

* "Skids" O'Toole

The Ex-Con

2




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3

4



Criminal.

 Spend up to 3 resources:
Test a base skill value of 3 against
a difficulty equal to the amount
of resources just spent. If you
succeed, gain twice the number
of spent resources. Only  and ?
skill icons may be committed to
this test. (Limit once per round.)
 effect: +1. Choose a level 2 or
less card in your discard pile. Add
the chosen card to your hand.

8

6

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Deck Size: 25.

Deckbuilding Options: Rogue cards (♠) level 0-5, *Fortune* cards level 0-3, *Gambit* cards level 0-3, Neutral cards level 0-5.

Deckbuilding Requirements (do not count toward deck size): On the Lam, Hospital Debts, 1 random basic weakness.

Additional Options: When you upgrade a *Fortune* or *Gambit* card, you may instead pay the full experience cost of the higher level version and leave the lower level version in your deck (it does not count towards your deck size or the number of copies of that card in your deck).

Skids hadn't planned on a life of crime. But sometimes doing the right thing means getting your hands dirty. His cellmate, Brad Hollins, would rant and rave in a quiet voice every evening about the "Old Ones". Skids didn't give it much thought until the night he woke to the sight of his cellmate bursting into flames. When Skids was finally released, he returned to Arkham, looking for answers.

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EVENT



On the Lam

Tactic.

“Skids” O’Toole deck only. Advanced.

Fast. Play during any ⚡ window.

Until the end of the round, non-*Elite* enemies cannot attack you. At the end of the round, you may disengage from each engaged enemy and move up to 2 locations away.





TREACHERY

Hospital Debts

WEAKNESS

Task.

Advanced. **Revelation** – Put Hospital Debts into play in your threat area.

⚡ : Move 1 resource from your resource pool to Hospital Debts. (Limit three times per round.)

Forced – When the game ends, if Hospital Debts has fewer than 9 resources on it: You earn 2 fewer experience for this scenario.





All or Nothing

EASY / STANDARD



-1 for each clue you have.



-2 (-4 instead if you have 10 or more resources).



-2. If you fail, lose 3 resources.



-3. If you fail, "Skids" O'Toole takes 1 horror.



All or Nothing

HARD / EXPERT



-2 for each clue you have.



-4 (-8 instead if you have 10 or more resources).



-3. Lose 3 resources.



-5. If you fail, "Skids" O'Toole takes 1 horror.

Eyes All Around You

The Clover Club is filled with mobsters and gamblers from all walks of life. Winning big without causing alarm may not be as easy as you thought.

➔ If you are in the Clover Club Cardroom, spend any number of clues: You cash in your chips. Gain 5 resources for each clue just spent.

Forced – If “Skids” O’Toole is defeated: (→R2).

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The Mob Always Wins

It's getting late, and you've been gambling all night. Exhausted, you try to stand up, but stumble and spill your drink all over a scruffy-looking fellow at your table. Slowly turning to you with a wicked scowl, the husky hoodlum stares at you with contempt. The man leaps out of his seat and lunges at you. Now you've done it. The mobsters are sure to kick you out...

Each investigator who has not resigned is defeated and suffers 1 physical trauma.

If "Skids" O'Toole has resigned, proceed to (→R1). Otherwise, proceed to (→R2).

Playing Cards

You don't want trouble, so it's best not to cause it. Try not to go all in too soon, or you'll likely take the bounce.

Investigators cannot resign.

Clover Club Pit Boss gains aloof.

Forced – After a **Criminal** enemy is defeated: Place 1 doom on the agenda.

Objective – At the end of the round: If an investigator has 15 or more resources, advance.





Feeling the Heat

Fueled by luck and adrenaline, you've won a bit too much and failed to keep a low profile. The O'Bannions know you're here and despise having their money stolen by "cheaters." A commanding voice from La Bella Luna calls out, "That O'Toole vermin is here. Split up and get him!"

You freeze and your mind clears at the sound of your name. It may be time to stop. Once-oblivious mobsters now rise and pursue you with fierce determination. Do you confront the trouble before escaping out the front, or do you try to find the back door?

Spawn the set-aside Siobhan Riley enemy in La Bella Luna. Each investigator spawns 1 set-aside Clover Club Bouncer enemy engaged with them.

Hot on Your Tail

Collect your winnings and escape!

Each **Criminal** enemy gains hunter and gets +1 health.

Forced – When an investigator resigns: Place each of that investigator's resources on this act.

Objective – Collect as many resources as you can and get out. When each undefeated investigator has resigned, advance.





The Thrill of Victory

You run out the door and sprint around the corner, winnings in hand. The adrenaline rush is like no other. Once at a safe distance, you count your money. You take a deep breath and are relieved; this outing put a big dent in your debts. Surely this night will only add to your reputation. Lady Luck is always on your side!

(→R1)

*Siobhan Riley

O'Bannion Enforcer

5

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Humanoid. Criminal. Elite.

Forced – After Siobhan Riley engages you: For every 5 resources you have, lose 1 resource.

Forced – After an investigator at Siobhan Riley's location gains 1 or more resources during the investigation phase: Siobhan Riley readies, engages that investigator, and makes an attack.

Victory 1.



ENEMY






Clover Club Bouncer



Humanoid. Criminal.

While Clover Club Bouncer is engaged with you, it gets +1 fight and +1 evade for every 5 resources you have.

➔ Spend 3 resources: **Parley**. Test  (2). If you succeed, disengage from Clover Club Bouncer and exhaust it. It does not ready during the next upkeep phase.

Victory 0.



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ENEMY



