

Act 1a

## A Long-Earn Holiday

... but Aleister is right, you really need those days off. You try to raise your own spirits and pretend Paris is all yours to explore!

**Forced** – When an investigator draws a permanent story asset: Put that story asset into play under that investigator's control.

➡ Spend 1 clue to draw the top card under your current location.

➡ **Resign.** You have already spent too much time in this city!

**Objective** – If the investigators control all 4 permanent **Paris** story assets or if every investigator has resigned, advance.

1/49

## Midnight in Paris

EASY / STANDARD

1a

- 2. If you fail, take 1 damage or 1 horror.
- 3. If you fail, add a doom to the current agenda.
- X, where X is the number of doom in play (max 3). If you fail, remove a Permanent story asset you control from the game.
- 4. If you fail, draw the top **Leisure** treachery effect in the discard pile, if able.

1/49

Act 1b

If the investigators control all 4 permanent **Paris** story assets, they gain 1 additional experience point during resolution.

Your time in the city has made you more and more weary, causing you to wonder if this has been a holiday at all, and pondering your escape, but where would you go? Somehow you managed to make it back to your hotel room....

→RI.

1b

## Midnight in Paris

HARD / EXPERT

1b

- 3. If you fail, take 1 damage and 1 horror.
- 4. If you fail, add a doom to the current agenda.
- X, where X is the number of doom in play (max 5). If you fail, remove a Permanent story asset you control from the game.
- 5. If you fail, draw the top **Leisure** treachery effect in the discard pile, if able.

1/49

## Secret Gathering

TREACHERY

WEAKNESS

Task

**Revelation** – Attach Secret Gathering to the location farthest from you.

➡➡➡ **Investigate.** If you succeed, instead of discovering clues, remove Secret Gathering from the game and record in the campaign log that you “attended a secret gathering”.

**Forced** – When the game ends: If Secret Gathering is in play, record in the campaign log that “you attended a secret gathering”.

*They seemed to call themselves the Ordo Templi Orientis, what were they up to?*

Victory 1.

5/49

Agenda 1a

## Midnight in Paris

The City of Light looks suspiciously gloomy on the day you arrive and time seems to run faster than usual...

**Forced** – After an investigator performs a player action: Place one doom on this agenda.

12

2/49



Agenda 1b

Another day passes without a sign from Dr. Horowitz, but persistence is one of your stronger qualities, even though this city is less enjoyable than anticipated.

The lead investigator shuffles the encounter discard pile into the encounter deck and draws the top card. Daylight to Nightfall (or vice-versa, removing all doom from it) and discard every **Weather** card in play.

Reset the agenda deck to Agenda 1a.

2/49



**\*G n p  Absinth**

Distill your Own Medicine

Item. Paris.

Permanent. Uses (3 shots).

When you would be dealt horror from an encounter card effect or an enemy attack, use 1 shot to cancel that horror.

**Forced** – After you use the last shot from G n p  Absinth: Test (4). If you fail, suffer one physical trauma.

*Absinth makes the heart grow fonder.*



**\*Rusty Key**

It Must Open Something

Item. Cursed. Paris.

Permanent.

**Forced** – After you move to a location as a result of an encounter card effect: Shuffle the Rusty Key in the encounter deck.

**Forced** – When an investigator draws Rusty Key: Put it into play under that investigator's control. Then, Rusty Key gains surge.



**\*Old Motorcycle**

It Just Needs Some Paint

Vehicle. Derelict.

If you're at the Garage de Passy, Old Motorcycle gains:

“>>>> Spend 5 resources and wait for the mech to repair the Old Motorcycle. Remove Old Motorcycle from the game and put Backfiring Motorcycle into play, under your control.

>> Parley. Test (4). If you succeed, gain as many resources as your value during that test, and remove Old Motorcycle from the game.”



**\*Dr. Petiot's Bag**

Many Potions & Salves

Item. Medicine.

>> Exhaust Dr. Petiot's Bag. Heal up to 2 damage and 2 horror from any investigator at your location. Then, reveal a random token from the chaos bag. If you reveal a token, search your collection for a Madness basic weakness and add it to your deck.

*Those tiny bottles and flasks never seem to run dry...*



**\*Cold Statuette**  
Arandra's Trinket



*Item. Relic. Cursed. Paris.*

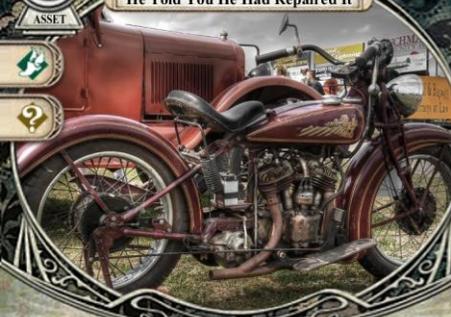
Permanent. You get +2  and -2 sanity.

When you reveal a **Weather** treachery, take 1 direct horror to cancel that treachery.

*The statuette was always freezing cold.*



**\*Backfiring Motorcycle**  
He Told You He Had Repaired It



*Item. Vehicle. Paris.*

Permanent. Uses (5 gasoline, +2 if you "have extra gasoline").

: Use 1 gasoline and exhaust Backfiring Motorcycle: **Move**. After you have moved, test  (3). If you succeed by 2 or more, ready Backfiring Motorcycle. If you fail by 2 or more, remove 1 additional gasoline. If you reveal a  token, remove Backfiring Motorcycle from the game.



**\*Dr. Marcel Petiot**  
Docteur Satan

4 5 1

*Underworld. Doctor.*

Hunter. Retaliate.

**Revelation** – If unattached, attach the set aside Docteur Petiot's Bag to Dr. Marcel Petiot.

After you defeat Dr. Marcel Petiot, take control of Docteur Petiot's Bag.

*"Gentlemen, I have one last piece of advice: Look away. This will not be pretty to see."*

**Victory 2.**

ENEMY




**\*Perceval, the Story of the Grail**  
By Chrétien de Troyes



*Item. Tome. Relic. Occult.*

Permanent. You get +2  while investigating a location with a shroud value higher than your base .

**Forced** – After you fail a test while investigating by revealing a , ,  or  token: Search the encounter deck and discard pile for a **Monster** or **Cultist** enemy and draw it.

*"Come, let me know whether thou art a creature of good or not." And he replied: "I am a man." — Chrétien de Troyes*



**Hideous Gargoyles**

2 2 2

*Monster.*

**Spawn** – The nearest *Occult* location.  
Hunter. Alert.

*Crouching in position, posing in perfect posture, on the rooftop of a gothic cathedral sits a monster.*

ENEMY

13-15/49 13



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Hunter. Alert.

*Crouching in position, posing in perfect posture, on the rooftop of a gothic cathedral sits a monster.*

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13-15/49 13



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Hunter. Alert.

*Crouching in position, posing in perfect posture, on the rooftop of a gothic cathedral sits a monster.*

ENEMY

13-15/49 13



**Pickpocket**

1 3 4

*Thief. Underworld.*

**Spawn** – The nearest *Crowded* location with the most investigators.

**Prey** – The investigator controlling the most *Item* assets.  
Hunter. Alert.

**Forced** – When the Pickpocket attacks: Choose an *Item* asset you control and test  $\frac{1}{2}(X)$  where X is twice that asset's cost (to a minimum of 1). If you fail, attach that asset to the Pickpocket and move him to the location farthest from all investigators.

After Pickpocket is defeated, return every asset attached to him to its owner's hand.

ENEMY

16-18/49 14



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ENEMY



16-18/49 14



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ENEMY



16-18/49 14



**Unsavory Character**

3 4 2

*Criminal. Underworld.*

**Spawn** – The nearest **Underworld** location.  
Hunter. Aloof.

Cannot enter non-**Underworld** locations. If there are less than 3 encounter cards under his location, Unsavory Character loses the Aloof keyword.

"You stole from the wrong establishment..."

ENEMY



19-21/49 15



**Unsavory Character**

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ENEMY



19-21/49 15



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“You stole from the wrong establishment...”

ENEMY



19-21/49 15



**Bewitching Violonist**

1 1 1

*Musician.*

**Spawn** – The nearest *Crowded* location.

Aloof.

Each investigator at Bewitching Violonist’s location gets -1 ♠ and -1 ♣. Bewitching Violonist gets +X combat and evade value for each encounter card under her location

►: Spend 3 resources. **Parley.** Add 1 doom to the current agenda and discard Bewitching Violonist. Remember that you “have heard the song”.

*I lost myself in that beautiful, alluring melody.*

ENEMY



22-24/49 16



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ENEMY



22-24/49 16



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ENEMY



22-24/49 16



**Lady of the Night**

2 2 6

*Underworld.*

**Spawn** – The nearest *Underworld* location.

Hunter.

Investigators in the Lady of the Night location cannot gain any resource.

➤ Spend 3 resources: **Parley**. Discard Lady of the Night. Test ♠ (1). If you fail, remember that you have “fallen in love”.

ENEMY

25-27/49 17



**Lady of the Night**

2 2 6

*Underworld.*

**Spawn** – The nearest *Underworld* location.

Hunter.

Investigators in the Lady of the Night location cannot gain any resource.

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ENEMY

25-27/49 17



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*Underworld.*

**Spawn** – The nearest *Underworld* location.

Hunter.

Investigators in the Lady of the Night location cannot gain any resource.

➤ Spend 3 resources: **Parley**. Discard Lady of the Night. Test ♠ (1). If you fail, remember that you have “fallen in love”.

ENEMY

25-27/49 17



**Daylight**

*Environment. Day.*

When you draw a *Leisure* treachery card: Place 1 doom on Daylight to cancel that treachery (limit 1 ♣ doom on Daylight).

“A walk about Paris will provide lessons in history, beauty, and in the meaning of life...”

TREACHERY

28a/49 18a

**Nightfall**

*Environment. Night.*

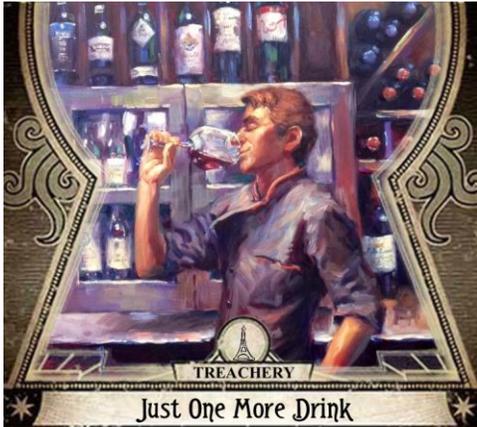
**Revelation** – Each investigator takes 1 direct horror.

While Nightfall is in play, investigators must spend 1 additional action to investigate. Each location in play gets +1 shroud. *Leisure* treacheries cannot be canceled.

“Cites, like cats, reveal themselves at night.”

TREACHERY

28b/49 18b



TREACHERY

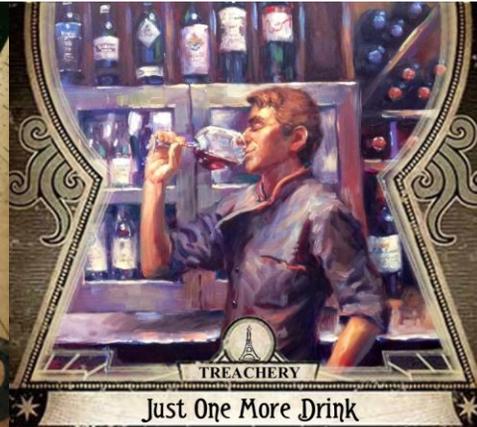
### Just One More Drink

*Leisure.*

**Revelation** – Each investigator currently in an *Underworld* location tests ⚡ (4). Each investigator that fails loses 2 actions and remembers that they have “had too many drinks”.

*After the first glass, you see things as you wish they were. After the second, you see things as they are not. Finally, you see things as they really are, and that is the most horrible thing in the world.*

29-31/49 19



TREACHERY

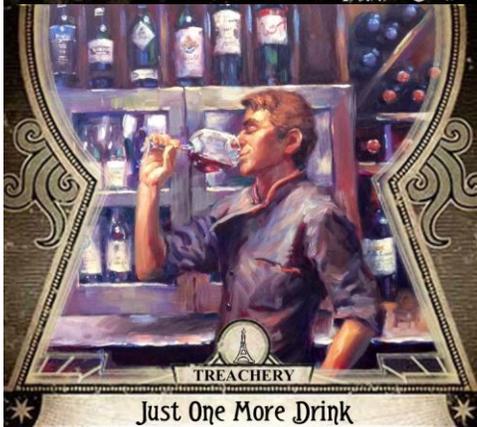
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29-31/49 19



TREACHERY

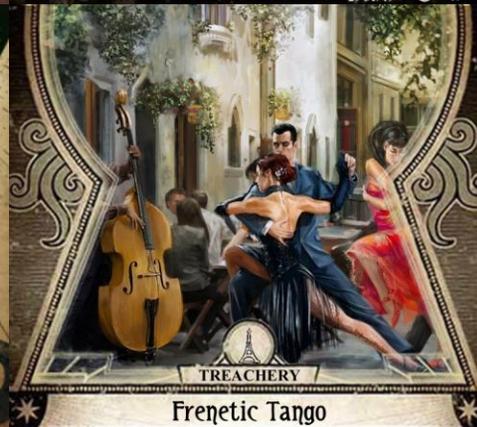
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29-31/49 19



TREACHERY

### Frenetic Tango

*Leisure.*

**Revelation** – Each investigator currently in a *Montmartre* location tests ⚡ (4). Each investigator that fails the test must add 1 doom to the current agenda and remember that they “have learned the dance”.

*Dancing is creating a sculpture that is visible only for a moment.*

32-34/49 20





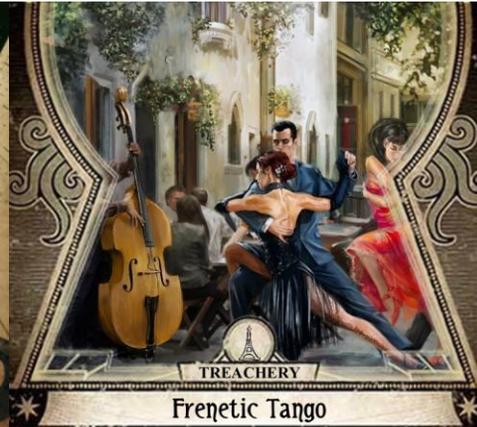
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32-34/49 20



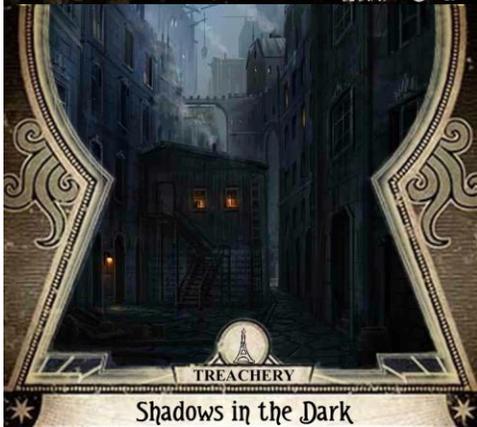
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32-34/49 20



### Shadows in the Dark

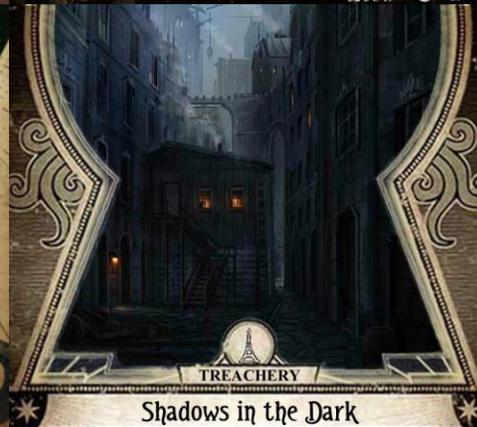
*Terror.*

Peril.

**Revelation** – If *Nightfall* is in play, test  (4). If you fail, take 1 horror for each point of failure and remember that you are “chased by shadows”. If *Daylight* is in play, *Shadows in the Dark* gains surge.

*You had the distinct feeling of being watched.*

35-37/49 21



### Shadows in the Dark

*Terror.*

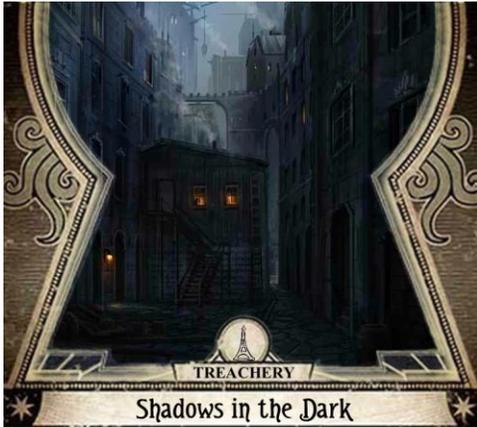
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*You had the distinct feeling of being watched.*

35-37/49 21





TREACHERY

### Shadows in the Dark

*Terror.*

Peril.

**Revelation** – If Nightfall is in play, test ☠ (4). If you fail, take 1 horror for each point of failure and remember that you are “chased by shadows”. If Daylight is in play, Shadows in the Dark gains surge.

*You had the distinct feeling of being watched.*

35-37/49 21



TREACHERY

### Autumn Rain

*Hazard. Weather.*

**Revelation** – If there is already another copy of Autumn Rain in play, discard it and discard this card, then reveal another encounter card. If not, attach Autumn Rain to the current agenda. While Autumn Rain is in play, investigators must spend 1 additional action to move. Each revealed location gets +1 shroud.

38-40/49 22



TREACHERY

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38-40/49 22



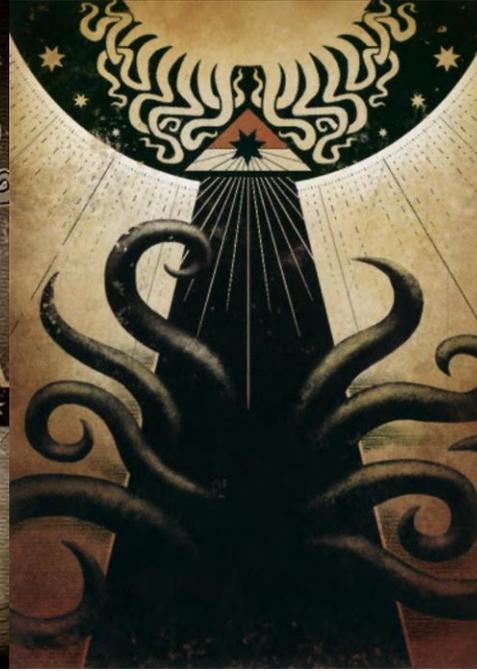
TREACHERY

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38-40/49 22



**Notre-Dame de Paris**  
City of Light, for How Long?

**2** LOCATION **2**

City. Central. Occult. Crowded.

**Forced** – At the end of the Mythos Phase: Each investigator at Notre-Dame de Paris tests  $\heartsuit$  (X), where X is the number of doom in play. Heal 1 horror for each point of success. If you fail and Daylight is in play, take 1 horror. If you fail and Nightfall is in play, search the encounter deck and encounter discard pile for a copy of Hideous Gargoyles and draw it.

**Notre-Dame de Paris**

LOCATION

City. Central. Occult. Crowded.

*"You don't go to Notre Dame to learn something; you go to Notre Dame to be somebody."*

**Moulin Rouge**

**4** LOCATION **4**

City. Underworld. Montmartre.

**Forced** – After you reveal Moulin Rouge: Search the encounter deck and discard pile for a Lady of the Night and draw it, if able.

*"The world would be a duller place without the Moulin Rouge."*

**Moulin Rouge**

LOCATION

City. Underworld. Montmartre.

*"The world would be a duller place without the Moulin Rouge."*

**Quartier Latin**

41/49 23

**3** LOCATION **1**

City. Crowded. Occult.

If an investigator controls Perceval, the Story of the Holy Grail, the Quartier Latin gains: **Parley**. You find a scholar to study your strange book. Test  $\heartsuit$  (4), if you succeed, remember that you have "studied the book".

*"Study is the child of silence and mystery."*

Victory 1.

**Quartier Latin**

LOCATION

City. Crowded. Occult.

*"Study is the child of silence and mystery."*

**Garage de Passy**

**4** LOCATION **0**

City.

**Parley**. Negotiate for an extra gas can. Test  $\heartsuit$  (4). You can spend X resources to give you +X  $\heartsuit$  for that test. If you succeed, remember that you "have extra gasoline".

*The repair shop looks ancient and derelict but you might as well give it a try.*

**Garage de Passy**

LOCATION

City.

*The repair shop looks ancient and derelict but you might as well give it a try.*

43/49 25

43/49 25

44/49 26

44/49 26

**Banks of the Seine**

**1** LOCATION **4**

City.

Banks of the Seine gets +1 shroud for each connected location with no encounter cards underneath.

**Forced** – After you reveal Banks of the Seine: Search the encounter deck and discard pile for a Bewitching Violinist and draw it, if able.

**Banks of the Seine**

LOCATION

City.

*"He who contemplates the depths of Paris is seized by vertigo. Nothing is more fantastic. Nothing is more tragic. Nothing is more sublime."*

**Le Cépage Montmartre**

**1** LOCATION **2**

City. Underworld. Montmartre.

Le Cépage Montmartre gets +1 shroud for each card under it.

**Forced** – After you reveal Le Cépage Montmartre: Search the encounter deck and discard pile for an Unsavory Character and draw it, if able.

**Le Cépage Montmartre**

LOCATION

City. Underworld. Montmartre.

*The front of that café does not look very appealing, let's hope the inside is better...*

Illus. Ennui's Hao 45/49 27

Illus. Joe Pingleton 46/49 28

**Montmartre**

LOCATION

City. Underworld. Crowded. Montmartre.

Victory 1.

**Montmartre**

LOCATION

City. Underworld. Crowded. Montmartre.

**Champ de Mars**

**3** LOCATION **2**

City. Crowded.

**Forced** – After you reveal Champ de Mars: the Search the encounter deck and discard pile for a Pickpocket and draw it, if able.

*The elevators stood still, 'If he wants to reach the top, Let him walk it, if he will.'*

**Champ de Mars**

LOCATION

City. Crowded.

*The elevators stood still, 'If he wants to reach the top, Let him walk it, if he will.'*

**Montmartre**

**1** LOCATION **2**

City. Underworld. Crowded. Montmartre.

Montmartre gets +1 shroud for each card under it.

*"Things were sort of Bohemian in Montmartre - one lived, one painted, one was a painter - all that doesn't mean anything, fundamentally."*

**Montmartre**

LOCATION

City. Underworld. Crowded. Montmartre.

*"Things were sort of Bohemian in Montmartre - one lived, one painted, one was a painter - all that doesn't mean anything, fundamentally."*

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48/49 30

48/49 30

**Cimetière du Père-Lachaise**

**5** LOCATION **4**

*City. Occult.*

Each **Monster** enemy in the Cimetière du Père-Lachaise gains Retaliate.

**Forced** – After you reveal Cimetière du Père-Lachaise: Search the encounter deck and discard pile for a copy of Hideous Gargoyles and draw it, if able.

**Victory 1.**

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**Cimetière du Père-Lachaise**

LOCATION

*City. Occult.*

*"A visit to Père Lachaise in Paris adds a year to one's life"*