

STAND-ALONE X

FORTUNE AND FOLLY

A casino in Monte Carlo is using probability-manipulating powers to accumulate wealth at the cost of endangering the populace. In *Fortune and Folly*, a unique scenario for *Arkham Horror: The Card Game*, 1-4 investigators must plan and execute a daring heist in order to capture the source of this cult's power and put a stop to their nefarious work. But will their meddling turn fortune in their favor? Or will their luck run out?

Expansion Symbol

The cards in this expansion are identified by this symbol before each card's collector number.

*Game Mode*

Fortune and Folly can be played as either a stand-alone scenario or as a side-story inserted into any campaign. *Fortune and Folly* gains additional context and scenario rewards if played as a side-story in *The Scarlet Keys* campaign.

Campaign Mode

Playing *Fortune and Folly* as a side-story costs each investigator **3 experience**. Note: If you are playing *Fortune and Folly* as a side-story in *The Scarlet Keys* campaign, that campaign has a different cost for integrating side-stories. See *The Scarlet Keys* campaign guide for details.

Stand-Alone Mode

» Construct the chaos bag with your chosen difficulty.

» **Standard:**

+1, 0, 0, -1, -2, -2, -3, -3, -4, -5, ☠, ☠, ♠, ♠, 🌿, 🌿, ⚡.

» **Hard:**

0, 0, -1, -1, -2, -2, -3, -3, -6, -7, ☠, ☠, ♠, ♠, 🌿, 🌿, ⚡.

Checkpoint

This scenario is split into two parts. Players may choose to play these parts one at a time (with a break between each part), or they may play both parts one after the other as part of a longer session. Each part is its own game with its own setup and resolution. After completing the first part of this scenario, the campaign guide directs the investigators to a Checkpoint that instructs them how to proceed. If the investigators wish to proceed directly to the next part of the scenario, the Checkpoint instructs them on how to clean up the game to prepare for the next part. If the investigators wish to take a break and resume playing during their next game session, the Checkpoint instructs them to record information in the Campaign Log that makes setup for the next session quick and easy.



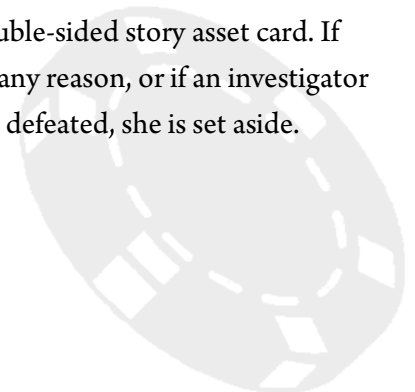
Patrol

Some enemies have the patrol keyword. During the enemy phase (in framework step 3.2), each ready, unengaged enemy with the patrol keyword moves to a connecting location along the shortest path toward the designated location (as described in parenthesis next to the word patrol).

- » If there are multiple locations that qualify as the designated location, the lead investigator may choose which location that enemy moves toward.
- » If an enemy with patrol would be compelled to move to a location that is blocked by a card ability, that enemy does not move.
- » During this scenario, locations are arranged into two main “hubs” consisting of either **Public** or **Restricted** locations (see pages 121 and 142). If an enemy’s patrol location is “clockwise” or counterclockwise,” that means they will move to the connecting location in the clockwise or counterclockwise direction for the hub the are in. Enemies do not patrol between hubs in this manner unless they move via another method.

Isamara Ordoñez

Isamara Ordoñez is a double-sided story asset card. If Isamara Ordoñez leaves play for any reason, or if an investigator that controls Isamara Ordoñez is defeated, she is set aside.



Game Icons

Encounter card abilities in this scenario will sometimes ask an investigator to discard cards from the encounter deck in order to “check their game icons.” To do so, that investigator discards the specified number of encounter cards and checks the game icons listed on each. The icons will consist of a color (**red** or **black**), a suit (♥, ♦, ♠, or ♣), and a rank (4, 5, 6, 7, 8, 9, 10, J, Q, or K).



- » For the purpose of determining numerical value, J, Q, and K count as 10. For the purposes of determining color, ♥ and ♦ are red, while ♠ and ♣ are black.
- » If the encounter deck runs out of cards while checking for game icons, set aside the cards that have already been discarded, shuffle the remainder of the discard pile into the encounter deck, then continue discarding cards.
- » “Sequential rank” on a card effect indicates that the rank of checked game icons are in consecutive order (i.e. “in a row”).
- » If a card with no game icons is discarded, set it aside and discard an additional card in its place. (*Any cards set aside this way are discarded once game icons have been checked.*)
- » Note: A rank of “A” is present on some encounter cards. These particular cards do not enter the encounter deck and therefore these icons are never used when checking game icons.

Mulligans

Some **Game** location effects that instruct you to discard cards from the encounter deck will specify that you can take a mulligan. This means that after an investigator discards the specified number of encounter cards and checks their game icons, they can set aside as many of those discarded cards as they wish. Then, they discard an equal number of cards from the encounter deck to replace the set-aside cards. Once the effect is resolved, they discard the set-aside cards.

The Wellspring of Fortune

This scenario includes The Wellspring of Fortune, which is a “key,” a new cardtype introduced in *The Scarlet Keys* campaign. The full rules for the key cardtype can be found in *The Scarlet Keys* campaign guide. For the purposes of this scenario, The Wellspring of Fortune is only used as a marker for tokens and an objective for investigators to obtain. **Treat The Wellspring of Fortune's text box as if it were blank for the duration of this scenario.** The full rules for key cards are therefore not required to play this scenario; however, if the investigators are playing this scenario as part of *The Scarlet Keys* campaign, they may be able to earn The Wellspring of Fortune and use it in future scenarios.

Proceed to Fortune and Folly - Part One on page 110.



FORTUNE AND FOLLY

PART ONE - THE STAKEOUT



This sensational headline is what first grabbed your attention. You might have written it off as just an extraordinary and unlikely event exaggerated to sell papers, if it weren't for the other stories that followed, all centering around the same place: a casino in Monte Carlo called Défis de la Roulette. In addition to the unlucky patron being struck down mere moments after leaving the casino with his winnings, others have also met grisly yet improbable fates either within or nearby. Upon inquiring further, it seems that this casino appeared quickly and unexpectedly, and the authorities in Monaco have been suspiciously tight-lipped about where exactly it came from and who owns it. Since its opening, the casino has been a magnet for the unnatural and implausible. The more you learn, the more it seems worth at least taking a look to determine whether these events are simply coincidence, or the result of something much more sinister.

» *If you are playing Fortune and Folly as a side-story while playing The Scarlet Keys campaign,*
Go to page 112.

» *Otherwise,*
Go to page 114.

...from page 111 (you quest for the keys).

Your cell has been given the name of a contact at Défis de la Roulette: Isamara Ordoñez. Isamara is not just an employee there, she is the "Flor de Nicaragua," a singer whose performances have become a major draw for the casino. She has reputedly reached out to various parties for help over the course of the past month, concerned with some of the events she has witnessed behind the scenes. The Foundation has reason to believe a Key may be involved in these strange events. You find a table in the casino lounge, and wait for an opportune moment to attract her attention.

Only a few minutes later, a woman in a striking red dress takes the stage. Her performance is so captivating that she is already leaving the stage before you remember why you are here. There is no doubt that she is the one you are looking for. As she glances at the crowd, you give a small wave. At first, she appears to take little notice, but then her eyes fall to the flower that you were told to wear. She approaches your table and sits down. A casual smile adorns her face, but her words are sharp and pointed. "If you were sent by Them, its not safe to talk here. Meet me in an hour." She hands you a card with the address of a nearby café. She then stands, smoothing out her dress. "Thank you so much for the kind words about my performance!" she says for the benefit of anyone nearby. "Hope to see you again soon!"



Go to page 116.

...from page 111 (you arrive unprompted).

Although you ask around town about the casino for several days, promising leads seem to be scarce. When you visit the casino itself, nothing appears out of place, although your probing questions don't go entirely unnoticed. As you sit in the casino lounge, assessing whether the trip to Monte Carlo was a complete waste of time and if nothing is amiss here after all, a woman in a striking red dress sits down at your table.

You recognize her as Isamara Ordoñez, the singer who had performed just moments before, capturing the audience with her hauntingly beautiful voice. A casual smile adorns her face, but her words are sharp and pointed. "You're being too careless. We can't talk here. If you want to know the truth, meet me in an hour." She hands you a card with the address of a nearby café. She then stands, smoothing out her dress. "Thank you so much for the kind words about my performance," she says for the benefit of anyone nearby. "Hope to see you again soon!"



Go to page 116.

Isamara is wearing a long overcoat of the darkest blue when you meet, her wavy brown hair partially hidden beneath a wide-brimmed hat. Clearly, she is worried about someone recognizing her. "You're right to be suspicious about what's happening at Défis," she begins, wasting no time with pleasantries. "On the surface, it's a casino like any other. But there's more going on than anyone could guess. Behind the scenes, a cult called the Fortune's Chosen are the ones that really run the show. They are deadly and dangerous. Anyone who has gotten too close to the truth or crossed the casino in some way has met a horrible fate."

You ask about the casino owner, and how involved he is with this cult. Isamara gives a mirthless smile. "Abarran? He is their leader. Not just that, he is the worst of them all. He brought the casino here, but more importantly, he brought the Wellspring."

Isamara explains that the vault of the casino holds a strange and powerful relic of mysterious origin. It is this relic that is responsible for the unlikely events that seem to pop up around the casino. This item is known as the Wellspring of Fortune, and it has the power to manipulate probability and luck. Abarran guards it jealously, as whoever possesses the Wellspring is able to turn fortune to their cause, no matter how selfish and destructive that cause may be. Over time, he has created the loyal cadre of the Fortune's Chosen by granting them some measure of the benefits of the Wellspring. They have come to revere it almost as a god. These true believers can be easily distinguished from the regular casino employees by the distinctive coin medallions they wear around their necks. "Abarran trusts me for some reason, and he's even offered me to join. I think he views me as a potential asset," Isamara mutters.

You ask Isamara what she would have you do. "Steal the Wellspring. Take it far away from here. I don't know how to say it more plainly. As long as it is in Abarran's grasp, he will use it to aggrandize himself. Even worse, I fear that the longer its powers are used, the greater the chance of harm coming to those in the casino. Who knows what seemingly impossible catastrophes it may summon if it is not removed?"

Her words seem not so much a plea for help as a call to action. You find yourself agreeing to the task almost without conscious thought. As you move to stand, she stops you with her hand.

"One last thing: do not underestimate Abarran. He is a dangerous man. He puts on a face of civility to the world, but underneath that mask there is a barely contained anger that can explode if he feels his prize is threatened. I've seen his temper, and I don't doubt it could drive him to tear a man limb from limb with his bare hands if he felt he had the cause." Left with that cheery thought, you begin planning a heist with the highest stakes."

» *If you would like to skip the stakeout and jump straight to the heist, (Warning: This will dramatically increase the difficulty of part two.)*

Go to page 134.

» *Otherwise,*

Go to page 118.

...from page 117 (the stakeout).

Several days later, you meet with Isamara to discuss a plan for staking out the casino in advance of the heist. Isamara explains what you need to look for as the night of the stakeout approaches, warning that you will not have time to accomplish everything:

What follows is a summary of the information Isamara conveys to the investigators about the upcoming stakeout of the casino.

- » High rollers are held in high regard. If you throw enough money around, it will open up options during the heist.
- » Obtaining a uniform from one of the casino employees could go a long way toward allowing you to pass by unnoticed.
- » Isamara is very invested in the heist, but she is also understandably concerned about getting directly involved. Perhaps you can change her mind?
- » The more money you win, the greater the chance that the casino will have to roll out cash carts for the busy night of the heist. These carts happen to have enough space inside for a person to hide...
- » Somewhere in the casino is a major vent that runs from the public areas directly to the employee areas, bypassing the normal employee entrance.

- » Abarran keeps the keys to his office on his person while making his daily rounds. It's a risk, but if you can get the keys off him, you won't have to find a way into his office later.
- » There is a space within the main hall of the casino that can be used to hide assets for the heist. Any assets placed here will be immediately available when the big night begins.
- » The Wellspring of Fortune feeds off and manipulates forces of fortune and luck. The more you play games of chance, the easier and faster it will be to gain control of it later.
- » Finally, the more clues you can gather about casino operations, the better your chances of keeping a low profile when it comes time for the actual heist and the more prepared you will be for your role.

Setup

- » Gather all cards from the *Fortune and Folly* encounter set. This set is indicated by this icon:

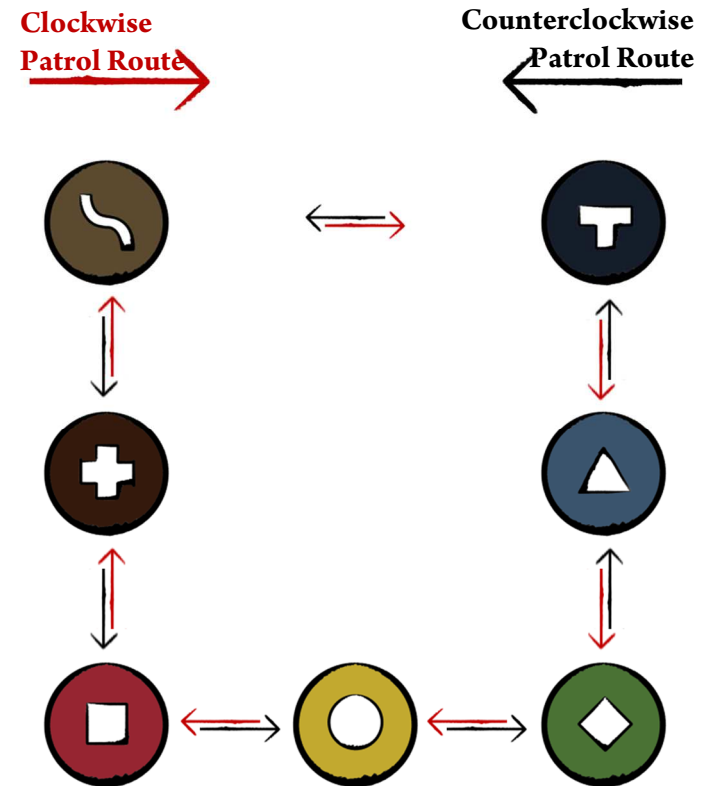



- » Build the agenda deck using only agenda 1 and the act deck using only act 1. Set the remaining agenda and act cards aside, out of play.
- » Set the following encounter sets aside, out of play: *Fortune's Chosen* and *Plan in Shambles*. These sets are indicated by these icons:



- » Put Casino Floor, Casino Lounge, and High Roller's Table into play with the (*Calm Night*) side faceup. Put each other **Public** location into play. (See Location Placement on the next page.)
- Place The Stakeout story card next to Casino Floor.
 - Each investigator begins play in Casino Floor (*Calm Night*).
 - Set each **Restricted** location aside, out of play.
- » Put the Isamar Ordoñez (*Lounge Singer*) story asset into play at Baccarat Table, **Inconspicuous** side faceup.
- » Spawn Abarran Arrigorriagakoa enemy at High Roller's Table (*The Man with the Ruby Ring*) side faceup.
- » Spawn 1 copy of Casino Guard at Roulette Wheel. Attach the If the Uniform Fits... story card to it (If the Uniform Fits... is on the reverse side of the Package Delivery story card).

Suggested Location Placement



- » Each investigator chooses one of the **Role** story assets and takes control of it, **Unpracticed** side faceup. If there is exactly one investigator in the game, that investigator chooses and takes control of an additional **Role** story asset, **Unpracticed** side faceup.
- Remove each **Role** story asset not chosen from the game.
- » Attach The Wellspring of Fortune key, **Stable** side faceup, to the act deck. Place 7  clues on it. Its text box is considered to be blank for the duration of this scenario.

- » Set the following cards aside, out of play: the three Fortune's Disfavor story cards, the Cash Cart story asset, the Deck of Possibilities story asset, and the Isamara Ordoñez (*The Torch Singer*) story asset.
- » Place 1 doom next to each investigator card. This doom represents that investigator's current alarm level (see "Alarm Level" below). It does not count as doom and does not count toward the current agendas doom threshold.

Alarm Level

The setup of this scenario instructs the players to place 1 doom on each investigator card, marking the current "alarm level." As the heist progresses, alarm levels may increase or decrease based on the investigators' actions and decisions. A higher alarm level means the casino is closer to discovering your actions, which will endanger the chances of a successful heist. If an effect raises an investigator's alarm level by any amount, place that much doom next to that investigator's card to represent this. Likewise, if an effect reduces an investigator's alarm level by any amount, remove that much doom from next to that investigator's card. **An investigator's alarm level cannot be reduced below 1 or raised above 10.**

Even though it is marked using doom tokens, an investigator's alarm level is not doom, and does not count toward the agenda's doom threshold.

An investigator's alarm level has the following additional effect

- » Each **Casino** enemy at the location of an investigator with an alarm level of 6 or higher loses aloof.

- » Shuffle the remainder of the encounter cards to form the encounter deck.
- » You are now ready to begin.

When the game is complete:

- » *If no resolution was reached (each investigator was defeated),*
Go to page 124.
- » *If Resolution 1 (R1) was reached,*
Go to page 124.
- » *If Resolution 2 (R2) was reached,*
Go to page 126.

...from page 123 (Resolution 1).

You find yourself forcefully removed from the casino after attracting far too much attention. It is certain that soon your description will circulate among the staff. This will undoubtedly make matters much more different when the heist begins.



- » Each investigator who did not resign raises their alarm level by 2.
- » Investigators **cannot** spend experience or alter their decks in between Fortune and Folly, Part I and Fortune and Folly, Part II.
- » Do not clean up the game yet.

Proceed to Checkpoint - The Plan on page 128.

...from page 123 (Resolution 2).

You hope that what you were able to learn and accomplish tonight will be enough. You can at least rest a little easier knowing that the staff did not seem to take any special interest in you. That will make it easier to keep a low profile when the heist beings in earnest.



- » Investigators **cannot** spend experience or alter their decks in between Fortune and Folly, Part I and Fortune and Folly, Part II.
- » Do not clean up the game yet.

Proceed to Checkpoint - The Plan on page 128.

CHECKPOINT

THE PLAN



With the stakeout completed, the time has come to plan out the actual heist. There are only a few days until Saturday night at Défis de la Roulette, the busiest night of the week and the perfect time to get lost in a crowd. The plan for the heist is simple, at least in theory. With the casino staff and security occupied by the Saturday crowd, you will first enter the public areas, just as you did last time. There, you will try to avoid notice as much as you can while completing any needed tasks. Once that's done, you will slip into the restricted areas in the back of the casino that are reserved for staff. This area holds the vault itself, where the Wellspring of Fortune is located.

According to Isamara, the vault door is not only secured by solid steel, but also held shut by some kind of energy. If that wasn't enough, it is constantly monitored by guards, patrols, and the cultists of the Fortune's Chosen. It will take a carefully executed plan, and some improvisation, to succeed against all odds. With only a short time to gather supplies and practice the approach, there may not be enough time to rest and recuperate from your first tangle with the casino.


The investigators must decide (Choose one):

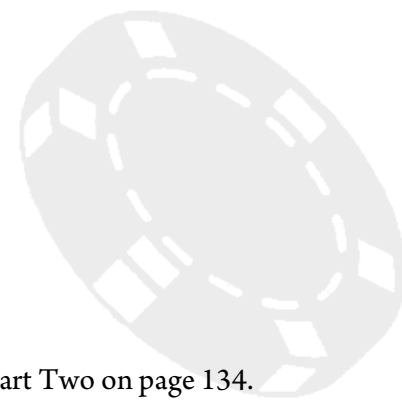
- » *If you wish to play the next part immediately,*
Go to page 130
- » *If you wish to take a break and continue the scenario later,*
Go to page 132

...from page 129 (Immediately implement the plan).

With a deep breath, you make your final preparations...



- » Check the total amount of damage and horror on each investigator. If any investigator has 6 or more combined damage and horror, remember that “the investigators need time to rest.”
- » For every 1  clues on The Stakeout story card at the conclusion of Part One, the investigators, as a group, choose one of the following options:
 - Reduce each investigator's alarm level by 1.
 - Choose a **Role** card that was under an investigator's control when the game ended. Flip the chosen card to its **Practiced** side.
- » Gather the facedown assets from beneath Casino Floor that are part of the "stash for the heist." Each investigator takes the stashed assets that they own and sets them aside.
- » Do not remove any locations from play. (All tokens on these locations are removed and all cards at these locations, except The Wellspring of Fortune, Isamara Ordoñez, and Abarran Arrigorriagakoa, are discarded as normal.)
- » Reset each investigator's deck and the encounter deck.



Proceed to Fortune and Folly - Part Two on page 134.

...from page 129 (Wait until the time is right).

With a deep breath, you make your final preparations...



- » In your Campaign Log, record each line of text that you were instructed to remember during this scenario. (*You will have to remember these for Part Two, as well.*)
- » Check the total amount of damage and horror on each investigator. If any investigator has 6 or more combined damage and horror, record in your Campaign Log that *the investigators need time to rest*.
- » Record the name of each **Role** card under an investigator's control when the game ended.
- » For every 1 🍀 clues on The Stakeout story card at the conclusion of Part One, the investigators, as a group, choose one of the following options:
 - Reduce each investigator's alarm level by 1.
 - Choose a **Role** card that was under an investigator's control when the game ended. In your Campaign Log, write **Practiced** next to the title of the chosen card.
- » Record each investigator's alarm level in your Campaign Log.
- » Record the number of clues on The Wellspring of Fortune in your Campaign Log.
- » Gather the facedown assets from beneath Casino Floor that are part of the "stash for the heist." In your Campaign Log, record "Stashed:" and next to this, the name of each gathered asset.
- » Clean up the game as normal.

Proceed to Fortune and Folly - Part Two on page 134.



FORTUNE AND FOLLY

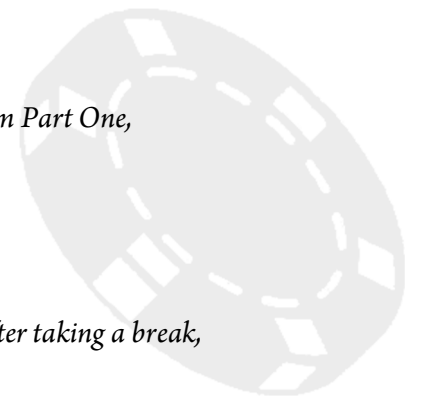
PART TWO - THE HEIST

Only a few hours remain until the heist begins. Isamara paces nervously in front of you before taking a deep breath to calm her nerves. She steps forward to the table where a map of the casino is displayed. With one hand, she gestures toward it. "I'm still not sure exactly how you're going to pull this off, but this is what I know..."

» *If you are continuing directly from Part One,*
Go to page 136.

» *If you skipped Part One,*
Go to page 138

» *If you are setting up Part Two after taking a break,*
Go to page 138.



...from page 135 (No time to waste).

- » The floor manager of the casino enjoys playing high-stakes poker. It's possible that if you sit in on a game with him and do well enough, you may be able to force him to wager his Fortune's Chosen medallion.
- » Abarran keeps a sigil that allows him to tap into the arcane power of the casino and the Wellspring. It's unknown exactly where he keeps it, but it's more than likely held somewhere very close to him.
- » There is an employee that works as a counter that is known to be open to a little action on the side. He can provide a schematic of the ductwork that runs throughout the casino.
- » In the back areas of the casino, there is a staging area for the guards. If you combine an employee uniform with some of the equipment found there, you should be able to pass yourself off as one of them.
- » Surveillance is extensive, but the exact means of keeping an eye on the casino is unknown. If you can turn this surveillance on the security staff, it might help you observe their movement.
- » If you're able to take control of a cash cart, you might be able to hide inside at key moments.
- » The casino provides a service to the most important of patrons: securing their valuables in the vault itself. This is one potential way to get important items close to or inside the vault.
- » If you were able to find the vent during the stakeout, you should plan on finding it again and accessing it during the heist.
- » *Hint: The more tasks you accomplish throughout the course of Part II, the better your chance of finding additional rewards!*

Setup (from Checkpoint)

- » Each investigator adds each of their set-aside stashed cards to their opening hands after mulligans are taken.
- » Build the agenda deck using agendas 2-4 and the act deck using acts 2-3. Set the remaining agenda and act cards aside, out of play.
 - If "the investigators need time to rest," place 1 doom on agenda 2a.
- » Put each **Restricted** location into play. (See Location Placement on page 142. These locations should be placed just above the public hub.)
 - Flip The Stakeout story card to The Heist side and place it near Vault Door.
 - Attach The Wellspring of Fortune key to the Relic Room, **Stable** side faceup, keeping on it the number of clues that were remaining at the end of Part I.
- » Flip Casino Floor, Casino Lounge, and High Roller's Table to their (*Busy Night*) sides.
- » For each revealed location, add clues to it until it has clues equal to its clue value.
- » Set the Package Delivery story card aside, out of play.
 - Package Delivery is on the reverse side of the If the Uniform Fits... story card. Each other card that was still set aside at the end of Fortune and Folly Part One remains set aside.
- » Flip the Abarran Arrigorriagokoa enemy to his (*Abarran Unleashed*) side and set him aside, out of play.

Go to page 142.

...from page 135 (Careful planning).

- » The floor manager of the casino enjoys playing high-stakes poker. It's possible that if you sit in on a game with him and do well enough, you may be able to force him to wager his Fortune's Chosen medallion.
- » Abarran keeps a sigil that allows him to tap into the arcane power of the casino and the Wellspring. It's unknown exactly where he keeps it, but it's more than likely held somewhere very close to him.
- » There is an employee that works as a counter that is known to be open to a little action on the side. He can provide a schematic of the ductwork that runs throughout the casino.
- » In the back areas of the casino, there is a staging area for the guards. If you combine an employee uniform with some of the equipment found there, you should be able to pass yourself off as one of them.
- » Surveillance is extensive, but the exact means of keeping an eye on the casino is unknown. If you can turn this surveillance on the security staff, it might help you observe their movement.
- » If you're able to take control of a cash cart, you might be able to hide inside at key moments.
- » The casino provides a service to the most important of patrons: securing their valuables in the vault itself. This is one potential way to get important items close to or inside the vault.
- » If you were able to find the vent during the stakeout, you should plan on finding it again and accessing it during the heist.
- » *Hint: The more tasks you accomplish throughout the course of Part II, the better your chance of finding additional rewards!*

Setup (from Scratch)


- » Before drawing their opening hand for this scenario, each investigator may search their deck for all of their cards that were recorded as "Stashed" and set them aside (*1 copy for each copy recorded*). Each Investigator adds each of their set-aside stashed cards to their opening hands after mulligans are taken.
- » Gather all cards from the *Fortune and Folly* encounter set. This set is indicated by this icon:



- » Build the agenda deck using agendas 2-4 and the act deck using acts 2-3. Set the remaining agenda and act cards aside, out of play.
 - If *the investigators need time to rest*, place 1 doom on agenda 2a.
- » Set the following encounter sets aside, out of play: *Fortune's Chosen* and *Plan in Shambles*. These sets are indicated by these icons:



Go to page 140.

- » Each investigator takes control of the **Role** story asset recorded for that investigator in the Campaign Log, **Unpracticed** side faceup. If the chosen **Role** has been recorded in your Campaign Log as **Practiced**, then it enters play **Practiced** side faceup instead.
- If you skipped Part One, each investigator chooses any 1 of the **Role** story assets and takes control of it, **Unpracticed** side faceup. If there is exactly 1 investigator in the game, that investigator chooses and takes control of an additional **Role** story asset, **Unpracticed** side faceup.
- Remove each **Role** story asset not chosen from the game.
- » Put Casino Floor, Casino Lounge, and High Roller's Table into play with the (*Busy Night*) side faceup. Put all other locations into play. (See Location Placement on page 142.)
- Place The Heist story card next to Vault Door. (*The Heist is on the reverse side of The Stakeout story card.*)
- Attach The Wellspring of Fortune key to the Relic Room, **Stable** side faceup. If you played Part One, place the recorded number of clues on it. Otherwise, place 7  clues on it.
- » Set the following cards aside, out of play: the three Fortune's Disfavor story cards, the Package Delivery story card, the Deck of Possibilities story asset, the Isamara Ordoñez (*The Torch Singer*) story asset, and Abarran Arrigorriagakoa, (*Abarran Unleashed*) side faceup. (*Package Delivery is on the reverse side of the If the Uniform Fits... story card.*)
- » If you played Part One, set each investigator's alarm level equal to what was recorded in the Checkpoint. Otherwise, set each investigator's alarm level to 1.

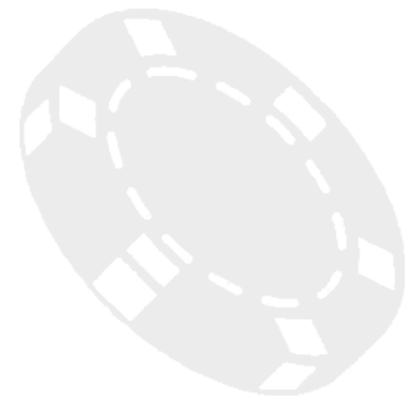
Alarm Level

The setup of this scenario instructs the players to place 1 doom on each investigator card, marking the current “alarm level.” As the heist progresses, alarm levels may increase or decrease based on the investigators’ actions and decisions. A higher alarm level means the casino is closer to discovering your actions, which will endanger the chances of a successful heist. If an effect raises an investigator’s alarm level by any amount, place that much doom next to that investigator’s card to represent this. Likewise, if an effect reduces an investigator’s alarm level by any amount, remove that much doom from next to that investigator’s card. **An investigator’s alarm level cannot be reduced below 1 or raised above 10.**

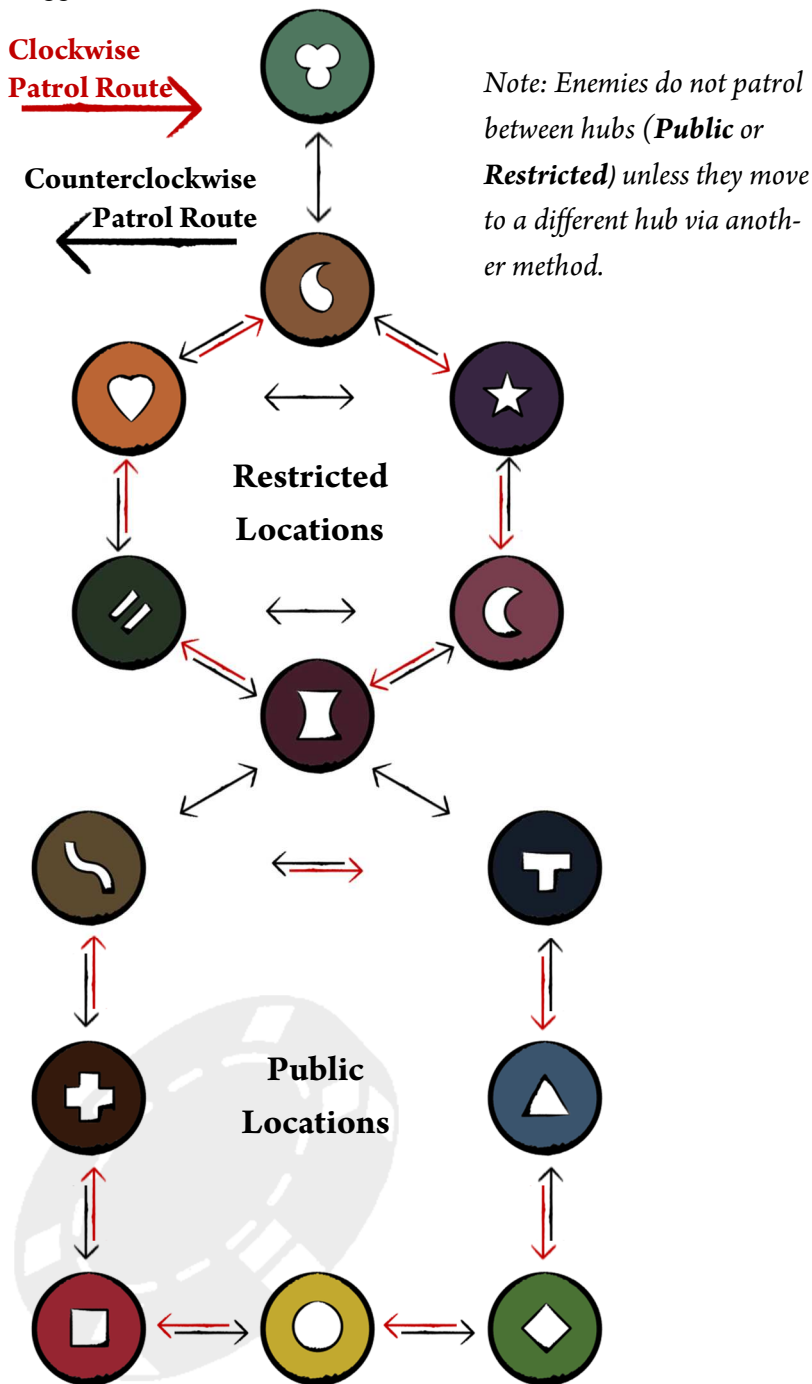
Even though it is marked using doom tokens, an investigator’s alarm level is not doom, and does not count toward the agenda’s doom threshold.

An investigator’s alarm level has the following additional effect

- » Each **Casino** enemy at the location of an investigator with an alarm level of 6 or higher loses aloof.



Suggested Location Placement



- » If you convinced *Isamara* to participate in the heist, flip *Isamara Ordoñez (Lounge Singer)* to her **Crew** side faceup (Discarding any clues from her), into play at Casino Lounge. Otherwise, set her aside.
- » If you cleaned out the house, put the Cash Cart into play at High Roller's Table. Otherwise, set it aside, out of play.
- » Search the encounter deck for 1 copy of Casino Guard. Spawn it at High Roller's Table. Then, search the encounter deck for 1 copy of Security Patrol. Pawn it at Casino Lounge.
- » Each investigator begins play in Casino Floor.
- » You are now ready to begin.

When the game is complete:

- » *If no resolution was reached and at least one investigator resigned,*
Go to page 146.
- » *If no resolution was reached because each investigator was defeated,*
Go to page 148.
- » *If Resolution 1 (R1) was reached,*
Go to page 144.
- » *If Resolution 2 (R2) was reached,*
Go to page 146.
- » *If Resolution 3 (R3) was reached,*
Go to page 148.

...from page 143 (Resolution 1).

Together with Isamara, you examine the relic that was the source of all this trouble. Sometimes it looks just like an ordinary coin, albeit an incredibly ancient one from some long forgotten civilization. At other times, however, the air around it distorts and warps. You also know now from experience the ways in which it can make the seemingly impossible all too real.

For the first time, you see a genuine smile on Isamara's face. "I have to thank you for this. For getting it out of Abarran's hands. And getting it away from this place. I don't know what would have happened if you didn't. Tonight was bad enough, but nothing would have stopped Abarran from holding tight to his prize, no matter how many died along the way." You begin to gather your things, as Isamara does the same. You know that you will need to leave Monte Carlo immediately, as any of the Fortune's Chosen who have survived, including Abarran himself, will hunt for you and the Wellspring.

"I saw him one last time, before we escaped," Isamara explains, "The look of rage in his eyes... Without his precious artifact he'll be even more unstable." You tell her that maybe he is the one that should be scared instead. After all, she successfully orchestrated his downfall from within. At your words, that same smile crosses her face once more. "I could get used to that idea."

With everything ready to go and the Wellspring in hand, you leave Monte Carlo behind, hoping your luck will hold.

» If you are playing *The Scarlet Keys* campaign:

- In your Campaign Log, record that *the cell meddled in Abarran's affairs*.
 - Choose an investigator to be the bearer of The Wellspring of Fortune and update the Campaign Log accordingly.
- » Each investigator earns experience equal to the **Victory X** value of each card in the victory display.

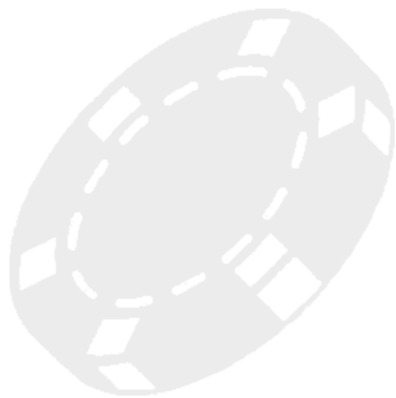
Proceed to Additional Rewards on page 150.

...from page 143 (Resolution 2).

By all accounts, escaping from the clutches of those horrible creatures and an army of casino staff and security could be called a successful night. Yet the Wellspring, the whole purpose for this ill-fated heist, has eluded your grasp. In the days that follow, you wonder if you are courageous or mad enough to try again, but the casino never reopens its doors and there is no further sign of Abarran or the Fortune's Chosen.

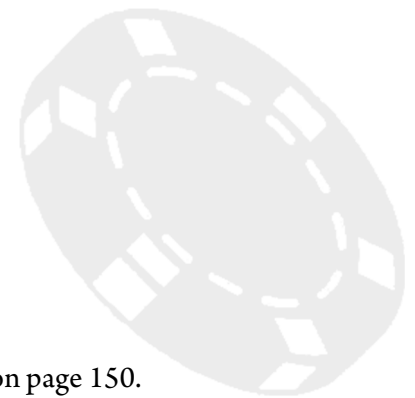
The newspapers are strangely muted regarding the night's events, making no mention of the fantastical monsters that terrorized casino patrons. More than ever, it seems that some person or group helped Abarran set up his operation here and is protecting him after the fact as well. More importantly, after your attempted heist and the strange dimensional incursion, Abarran has taken the Wellspring somewhere far from here. It is possible that you could track him down and find some other way to obtain the relic, but for now, there are no leads and no sign of where he may have gone.

You leave Monte Carlo, licking your wounds and wondering if you will have the fortune, or misfortune, of running into Abarran and the Wellspring again one day.



» If you are playing *The Scarlet Keys* campaign:

- In your Campaign Log, record that *the cell meddled in Abarran's affairs*.
 - Abarran Arrigorriagakoa is the bearer of The Wellspring of Fortune. Update the Campaign Log accordingly.
- » In your Campaign Log, record that *Fortune's Chosen have bound you with bad luck*. Choose any number token in the chaos bag. Replace it with a number token of a value 2 lower (e.g. *You may replace a 0 token with a -2 token, or a -3 with a -5 token*).
- » Each investigator earns experience equal to the **Victory X** value of each card in the victory display.



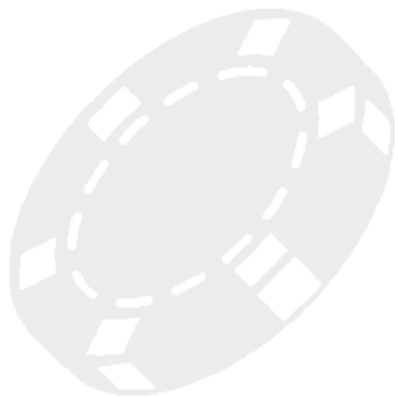
Proceed to Additional Rewards on page 150.

...from page 143 (Resolution 3).

When you come to consciousness some me later, you are struck first by the absolute quiet. As you rise to your feet, the casino is completely empty. No cultists. No monsters. No patrons. Not a single soul to be seen. And it doesn't take much to realize that the relic you sought is long gone too.

You stumble out into the daylight to find the city going about its business, as if nothing untoward had taken place. In the days that follow, the casino closes its doors for good. There is no further sign of Abarran or the Fortune's Chosen.

You leave Monte Carlo, nursing your wounds and wondering if you will have the fortune, or misfortune, of running into Abarran and the Wellspring again one day.

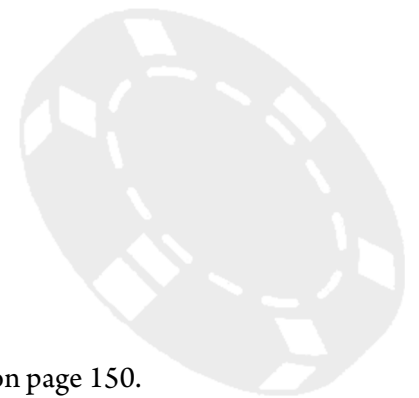


» If you are playing *The Scarlet Keys* campaign:

- In your Campaign Log, record that *the cell meddled in Abarran's affairs*.
- Abarran Arrigorriagakoa is the bearer of The Wellspring of Fortune. Update the Campaign Log accordingly.

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



Proceed to Additional Rewards on page 150.



- » Check the number of tasks on The Heist story card that were completed during this scenario. If you skipped part one, treat the number of tasks completed as 2 more than what was completed during the scenario.
- Each investigator earns 1 bonus experience for each additional task beyond the minimum of 4 completed on The Heist story card.
 - If only 4 or fewer tasks were completed no additional rewards are granted.
 - If 5 or more tasks were completed, and Isamara Ordoñez was in play at the end of the scenario, the investigators have earned Isamara Ordoñez . Any one investigator may choose to add Isamara Ordoñez (*The Torch Singer*) to their deck. This card does not count toward that investigator's deck size.
 - If 6 or more tasks were completed, the investigators have earned the Deck of Possibilities. Any one investigator may choose to add the Deck of Possibilities to their deck. This card does not count toward that investigator's deck size. During the setup of each scenario, that investigator gathers the encounter cards from *Fortune and Folly* with the following game icons: J♠, J♥, J♦, J♣, Q♦, Q♠, K♣, K♥, A♠. These cards are shuffled into a separate "possibilities deck." (*Alternatively, you may use standard playing cards instead of encounter cards from Fortune and Folly.*)

FORTUNE AND FOLLY

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