








STANDALONE MODE

If you are playing in Standalone Mode and do not wish to refer to any other setup/resolutions, you may use the information below when setting up and playing this scenario:






To set up a *The Scarlet Keys* Standalone scenario, perform the following steps in order.

1. Assemble the campaign chaos bag.

» Standard (I want to be bound in Red):

+1, 0, 0, -1, -1, -1, -2, -2, -3, -4, , , , , .

» Hard (I want to face the Outside):

0, 0, 0, -1, -1, -2, -2, -3, -3, -4, -5, , , , , .

2. The Investigators must decide (choose one):

» To Trust: Add 1  token and remove 1  token.


» To be Skeptical: Add 1  token and remove 1  token.

3. The Investigators *may* upgrade their decks with XP and add Keys by spending time.

» A maximum of 34 **time** may be spent.

» Mark one **time** for the XP added to deck(s) per investigator after their initial deckbuilding. (ex: If deck A has 10xp and deck B has 20xp, then you would mark 15 **time**.)

» For every 7 **time** spent an investigators may add one randomly selected **Key** to any investigator's deck.


• To do so, gather the **Keys** from each scenario and from the *Globetrotting* encounter set. The *Globetrotting* encounter set is indicated by the following icon: 

• Check the scenario you are intending to play and remove the **Key(s)** listed in the set-up from the gathered cards.



• Randomly draw or select the number of Keys bought. Choose an investigator to take control of each key and add it to their play area.

» When you fill in a box under “Time Passed” with one of the following symbols (in the form of Greek letters), proceed to the status report matching that letter, and apply the game text that follows.

7 Time - Status Report Alpha (α): Add 1  token

10 Time - Status Report Epsilon (ε): Gather the *Red Coterie* encounter set. Check the scenario you are intending to play and remove the **Coterie** card listed in the set-up from the gathered cards. Randomly select one card to into the encounter deck without looking at it. The *Red Coterie* encounter set is indicated by the following icon: 

15 Time - Status Report Beta (β): Add 1  token.

24 Time - Status Report Gamma (γ): Add 1  token. Each investigator must add 1 copy of the *Paradimensional Understanding* weakness to their deck. It does not count toward their deck size. These cards can be found in the *Globetrotting* encounter set, indicated by the following encounter set icon: 

—05A - Riddles in Rain—

- » Can only be played with 6 or less **time**.
- » Continue to Setup on page 6.

—11B - Dead Heat—

- » If you're adding a random **Key** or **Coterie** card to this scenario, remove The Last Blossom and Amaranth from the gathered cards.
- » Continue to Setup on page 12.

—16D - Sanguine Shadows—

- » If you're adding a random **Key** or **Coterie** card to this scenario, remove The Weeping Lady, La Chica Roja, and The Sanguine Watcher from the gathered cards.

The Investigators must decide (choose one):

- » *To tell Ofical Bolívar everything and collaborate,*
Add 1 🗡 token and remove 1 🌿 token.
- » *Give some information but hide your true purpose,*
Add and remove nothing.
- » *Insist he tells you what he knows and give him nothing,*
Add 1 🌿 token and remove 1 🗡 token.
- » Continue to Setup on page 17.

—21F - Dealings in the Dark—

- » If you're adding a random **Key** or **Coterie** card to this scenario, remove The Twisted Antiprism from the gathered cards.

The Investigators must decide (choose one):

- » *Help Ece find the Key,*
Record *the cell is working with Ece* in your Campaign Log,
remove 1 🌿 from the chaos bag and add 1 🗡.

- » *Tell Ece you will help her find the Key (You are lying),*
Record *the cell is deceiving Ece* in your Campaign Log,
Remove 1 🗡 from the chaos bag and add 1 🌿.
- » *Search for the Key without her help,*
Record *the cell refused Ece's offer* in your Campaign Log.
- » Continue to page Setup on page 23.

—28I - Dancing Mad—

- » If you're adding a random **Key** or **Coterie** card to this scenario, remove The Mirroring Blade and Desidario Delgado Álvarez from the gathered cards.

Check the *time* in your campaign log:

- » *If less than 20 **time** has passed,*
Continue to Setup on page 29.
- » *More than 20 **time** has passed,*
Continue to Setup on page 30.

—33K - On Thin Ice—

- » If you're adding a random **Key** or **Coterie** card to this scenario, remove The Sable Glass and Thorne from the gathered cards.
- » Continue to Setup on page 34.



—38N - The Dogs of War—

- » If you're adding a random **Key** or **Coterie** card to this scenario, remove The Light of Pharos, The Claret Knight, and The Beast in a Cowl of Crimson from the gathered cards.

The Investigators must decide (choose one) and continue directly to the setup:

- » *Help the Claret Knight against the Beast,*
Remove 1 🌿 from the chaos bag and add 1 🗡 and,
If less than 20 **time** has passed go to Setup v.1 on page 40.
If more than 20 **time** has passed go to Setup III on page 41.

» Take *the Light of the Pharos for yourself*,

Remove 1  from the chaos bag and add 1  and,

If less than 20 **time** has passed go to Setup v.II on page 41.

If more than 20 **time** has passed go to Setup III on page 41.

—46Q - Shades of Suffering—

» If you're adding a random **Key** or **Coterie** card to this scenario, remove The Shade Reaper and Tzu Sun Niang from the gathered cards.

» *Agent Flint is missing.*

» Continue to Setup on page 46.

—56Y – Without a Trace—

» If you're adding a random **Key** or **Coterie** card to this scenario, remove Aliko Zoni Uperetria from the gathered cards.

The Investigators must decide (choose one):

» *Blow the whistle and summon Aliko to your side,*

In your Campaign Log, record *the cell blew the whistle.*

» *Dispose of the whistle and do this alone,*

In your Campaign Log, record *Agent Quinn has your back.*

Any one investigator may choose to add the Agent Ari Quinn story asset to their deck. It does not count toward their deck size.

This card can be found in the *Globetrotting* encounter set, indicated by the following encounter set icon:



» Continue to page 56.

—59Z – Congress of the Keys—

» Can only be played with 15 or more **time**.

» If a Key is controlled by an investigator, it remains in that investigator's control. Otherwise, put it under the control of its bearer.

The Member of the Coterie will vote to decide your fate. And reveal which key they bear. For each member flip a coin to randomly pick one of the two options below. Tally all of the votes received. Each “yea” vote represents a Coterie member who wishes to see you disposed of. Each “nay” vote represents a Coterie member who wishes to keep you safe. An abstaining vote, or a vote of silence, is neither a yea or a nay.

» The Claret Knight votes (*Yea/Nay*).

» The Beast in the Cowl of Crimson votes (*Yea/Abstains*).

» (*The Beast/The Claret Knight*) is the bearer of the Light of the Pharos.

» Ece Şahin votes (*Nay/Abstains*). Ece bears The Twisted Antiprism.

» Amaranth votes (*Yea/Abstains*). Amaranth bears The Last Blossom.

» Thorne votes (*Yea/Nay*). Thorne bears The Sable Glass.

» Aliko Zoni Uperetria votes (*Yea/Nay*).

» Desiderio Delgado Álvarez votes (*Yea/Nay*). Desi bears The Mirroring Blade.

» Abarran Arrigorriagakoa votes (*Yea/Abstains*).

» The Red Gloved Man bears The Eye of Ravens.

» La Chica Roja votes (*Nay/Abstains*).

» The Sanguine Watcher votes (*Yea/Abstains*). The Sanguine Watcher is the bearer of the Weeping Lady.

» Tzu San Niang votes (*Yea/Abstains*). Tzu San Niang is the bearer of The Shade Reaper.

» Tuwile Masai votes (*Yea/Nay*).

Depending on how the votes were cast:

» *If it is a **tie**, or if the “yeas” have it,*

You have been deemed a liability. Continue to Setup v. I page 64.

» *If the “nays” have it,*

You have been deemed an asset. Continue to Setup v.II on page 65.