

ARKHAM HORROR[®]

THE ROLEPLAYING GAME



EDGE

ADVENTURES

— AN INTERRUPTED FEAST —

ARKHAM
HORROR

AN INTERRUPTED FEAST

Introduction

An Interrupted Feast is a short demo adventure for **Arkham Horror — The Roleplaying Game**, originally designed to be run at conventions. However, it also serves as a great way to learn the basics of the game. This scenario should take approximately 45 minutes to run for groups of 3–4 players. For 5–6 players, the demo will likely run closer to 55–60 minutes (including time for the players to examine their character sheets and a few minutes at the end to answer questions).

Horror Setting

When you're running this demo, make sure that any potential players understand that the *Arkham Horror* setting includes mature themes (it's a horror setting, after all). This game is meant for players aged 14 or older.

Game Master's Tools

In addition to this scenario, you have several components to use while running this scenario:

- ◆ 1 Farmstead Map
- ◆ 6 Investigator Tokens
- ◆ 6 Character Sheets
- ◆ 6 Ravenous Ghoul Tokens and 2 Profile Cards
- ◆ 2 Ghoulish Cultist Tokens and 1 Profile Card
- ◆ 3 Abductee tokens
- ◆ Blue Brain, Red Heart, and Ammunition Tokens
- ◆ 1 Car and 1 Tractor Tokens

The token sheet can be printed out, but you will have to cut the tokens out yourself. You will also need a lot of six-sided numerical dice and a couple of pens or pencils.

At the end of this document you can find a refresher on the rules for the game system that **Arkham Horror — The Roleplaying Game** uses, the Dynamic Pool System (shorthand to DPS).

The Set-Up

It is the 1920s, at the height of America's Prohibition era. In the state of Massachusetts, a series of disappearances has the people of the city of Arkham on edge. The investigators are working together to track down the source of the abductions and do what they can to save innocent lives and disrupt whatever wicked schemes the perpetrators are plotting.

After the players have a chance to look over their character sheets, play begins immediately with the group of player characters (or "investigators") en route via car to a small farmstead some miles outside of the city. One of the investigator's contacts witnessed a group of suspicious, cloaked figures throwing a large, squirming burlap sack into the back of a pickup truck before speeding off. The contact recognized the truck as belonging to the Simonsson family's farmstead.

The group doesn't know exactly what they're up against, but they do know that at least one innocent life may very well depend on what they do next.

What's Really Going On

A cult dedicated to the Ancient One, Umordhoth, has been using the old barn on the farmstead as a place to sacrifice hapless civilians and stockpile corpses for their ever-hungering god. The cult is filled with ghouls (once human creatures with the twisted features of ravenous hounds) and cultists who have yet to transform. The cult is about to sacrifice three civilians, Mira, Samuel, and Al, and throw their bodies into the small cavern under the barn for future feasting.

The Investigators

Players have six different investigator characters to choose from that have been pre-made for this scenario. When they are choosing, encourage the players to pick a character that looks interesting to them and to not worry about the mechanical details (they'll learn as they go).

AGNES BAKER

Agnes is a waitress at Velma's Diner in Arkham, and she lived a relatively mundane existence until a fateful head injury opened her mind to the memories of a past life from another time and world. With those memories came the knowledge of spellcraft, and also the jarring revelation that there are impossibly ancient and hungry beings from beyond this reality that constantly threaten everything she has ever known.

DAISY WALKER

Daisy is a librarian at Miskatonic University and a caretaker of the library's Restricted Collection, an exclusive and dangerous assortment of esoteric texts and artifacts that is kept under lock and key. Over time, Daisy has studied some of these tomes and became keenly aware of ancient beings and those that worship them whose very existence could doom the world. Though her discovery terrified her, Daisy resolved to use the collection's resources to learn how to fight back through spellcraft and knowledge.

JOE DIAMOND

Joe is a private detective who has seen his fair share of bizarre, dangerous, and deadly situations. He's learned over the years that Arkham seems to attract strange creatures and unhinged minds—and these beings have a nasty habit of terrorizing the people who live here. Joe's hard-pressed not to help someone in need, so his trusty pistols and sharp detective skills have come in handy when faced with the unexplainable monsters and madmen that lurk in the shadows of Arkham.

LITA CHANTLER

Lita lived a fairly normal, even a bit boring, life until the day she received a knock on her door and her world shattered. Her husband had been killed and his body torn apart. Since then, every ounce of her intelligence, stubbornness, and energy has been spent hunting for his murderers. While she seeks vengeance, she knows the value of allies and has worked to find others that refuse to shy away from the truth.

RITA YOUNG

Rita is a business student and track star at Miskatonic University. She's spent her whole life working hard for everything she's ever had, including the few close friendships she's made while at school. When her friend Elsie disappeared from her dorm room, Rita did what she thought was right and went to the police only to be belittled and ignored. Not easily dissuaded, she started to dig for any leads that could help her find Elsie and soon discovered that she wasn't the only one committed to finding someone who had been taken.

WILLIAM YORRICK

William is a gravedigger and an aspiring actor. His normal grave-side companions have always made for a rather captive audience for his one-man performances, that is until his not-so-lively wards started being dug up and taken from their resting places. Disturbed and perplexed, William began to do a little "digging" into the situation and believes the missing bodies might have something to do with the recent abductions of still-living folks across the city.

THE SCENARIO

AN INTERRUPTED FEAST

On the Way (5-10 minutes)

Once the investigators choose their characters and read their backstory briefs, read or paraphrase the following aloud:

In recent weeks people all across the city of Arkham have been disappearing under mysterious and violent circumstances. Your group just received a tip that a woman was seen being thrown into an old pickup truck from the Simonsson family's farmstead a little over an hour ago. This is your first lead

in days, and you are now all crammed into a car on your way to investigate the lead.

Encourage the players to introduce their characters, one at a time. When each has had the opportunity to do so, proceed to the next section.

This adventure uses and references the rules found starting on page 6 of this booklet.

The Encounter: Simonsson Family Farmstead

This encounter is broken up into two scenes: **Scene One: The Approach** and **Scene Two: Fight or Flee, or Both.**

Afterwards there is brief guidance as part of **Scene Three: The Aftermath** to help wrap up the session.

Scene One: The Approach

This first scene is a narrative scene. Simple actions, which normally cost 1 die from the die pool, cost no dice instead. Complex actions cost 1 or more dice, as normal. The investigators have their full dice pool of 6 dice to use during the entirety of this scene. Place the car token with the investigator tokens on the further point away from the barn on the road. Read or paraphrase the following aloud:

As you turn off the main road towards the farmstead your car starts to struggle a little against the mud that's been forming from hours of steady rain. You catch sight of deep tire marks leading down an auxiliary road—they seem fresh, so the missing person and those responsible are likely close by. You can make out an old, dilapidated barn and a barren pasture just up ahead. Tire tracks in the mud indicate a vehicle has been here recently.

Pressing Forward

The two most obvious courses of action for the investigators are to use stealth or to approach the situation aggressively. Those two options, along with examples of complex actions they might need to make, are offered in the following respective sections. **For the sake of time, it is recommended that the investigators all agree which option to take as a team before proceeding with the scene.**

Once one or more investigators exits the vehicle or if the vehicle is driven within 35 feet of the barn, read or paraphrase the following aloud:

Just as you step out into the downpour a flash of lightning bolts across the sky, followed by a crack of thunder. You think you might have heard something else, though, underneath the cacophony of the storm...

The first two investigators that exit the car may perform a complex action using **Wits**. If either succeeds, they realize that the sharp pitch of a scream was muffled by the thunder—and it was coming from the barn.

THE QUIET ROUTE

Cautious investigators might choose to use stealth to sneak up to the barn and/or shed to scope out what's going on before choosing their next course of action.

Sneaking up to the barn requires each investigator to perform a complex action using **Agility**. Due to the rain, these actions are performed with disadvantage if the investigators are walking on any muddy terrain.

As long as at least half the investigators successfully perform this action, they are able to approach the barn without being spotted, and may take the enemy by surprise. If less than half of the investigators successfully perform this action, they are spotted when they reach the barn and combat begins. See **Scene 2** for more details on the consequences of successfully or unsuccessfully sneaking up to the barn.

If the investigators take a look at the storage shed, they find two jugs of lantern kerosene. They also find blood and scratch marks, but nothing else.

Around the back of the barn is a hole in the southeast corner which the investigators could use to sneak into the barn. The barn is also quite old, and there are big enough cracks in the wood that an investigator could peer into the dim barn through one of the cracks if they approached the barn.

The barn also has a small window in a lofted area, and a faint light can be seen coming from it with a successful complex action using **Wits**.

THE AGGRESSIVE ROUTE

Investigators ready for action might decide to make a grand entrance and try to catch the enemy off-guard. They could try to ram their car into the barn, use the nearby tractor to drive through the doors, set up a distraction to lure any opposition out, or simply storm the barn with guns and magic at the ready. The car or tractor requires one investigator to perform a successful complex action using **Agility** to successfully drive through the thickening mud and heavy rainfall. If the driver fails, you can either have the vehicle get stuck in the mud and stop moving, or have it crash harmlessly into the wall of the barn.

The tractor moves up to 35 feet per turn. It doesn't require a key to turn on, but a series of mechanical adjustments. Figuring out how to turn it on requires a successful complex action using **Knowledge**.

Scene Two: Fight or Flee, or Both

The second scene begins when the investigators either sneak into the barn or attack the barn. When an investigator enters the barn or looks inside, read or paraphrase the following aloud:

The stench of blood and decay overwhelms your senses. As your eyes adjust to the shift in light, you see a red-robed figure wearing animal-skull masks preparing something at a makeshift altar stained with blood. Three civilians, a young woman, a young man, and an older, gruff-looking man are bound in the corner. Several bestial creatures with hound-like faces crawl around in the dim light on all fours.

FREEING THE CAPTIVES

The captives are tied up in the upper right corner of the barn.

If the investigators successfully snuck into the barn and want to try and flee the captives before fighting the ghouls (or want to avoid fighting them entirely), any investigator who wants to sneak over to the hostages must perform a successful complex action using **Agility**. If the investigators come up with a distraction, this action can be performed with advantage.

The captives are tied up and have some bumps and bruises but are not seriously injured. Once untied, they will comply with what the investigators tell them to do unless it seems obviously detrimental. If not guided, the captives will attempt to flee the barn at the end of each investigator

turn. If the investigator wants to sneak the captives out of the barn without alerting the ghouls or cultists, they must perform a successful complex action using **Presence** (to instruct the captives) or **Agility** (to lead the captives along the stealthiest route). In addition, they must score two successes to succeed, rather than one.

—(The Enemies

There are three ghouls in the barn, standing next to the half-covered hole in the ground (this is where the cult have been storing bodies for food). There is one cultist standing next to the ritual table, engrossed in studying the arcane ritual they are about to perform. If there are six players, there are two cultists standing at the ritual table instead.

The ghouls are territorial and will fight to the death to defend their corpse-horde, but the cultists are still mostly human and are more likely to be tricked, deceived, or intimidated. The ghouls will defer to what the cultists tell them to do, so if investigators attempt to negotiate with the cutlists, the ghouls will halt their attacks until otherwise told to engage.

—(The Fight

A fight begins (turning **Scene 2** into a structured scene) if the investigators unsuccessfully sneak up to the barn or try and sneak into the barn, or if the investigators choose to attack the barn directly.

If the fight begins because the investigators successfully surprise the ghouls and cultists (whether by ramming their car or tractor into the barn, sneaking up to the barn and attacking, or doing something else to take the enemy by surprise), then the investigators go first in the initiative order. If, however, the fight begins because the investigators fail in their attempts to be stealthy or fail to ram a vehicle into the barn, then the enemies go first in the initiative order.

During the fight, the ghouls charge the investigators and attempt to attack then directly. The cultists start by using their *Ravenous Chant* to try and inflict horror on the investigators. Then, they attack any lone investigators with their knives. If you want, you can create a climax in the scene by having a cultist try to kill the captives (but we recommend that you only do so if the investigators have a chance to heroically stop the cultist).

Scene Three: The Aftermath

There are a few different outcomes for this scenario: the investigators defeat the ghouls and save the captives; the investigators save the captives and run away from the ghouls; the investigators are defeated. Read or paraphrase the appropriate section aloud based on which outcome the investigators achieved:

—(Ghouls Defeated, Captives Saved

The ghouls are slain and the abducted captives are safe, though they will definitely bear some mental scars from their awful brush with the supernatural. As you leave the farmstead, however, you can just make out the sound of a chorus of howls rise in the distance over the storm. Something tells you this investigation has only begun...

—(Captives Saved, Fled from Ghouls

You've managed to save the abducted captives and flee from the ravenous ghouls. As you leave the farmstead, however, you can just make out the sound of a chorus of howls rise in the distance over the storm. You have a sinking feeling that the ghouls may be on your tail...

—(Investigators Defeated

The ghouls' strength overwhelmed you, but for some reason they didn't land any killing blows. You wake up somewhere dark, the thick stench of death surrounding you like a heavy blanket. Your wrists are bound, and you can hear the movements of your fellow investigators. It's time to plan your next daring escape...

The Rules

THE DICE POOL

The dice pool is simple: each investigator has a pool that can hold up to six 6-sided dice. These dice are placed on the investigator's portfolio for tracking purposes. The size of the dice pool represents the character's current health (to a maximum of 6). It also limits how much effort they can put into taking actions during a narrative scene or during a single round of a structured scene.

When an investigator takes damage, they reduce the total number of dice allowed in their dice pool (called the **dice pool limit**). This affects how many dice they can use each narrative scene (or each turn in a structured scene) to take actions. Investigators can heal themselves to restore their dice pool limit to its original maximum (called the dice pool maximum). This is explained more later.

During a narrative scene or a turn in a structured scene, a player can spend dice from their dice pool to have their investigator perform **actions**. Once a player spends a die, they must set it aside until the pool refills. Dice pools refill to their current dice pool limit at the beginning of a game session, at the start of a new scene, or at the start of the investigators' turn during a structured scene.

Narrative Scenes and Dice

If the investigators run out of dice during a narrative scene, but still have tasks they want to accomplish, a new narrative scene begins. The GM determines approximately how long the scene took the group (most commonly 15 minutes to an hour).

If an investigator runs out of dice during a narrative scene, but other characters still have dice, the investigator can still communicate and plan with the group, but their character is busy with the tasks they chose to do and must wait for a new narrative scene to perform additional actions. This ensures each character has an equal chance to act during this time.

Additional Dice

Some knacks, abilities, and pieces of equipment allow characters to add additional dice to the **hand of dice** they are about to roll during certain actions. Any additional dice are in addition to the dice chosen for the action from the character's dice pool, and after the dice are rolled, the additional dice are lost (they do not increase the character's dice pool limit: they are used only for that action's roll and then removed). This allows characters to potentially roll more dice than are in their dice pool before it refills.

Visibility of Dice Pools

Dice pools are visible to all players, including the game master. This rule applies to *every* dice pool—including those of characters controlled by the game master, whether they are the investigators' allies or enemies. Being able to see how many dice a character has in their pool is important for passing and reactions, which are covered later in this adventure.

SKILLS AND ACTIONS

Each of the investigators, as well as each of the characters controlled by the game master (also called **nonplayer characters**, or **NPCs**), has a set of skills. **Skills** represent a character's ability to succeed at certain types of tasks or interactions. Each skill has a value between 2+ and 6+, with 2+ being the best and 6+ being the worst.

If a character wants to do something, they are going to spend dice from their pool to perform an **action**. Generally, this involves taking some of the dice remaining in their pool and adding them to their hand of dice (a technical term that refers to the dice that have been taken from the pool and are about to be rolled). Then they roll those dice and check the results. They remove that number of dice from the pool and roll them. Usually, if at least one die rolls a number that is **equal to or greater than** the value of the character's relevant skill (relevancy is determined by the game master), the character successfully performs the action they attempted. For instance, if Rita Young has an **Agility** value of 4+, she needs at least one die to roll a 4, 5, or 6 for her to succeed at an **Agility**-related action.

The skills are explained here:

- ❖ **Agility:** How agile, flexible, and physically maneuverable you are.
- ❖ **Athletics:** How physically strong you are and your general endurance.
- ❖ **Intuition:** How well you can sense others' motivations or intentions, how well you can judge a situation to be safe or dangerous, or how well a character can survive in a wilderness setting.
- ❖ **Knowledge:** How well you can recall facts, tap into general knowledge, or research a topic.
- ❖ **Lore:** This skill encompasses all the otherworldly and occult abilities present in the *Arkham Horror* setting. It also includes knowledge of occult and supernatural matters.

- ❖ **Melee Combat:** How well you can fight in close quarters, such as in hand-to-hand combat, when grappling an opponent, or when fighting with a melee weapon like a knife or baseball bat.
- ❖ **Presence:** How socially adept you are; how well you can persuade, deceive, or intimidate others.
- ❖ **Ranged Combat:** How well you perform with ranged weapons like guns or thrown objects.
- ❖ **Resolve:** How well you can keep calm under pressure, resist mental strain, stand your ground, or overcome trauma.
- ❖ **Wits:** How clever and mentally quick you are. Wits also covers how observant a character is; it's used to search locations and spot lies.

Advantage and Disadvantage

Advantage and disadvantage are simple ways to represent characters aiding one another, circumstances working out in their favor, problems with their environment, or circumstances that may cause problems.

When an action is performed with **advantage**, the player adds one additional die to the pool before rolling. After rolling, they must remove one die with the lowest dice result from the pool.

When an action is performed with **disadvantage**, the player adds one additional die to the pool before rolling. After rolling, they must remove one die with the highest dice result from the pool.

A complex action may be performed with both advantage and disadvantage.

Rerolls

Some investigator and NPC capabilities (such as certain knacks, spells, and abilities listed on an investigator portfolio or NPC profile card), as well as some pieces of equipment and items, allow or require a player to reroll one or more dice when they perform an action. The results of the dice roll are determined after any rerolls have been performed. This includes any capabilities that may trigger due to specific dice results.

SIMPLE ACTIONS

An action that is unlikely to fail, like opening an unlocked door or walking into another room when no enemies are around, is called a **simple action**, and it doesn't require rolling any dice. Instead, the player explains what their investigator is doing. If the scene is a structured scene, they spend one die from their pool, which lets their investigator succeed at the task automatically. If the scene is a narrative scene, the investigator succeeds automatically without spending any dice.

During a narrative scene, simple actions don't require the investigator to spend any dice at all, so movement, opening doors, and the like don't limit their ability to conduct research or travel a reasonable distance given the amount of time available to them.

Moving While Engaged

To move while engaged with an enemy, you must perform the Disengage action (see **Basic Complex Actions**).

Basic Simple Actions

Examples of simple actions include the following:

- ❖ Move up to 10 feet (about 3 meters) in any direction. Movement can be split up to perform other simple actions (such as moving 5 feet, opening a door, then using the remaining 5 feet of movement).
- ❖ Stand up or lie down.
- ❖ Open or close something, like a door.
- ❖ Grab a nearby object, pull it out of a container, or put it away.
- ❖ Operate a simple mechanism, like pulling a lever or pushing a button.
- ❖ Refuel or reload an item when not under pressure.
- ❖ **Aid:** On the investigator's turn, an investigator or ally may spend one die to give another character advantage on their next complex action.

COMPLEX ACTIONS

An attempted action that has a reasonable chance of failing is called a **complex action**. Examples include performing an attack, trying to climb a fence, or attempting to track down information. To have an investigator attempt a complex action, their player describes what the investigator is trying to do. Then, the game master determines which skill is most relevant to the action, and the player performs a complex action using that skill.

To perform a complex action, a character chooses any number of dice from the dice remaining in their pool and adds them to their hand of dice. They then modify their hand of dice due to any knacks, abilities, or other rules

(one common example is advantage, which adds an additional die to their hand of dice). Then they roll all the dice in their hand.

Once the dice have been rolled, the character rerolls any results if a rule requires them to do so, and any dice that must be removed are removed (for example, advantage requires the lowest die result to be removed after rolling). Then any abilities that trigger off of specific dice results are triggered, and finally, any modifiers to the dice results are applied.

Once all this is done, the character compares the results to their skill. If any of the results are equal to or greater than their skill value, the action succeeds.

During a narrative scene or during each turn of a structured scene, a unique action may only be attempted once. For example, a character may only attempt to climb a wall once, but if they add a new narrative element (such as moving a crate near the wall to make it easier) or attempt the action in a new way, they may try again.

Basic Complex Actions

Examples of complex actions include the following:

- ◆ **Disengage:** While you are engaged in melee (close-quarters) combat, perform a complex action using the **Melee Combat** skill. On a success, you may move up to 10 feet (about 3 meters). On a failure, you may not move this turn.
- ◆ **Heal Horror:** Perform a complex action using the **Resolve** skill (if you are healing yourself) or the **Presence** skill (if you are healing someone else). On a success, replace one horror die in the relevant pool with a standard die. This action may only be performed during a narrative scene. For more information on traumas and horror dice, see **Horror Damage and Horror Dice**.
- ◆ **Heal Wounds (Physical Damage):** Perform a complex action using the **Knowledge** skill. If you succeed, increase your dice pool limit by 1 per success. If you are using medical supplies, increase your dice pool limit by 3 per success instead. Your dice pool limit cannot exceed 6. This action can only be performed during a narrative scene.

- ◆ **Make an Attack:** Perform a complex action using **Melee Combat** or **Ranged Combat** and an appropriate piece of equipment, like a *sledgehammer* or a pistol. On a success, you deal damage equal to the weapon's damage, minus the target's armor value (if any).
- ◆ **Reload under Pressure:** If you are in the midst of a chaotic or stressful situation (like being engaged with an enemy or trying to balance on an unstable surface), reloading becomes a complex action. If you have ammunition nearby or on your person, perform a complex action using the **Agility** skill. On a success, you reload your weapon.

REACTIONS

Reactions are a third type of action. Like all actions, a character spends dice from their pool to perform them. Like complex action, they roll the dice and compare the results to their skill level to see if the reaction succeeds or fails.

Unlike other actions, however, reactions are performed in response to another character's action (or in reaction to something in the environment). Also, reactions may only be performed with a single die from the character's dice pool, and a character can only perform one reaction in response to a single action.

The most common reaction is to dodge an attack or resist a spell.

- ◆ **Dodge/Block:** A character may perform a reaction to dodge a ranged attack, block a melee attack, or resist a magic attack targeting them. This uses the **Agility** skill to dodge a ranged attack, **Melee Combat** to block a melee attack. On a success, the character takes no damage and avoids all other effects of the attack.

Additional Rules

In addition to the basic rules, the following rules expand the game.

STRUCTURED SCENES

Structured scenes are times where the stakes may be high—such as in combat—and play benefits from a higher degree of organization. A few more rules are relevant to structured scenes:

- ◆ Rounds and Turns
- ◆ Attacks and Damage
- ◆ Ranges
- ◆ Injuries

ROUNDS AND TURNS

A structured scene is divided into rounds. Each **round** consists of a single investigators' turn and a single game master's turn. Investigators and any of their NPC allies present in the scene (see **Allies**) take actions during the investigators' turn, and enemy or neutral NPCs take actions during the game master's turn. Which turn occurs first in the scene depends on whichever group instigated the encounter. If the investigators decide to attack a group of ghouls, for example, they would take the first turn. If, on the other hand, the investigators are surprised by a group of ghouls bursting out of a barn, the ghouls (and by default, the GM) take the first turn.

INVESTIGATORS' TURN

During the investigators' turn, the following steps occur. In addition, if any neutral or enemy NPCs have leftover dice from passing, the game master may use their dice to let those NPCs take reactions during the investigators' turn (see **Passing** and **Reactions**, respectively).

Step 1: Refill Dice Pools

At the start of the investigators' turn, the dice pool of each investigator refills to its current dice pool limit (which is usually six, unless they've taken damage). The dice pools of NPCs allied with the investigators also refill.

Step 2: Take Actions

The investigators' goal during their turn is to work together in the most effective way they can. Each player controls their investigator and gets to decide how they want to spend their dice to take simple and complex actions.

The investigators and their allies can act in any order and can split up their actions however they want.

When an investigator acts, their player describes what the investigator is trying to do and, if appropriate, performs a complex action by rolling dice using the most relevant skill to determine whether the action succeeds. When an ally acts, the game master has that ally perform the most logical and helpful action that benefits first the ally, then the investigators. The game master is responsible for determining the best course of action for that ally based on the ally's understanding of the situation and personal motivations.

The investigators can take as much time as they want to decide what to do, but if the game master or a player feels the discussion is taking too long, they can say the phrase "I've got a bad feeling..." to indicate in a lighthearted way that it's time to make a decision and keep the game moving.

Note: If two or more players want to act at the same time and can't agree on which investigator should go first, the game master decides instead.

Step 3: End Turn

The turn ends when each investigator and NPC ally has used all their dice or has chosen to keep some leftover dice by passing. After the investigators' turn ends, the game master's turn begins.

PASSING

To pass, a player or the game master opts to avoid spending all of a character's dice on their turn, instead keeping one or more dice in their pool to use for reactions. Reactions are a type of action a character can take when it is not their turn (see **Reactions**). When a character passes, they cannot spend any more dice during their current turn (so if an investigator passes, they cannot spend any more dice during the current investigators' turn, but they can spend dice on reactions during the game master's turn).

ALLIES

Allies are NPCs—characters controlled by the game master—who are friendly with the investigators. They work with the investigators and act on the investigators' turn.

GAME MASTER'S TURN

The game master's turn is very similar to the investigators' turn, comprising the following steps. In addition, if an investigator or an NPC allied with the investigators has leftover dice from passing, the player or game master controlling that character may use their dice to let them take reactions during the game master's turn (see **Passing** and **Reactions**, respectively).

Step 1: Refill Dice Pools

At the start of the game master's turn, the dice pools of NPCs who are enemies of the investigators or who are neutral toward them refill to their current dice pool limit. (The dice pools of the investigators' NPC allies refill during the investigators' turn.)

Step 2: Take Actions

All NPCs except investigator allies act on the game master's turn in any order the game master wants. Usually, each of these NPCs does everything they want to do before the next NPC acts (so each either spends all their dice or uses some dice and saves the rest for reactions by passing).

Step 3: End Turn

The game master's turn ends when all NPCs except investigator allies have either spent all their dice or have chosen to pass.

SECOND AND FOLLOWING ROUNDS

After the investigators and the game master have each taken their turn, the round ends and a new round begins, starting with the side that took the first turn in the previous round. Rounds continue until combat ends—such as if one side is defeated or flees—or until the scene comes to its logical conclusion.

ATTACKS AND DAMAGE

To attack a target, a character performs a complex action using one of the following skills:

- ◆ Use **Melee Combat** to make a standard (nonmagic) melee attack against a target within 5 feet. If two characters are within 5 feet of one another, they are considered to be **engaged** with each other.
- ◆ Use **Ranged Combat** to make a standard (nonmagic) ranged attack against a target more 5 feet away. Ranged attacks require a ranged weapon or an object that can be thrown. These weapons usually have a maximum range at which they can be used, listed in their item profile.
- ◆ Use **Lore** to make a magic attack using a magical knack or capability.

If the attacking character succeeds, they deal damage. Each weapon that can be used in the game lists the damage it deals on its item card or in its item profile. Most weapons deal 1 or 2 damage.

Some targets have armor. **Armor** can reduce the amount of damage that gets through to affect the character it protects. When a character deals damage, make the following calculation:

$$\text{weapon's damage value} - \text{target's armor value}$$

The target reduces their dice pool limit by the result of the calculation, and if they reduce it below the number of dice they currently have in their pool, they must discard dice until the number equals the new limit.

The target's dice pool limit stays reduced until the target is healed, such as through use of the Heal Wounds action (see **Complex Actions**). This means characters who have taken damage can take fewer or less-powerful actions than normal, because they have fewer dice to spend during each turn or narrative scene.

When a character's dice pool is at 0, they are **wounded**. The only thing a character can do while they are wounded is **strain themselves**.

STRAIN YOURSELF

At the start of the investigators' turn, before dice pools are refilled, each investigator and ally may **strain themselves** to heal all damage (increasing their dice pool limit back up to maximum). If they do, at the end of their current turn (or after they have performed one complex action in a narrative scene) they suffer an injury (see **Injuries**).

RANGES

Ranges are always listed in a given knack or ability profile in increments of 5 feet. Each square on a map is 5 feet by 5 feet. Movement diagonally or orthogonally from one adjacent square to another costs the same amount of movement (5 feet), though characters cannot move through hard corners like buildings diagonally.

INJURIES

When a character becomes injured, their player makes an **injury roll** by rolling a d6, and the game master consults the **Injury Results** table to determine the result. The character suffers the injury listed in the appropriate row.

If the character already has any injuries when they gain a new one, then for each preexisting injury, the player adds +1 to the d6 roll before they consult the **Injury Results** table.

To heal from an injury, a character can wait a week for the injury to heal (although some injuries, specifically Severely Injured, Loss of a Sense, or Comatose take two weeks to heal). Alternatively, a character can perform a complex action using Knowledge to heal an injury that they or another person are suffering from. Note that some injuries may require multiple successes to heal, as detailed in their description. An injury can only be healed during a narrative scene. A character can suffer multiples of the same injury; the effects do not compound, but each instance of the injury must be healed before the effects go away.

HORROR AND HORROR DICE

Certain situations, knacks, spells, and abilities deal **horror**. When a character suffers horror, their player increases their horror die limit by that amount, to a maximum amount no greater than their dice pool maximum.

When a character refills their dice pool, they first add horror dice equal to their **horror die limit**. Then the refill the remainder of the pool with regular dice. If a character's horror die limit is equal to or higher than their dice pool limit (as may happen if the character has taken damage), their entire pool may be filled with horror dice.

Horror dice function the same way as regular dice in a character's dice pool, with two exceptions.

First, a character may never reroll a horror die that has rolled a result of 1. Second, when any character performs an action using one or more horror dice, and at least one horror die rolls a 1, the character suffers a **trauma**. The more 1s rolled, the greater the trauma's severity is. To determine the results of the trauma, roll a d6 and add +1 to the result for each 1 rolled on a horror die during the complex action (normally this generates a result between 2 and 7, but if a character rolled multiple 1s on horror dice, the result may be higher). Then apply that result to the **Trauma Results** table.

Keep in mind that some trauma results may increase the severity of future rolls on the table. So the more trauma the character suffers from, the greater the impact of future traumas.

TAKING DAMAGE WHILE SUFFERING FROM HORROR

If a character has horror dice in their dice pool when they take damage that reduces their dice pool limit, they must remove standard dice first before removing horror dice.

HEALING HORROR

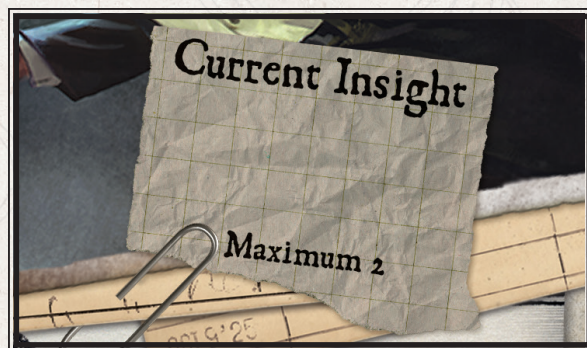
A character's horror dice limit may be reduced by means of one of the following:

- ◆ The Heal Horror action (see **Basic Complex Actions**).
- ◆ Certain capabilities (such as certain knacks, spells, or abilities on an investigator portfolio or NPC profile card).

Note that even if a character reduces their horror dice limit, this doesn't remove any existing horror dice from their pool. It simply means they add fewer horror dice to their pool during the next scene.

HEALING TRAUMAS

Unlike injuries, traumas cannot be "healed." However, the effects of traumas go away over time.



INSIGHT

At the beginning of each game session, investigators gain insight up to their insight maximum (listed on their investigator portfolio). During the game, they can spend insight in the following ways.

- ◆ After performing a successful complex action, they can spend 1 insight to add one additional success to the results.
- ◆ Before performing a complex action or reaction, they can spend 1 insight to perform the action with advantage.
- ◆ They may spend 1 or more insight to introduce a narrative element into an ongoing scene. Examples include a character finding a scalpel in an intense situation to defend themselves with, or the introduction of a pre-existing 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.

TABLE 2—1: INJURY TABLE

ROLL 1d6 (ADD 1 FOR EACH EXISTING INJURY)	RESULT
1	Heavy Blow: You are knocked prone. During your next turn, you must spend one die from your dice pool to clear your head enough to think straight before you perform any other actions.
2	Slowed: The injury has slowed you down, either by hurting your legs or just leaving you in pain when you move. When you move, you move at half the speed that you normally do.
3	Nasty Cut: You are bleeding badly. You cannot increase your dice pool limit through time, normal healing, or by straining yourself until this injury is healed.
4	Concussed: You take a powerful blow to the head. Until this injury is healed, you suffer a – 1 penalty on all dice rolled when performing all complex actions using Wits , Intuition , Knowledge , or Lore .
5	Injured Arm: Until this injury is healed, any simple actions that would be performed using this limb are now complex actions, and you suffer a – 1 penalty on all dice rolled when performing any actions that were already complex actions that use Athletics , Agility , Ranged Combat , and Melee Combat . At your GM's discretion, some actions may not be performed at all.
6	Injured Leg: Until this injury is healed, any simple actions that would be performed using this limb are now complex actions (including moving), and you suffer a – 1 penalty on all dice rolled when performing any complex actions using Athletics , Agility , and Melee Combat . At your GM's discretion, some actions may not be performed at all.
7	Senses disabled: One of your senses (sight, smell, or hearing) has been disabled. You cannot use that sense. This may be rolled randomly using 1d3 (1 is sight; 2 is smell; 3 is hearing), or the GM may choose the result. This injury requires 2 successes to heal.
8	Severely Injured: Your injuries are so severe that you can barely function. Until this injury is healed, suffer a – 2 penalty on all dice rolled when performing any complex actions. This injury requires 2 successes to heal.
9	Comatose: Your dice pool limit is reduced to 0, and your dice pool limit may not be increased until this injury is healed. This injury requires 2 successes to heal.
10	Dire: Your dice pool limit is reduced to 0, and your dice pool limit may not be increased until this injury is healed. This injury requires 3 successes to heal. If you do not receive medical treatment within the next hour, you die.
11+	Dead: You are dead.

TABLE 2—2: TRAUMA TABLE

ROLL 1d6 (ADD 1 FOR EACH RESULT OF 1 ROLLED ON A HORROR DIE FOR THIS CHECK)	RESULT
1-2	Subtle Strangeness: You see something out of the corner of your eye, like a shadow or small creature ducking quickly out of sight. If you look, nothing is there. Whatever you are eating or drinking seems suddenly rancid or spoiled for a moment. You catch a whiff of a strange smell. This could be pleasant, repellant, or some odd combination (blood and cinnamon, or lavender and spoilt milk) There is no further effect, but you'd better be on your guard...
3	Shocked: You are so struck by something you see, smell, hear, or otherwise sense, that it leaves you taken aback for a brief moment. You must discard one of your dice from your pool if possible. If you have no dice in your pool to discard, you must add 1 to the results of any further rolls on this table for the remainder of this session.
4	Stunned: The horrors you have been exposed to leave you unable to react or respond. You must discard all of your dice from your pool if possible. If you have no dice in your pool to discard, you must add 1 to the results of any further rolls on this table for the remainder of this session.
5-7	Overcome by Horror: The horror of what you know looms in your mind, reducing you to your baser instincts. Unless you spend 1 insight, you must trigger the negative side of your personality trait.
8-10	Mind Undone: Your will is overpowered by the horrors around you. Unless you spend 2 insight, you must trigger the negative side of your personality trait. However, if the negative effects would last until the end of the next turn, they last until the end of the current scene. If they would last until the end of the current scene, they last for the remainder of the current session. Additionally, you must add 1 to the results of any further rolls on this table for the remainder of this session.
11+	Lost Forever: Something terrible and utterly final has happened to you. Perhaps your mind has irrevocably shattered, leaving you a muttering husk of your former self. Maybe you realize that you came from the sea, and to the sea you must return. You attempt to find the nearest body of water and swim out to meet your destiny. Or possibly you've simply decided that in a world beset by horror, your only hope is to swear allegiance to the dark and terrible powers and hope to be spared. You either vanish, are no longer able to continue your investigations, or are doomed to return as a deadly adversary pitted against those you once called friends. Whatever the case, you are lost forever.

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