best, you can't beat back the horrible tide. (R2)