

ARKHAM HORROR

THE ROLEPLAYING GAME



Joe Diamond



Joe Diamond

THE PRIVATE INVESTIGATOR

SKILLS

5+	AGILITY	KNOWLEDGE	6+
5+	ATHLETICS	RESOLVE	4+
4+	WITS	MELEE COMBAT	5+
6+	PRESENCE	RANGED COMBAT	4+
6+	INTUITION	LORE	6+



KNACKS

P.I. Grit. When you strain yourself, you may reduce the value of the 1d6 you roll to determine your injury by 1 or 2, your choice, to a minimum of 1.

Two-Pistol Fighting. While using two pistols, once per turn after making an attack, you gain 1 additional die that may only be used to make an additional attack with your other pistol. The two attacks may have the same target, or different targets.

SPELLS

EQUIPMENT



Dual Colt 1911 Pistols. 45 feet. 2 damage. Each pistol takes one hand to use. While you are engaged with an enemy, you can target only that enemy using these pistols. If you score three or more successes, you inflict an injury.

.45ACP ammo (if you roll a result of 1 on one or more dice while using this weapon, mark one of the above ammo circles; if all circles for a pistol are marked, that pistol must be reloaded).

Punch/Kick. Engaged. 1 damage.

Cheap Trench Coat (Armor). When you perform a reaction to avoid an attack, you may reroll the die. You must use the second result. When you suffer an injury while wearing this item, it is destroyed.

Other Equipment: Fedora, 2 extra clips, Zippo lighter, 12 dollars.

Investigator Quick Reference

SIMPLE ACTIONS

Simple actions are hard to fail. They usually cost only one die to perform.

Examples of simple actions:

- ◆ Move (spend 1 die to move up to 10 feet).
- ◆ Stand up or lie down.
- ◆ Open or close something, like a door.
- ◆ Pull out or grab an object, or put an object away.
- ◆ Operate a simple mechanism, like pulling a lever or pushing a button.

COMPLEX ACTIONS

Complex actions require skill to perform. They cost one or more dice to attempt.

Examples of complex actions:

- ◆ **Aid:** You may spend 1 die to give another character **advantage** on their next complex action. The target may only benefit from advantage once per action, and must be able to spend at least 1 die to perform the check in order to receive advantage.
- ◆ **Disengage:** If in melee with an enemy, roll 1 or more dice using **Melee Combat**. May move freely if successful. If not successful, you cannot move this turn.
- ◆ **Heal Horror:** Roll 1 or more dice using **Resolve** (if healing self) or **Presence** (if healing someone else). Replace 1 horror die with a standard die if successful. Narrative scenes only.
- ◆ **Heal Wounds:** Roll 1 or more dice using **Knowledge**. Heal 1 die for each success. Heal 3 dice for each success if using medical supplies. Your dice pool limit cannot exceed 6. Narrative scenes only.

- ◆ **Reload under Pressure:** While under pressure, roll 1 or more dice using **Agility**. Reload weapon if successful. When not under pressure, reload as a simple action by spending 1 die.

DURING THE INVESTIGATORS' TURN

- ◆ All investigators act together.
- ◆ When you act, you describe what your character wants to do.
- ◆ You spend dice from your pool to perform simple or complex actions.
- ◆ **Strain Yourself:** At the start of the investigators' turn, before dice pools are refilled, you may heal all damage (bringing your dice pool limit back up to maximum). If you do, you suffer an injury.

DURING THE GAME MASTER'S TURN

- ◆ When it is the game master's turn, you can use reactions, which are complex actions.
- ◆ Reactions cost 1 die.

REACTIONS

Reactions are used on the game master's turn. Most reactions come from knacks or capabilities your investigator has. The one other primary reaction is:

- ◆ **Dodge/Block/Resist:** To dodge a ranged attack, block a melee attack, or resist a magic attack, roll a single die using **Agility** (dodge), **Athletics** (block), or **Resolve** (Magic). If you succeed, you negate all damage and effects of the attack.

LEVELING OPTIONS

Leveling up happens twice during the adventure. The game master will indicate when you gain a level.

- ◆ The first time, you get to choose one skill and improve it once.
- ◆ The second time, you may improve two skills once each (you may not improve either better than a 3+), or you may gain the new ability listed below.

NEW ABILITY

Gumshoe. Once per scene when you perform a complex action to act stealthily, such as when sneaking around or eavesdropping on a conversation, you may add 2 additional dice to that roll.

INSIGHT

You gain insight up to your maximum at the start of every game session. You can spend insight in the following ways.

- ◆ After performing a successful complex action, you can spend 1 insight to add 1 additional success to the results.
- ◆ When performing a reaction to dodge/block/resist an attack, you can spend 1 insight to perform it with **advantage**.
- ◆ Before performing a complex action, you can spend 1 insight to perform it with **advantage**.
- ◆ Spend 1 or more insight to introduce a narrative element into an ongoing scene. Examples include finding a scalpel in an intense situation to defend yourself with or introducing a preexisting relationship with an NPC (all narrative elements are subject to the game master's approval).
- ◆ Insight can also be spent to avoid effects of certain traumas, where listed.

Your Story So Far...

You are Joe Diamond, a private investigator known for tackling cases that most rational folk would consider to be supernatural hogwash. You've worked for the wealthy and those without two pennies to rub together, all of them desperate by the time they knocked on the door of your dingy office in Northside down the road from the *Arkham Advertiser*.

Now, you've been looking into several cases of people going missing in the last two weeks. What you've found turns your stomach: dried blood, gnawed bone, pieces of torn clothing, but no bodies. The cops seem content to chalk it up to some sort of animal attacks, robberies gone wrong, or runaways. Someone on the Arkham police force is dirty and covering up something bigger, and you want to get to the bottom of it. You have collected a number of suspicious police reports all pointing at one cop in particular.

Your friend Daisy Walker, a librarian at Miskatonic University, has reached out to you and asked to meet at your house, tonight, with a few others who have a vested interest in seeking out the missing and stopping whatever is attacking Arkham's people. They all just arrived at your house a few minutes ago.

ARKHAM POLICE DEPARTMENT

BADGE: #16, Officer Cooper	REPORT: #113
LOCATION: St. Mary's Hospital	DATE: 23 August 1926
REPORT:	TIME: 2135

Report of suspicious activity on night shift. No intruders found.

ARKHAM POLICE DEPARTMENT

BADGE: #16, Officer Cooper	REPORT: #122
LOCATION: Peabody & Main	DATE: 26 August 1926
REPORT:	TIME: 0650

Anonymous call about smell coming from area. Suspect is a dead raccoon.

ARKHAM POLICE DEPARTMENT

BADGE: #16, Officer Cooper	REPORT: #131
LOCATION: Police Station	DATE: 2 September 1926
REPORT:	TIME: 1400

Older woman, Mrs. Hamish, came in to report her husband missing. Mr. Hamish is suffering from dementia. Gone for 3 hours...

ARKHAM HORROR

THE ROLEPLAYING GAME



Carolyn Fern



Carolyn Fern

THE PSYCHOLOGIST

SKILLS

6+	AGILITY	KNOWLEDGE	4+
5+	ATHLETICS	RESOLVE	5+
4+	WITS	MELEE COMBAT	6+
5+	PRESENCE	RANGED COMBAT	6+
4+	INTUITION	LORE	5+



KNACKS

Therapeutic Presence. When an ally within 15 feet rolls one or more results of 1 on horror dice, you may suffer 1 horror damage to change their 1 result(s) to 6 results instead.

Practiced Resilience. When you perform a complex action using **Resolve** to heal horror damage you're suffering you may reroll up to 2 dice. You must keep the second result(s).

EQUIPMENT

Journal of Applied Psychology. Once per game session during a narrative scene, you may perform a complex action using **Presence** targeting one other character suffering from one or more traumas. If you succeed, the target may remove one trauma of their choice and may heal all horror damage. If you fail, you and your target each suffer 2 horror damage instead.



First Aid Kit. Counts as medical supplies when user performs the Heal Wounds action. Whenever this item is used, mark or place a token on one of the quantity circles. When all quantity circles are marked, the kit must be replenished before it can be used again.

Punch/Kick. Engaged. 1 damage.

Other Equipment. Pocket watch, locket, glasses, notebook, 9 dollars.

SPELLS

Investigator Quick Reference

SIMPLE ACTIONS

Simple actions are hard to fail. They usually cost only one die to perform.

Examples of simple actions:

- ◆ Move (spend 1 die to move up to 10 feet).
- ◆ Stand up or lie down.
- ◆ Open or close something, like a door.
- ◆ Pull out or grab an object, or put an object away.
- ◆ Operate a simple mechanism, like pulling a lever or pushing a button.

COMPLEX ACTIONS

Complex actions require skill to perform. They cost one or more dice to attempt.

Examples of complex actions:

- ◆ **Aid:** You may spend 1 die to give another character **advantage** on their next complex action. The target may only benefit from advantage once per action, and must be able to spend at least 1 die to perform the check in order to receive advantage.
- ◆ **Disengage:** If in melee with an enemy, roll 1 or more dice using **Melee Combat**. May move freely if successful. If not successful, you cannot move this turn.
- ◆ **Heal Horror:** Roll 1 or more dice using **Resolve** (if healing self) or **Presence** (if healing someone else). Replace 1 horror die with a standard die if successful. Narrative scenes only.
- ◆ **Heal Wounds:** Roll 1 or more dice using **Knowledge**. Heal 1 die for each success. Heal 3 dice for each success if using medical supplies. Your dice pool limit cannot exceed 6. Narrative scenes only.

- ◆ **Reload under Pressure:** While under pressure, roll 1 or more dice using **Agility**. Reload weapon if successful. When not under pressure, reload as a simple action by spending 1 die.

DURING THE INVESTIGATORS' TURN

- ◆ All investigators act together.
- ◆ When you act, you describe what your character wants to do.
- ◆ You spend dice from your pool to perform simple or complex actions.
- ◆ **Strain Yourself:** At the start of the investigators' turn, before dice pools are refilled, you may heal all damage (bringing your dice pool limit back up to maximum). If you do, you suffer an injury.

DURING THE GAME MASTER'S TURN

- ◆ When it is the game master's turn, you can use reactions, which are complex actions.
- ◆ Reactions cost 1 die.

REACTIONS

Reactions are used on the game master's turn. Most reactions come from knacks or capabilities your investigator has. The one other primary reaction is:

- ◆ **Dodge/Block/Resist:** To dodge a ranged attack, block a melee attack, or resist a magic attack, roll a single die using **Agility** (dodge), **Athletics** (block), or **Resolve** (Magic). If you succeed, you negate all damage and effects of the attack.

LEVELING OPTIONS

Leveling up happens twice during the adventure. The game master will indicate when you gain a level.

- ◆ The first time, you get to choose one skill and improve it once.
- ◆ The second time, you may improve two skills once each (you may not improve either better than a 3+), or you may gain the new ability listed below.

NEW ABILITY

Devastating Insight. Once per session, choose a character you can speak to and who can understand you within 20 feet, then perform a complex action using **Intuition**. If you succeed, the character immediately discards all dice from their dice pool (meaning they can't perform a reaction in response to this) and if this is a structured scene, their dice pool does not refill at the start of their next turn.

INSIGHT

You gain insight up to your maximum at the start of every game session. You can spend insight in the following ways.

- ◆ After performing a successful complex action, you can spend 1 insight to add 1 additional success to the results.
- ◆ When performing a reaction to dodge/block/resist an attack, you can spend 1 insight to perform it with **advantage**.
- ◆ Before performing a complex action, you can spend 1 insight to perform it with **advantage**.
- ◆ Spend 1 or more insight to introduce a narrative element into an ongoing scene. Examples include finding a scalpel in an intense situation to defend yourself with or introducing a preexisting relationship with an NPC (all narrative elements are subject to the game master's approval).
- ◆ Insight can also be spent to avoid effects of certain traumas, where listed.

Your Story So Far...

You are Carolyn Fern, a psychologist and adept hypnotist who works at the Arkham Sanatorium. Many people think that your patients are little more than deranged and dangerous, but you see them as tortured souls seeking peace. You have dedicated your life to mending broken minds, and throughout that time, you have learned the difference between an affliction stemming from natural causes and one that comes from twisting forces beyond the veil.

One of your patients, a war veteran called Philip Drew, has been in your care for some time. He has been stricken with the urge to feed on human flesh. You have worked with him for a long time, but something has changed in recent weeks. He has always described the call of hounds, a sound only he can hear, beckoning him to a great feast. This past week, he began to writhe in increasing discomfort and agony between fits of screaming, "The hounds of the black wood are coming!" You might have chalked it up to worsening psychosis, but a few days ago he killed an author during an interview, took several huge bites out of him, and escaped.

You aren't proud of it, but you noticed the notepad the author had been using on the floor, and in a moment of weakness, you took it. The contents are bewildering: sketches and descriptions of several different kinds of flesh-eating beasts. It seems the author may have been delusional, too. Even so, you find yourself hearing a faint howling at the edge of your perception that sends a cold shiver down your spine.

Not long after Drew's escape, you started receiving calls from a friend, Loretta Clark, who works as a night nurse at St. Mary's Hospital. She is growing increasingly convinced that something sinister is lurking in the halls at night. Given the notepad, Nurse Clark, and the mounting reports of missing persons and grave robberies, you have resorted to a less-than-scientific approach: you've reached out to the private investigator Joe Diamond in the hope that he can help you find Drew and stop the howling that grows louder by the day. You have just arrived at his house very late at night.

So close, I can hear it.
Growing, ever-growing.

I will bring freedom
to my pack-brother.

The hunger guides,
the devourer provides
for his children.

Take him to the frozen dead,
meet the one who prepares
them for the feast.

ARKHAM HORROR

THE ROLEPLAYING GAME



Daisy Walker

Daisy Walker

THE LIBRARIAN

SKILLS

6+	AGILITY	KNOWLEDGE	4+
6+	ATHLETICS	RESOLVE	5+
4+	WITS	MELEE COMBAT	6+
5+	PRESENCE	RANGED COMBAT	6+
5+	INTUITION	LORE	4+



KNACKS

Mental Focus. Once per turn after you perform a complex action using **Wits**, **Intuition**, **Knowledge**, or **Resolve**, you may reroll 1 die. If you fail, you cannot use this knack again during this scene.

EQUIPMENT

Necronomicon (John Dee Translation). Two hands. You must have this book on your person to cast spells.

Scribbled Notes from the Restricted Collection. Once per scene when you perform a complex action to cast a spell, you may add 3 additional dice to your dice pool for that roll. For every result of 1 rolled (after rerolls), you suffer 2 horror damage. If you roll 3 or more results of 1, you suffer a trauma instead.

Punch/Kick. Engaged. 1 damage.

Other Equipment. *Cultes des Goules* cipher page (English translation), book bag, flashlight, 10 dollars.

SPELLS

Shriveling. You may perform a complex action using **Lore** to cast this spell. If you succeed, one character of your choice that you can perceive within 50 feet suffers 2 damage. At the start of their next turn, they must perform a complex action using **Lore** or **Athletics**. If they fail (or cannot perform the action), they suffer 3 damage and an injury, adding 2 to the injury result.

For every result of 1 you roll on this action (after rerolls), you suffer 1 horror damage.

Counterspell. When another character that you can perceive within 60 feet of you casts a spell (what counts as a spell is determined by your game master), you may perform a reaction using **Lore** to cast this spell, subtracting 1 from the die result. If you succeed, the character's spell fails. If you roll a result of 1, you suffer 1 horror damage.

Mists of R'lyeh. You may perform a complex action using **Lore** to cast this spell. If you succeed, you or one ally that you can perceive within 20 feet turns ghostly and insubstantial, unable to attack, be attacked, interact with physical objects, or be seen (except as a drifting wisp of faintly glowing mist). The target may move through any object or wall that has space for air to flow through. The spell lasts until the end of the investigator turn in a structured scene, or until the affected character performs a simple or complex action (like moving).

For every additional success you score, you can affect one additional character or sustain the spell for one additional turn. If you roll one or more results of 1, you and any other characters you targeted each suffer 1 horror damage.

If the spell ends while the target is within a space that is too small for them to fit in, they are ejected into the nearest open area and suffer 4 damage and 4 horror damage.

Investigator Quick Reference

SIMPLE ACTIONS

Simple actions are hard to fail. They usually cost only one die to perform.

Examples of simple actions:

- ◆ Move (spend 1 die to move up to 10 feet).
- ◆ Stand up or lie down.
- ◆ Open or close something, like a door.
- ◆ Pull out or grab an object, or put an object away.
- ◆ Operate a simple mechanism, like pulling a lever or pushing a button.

COMPLEX ACTIONS

Complex actions require skill to perform. They cost one or more dice to attempt.

Examples of complex actions:

- ◆ **Aid:** You may spend 1 die to give another character **advantage** on their next complex action. The target may only benefit from advantage once per action, and must be able to spend at least 1 die to perform the check in order to receive advantage.
- ◆ **Disengage:** If in melee with an enemy, roll 1 or more dice using **Melee Combat**. May move freely if successful. If not successful, you cannot move this turn.
- ◆ **Heal Horror:** Roll 1 or more dice using **Resolve** (if healing self) or **Presence** (if healing someone else). Replace 1 horror die with a standard die if successful. Narrative scenes only.
- ◆ **Heal Wounds:** Roll 1 or more dice using **Knowledge**. Heal 1 die for each success. Heal 3 dice for each success if using medical supplies. Your dice pool limit cannot exceed 6. Narrative scenes only.

- ◆ **Reload under Pressure:** While under pressure, roll 1 or more dice using **Agility**. Reload weapon if successful. When not under pressure, reload as a simple action by spending 1 die.

DURING THE INVESTIGATORS' TURN

- ◆ All investigators act together.
- ◆ When you act, you describe what your character wants to do.
- ◆ You spend dice from your pool to perform simple or complex actions.
- ◆ **Strain Yourself:** At the start of the investigators' turn, before dice pools are refilled, you may heal all damage (bringing your dice pool limit back up to maximum). If you do, you suffer an injury.

DURING THE GAME MASTER'S TURN

- ◆ When it is the game master's turn, you can use reactions, which are complex actions.
- ◆ Reactions cost 1 die.

REACTIONS

Reactions are used on the game master's turn. Most reactions come from knacks or capabilities your investigator has. The one other primary reaction is:

- ◆ **Dodge/Block/Resist:** To dodge a ranged attack, block a melee attack, or resist a magic attack, roll a single die using **Agility** (dodge), **Athletics** (block), or **Resolve** (Magic). If you succeed, you negate all damage and effects of the attack.

LEVELING OPTIONS

Leveling up happens twice during the adventure. The game master will indicate when you gain a level.

- ◆ The first time, you get to choose one skill and improve it once.
- ◆ The second time, you may improve two skills once each (you may not improve either better than a 3+), or you may gain the new spell listed below.

NEW SPELL

Gaze of Ouraxsh. Perform a complex action using **Lore**. If you succeed, one other character that you can perceive within 80 feet suffers 2 damage and 1 horror damage. For each additional success beyond the first, one additional character within 80 feet suffers 2 damage and 1 horror damage. If you roll one or more results of 1, you suffer 2 horror damage.

INSIGHT

You gain insight up to your maximum at the start of every game session. You can spend insight in the following ways.

- ◆ After performing a successful complex action, you can spend 1 insight to add 1 additional success to the results.
- ◆ When performing a reaction to dodge/block/resist an attack, you can spend 1 insight to perform it with **advantage**.
- ◆ Before performing a complex action, you can spend 1 insight to perform it with **advantage**.
- ◆ Spend 1 or more insight to introduce a narrative element into an ongoing scene. Examples include finding a scalpel in an intense situation to defend yourself with or introducing a preexisting relationship with an NPC (all narrative elements are subject to the game master's approval).
- ◆ Insight can also be spent to avoid effects of certain traumas, where listed.

Your Story So Far...

You are Daisy Walker, a librarian of Miskatonic University's renowned Orne Library. You have access to the library's restricted collection, and through the years you have learned about the existence of supernatural forces that defy comprehension. Desperate to save innocent people from creatures that shouldn't exist, you've attempted some of the spells detailed in the *Necronomicon*—and miraculously, they've worked.

Over the last two weeks, you've noticed a drop in students coming to the library, which is suspicious given how close to final exam time it is. You also saw one of the professors, Peter Warren, shuffling around near the restricted collection, but once he realized you were watching him, he pretended to be interested in something else.

A day ago, you caught a student named Rita Young also poking around the entrance to the restricted collection. After some coaxing, she revealed that one of her friends is missing and the police have refused to help, so she's taking matters into her own hands.

You convinced her to trust you, and you contacted your friend Joe Diamond, a private investigator, to help get to the bottom of the disappearances. You and Young have just arrived at his house in the dead of night. You're bringing along a book that might help you decipher a strange page Young found.

Cultes des Goules
p. 131-132, 135, translation

In many sects, particularly in those that practice rituals that are considered especially taboo, such as cannibalism, it is a known practice to employ secretive methods of communication. Written languages, intricate hand signals, elaborate eye movements, and many more techniques have been used across the ages.

These things...

ARKHAM HORROR

THE ROLEPLAYING GAME



Rita Young



Rita Young

THE ATHLETE

SKILLS

4+	AGILITY	KNOWLEDGE	5+
4+	ATHLETICS	RESOLVE	5+
5+	WITS	MELEE COMBAT	4+
6+	PRESENCE	RANGED COMBAT	6+
6+	INTUITION	LORE	6+



KNACKS

Track Star. The first time you spend a die to move each turn, you may move an additional 10 feet. When you perform a complex action to Disengage from an enemy, you may roll 1 additional die.

Skilled Fighter. When you perform a complex action to attack an engaged target and you score three or more successes, the target cannot use a reaction to block the attack.

SPELLS

EQUIPMENT

Rita's Baseball Bat. Engaged. 2 damage. Two hands. If

you score three or more successes, you deal 1 additional damage. Whenever you roll a 1 on an attack using this weapon (after rerolls), mark one of the quality circles.

If all the circles are filled, the weapon breaks.

Leather Bomber Jacket (Armor). When you suffer damage from a melee attack, reduce the damage by 1 (to a minimum of 1).

Punch/Kick. Engaged. 1 damage.

Introduction to Principles of Business Textbook. Once per game session during a narrative scene, you may perform a complex action using **Presence** to haggle for a better deal. You may add 1 additional die to this check. If you succeed, the deal is skewed in your favor (the cost of an item is reduced by half, or the subject of your haggling sees you favorably). If you fail, the character(s) you were haggling with become socially hostile to you and your group.

Other Equipment. Running shoes, 7 dollars.



Investigator Quick Reference

SIMPLE ACTIONS

Simple actions are hard to fail. They usually cost only one die to perform.

Examples of simple actions:

- ◆ Move (spend 1 die to move up to 10 feet).
- ◆ Stand up or lie down.
- ◆ Open or close something, like a door.
- ◆ Pull out or grab an object, or put an object away.
- ◆ Operate a simple mechanism, like pulling a lever or pushing a button.

COMPLEX ACTIONS

Complex actions require skill to perform. They cost one or more dice to attempt.

Examples of complex actions:

- ◆ **Aid:** You may spend 1 die to give another character **advantage** on their next complex action. The target may only benefit from advantage once per action, and must be able to spend at least 1 die to perform the check in order to receive advantage.
- ◆ **Disengage:** If in melee with an enemy, roll 1 or more dice using **Melee Combat**. May move freely if successful. If not successful, you cannot move this turn.
- ◆ **Heal Horror:** Roll 1 or more dice using **Resolve** (if healing self) or **Presence** (if healing someone else). Replace 1 horror die with a standard die if successful. Narrative scenes only.
- ◆ **Heal Wounds:** Roll 1 or more dice using **Knowledge**. Heal 1 die for each success. Heal 3 dice for each success if using medical supplies. Your dice pool limit cannot exceed 6. Narrative scenes only.

- ◆ **Reload under Pressure:** While under pressure, roll 1 or more dice using **Agility**. Reload weapon if successful. When not under pressure, reload as a simple action by spending 1 die.

DURING THE INVESTIGATORS' TURN

- ◆ All investigators act together.
- ◆ When you act, you describe what your character wants to do.
- ◆ You spend dice from your pool to perform simple or complex actions.
- ◆ **Strain Yourself:** At the start of the investigators' turn, before dice pools are refilled, you may heal all damage (bringing your dice pool limit back up to maximum). If you do, you suffer an injury.

DURING THE GAME MASTER'S TURN

- ◆ When it is the game master's turn, you can use reactions, which are complex actions.
- ◆ Reactions cost 1 die.

REACTIONS

Reactions are used on the game master's turn. Most reactions come from knacks or capabilities your investigator has. The one other primary reaction is:

- ◆ **Dodge/Block/Resist:** To dodge a ranged attack, block a melee attack, or resist a magic attack, roll a single die using **Agility** (dodge), **Athletics** (block), or **Resolve** (Magic). If you succeed, you negate all damage and effects of the attack.

LEVELING OPTIONS

Leveling up happens twice during the adventure. The game master will indicate when you gain a level.

- ◆ The first time, you get to choose one skill and improve it once.
- ◆ The second time, you may improve two skills once each (you may not improve either better than a 3+), or you may gain the new ability listed below.

NEW ABILITY

Desperate Save. When a character within 10 feet of you is hit by an attack, you may perform a reaction using **Athletics**. If you succeed, you immediately move in front of the character and be hit by the attack instead. If you roll a result of 6, both of you successfully avoid the attack instead.

INSIGHT

You gain insight up to your maximum at the start of every game session. You can spend insight in the following ways.

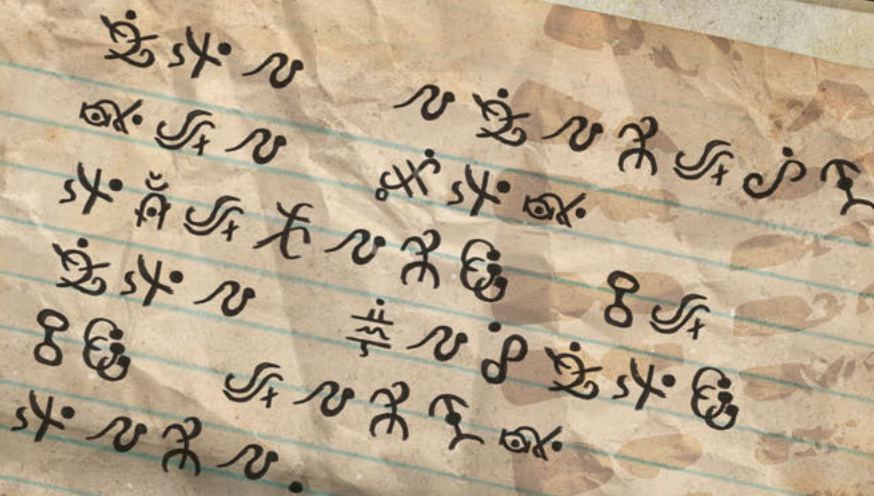
- ◆ After performing a successful complex action, you can spend 1 insight to add 1 additional success to the results.
- ◆ When performing a reaction to dodge/block/resist an attack, you can spend 1 insight to perform it with **advantage**.
- ◆ Before performing a complex action, you can spend 1 insight to perform it with **advantage**.
- ◆ Spend 1 or more insight to introduce a narrative element into an ongoing scene. Examples include finding a scalpel in an intense situation to defend yourself with or introducing a preexisting relationship with an NPC (all narrative elements are subject to the game master's approval).
- ◆ Insight can also be spent to avoid effects of certain traumas, where listed.

Your Story So Far...

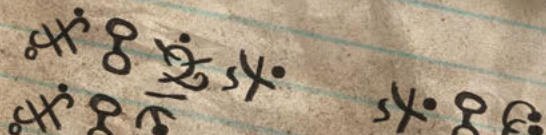
You are a business and economics student at Miskatonic University in Arkham, Massachusetts. A few weeks ago, you started noticing students in your classes not showing up. It bothered you, but you figured it wasn't any of your business. Three days ago it became your business, though, when your best friend, Elsie Moore, didn't show up for your daily morning run together. When you and your friend Grant Moses, a delivery driver for St. Mary's Hospital and a fellow student, checked her dorm, you found dried blood and a strange page out of some journal, but no Elsie. The symbols on the page made your eyes swim and your ears ring, so you took it and headed straight to the police to report Elsie's disappearance.

A sleazy cop named Billy Cooper half-listened to your story, laughed, and said your friend probably ran away because she wasn't cut out for schooling. It was all you could do not to punch him right then and there, but you kept hold of yourself and resolved to poke around looking for answers.

With the journal as your only clue, you decided to sneak into the Orne Library's restricted collection, hoping to find a cipher to help you read the page. Your snooping caught the attention of the librarian Daisy Walker. You didn't intend to tell her anything about the journal page, but the look in her eyes when you mentioned looking for Elsie struck something deep within you, and you decided to trust her. Daisy Walker made a quick phone call and grabbed a pile of books from the restricted collection. Half a day later, you find yourself standing with Walker outside the home of private investigator Joe Diamond.



The image shows a piece of aged, yellowed paper with handwritten symbols in a cursive script. The symbols are arranged in several lines, appearing to be a cipher or a message. The paper is placed on a surface with a repeating leaf pattern. The symbols are dark and somewhat stylized, resembling a mix of letters and numbers.



A small fragment of the same handwritten script from the previous block, showing a few more lines of the cursive symbols.

ARKHAM HORROR

THE ROLEPLAYING GAME



William Yorick



William Yorick

THE GRAVEDIGGER

SKILLS

6+	AGILITY	KNOWLEDGE	6+
4+	ATHLETICS	RESOLVE	5+
6+	WITS	MELEE COMBAT	5+
4+	PRESENCE	RANGED COMBAT	5+
4+	INTUITION	LORE	5+



KNACKS

Encore Performance. After an ally successfully attacks a target that is engaged with you, you may use 1 die (if you have any) to perform a complex action using **Athletics**. If you succeed, the target is knocked backward 5 feet. If there is an obstacle in the way, the target takes 1 damage. Otherwise, the target is knocked to the ground.

Preparation and Poise. You may perform a simple action to physically prepare yourself. If you do, the next time you perform a complex action using **Athletics** or **Melee Combat** during your current turn, you may reroll any of the dice. You must keep the second results.

EQUIPMENT

Gravedigger's Shovel. Engaged. 2 damage. Two hands. If you score three or more successes, you inflict an injury.

Heavy Leather Jacket (Armor). When you suffer damage from a melee attack, reduce the damage by 1 (to a minimum of 1).

Punch/Kick. Engaged. 1 damage.

Kerosene Lantern. Provides light out to 20 feet when lit.

Other Equipment. Pair of thick gloves, box of matches, flask of spirits, 8 dollars.

SPELLS

Investigator Quick Reference

SIMPLE ACTIONS

Simple actions are hard to fail. They usually cost only one die to perform.

Examples of simple actions:

- ◆ Move (spend 1 die to move up to 10 feet).
- ◆ Stand up or lie down.
- ◆ Open or close something, like a door.
- ◆ Pull out or grab an object, or put an object away.
- ◆ Operate a simple mechanism, like pulling a lever or pushing a button.

COMPLEX ACTIONS

Complex actions require skill to perform. They cost one or more dice to attempt.

Examples of complex actions:

- ◆ **Aid:** You may spend 1 die to give another character **advantage** on their next complex action. The target may only benefit from advantage once per action, and must be able to spend at least 1 die to perform the check in order to receive advantage.
- ◆ **Disengage:** If in melee with an enemy, roll 1 or more dice using **Melee Combat**. May move freely if successful. If not successful, you cannot move this turn.
- ◆ **Heal Horror:** Roll 1 or more dice using **Resolve** (if healing self) or **Presence** (if healing someone else). Replace 1 horror die with a standard die if successful. Narrative scenes only.
- ◆ **Heal Wounds:** Roll 1 or more dice using **Knowledge**. Heal 1 die for each success. Heal 3 dice for each success if using medical supplies. Your dice pool limit cannot exceed 6. Narrative scenes only.

- ◆ **Reload under Pressure:** While under pressure, roll 1 or more dice using **Agility**. Reload weapon if successful. When not under pressure, reload as a simple action by spending 1 die.

DURING THE INVESTIGATORS' TURN

- ◆ All investigators act together.
- ◆ When you act, you describe what your character wants to do.
- ◆ You spend dice from your pool to perform simple or complex actions.
- ◆ **Strain Yourself:** At the start of the investigators' turn, before dice pools are refilled, you may heal all damage (bringing your dice pool limit back up to maximum). If you do, you suffer an injury.

DURING THE GAME MASTER'S TURN

- ◆ When it is the game master's turn, you can use reactions, which are complex actions.
- ◆ Reactions cost 1 die.

REACTIONS

Reactions are used on the game master's turn. Most reactions come from knacks or capabilities your investigator has. The one other primary reaction is:

- ◆ **Dodge/Block/Resist:** To dodge a ranged attack, block a melee attack, or resist a magic attack, roll a single die using **Agility** (dodge), **Athletics** (block), or **Resolve** (Magic). If you succeed, you negate all damage and effects of the attack.

LEVELING OPTIONS

Leveling up happens twice during the adventure. The game master will indicate when you gain a level.

- ◆ The first time, you get to choose one skill and improve it once.
- ◆ The second time, you may improve two skills once each (you may not improve either better than a 3+), or you may gain the new ability listed below.

NEW ABILITY

Not Done Yet. Once per game session, you may perform a complex action with **Resolve** to heal yourself. If you succeed, your dice pool is restored to its limit. If you score at least two successes, you may also heal one injury you are suffering from. This ability may be used in a narrative or structured scene.

INSIGHT

You gain insight up to your maximum at the start of every game session. You can spend insight in the following ways.

- ◆ After performing a successful complex action, you can spend 1 insight to add 1 additional success to the results.
- ◆ When performing a reaction to dodge/block/resist an attack, you can spend 1 insight to perform it with **advantage**.
- ◆ Before performing a complex action, you can spend 1 insight to perform it with **advantage**.
- ◆ Spend 1 or more insight to introduce a narrative element into an ongoing scene. Examples include finding a scalpel in an intense situation to defend yourself with or introducing a preexisting relationship with an NPC (all narrative elements are subject to the game master's approval).
- ◆ Insight can also be spent to avoid effects of certain traumas, where listed.

Your Story So Far...

You are William Yorick, a gravedigger with the heart of an actor. You tend to the deceased of Arkham, keeping the places where they rest tidy and peaceful while you practice lines from dozens of your favorite plays to a captive audience. Over the last several weeks, the dignity of the dead and the solitude of their company has been disrupted. Grave after grave has been dug up: corpses ripped apart, gnawed on, and stolen. Bones and mementos strewn across cemeteries like common litter. It boils your blood and breaks your heart.

You stayed up night after night trying to catch the thieves in the act, but on the fourth night with no sign of the culprits, you must have dozed off. The next thing you remember was being startled awake by a gentle hand and the kind eyes of Father Iwanicki, a priest who was visiting the church whose graveyard you tend. He told you that the dead are not the only ones going missing and that churchgoers and regular folk all over Arkham have been disappearing. Iwanicki asked for your help in seeking justice for the dead and liberation for the living, and you agreed. This is, no doubt, the role of a lifetime.

After taking a long rest at the priest's insistence, you find yourself outside of the home of Joe Diamond, a private investigator. You hope that Diamond can help you find the monsters who are stalking the streets and graveyards of Arkham.

OLD ARKHAM GRAVEYARD

NAME OF DECEDENT:

DATE: 14 August 1926

Jane Doe

PLOT #: 124

NOTES: Burial arranged by St. Mary's Hospital,
paid for by the city of Arkham.

OLD ARKHAM GRAVEYARD

NAME OF DECEDENT:

DATE: 6 August 1926

Robert Lowes

PLOT #: 122

NOTES: Remains unclaimed, no living family.

Plot payment organized by St. Mary's

Hospital through grant, paid for by the
city of Arkham.

SIGNATURE: Ruth Turner, Mortician,
St. Mary's Hospital

*Hospital selling bodies?
Mortician?*

Turner, Mortician,
Mary's Hospital

*Another
empty one.*