

B

## Casino de Monte-Carlo



LOCATION



Riviera.

Opened in 1858 to help pay the bills of a failing archaic house of nobles, the Casino de Monte-Carlo has helped create paradise by feeding off the dreams of its inhabitants for going on a century now.

G

## The Cove



LOCATION



Riviera.

At the bottom of the cliff that the Grand Hotel sat on lay a quiet, secluded cove, the perfect place to get away from the crowded sites of the Riviera and find a bit of privacy.

C

## The Grand Hotel



LOCATION



Riviera.

Following your perilous transatlantic voyage, the king-sized beds of your suite in this mansion of a hotel proved hard to pull yourself out of, but perhaps the front desk could help you locate those mentioned over dinner last night, provided you grease a few palms.

E

## The Beach



LOCATION



Riviera.

The gentle waves of the Mediterranean lapped at the crowded beaches, creating the ideal place to idle.

A C D

## The Marina



LOCATION



Riviera.

While it could attract a rough crowd in the evening, the Marina let any vacationer who wished to fulfill their dream of being captain-on-deck for an afternoon.

C

A

## The Promenade



LOCATION



Riviera.

Cleverly placed within walking distance of the chapel of chance, the countless shops of Monte Carlo provided whatever money pit you could ever desire, and plenty more you shouldn't.

A B D E

D

## The Track



LOCATION



Riviera.

For those willing to take the risk, the race tracks provided an easy way to build a reputation, and prove themselves among only the most daring and dashing.

C F

## The Cost of Azure

0. You may instead automatically fail this test to take 1 horror and gain 3 resources.
- 3. If you fail, either take 1 horror or lose control of a **Riviera** ally that you control and return it your location.
- 3. If you succeed, you may take 1 horror to immediately take an action as if it were your turn.
- 4. If you have 2 or fewer remaining sanity, you may instead choose to automatically succeed.

E G

B C

B C



E

## The Beach



2

LOCATION



1

➔: Test ♣(3) to "Go for a swim." For each point succeed by, heal 1 horror. You may spend any number of additional actions to get +2 to this test for each additional action spent. (Limit once per act.)

C

## The Grand Hotel



1

LOCATION



0

➔➔➔: Heal 2 damage.  
➔➔: Spend 2 resources. Put a clue on an empty location.

*It will be hard for anything in town to compete with the extravagance of your king-sized bed, but if it's out there, the concierge will know where it is.*

G

## The Cove



3

LOCATION



0

Investigators at this location may not gain resources or draw cards.

*Fire pits dotted the quiet beach, the remnants of the good times of evenings past.*

B

## Casino de Monte-Carlo



4

LOCATION



3

➔: Test ♣(1). For each point you succeed by, gain 1 resource and reveal a chaos token. If the ♣ token or any non-negative number is revealed this way, gain 2 clues from the clue bank. If the ♠ token is revealed this way, instead of gaining any resources, lose all of your resources. (Limit once per act.)

C F

## The Gost of Azure

- 0. You may instead automatically fail this test to take 1 horror and gain 3 resources.
- 3. If you fail, either take 1 horror or lose control of a Riviera ally that you control and return it your location.
- 3. If you succeed, you may take 1 horror to immediately take an action as if it were your turn.
- 4. If you have 2 or fewer remaining sanity, you may instead choose to automatically succeed.

D

## The Track



2

LOCATION



1

➔: Spend 2 resources. Test ♣(2) to "Take one out for a spin." For each point you succeed by, gain 2 resources. If you fail by 2 or more, take 2 damage. (Limit once per act.)  
*For a price you could take one of the cars out on the track, and if you could find someone else daring enough, maybe you could even win your money back.*

B C

A

## The Promenade



2

LOCATION



1

➔: Test ♣(1) to "Go window shopping." For each point you succeed by, you may pay 1 resource to draw 2 cards. (Limit once per act.)

*"I'll take that, and that, and that..."*

B C

F

## The Marina



3

LOCATION



2

➔: Test ♣(1) to "Take out a schooner." If you succeed, look at the top X cards of your deck, where X is the number of points you succeeded by. You may add up to 2 of these cards to your hand and put the rest back in any order. (Limit once per act.)

E