

ARKHAM HORROR[®]

THE ROLEPLAYING GAME



EDGE

ADVENTURE
— TENDING TO LOOSE ENDS —

ARKHAM
HORROR

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EDGE



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TENDING TO LOOSE ENDS

BY KARINGTON HESS

Introduction

Tending to Loose Ends is a short demo adventure for Arkham Horror—The Roleplaying Game designed to be run at conventions. The scenario should take approximately one hour for groups of 3-4 players. For 5-6 players, the demo will likely run closer to an hour and a half (including time for the players to examine their character sheets and ask questions).

Horror Setting

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

The Setup

The 1920s, Providence Rhode Island. A group of investigators make preparations for a journey to the frigid wasteland of Antarctica. Their preparations are interrupted when their expedition leader, Dr. William Dyer, telephones them with unfortunate news. Hal Chalmers, Professor of Archeology, and one of Dyer's colleagues, has passed away unexpectedly just after revealing via telegram a breakthrough in his research.

Dyer reveals that he had been in regular contact with Chalmers ahead of their journey. Chalmers had spent the last few years researching pre-Paleolithic civilizations. While most of their colleagues dismissed the idea of a civilization existing before the Paleolithic era as fanciful, Dyer suspects Chalmers may have stumbled upon evidence of the same civilization Dyer's expedition discovered in Antarctica. Dyer had hoped to obtain a copy of Chalmers's notes to assist him in preparation for his return expedition to Antarctica.

Now, Dyer has grown suspicious after learning of Chalmers's death, especially when Chalmers's assistant told him that the notes had been confiscated by the coroner as "evidence." Dyer has dispatched the investigators to discover the cause of Chalmers's death and obtain

Game Master's Tools

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

- ◆ 1 Saint Mary's Hospital Map
- ◆ 6 Investigator Tokens
- ◆ 6 Character Sheets
- ◆ 1 MacGregor's Hound of Tindalos Profile Card and 1 token
- ◆ 1 Jane MacGregor Profile Card and 1 token
- ◆ 1 Nurse token
- ◆ Damage, Horror, Ammunition, and Insight tokens.
- ◆ Many six-sided dice

Chalmers's findings. Dyer hopes that Chalmers's notes will aid his expedition's own mission.

After the players have had a moment to review their characters, play begins immediately with the group of player characters (or "investigators") having arrived at the Arkham City Morgue. The group does not have authority to enter the morgue, let alone dig through the coroner's office after hours. They will need to break in.

What's really going on

A cult known publicly as The Society of Antediluvian Research has begun secretly sabotaging nearly every major expedition to Antarctica. The reasons behind these actions are unknown. However, now Abigail Neiman, a major player in the society, has the Dyer Expedition in her sights. Whatever else she may be doing to hamper the expedition, she has also dispatched a zealous member of the society and a talented sorcerer named Jane MacGregor to quietly deal with Chalmers.

Unfortunately, MacGregor lacked the discretion Neiman had hoped for. She instead used the opportunity

to flex her arcane skills, summoning a Hound of Tindalos to stalk and kill the unfortunate professor. Forced to clean up this mess, Ms. Nieman has bribed the coroner, Ruth Turner to hide Chalmer's true cause of death and get ahold of his academic research. Turner has performed her task admirably, covering up the cause of death and absconding with Chalmers's notes.

Now, Nieman has given MacGregor one last chance to clean up the mess she made. She must visit the morgue, destroy Chalmers's body and his notes, and ensure anyone besides Turner who may have inspected the body is eliminated. With that done, Neiman expects Turner to submit falsified paperwork that Chalmers was cremated, and the affair is resolved.

What if Ruth Turner is not Available?

It's entirely possible that misfortune may have befallen Turner during the events of **Hungering Abyss**. If this is the case and you are using this for a group that has played through **Hungering Abyss**, you can replace Turner with Jeannette Wilkins, the replacement coroner.

The Investigators

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

Winifred Habbamock

A member of the Wampanoag tribe, Winifred's life changed forever when she stole an old biplane from a farmer's garage and managed not to crash it. The farmer was more impressed than angry, and taught her how to fly. But her barnstorming career was abruptly interrupted when her plane was attacked by a monstrous flying creature. Now she has joined Dyer's expedition in hopes of finding out more about what happened to her in the air.

Ursula Downs

Famed explorer and professional archeologist, Ursula has traveled all across the globe to explore ancient ruins, lost shipwrecks, and mysterious locals. As one of the top explorers in the world, she wasn't surprised when Dyer hired her to join his expedition to Siberia. After all, isn't exploring the most inhospitable land on Earth the biggest adventure of all?

Vincent Lee

Once a respected and brilliant young doctor just out of Yale, Vincent's time at Saint Mary's Hospital left him haunted by too many gruesome and unexplained deaths and injuries. When he left to investigate these further, his reputation as a crackpot grew. However, he suspects that William Dyer hired him for his upcoming expedition *because* of this reputation, not in spite of it.

Mark Harrigan

Fighting in the trenches of the Great War didn't break Mark, even when he saw things that defied his sanity. However, when he returned home, he found his sweetheart being devoured from the inside out by some sort of monster. Her loss set Mark on his present course; professional monster hunter. Although most think he's crazy, Dyer seemed happy to hire him for his expedition as a bodyguard.

Daniela Reyes

As one of the best mechanics in Arkham, Daniela expected to hear from William Dyer when he put together his expedition. After all, someone was going to need to keep the radios working and airplanes flying. What she didn't expect was that she'd except. Her mother had warned her about a darkness lying in her future that would destroy her if she wasn't careful. This expedition seemed to fit her mother's warning. However, Daniela hadn't gotten where she was in life by playing it safe.

Kymani Jones

Although Kymani is a security consultant for museums and galleries by day, they are also a world-renowned thief by night. Unfortunately for them, the two halves of their life were bound to collide eventually, and one too many museums that they've consulted with have been burgled. Now, the Pinkertons are on their trail. Kymani learned about Dyer's expedition to Antarctica, and figured it was a good way to lay low until the heat died down.

TENDING TO LOOSE ENDS

The Scenario - Tending to Loose Ends

Once the investigators have chosen their characters and read their backstory briefs, read or paraphrase the following out loud:

As Dr. William Dyer continues to prepare for his return expedition to the inhospitable continent of Antarctica, he has asked you to investigate related matters back in Arkham. Two days ago he learned of the untimely demise of his friend and colleague, Professor Hal Chalmers, an expert in pre-Paleolithic archeology. Dyer claims that Chalmers was on the verge of a breakthrough and while Chalmers was reported as having died of natural causes, Dyer suspects foul play.

Give the players a chance to introduce their characters to one another, one at a time. When everyone has done so, proceed to the next section.

The morning train ride from Providence, RI was short, and you had most of the afternoon to begin your investigation. Unfortunately, all your initial leads proved fruitless. The police refused to get involved, saying that according to the coroner Chalmers died of natural causes. And when you went to meet with the coroner, Dr. Ruth Turner, you were stonewalled for two hours by hospital staff before being told that Turner didn't have any openings to meet with you until late next week.

Clearly, the only way you're going to figure out what happened to Chalmers and get those notes is if you do so illegally. And so, late in the evening you find yourselves standing amidst the foggy Massachusetts streets before Saint Mary's Hospital. The Arkham City Morgue occupies the basement, and Dr. Turner's office is in the morgue. You hope that the information you seek is in her office, but you need to find a way to break in.

This encounter is broken up into three scenes: **Scene One: Breaking and Entering**, **Scene Two: Cold Storage** and **Scene Three: Hunted**. Afterwards, there is brief guidance as part of **Scene Four: The Aftermath** to help wrap up the session.

Scene 1: Breaking and Entering

This first scene is a narrative scene. In this scene, the investigators need to gain entrance to the Arkham City Morgue. There are two entrances; the first is the main entrance through the hospital's first floor, and the second is a back door that leads to a flight of stairs that descends into the basement. The investigators already know this due to their visit to the morgue during the afternoon.

THE BACK DOOR

If the investigators choose to use the back door, read aloud or paraphrase the following:

A dense fog surrounds you, causing halos of light to form around the nearby streetlamps illuminating the emptiness of the street. Your breath catches in your throat as you consider the grim task before you. You are about to break into a government building, disturb the body of a dead man, and steal a piece of evidence from the coroner. You take a deep breath, steadying your nerves as you study the rusty steel door before you. You could pick the lock or, with enough force, break it. Just then, you hear the distant click of shoes on cobblestone approaching. Whatever you decide to do, you had better do it quickly.

The investigators have two options to enter the morgue. They may pick the lock by performing complex action using **Agility** or shoulder open the door by performing a complex action using **Athletics**. The party may attempt to gain entrance by either of these methods up to three times. After that, the rusty lock gives way to an additional shove, but one investigator (chosen by you) has hurt themselves in the process and suffers 1 damage.

Once the door is open and the investigators enter the building, read or paraphrase the following aloud:

You hurry inside. Darkness swallows you as the door creaks closed, separating you from the streetlights. All is silent. You follow the staircase down until you find yourself standing in a polished concrete hallway. Your presence seems to have gone unnoticed so far, so what will you do next?

The investigators enter the morgue on the map next to Stairwell B. Proceed to the next scene.

THE MAIN ENTRANCE

If the investigators choose to enter through the front, the main doors of the hospital are unlocked. The investigators enter the lobby on the map. Once they do, read aloud or paraphrase the following:

The lobby is brightly lit even this late in the evening. At the far end of the lobby, next to the door that leads to the basement stairway, is a nurse's station. The nurse on duty looks up and smiles pleasantly. "Can I help you?"

The nurse, Simone Gunderson, is filling out paperwork and standing by in case someone shows up with an emergency. Since the evening shift is pretty dull, she is interested in the investigators as soon as they arrive. By default, Gunderson will not allow the investigators past her station into the rest of the hospital. She knows they are not staff. If the investigators attempt to force their way past Gunderson, she yells for security (there are two security guards elsewhere in the hospital).

If the investigators want to get by Gunderson, they will have to perform a successful complex action using **Presence** (to charm her into letting them in) or **Wits** (to lie and say they are authorized to go into the morgue). Collectively, the group can try each of these options once. If they fail both, Gunderson grows suspicious and insists that they leave before she calls security. The investigators will have to break in the back entrance instead.

Doctor Vincent Lee

If Doctor Lee is one of the investigators, he has an advantage when speaking to Nurse Gunderson, because he worked at Saint Mary's Hospital until he recently went on sabbatical. Doctor Lee performs any complex actions to get by Nurse Gunderson with **advantage**.

Scene 2: Cold Storage

The second scene is also a narrative scene and begins as soon as the investigators enter the morgue. The Investigators now can search the rooms on the map for clues. Once the party has either spent all the dice in their pools or accomplished what they set out to do, MacGregor and her Hound arrive.

THE MORGUE

Searching the morgue allows the investigators the opportunity to examine the body of Professor Chalmers. The location of the correct body drawer (#3) is noted on Chalmers autopsy report, and each drawer has a paper label with the name of the occupant written on it. Opening the correct body drawer reveals the desiccated corpse of the professor covered in a white sheet. Circular patterns are drawn on his arms and legs in black ink and dried plaster coats his hands.

Closer examination of the victim's chest cavity with a successful complex action using **Knowledge** reveals that the victim's internal organs have been extracted, likely through the unnaturally angular hole in the victim's chest, and that the organs were first liquified before this extraction occurred. Instead of blood or viscera, the chest cavity is now smeared by a rancid blue ichor (the dissolved remains of the internal organs). Each investigator present when inspecting the body may perform a reaction using **Resolve**. If they choose not to or fail, they suffer 1 horror.



RUTH'S DESK

Resting on top of an organized stack of paperwork is the (falsified) autopsy report of Professor Harold Chalmers. It states that the late professor passed away from an unfortunate allergic reaction and was found at his home by his housekeeper. It also requests that the professor's journals be transported to the coroner for "allergen testing."

Searching the office of the coroner yields a locked drawer that can be opened with a successful complex action using **Agility** or **Athletics**. Inside are the coroner's personal effects, including lipstick, a hip flask, and a private journal, and a letter with no return address. The letter asks Turner to write a false autopsy report that attributes Chalmers's death to natural causes and obtain all of his research notes from the past two years. Turner is to hold onto them until they are retrieved, and then she will receive \$1,000. If she wants to accept the offer, there is a phone number she can call (this number is to an abandoned house where MacGregor is staying in Arkham).

In her personal journal, Turner writes that after wrestling with her conscience, she accepted the offer. She hid the research notes in one of the cabinets in the lab. She also muses that while inspecting the professor's corpse, she noted a peculiar bluish ichor which she speculates may be some manner of mold, slime, or fungus. Her curiosity got the better of her, and she sent a sample to the lab to be tested.

THE LAB

The lab contains various equipment for testing bloodwork and other samples. A successful complex action using **Knowledge** reveals that some of the chemicals are flammable and could be used to create an improvised Molotov cocktail should the need arise.

Resting on the table are some hastily scribbled lab notes. The notes detail the technician's findings on the blue ichor submitted by Ruth Turner. The technician believes the substance to be some sort of protoplasm full of organelles, as if the liquid was a mass of cells without cell membranes to separate them. They also note that the protoplasm still seems to be alive (even after subjecting it to several destructive tests) and is dangerously caustic to any organic substances. The technician marvels that such a discovery could have incredible applications in medical science, including preventing cell death. They wonder why Ruth was so dismissive of their discoveries and plans to share their findings with Arkham University.

THE HIDDEN NOTES

Ruth has stashed the professor's notes in the cabinets behind some large jars filled with formaldehyde. These notes can be found by performing a successful complex action using **Wits**. The notes show a detailed lexicon for the language of beings Chalmers claims to have existed before humanity. These are in fact the Elder Things whose city Dyer found during his first expedition to Antarctica. This is information Dyer would find very valuable, and that Ms. Nieman is desperate to keep hidden.

Professor Chalmers's notes slowly devolve into paranoid psychosis. He claims to be stalked by a creature. "A hound of smoke from beyond the edges of time." After studying some of the texts from the restricted section of the Orne Library of Miskatonic University, Chalmer's notes name the creature "Hound of Tindalos," and goes on to detail how the hounds can travel through the angles of time but abhor curved time. He theorizes that the hounds may not be able to cross any type of circle. He states that he must fill in the corners of his office with plaster to take refuge from the hound and plans to do so tonight. This is the final entry, scribbled in the corner of the last page.

STORAGE

This well stocked storage room contains various cleaning and medical supplies. There are enough supplies to cobble together a first aid kit (this can be used when a character performs a complex action using **Knowledge** to heal someone; if the action is successful, they generate one additional success).

LAUNDRY

This laundry room is where all the soiled cloth garments and evidence sheets are taken to be properly cleaned and sanitized. Two washing machines stand in the back of the room. An iron rests here and could be used as an improvised blunt weapon (this is a Melee Combat weapon that deals 2 damage and has an injury rating of 4; if a character rolls one or more results of 1 when using it, it breaks and cannot be used).

Scene 3: Hunted

The second scene begins when the investigators either obtain the professor's notes or when all of the characters have run out of dice during the narrative scene. Read or paraphrase the following aloud:

The door to the morgue squeals open. The sound of heels clicking on concrete stairs echoes through the empty halls. You peer around the corner just in time to see a woman in a long black coat descend the stairs. You don't believe she has spotted you. At least not yet. ... The woman produces a thurible from beneath her coat. She begins droning an incantation as she swings the thurible at her side, filling the hallway with acrid purple smoke.

This is MacGregor, and she is descending staircase B while conducting a ritual to summon the Hound of Tindalos. Give the investigators a quick choice to flee, attack, or try to figure out what MacGregor is doing while she conducts the ritual. Fleeing requires the investigators to take a different route out of the building. Each investigator needs to perform a complex action using **Agility** to back away from the hallway quietly and do so with **disadvantage** because MacGregor is alert. If half or more of the investigators fail, MacGregor is aware of them and a structured scene begins with her finishing her ritual and attacking.

If the investigators fight, MacGregor drops the thurible in surprise, causing the smoke to slowly fill the hallway. The scene becomes a structured scene with MacGregor resuming her chant as a simple action. If MacGregor is still alive after the first round, read the following:

As her chanting reaches a crescendo, the lights flicker, the smoke begins to swirl, and the spindly form of a shadowy four-legged creature coalesces. Everything about the creature has a wrongness to it. It seems to be made of smoke and shadow and shiny black carapace. There are no eyes set into its chitinous face. Its long black claws scrape across the floor as it cocks its head. The creature tests the air with an impossibly long barbed tongue. It turns in your direction; it's eyeless face seeming to sense your fear.

If the investigators broke the lock on the door to the morgue or left it unlocked, MacGregor suspects there is someone down here. Read aloud the following:

"Find the intruders, my pet...feast on their flesh..." the woman purrs. The creature emits a rattling guttural howl as it leaps into the corner of the room, seeming to sink into the corner as it vanishes.

If the investigators relocked the door they entered through, MacGregor is not suspicious. However, she still wants to make sure the morgue is deserted. Read aloud the following instead:

"Have a little look around, my pet," the woman purrs. You see her smile coldly, her teeth glinting in the dim light. "And if there's anyone else down here...enjoy their flesh." The creature emits a rattling guttural howl as it leaps into the corner of the room, seeming to sink into the corner as it vanishes.

FINISHING THE INVESTIGATION

If the investigators have obtained the professor's hidden notes, they have everything they need. They must evade or defeat MacGregor and her hound, which will not prove easy as the hound can move in unexpected ways through the corners of the physical space.

EVADING

MacGregor conducts her own investigation while her hound stalks the hallway. She searches for the professor's notes in Ruth's desk before moving on to the lab to continue her search and to mix a solution of acids (imbued with an arcane spell) to dissolve the professor's corpse. She then moves on to the morgue where she dissolves the corpse before exiting the building through the same door she entered.

The hound moves through the corners of real space, beginning its search in the morgue after catching the scent of its last victim. It then moves on to the lab, then the storage closet, before finally searching in the laundry room. The hound can move quickly through the morgue as it does not follow the usual rules of physics; it can walk through walls, appearing unexpectedly in the corners of rooms.

The investigators may choose to move quietly to evade MacGregor and her hound. This requires each investigator to perform a complex action using **Agility**. If they succeed, they move quietly and can avoid notice. Alternatively, they may attempt to distract the hound or MacGregor by performing a complex action using **Wits**.

If anyone fails one of these actions or enters the same room as the hound or MacGregor, they immediately draw their attention and a fight begins.

Also, if your players come up with creative ways to distract or evade MacGregor or the hound, give them **advantage** on any action they perform.

CONFRONTING

A fight begins (turning Scene 2 into a structured scene) if the investigators are unsuccessful in sneaking around the morgue or if they choose to confront MacGregor and her hound directly.

If the investigators choose to initiate the fight, they go first in the initiative order. If they fail complex action to evade MacGregor or the hound or they accidentally enter a room in which they are present, MacGregor and the hound go first in the order instead.

During the fight, MacGregor keeps her distance, firing her pistol at the investigators. She uses **Summon the Hound** if the fight begins with the hound not present and saves 1 die for **Counterspell** if any of the investigators can cast spells. Remember to heal her whenever she rolls a 6 while performing a complex action, and that her shield bracelet absorbs *any* of the first three hits she suffers.

The Hound of Tindalos fights to the death. MacGregor, on the other hand, will attempt to flee if her shield bracelet is exhausted and she takes any damage.

DEALING WITH THE HOUND

The Hound of Tindalos abhors curved space and can be tricked or even trapped. Clever players can make use of the lipstick left in Ruth's desk, the soap powder in the laundry room, or even the circular light left by a flashlight. Though with the latter, an investigator will need to perform a reaction using **Resolve** to hold the light steady. If they cannot, the hound is able to move freely.

Also note that if MacGregor notices the hound has been trapped, she can attempt to free the hound herself. If it's something simple like smudging a drawn line, this can be handled by performing a simple action.

Scene 4: The Aftermath

There are several different outcomes for this scenario: the investigators defeat MacGregor and her hound and escape with the evidence; the investigators evade MacGregor and escape with the evidence; the investigators escape without the evidence; and the investigators are defeated. Read or paraphrase the appropriate section aloud based on which outcome the investigators achieved:

EVIDENCE COLLECTED, FLED FROM MACGREGOR:

You've managed to obtain the evidence you were sent to collect by Dr. Dyer. As you exit the morgue into the foggy streets of Arkham, the hairs on the back of your neck prickle. You get the feeling you are being watched. As you hurry away into the night, you worry that you haven't seen the last of that sorcerer nor her dreadful hound...

EVIDENCE NOT COLLECTED, FLED FROM MACGREGOR:

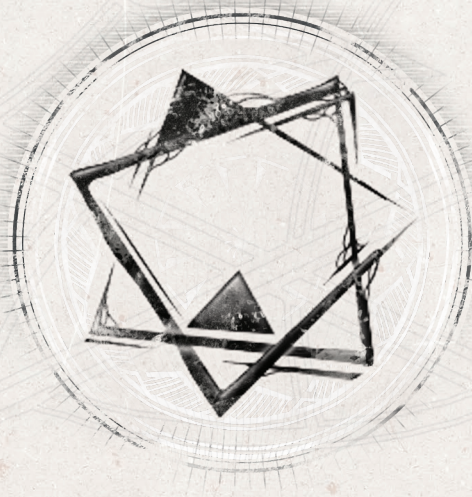
You slink away from the morgue, desperately hoping your escape has gone unnoticed. Unfortunately, you were unable to obtain the evidence you were hoping to find. You take some measure of comfort knowing your suspicions have been confirmed. Your expedition is being purposefully sabotaged. All the more reason to return to Providence and warn Dr. Dyer...

EVIDENCE COLLECTED, DEFEATED MACGREGOR

That sorcerer and her hound have been dealt with. Their corpses left to cool on the floor of the morgue. The evidence has been collected and now it is time for you to make your way back and share your findings with Dr. Dyer. As you make your way onto Arkham's streets, the streetlights flicker and you swear you see shapes moving through the pervasive fog. You hope the hound didn't have any packmates...

INVESTIGATORS DEFEATED:

You were no match for the skills and tenacity of the sorcerer and her ferocious hound. Yet to your surprise, you have been spared for some unknown purpose you do not yet understand. You awaken in a dark room, head ringing. As you stretch your sore muscles, you find yourself bound to a chair. You hear the groans of your fellow investigators as they begin to stir. You will need to move quickly if you hope to 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 dice** 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

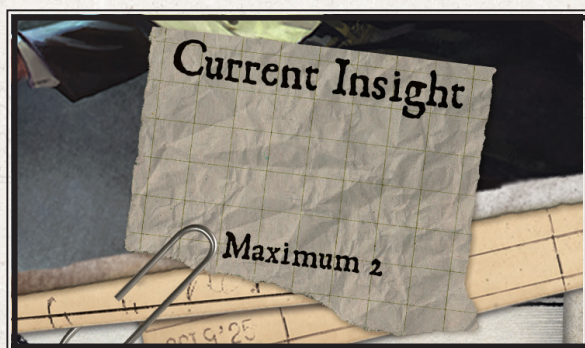
A character's horror dice limit may be reduced by means of one of the following:

- ◆ 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 higher than 3 by means of time, normal healing, or 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	<p>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.</p> <p>Whatever you are eating or drinking seems suddenly rancid or spoiled for a moment.</p> <p>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)</p> <p>There is no further effect, but you'd better be on your guard...</p>
3	<p>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.</p>
4	<p>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.</p>
5-7	<p>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.</p>
8-10	<p>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.</p> <p>Additionally, you must add 1 to the results of any further rolls on this table for the remainder of this session.</p>
11+	<p>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.</p> <p>Whatever the case, you are lost forever.</p>

ARKHAM HORROR[®]

THE ROLEPLAYING GAME



Winifred Habbamock

Arkham
YOUR DAILY NEWS

WEATHER
SAIL FOR

TODAY
THE
AMBITIOUS
expeditions
Ameri-
New

Winifred Habbamock

THE AVIATRIX

SKILLS

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



KNACKS

Aviatrix. When performing a complex action or reaction related to flying or maintaining an aircraft, you add 1 to the result of each die rolled. If you generate one or more results of 6 when performing this action, you add 1 die to your dice pool after the action is complete.

Navigator. When you perform a complex action to read or interact with a map or plot a route, add 1 to the results of all dice rolled.

SPELLS

EQUIPMENT



Colt Police Revolver. Skill (Ranged Combat), Damage 2, Injury Rating 3, Range 75 feet. **Slow Reload** (using a simple action to reload restores only a single circle of ammunition; reloading fully requires multiple simple actions or a complex action using **Agility**).

Pouch of .38 Special ammunition (may reload up to 8 ammunition circles)

Punch/Kick. Skill (Melee Combat), Damage 1, Injury Rating -, Range Engaged.

Heavy Leather Aviator Jacket and Jumpsuit (Armor). Reduce the damage taken from melee attacks by 1, to a minimum of 1. **Warm** (you successfully perform the first complex action they must take due to cold weather during each scene without spending dice).

Other Equipment. Flying cap, goggles, gloves, wrist-watch, \$14.

Your equipment (minus your clothing) weighs 5 pounds in total.



Investigator Quick Reference

SIMPLE ACTIONS

Simple actions are hard to fail. They usually cost only 1 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.
- ◆ You may spend 1 die to **aid an ally**, giving another adjacent character **advantage** on the next complex action they perform. 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.

COMPLEX ACTIONS

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

Examples of complex actions:

- ◆ **Disengage:** If in melee with an enemy, perform a complex action with **Melee Combat**. If successful, may move up to 10 feet away from any engaged enemies.
- ◆ **Heal Horror:** Perform a complex action using **Resolve** (if healing self) or **Presence** (if healing someone else). If successful, reduce horror die limit by 1. This takes several hours. Narrative scenes only.
- ◆ **Heal Wounds:** Perform a complex action using **Knowledge** targeting yourself or an adjacent character. Each success increases the target's dice limit by 1, up to their dice pool maximum. Narrative scenes only.
- ◆ **Reload Under Pressure:** While under pressure, perform a complex action 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, 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 at the end of your turn (or after your next complex action in a narrative scene).

DURING THE GAME MASTER'S TURN

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

REACTIONS

Reactions are often 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:** To dodge a ranged attack or block a melee attack, roll a single die using **Agility** (dodge) or **Melee Combat** (block). If you succeed, you negate all damage and effects of the attack.

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 an action (complex action or reaction), you may spend one insight to perform it with **advantage**.
- ◆ You may spend 1 or more insight to introduce a narrative element into the ongoing scene, such as remembering that you had brought along a useful tool or recognizing that a minor character is someone you already know.
- ◆ Use the positive side of your personality trait.

LEVELING OPTIONS

Options for leveling up are detailed throughout this adventure. If you choose knacks to level up, these can be found on pages 30-31 of the **Appendix** in **Book 3**. Alternatively, when you have the option to choose a Tier 2 knack or Tier 4 knack, you may choose one of these instead of those found in the Appendix.

QUICK HANDS (TIER 2 KNACK)

Once per turn, you may take something out or put it away as a free action instead of as a simple action.

FEARLESS (TIER 4 KNACK)

When you roll a die result of 6 while performing a complex action, if it does not trigger any other knacks or abilities, you may reduce your horror dice limit by 1.

PERSONALITY TRAIT

AMBITIOUS

From the smartest (and most troublesome) kid in school, you've applied yourself to become one of the best pilots in the country. Your drive and ambition leave you with both positives and negatives.

The positive side of your personality trait can be triggered by spending insight. The negative side can be triggered when you suffer a trauma.

- ◆ **Positive:** You may spend 1 insight to add two successes to a successful check you have performed.
- ◆ **Negative:** When triggered, you cannot perform the Aid an Ally simple action until the end of the current scene.

My Story So Far...

You are Winifred Habbamock; Weethao to your parents and Wini to your friends. A member of the Wampanoag tribe, you grew up as one of the smartest kids in the reservation school. You also learned to ignore your teachers and other faculty when they had trouble keeping up with you and tried to force you to follow the standard (boring) curriculum. You may have ended up labeled as just another juvenile trouble-maker, except for the time when you stole an old biplane from a farmer's garage to "take it out for a spin."

The farmer, a veteran pilot of the Great War, turned out to be more impressed than angry at your skill. He took you under his wing and taught you to fly, and soon you were using his old aircraft to perform in barnstormers all along the East Coast. Dubbed the "woman without fear," you would have been happy challenging yourself with feats of aerial legerdemain...until you crashed your biplane after a run-in with some sort of creature. A creature as big as a pony, with bat wings and a single, pus-filled eye.

Now, barnstorming isn't enough for you. When you read Professor William Dyer's manuscript on the strange things he found during his Antarctic expedition, his accounts filled you with curiosity instead of skepticism. Then, when the Starkweather-Moore Expedition vanished, Dyer reached out directly and offered you a job on the rescue mission he was organizing. Dyer was going to need experienced pilots, and you couldn't say no. After all, the howling expanse of ice has begun to haunt your dreams.

ARKHAM HORROR[®]

THE ROLEPLAYING GAME



Ursula Downs

Arkham
YOUR DAILY NEWS

WEATHER
SAIL FOR

TODAY
THE
AMBITIOUS
expeditions
Ameri-
New

Ursula Downs

THE EXPLORER

SKILLS

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



KNACKS

Cunning Blow. When performing an attack using **Melee Combat**, for each result of 6 you generate, you may increase the damage dealt by the attack by 1, or add 1 to the result of any injuries you inflict with the attack.

Treasure Hunter. When you perform a complex action to spot or disarm a trap, or a reaction to avoid a trap, add 1 to the result of each die rolled.

SPELLS

Counterspell. When another character within 50 feet casts a spell, you may perform a reaction using **Lore**, subtracting 1 from the die result. If you succeed, the spell fails. If you roll a result of 1, you suffer 1 horror.

Shroud of Shadows. You may perform a complex action using **Lore** to render yourself, a held object, or another engaged character invisible to the naked eye. If you succeed, others cannot see the target unless they have some ability to see invisible entities.

If you roll one or more results of 1, the spell lasts for 4d6 minutes. Otherwise, the spell lasts until your character chooses to end the spell as a free action, the end of the current scene, or the target attacks someone (the last ends the spell no matter what).

EQUIPMENT

Nepali Kukri. Skill (Melee Combat), Damage 3, Injury Rating 3, Range Engaged. **Nasty** (add 1 to the injury roll result when inflicting an injury with this weapon).

Punch/Kick. Skill (Melee Combat), Damage 1, Injury Rating -, Range Engaged.

Ancient Papyrus Scroll Fragment. This is a tome and gives you access to the spells **Counterspell** and **Shroud of Shadows**. You must be holding this scroll fragment to cast these spells.

Lucky Doubloon. Once per session, you may perform a simple action to recover 1 insight.

Other Equipment. Sensible clothing and boots, satchel, magnifying glass, 50 feet of silk rope, and grappling hook, \$5.

Your equipment (minus your clothing) weighs 6 pounds in total.

Investigator Quick Reference

SIMPLE ACTIONS

Simple actions are hard to fail. They usually cost only 1 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.
- ◆ You may spend 1 die to **aid an ally**, giving another adjacent character **advantage** on the next complex action they perform. 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.

COMPLEX ACTIONS

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

Examples of complex actions:

- ◆ **Disengage:** If in melee with an enemy, perform a complex action with **Melee Combat**. If successful, may move up to 10 feet away from any engaged enemies.
- ◆ **Heal Horror:** Perform a complex action using **Resolve** (if healing self) or **Presence** (if healing someone else). If successful, reduce horror die limit by 1. This takes several hours. Narrative scenes only.
- ◆ **Heal Wounds:** Perform a complex action using **Knowledge** targeting yourself or an adjacent character. Each success increases the target's dice limit by 1, up to their dice pool maximum. Narrative scenes only.
- ◆ **Reload Under Pressure:** While under pressure, perform a complex action 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, 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 at the end of your turn (or after your next complex action in a narrative scene).

DURING THE GAME MASTER'S TURN

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

REACTIONS

Reactions are often 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:** To dodge a ranged attack or block a melee attack, roll a single die using **Agility** (dodge) or **Melee Combat** (block). If you succeed, you negate all damage and effects of the attack.

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 an action (complex action or reaction), you may spend one insight to perform it with **advantage**.
- ◆ You may spend 1 or more insight to introduce a narrative element into the ongoing scene, such as remembering that you had brought along a useful tool or recognizing that a minor character is someone you already know.
- ◆ Use the positive side of your personality trait.

LEVELING OPTIONS

Options for leveling up are detailed throughout this adventure. If you choose knacks to level up, these can be found on pages 30-31 of the **Appendix in Book 3**. Alternatively, when you have the option to choose a Tier 2 knack or Tier 4 knack, you may choose one of these instead of those found in the Appendix.

SURE-FOOTED (TIER 2 KNACK)

When you would otherwise be required to perform a complex action to traverse difficult terrain, you can perform a simple action to traverse it at 5 feet per simple action instead.

SWING INTO ACTION (TIER 4 KNACK)

Once per scene, you may perform a complex action using **Athletics** to swing to any location within 50 feet of your current location. You may swing on an item you possess such as your rope and grappling hook, or an appropriate object in the environment. You may increase the difficulty of the complex action once to carry a passenger with you, or you may attempt to grab one object or other character as you swing by them by performing a reaction using **Athletics** (with **disadvantage** if the passenger tries to resist the grab).

PERSONALITY TRAIT

OPTIMISTIC

You've climbed mountains on every continent, plundered trap-laden tombs, and fought off bloodthirsty beasts, both natural and unnatural. There's nothing you can't handle, and your can-do attitude leaves you with both positives and negatives.

The positive side of your personality trait can be triggered by spending insight. The negative side can be triggered when you suffer a trauma.

- ◆ **Positive:** You may spend 1 insight to heal 3 damage they are suffering as a free action during their turn.
- ◆ **Negative:** When triggered, you may not perform any reactions for the remainder of the scene.

My Story So Far...

You are Ursula Downs, famed explorer and professional adventurer. Ever since you were a young girl, you've had a propensity for playing in the mud, hiking through the woods, climbing rocks, and all sorts of other things "a proper young lady shouldn't be doing." When others told you to show a sense of propriety, you just laughed.

Now, you've graduated from Boston University top of your class. A renowned archaeologist, you've traveled to every unexplored corner of the globe, uncovering ancient temples, lost shipwrecks, and forgotten relics. At first, you funded your adventures with your inheritance, but as your fame grew, magazines clamored for the articles you wrote, and Ursula Downs became a household name.

Then, you received a telegram from Professor William Dyer. You'd heard of his expedition's misfortune in Antarctica two years previously, feeling the same sadness that any professional does at the loss of respected colleagues. You had also kept up with Starkweather and Moore's progress on their new venture, though planning your own next expedition to Siberia left you distracted. Then they vanished, and their plight became world news.

On reflection, you weren't surprised when you got Dyer's invitation to join his rescue mission. You also aren't surprised that you've decided to travel to Providence and accept, discarding your Siberian plans. The mysteries hidden there are certainly intriguing, but the chance to rescue a hundred souls from the most inhospitable lands on Earth? Now that's an adventure.

ARKHAM HORROR[®]

THE ROLEPLAYING GAME



Vincent Lee

Arkham
YOUR DAILY NEWS

DEATH
SAIL FO

T O D A Y
NE OF THE
AMBITIOUS
expeditions
Ameri-
New

Vincent Lee

THE DOCTOR

SKILLS

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



KNACKS

Emergency Medicine. Once per scene, you may perform a **difficult** complex action using **Knowledge** to heal yourself or one other character you are engaged with (even if this is a structured scene). If you succeed, the target heals one damage per success. For each result of 5 or 6 you generate, the target also immediately adds 1 die to their dice pool.

Scientific. When you perform a complex action using **Knowledge** to conduct an experiment or scientific analysis, add 1 to the result of each die rolled.

SPELLS

EQUIPMENT

Bone Saw. Skill (Melee Combat), Damage 1, Injury Rating 4, Range Engaged. Brutal (add 2 to the injury roll result when inflicting an injury with this weapon).

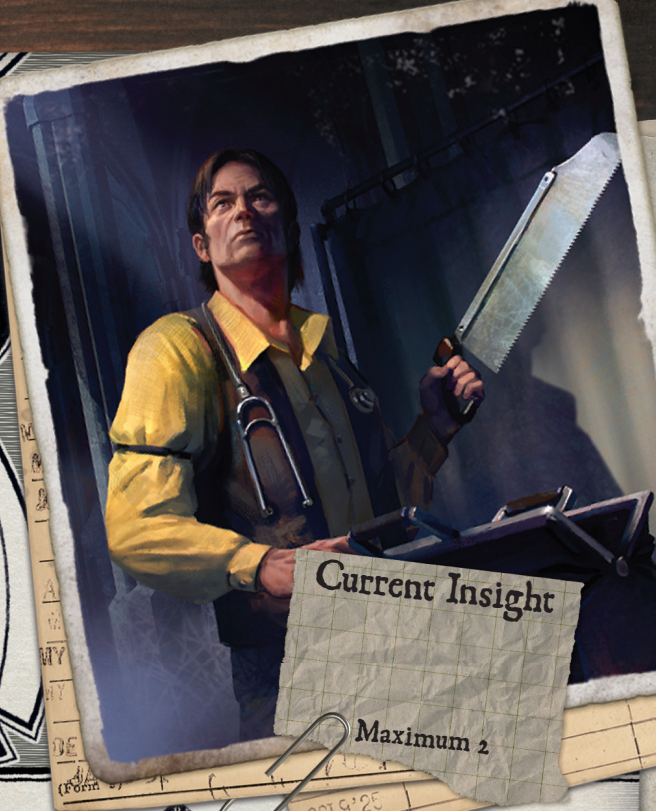
Punch/Kick. Skill (Melee Combat), Damage 1, Injury Rating -, Range Engaged.

Field Surgeon Kit. When you perform a successful complex action to heal damage, increase the number of successes by two. If you roll one or more results of 1 while using this kit, mark one of the use circles. When all circles are marked, the kit cannot be used until it is replenished by purchasing \$.50 worth of supplies or restocking from a central supply storage.

Flashlight. Allows sight up to 40 feet in one direction. If the wielder generates a result of 1 while performing an action and using this light source, mark one of the use circles. Once all the circles are marked, the flashlight cannot be used until the batteries are replaced.

Other Equipment. Stethoscope, notebook, two sets of extra batteries for flashlight, flask of good whiskey.

Your equipment (minus your clothing) weighs 14 pounds total.



Investigator Quick Reference

SIMPLE ACTIONS

Simple actions are hard to fail. They usually cost only 1 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.
- ◆ You may spend 1 die to **aid an ally**, giving another adjacent character **advantage** on the next complex action they perform. 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.

COMPLEX ACTIONS

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

Examples of complex actions:

- ◆ **Disengage:** If in melee with an enemy, perform a complex action with **Melee Combat**. If successful, may move up to 10 feet away from any engaged enemies.
- ◆ **Heal Horror:** Perform a complex action using **Resolve** (if healing self) or **Presence** (if healing someone else). If successful, reduce horror die limit by 1. This takes several hours. Narrative scenes only.
- ◆ **Heal Wounds:** Perform a complex action using **Knowledge** targeting yourself or an adjacent character. Each success increases the target's dice limit by 1, up to their dice pool maximum. Narrative scenes only.
- ◆ **Reload Under Pressure:** While under pressure, perform a complex action 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, 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 at the end of your turn (or after your next complex action in a narrative scene).

DURING THE GAME MASTER'S TURN

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

REACTIONS

Reactions are often 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:** To dodge a ranged attack or block a melee attack, roll a single die using **Agility** (dodge) or **Melee Combat** (block). If you succeed, you negate all damage and effects of the attack.

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 an action (complex action or reaction), you may spend one insight to perform it with **advantage**.
- ◆ You may spend 1 or more insight to introduce a narrative element into the ongoing scene, such as remembering that you had brought along a useful tool or recognizing that a minor character is someone you already know.
- ◆ Use the positive side of your personality trait.

LEVELING OPTIONS

Options for leveling up are detailed throughout this adventure. If you choose knacks to level up, these can be found on pages 30-31 of the **Appendix** in **Book 3**. Alternatively, when you have the option to choose a Tier 2 knack or Tier 4 knack, you may choose one of these instead of those found in the Appendix.

HEALER (TIER 2 KNACK)

When you perform a successful action to heal someone using mundane (nonsupernatural) means, if you generate at least 3 successes, the target heals one additional damage and one injury they are suffering from.

FLAWLESS MEMORY (TIER 4 KNACK)

You remember everything you've seen or read. This means you never need to perform a reaction to see if you remember something you've seen or read, and you can cast any spell or perform any ritual you have read without the source of the spell or ritual being in front of you or in your possession. However, you also remember every terrible thing you've seen. Whenever your character suffers a trauma, you add 1 to the result.

PERSONALITY TRAIT

SELFLESS

You've dedicated your life to helping others and healing their ills. When this requires sacrifice on your part, you give of yourself gladly. Your selflessness leaves you with both positives and negatives.

The positive side of your personality trait can be triggered by spending insight. The negative side can be triggered when you suffer a trauma.

- ◆ **Positive:** When you perform the **Aid an Ally** simple action, you may spend 1 insight to also aid a second ally within 15 feet of you (this does not require you to spend additional dice).
- ◆ **Negative:** After being triggered, you may not perform complex actions during your next turn.

My Story So Far...

You are Vincent Lee, a compassionate doctor dedicated to your patients' well-being. Once, you were a brilliant young Yale graduate of Medicine, ready to take on the world. You thought your time in Boston had prepared you for the terrible things you would inevitably encounter in your field. However, when you traveled to Arkham to work at St. Mary's Hospital, you realized you were wrong.

A series of strange and gruesome deaths left you haunted by mysteries you couldn't explain. The elderly victim torn apart by wild animals (but animals too large and strong to be anything native to Arkham) was bad enough, but the young man whose heart literally exploded while still in his chest... that was downright horrifying. So, you took a sabbatical from your post and set out to investigate these occurrences.

Your efforts have helped some people survive encounters with what you have had to admit is the supernatural. You have been forced to accept that not everything in the world can be explained in your textbooks, and worse, your reputation as a reliable doctor has suffered as a result. But your reputation as someone who believes in "things that go bump in the night" was what led William Dyer to contact you about a place in his upcoming rescue mission to Antarctica. Although you don't have any experience with cold weather injuries, you get the feeling that Dyer is hiring you just as much for your *other* experiences.

ARKHAM HORROR[®]

THE ROLEPLAYING GAME



Mark Harrigan

Arkham
YOUR DAILY NEWS

DEATH

SAIL FO

T O D A Y
THE
AMBITIOUS
expeditions
Ameri-
New

Mark Harrigan

THE SOLDIER

SKILLS

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



KNACKS

Mow Them Down. After performing an attack using **Ranged Combat**, for every two additional successes you generate, you can inflict one hit from your weapon on one target within 15 feet of the original target. These targets are hit even if the original target avoids the attack (but the new targets can also attempt reactions to dodge the hits). The new targets must be visible to you, and you must be able to hit them with a ranged attack. Also, single use weapons or weapons with only one or two shots (such as grenades and double-barreled shotguns) may not be used with this knack, and your GM may decide other weapons may not work with this knack at their discretion.

Stick and Move. When you perform a melee attack that generates two or more successes, you may perform a free action to disengage with all enemies you are engaged with.

SPELLS

EQUIPMENT



Thompson M1928A1 Submachine Gun. Skill (Ranged Combat), Damage 2, Injury Rating 3, Range 75 feet. **Full Auto** (each additional success generated on this attack roll deals +1 damage).

4 20-round box magazines of .45 ACP.

M1905 Bayonet. Skill (Melee Combat), Damage 2, Injury Rating 3, Range Engaged.

Punch/Kick. Skill (Melee Combat), Damage 1, Injury Rating -, Range Engaged.

Trench Coat (armor). When performing a reaction to avoid a ranged attack, you may reroll the result once.

Habitual Item (Cigarettes). Once per session, you may perform a simple action to use this item to reduce your horror dice limit by 1.

Other Equipment. Durable clothes, heavy boots, bandolier, compass.

Your equipment (minus your clothing) weighs 16 pounds in total.



Investigator Quick Reference

SIMPLE ACTIONS

Simple actions are hard to fail. They usually cost only 1 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.
- ◆ You may spend 1 die to **aid an ally**, giving another adjacent character **advantage** on the next complex action they perform. 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.

COMPLEX ACTIONS

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

Examples of complex actions:

- ◆ **Disengage:** If in melee with an enemy, perform a complex action with **Melee Combat**. If successful, may move up to 10 feet away from any engaged enemies.
- ◆ **Heal Horror:** Perform a complex action using **Resolve** (if healing self) or **Presence** (if healing someone else). If successful, reduce horror die limit by 1. This takes several hours. Narrative scenes only.
- ◆ **Heal Wounds:** Perform a complex action using **Knowledge** targeting yourself or an adjacent character. Each success increases the target's dice limit by 1, up to their dice pool maximum. Narrative scenes only.
- ◆ **Reload Under Pressure:** While under pressure, perform a complex action 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, 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 at the end of your turn (or after your next complex action in a narrative scene).

DURING THE GAME MASTER'S TURN

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

REACTIONS

Reactions are often 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:** To dodge a ranged attack or block a melee attack, roll a single die using **Agility** (dodge) or **Melee Combat** (block). If you succeed, you negate all damage and effects of the attack.

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 an action (complex action or reaction), you may spend one insight to perform it with **advantage**.
- ◆ You may spend 1 or more insight to introduce a narrative element into the ongoing scene, such as remembering that you had brought along a useful tool or recognizing that a minor character is someone you already know.
- ◆ Use the positive side of your personality trait.

LEVELING OPTIONS

Options for leveling up are detailed throughout this adventure. If you choose knacks to level up, these can be found on pages 30-31 of the **Appendix** in **Book 3**. Alternatively, when you have the option to choose a Tier 2 knack or Tier 4 knack, you may choose one of these instead of those found in the Appendix.

QUICK LOADER (TIER 2 KNACK)

When you perform an attack using Ranged Combat, if you generate at least two successes, then immediately after resolving the attack as a free action, you may reload the weapon you used.

SLAYER (TIER 4 KNACK)

Increase the damage of each weapon you wield by 1, to a maximum of 3. All weapons (including unarmed attacks) you wield have an injury rating of 2 (instead of their normal injury rating).

PERSONALITY TRAIT

STUBBORN

The monsters took everything you cared about from you. You know that you'll know no peace until they're all dead...or you are. Your determination leaves you with both positives and negatives.

The positive side of your personality trait can be triggered by spending insight. The negative side can be triggered when you suffer a trauma.

- ◆ **Positive:** After you are hit by an attack, instead of performing a reaction to avoid the attack, you may spend 1 insight to reduce the damage inflicted by the attack by 3, to a minimum of 0. The reduction happens after any other reductions are applied.
- ◆ **Negative:** After being triggered, your character may not spend dice to move farther away from an opponent until the end of the current scene.

My Story So Far...

You are Mark Harrigan, former soldier in the US Army and veteran of the American Expeditionary Force. You spent over eight months on the Western Front of the Great War, fighting in the trenches. Many of your friends didn't survive the gas and the shells, and most of those who did came back broken in body or spirit. But you managed to stay whole, even when you confronted the worst the Great War had to offer; even when you saw the other things, the monsters that lurked in No Man's Land and ate the wounded and the dead. Even when those monsters wore a human face. You held it together, because you had Sophie.

Sophie was more than just your sweetheart back home. She was the only person you could trust to talk about these terrible things. Anyone else would have called you crazy, but Sophie believed you. And her belief was enough to see you through.

Then the war ended, and you finally returned home. And when you saw Sophie again, you realized why she believed you. Sophie had some kind of monster inside of her, eating her from the inside out. And as you watched, helpless, she faded into thin air, screaming as the thing finished its meal.

That was enough to set you on your present course. People may think you're crazy, but you know monsters exist, and you're not going to stop until each and every one of them is destroyed. You've been fighting this new war for years, and thus you have kept your ears open to rumors of the strange and supernatural. Even before you received a telegram from William Dyer about joining his rescue expedition, you were ready to go. Based on the stories, it sounds like Dyer found something terrible down in Antarctica, and that something needs killing.

ARKHAM HORROR[®]

THE ROLEPLAYING GAME



Daniela Reyes

Arkham
YOUR DAILY NEWS

WEATHER
SAIL FOR

TODAY
THE
AMBITIOUS
expeditions
Ameri-
New

Daniela Reyes

THE MECHANIC

SKILLS

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



KNACKS

Brawler. When your character performs an unarmed attack or reaction to avoid a melee attack, you may use **Athletics** instead of **Melee Combat** and count the injury rating of your unarmed attack as 3. When determining the injury, roll 1d3 instead of 1d6.

Mechanical Maestro. When you perform a complex action to repair something, add 2 to the results of all dice rolled. In addition, your talents for improvisation mean you always count as having the proper tools to repair or maintain equipment or vehicles.

SPELLS

EQUIPMENT

24" Steel pipe wrench. Skill (Melee Combat), Damage 3, Injury Rating 4, Range Engaged. **Somewhat Fragile** (if an attack roll with this weapon generates two or more results of 1, the weapon breaks and is no longer usable).

Punch/Kick. Skill (Melee Combat), Damage 2, Injury Rating 3, Range Engaged.

Heavy Work Clothes (Armor). Reduce the damage taken from melee attacks by 1, to a minimum of 1.

Other Equipment. Screwdriver, ball peen hammer, pliers, pocket full of screws and bolts, satchel, greasy handkerchief, \$12.

Your equipment (minus your clothing) weighs 12 pounds in total.



Investigator Quick Reference

SIMPLE ACTIONS

Simple actions are hard to fail. They usually cost only 1 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.
- ◆ You may spend 1 die to **aid an ally**, giving another adjacent character **advantage** on the next complex action they perform. 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.

COMPLEX ACTIONS

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

Examples of complex actions:

- ◆ **Disengage:** If in melee with an enemy, perform a complex action with **Melee Combat**. If successful, may move up to 10 feet away from any engaged enemies.
- ◆ **Heal Horror:** Perform a complex action using **Resolve** (if healing self) or **Presence** (if healing someone else). If successful, reduce horror die limit by 1. This takes several hours. Narrative scenes only.
- ◆ **Heal Wounds:** Perform a complex action using **Knowledge** targeting yourself or an adjacent character. Each success increases the target's dice limit by 1, up to their dice pool maximum. Narrative scenes only.
- ◆ **Reload Under Pressure:** While under pressure, perform a complex action 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, 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 at the end of your turn (or after your next complex action in a narrative scene).

DURING THE GAME MASTER'S TURN

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

REACTIONS

Reactions are often 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:** To dodge a ranged attack or block a melee attack, roll a single die using **Agility** (dodge) or **Melee Combat** (block). If you succeed, you negate all damage and effects of the attack.

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 an action (complex action or reaction), you may spend one insight to perform it with **advantage**.
- ◆ You may spend 1 or more insight to introduce a narrative element into the ongoing scene, such as remembering that you had brought along a useful tool or recognizing that a minor character is someone you already know.
- ◆ Use the positive side of your personality trait.

LEVELING OPTIONS

Options for leveling up are detailed throughout this adventure. If you choose knacks to level up, these can be found on page 30-31 of the **Appendix** in **Book 3**. Alternatively, when you have the option to choose a Tier 2 knack or Tier 4 knack, you may choose one of these instead of those found in the Appendix.

STRONG (TIER 2 KNACK)

Once per scene when you perform a complex action using **Agility** or **Athletics**, you may reroll 1 die.

LIKE A ROCK (TIER 4 KNACK)

When you are dealt damage, you reduce the damage suffered by 1. When you reduce damage (whether by this knack or by wearing armor), you may reduce the damage to 0 instead of to a minimum of 1.

PERSONALITY TRAIT

IMAGINATIVE

Although many people notice you for your brawn, your creativity (especially involving anything with an engine) is what really drives you. Your active imagination leave you with both positives and negatives.

The positive side of your personality trait can be triggered by spending insight. The negative side can be triggered when you suffer a trauma.

- ◆ **Positive:** When you spend insight to gain advantage on an action, you may add two additional dice to your hand of dice instead of one. After rolling the dice, discard the two lowest dice results instead of only the lowest die result.
- ◆ **Negative:** When triggered, your character cannot reduce their horror dice limit for the remainder of the current session.

My Story So Far...

You are Daniela Reyes, known for two things. First, you're able to fix just about anything with a motor. Second, you can damn near lift a car up by its bumper to tinker with its undercarriage. None of the regulars at your favorite speak-easies are willing to arm wrestle you anymore, but other than that you feel your life has been going pretty well. You have a boisterous family you love, your own little shop in Arkham, and enough money to indulge your tastes for fast motorcycles and pretty girls.

You can't shake the feeling, however, that danger lurks on the edges of your life. Perhaps it's due to your mother, a devout creyente who has practiced Santeria since her days in Cuba. She has been warning you for years that some sort of darkness lies ahead of you, and that it will consume you if you're not careful. Generally, you chalk it up to superstitious nonsense, but some of the strange things you've encountered in Arkham these last few years leave you not so certain.

Then, out of the blue, you received an invitation to join Professor William Dyer's mission to Antarctica. Like most Americans, you've been following the fate of the Starkweather-Moore Expedition in the news, especially when they abruptly vanished. You didn't expect to be tapped to join the rescue efforts, but apparently Dyer needs mechanics, and you have a reputation for being one of the best.

As you get ready to leave to hear his hiring pitch, you can't help but worry that this may be the start of the darkness your mother warned you about. But if that's the case, you'll meet anything that comes the same way you do all of your problems: face first and with fists clenched.

ARKHAM HORROR[®]

THE ROLEPLAYING GAME



Kyman Jones

Arkham
YOUR DAILY NEWS

WEATHER
SET SAIL FOR

TODAY
THE
AMBITIOUS
expeditions
Ameri-
New

Kyman Jones

THE SECURITY CONSULTANT

SKILLS

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



KNACKS

Catlike Senses. Once per session, you may perform a complex action using **Wits** to use your acute hearing, sight, and smell to detect any threats in your immediate environs. If you succeed, your GM must identify one potential threat in the ongoing scene (or within eyesight or earshot). For every two additional successes, the GM must identify one additional threat. If they do not, you know there are no threats.

Breaking and Entering. When you perform a complex action to circumvent a lock or other security device, add 1 to the results of all dice rolled.

SPELLS

Mental Shield. When you would suffer horror, you may perform a reaction using **Lore**. If you succeed, you reduce the horror suffered to 0. If you generate a result of 1, however, you double the amount of horror suffered instead.

Rite of Seeking. You may perform a complex action using **Lore** to find something you are seeking, such as an object, person, or location. If you succeed, you feel a faint but noticeable tug pulling you in the direction of what you seek. If you generate at least 3 successes, you also know how far away it is. The spell's effects last for 24 hours, and further attempts to cast the spell during this time have no effect.

If you roll one or more results of 1, there is a random chance (determined by your GM) that the spell actually leads you in the wrong direction and possibly into danger.

EQUIPMENT



Colt Woodsman Target Pistol with Maxim Silencer. Skill (Ranged Combat), Damage 2, Injury Rating 5, Range 30 feet. **Silent** (to hear this weapon being used, an opponent must perform a reaction using **Wits** with **disadvantage**).

2 clips of .22 caliber pistol ammunition.

Switchblade. Skill (Melee Combat), Damage 2, Injury Rating 4, Range Engaged. **Hard to Find** (attempts made to spot or locate this weapon on you, even while conducting a physical search, are *difficult*, requiring 2 successes to succeed).

Punch/Kick. Skill (Melee Combat), Damage 1, Injury Rating -, Range Engaged.

Opal Pendant of Obraxi. While worn, this necklace allows you to cast the spells **Rite of Seeking** and **Mental Shield**.

Other Equipment. 50' of silken rope, grappling hook, lock-picks, wristwatch, \$30.

Your equipment (minus your clothing) weighs 5 pounds in total.

Investigator Quick Reference

SIMPLE ACTIONS

Simple actions are hard to fail. They usually cost only 1 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.
- ◆ You may spend 1 die to **aid an ally**, giving another adjacent character **advantage** on the next complex action they perform. 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.

COMPLEX ACTIONS

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

Examples of complex actions:

- ◆ **Disengage:** If in melee with an enemy, perform a complex action with **Melee Combat**. If successful, may move up to 10 feet away from any engaged enemies.
- ◆ **Heal Horror:** Perform a complex action using **Resolve** (if healing self) or **Presence** (if healing someone else). If successful, reduce horror die limit by 1. This takes several hours. Narrative scenes only.
- ◆ **Heal Wounds:** Perform a complex action using **Knowledge** targeting yourself or an adjacent character. Each success increases the target's dice limit by 1, up to their dice pool maximum. Narrative scenes only.
- ◆ **Reload Under Pressure:** While under pressure, perform a complex action 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, 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 at the end of your turn (or after your next complex action in a narrative scene).

DURING THE GAME MASTER'S TURN

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

REACTIONS

Reactions are often 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:** To dodge a ranged attack or block a melee attack, roll a single die using **Agility** (dodge) or **Melee Combat** (block). If you succeed, you negate all damage and effects of the attack.

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 an action (complex action or reaction), you may spend one insight to perform it with **advantage**.
- ◆ You may spend 1 or more insight to introduce a narrative element into the ongoing scene, such as remembering that you had brought along a useful tool or recognizing that a minor character is someone you already know.
- ◆ Use the positive side of your personality trait.

LEVELING OPTIONS

Options for leveling up are detailed throughout this adventure. If you choose knacks to level up, these can be found on pages 30-31 of the **Appendix** in **Book 3**. Alternatively, when you have the option to choose a Tier 2 knack or Tier 4 knack, you may choose one of these instead of those found in the Appendix.

BACKSTAB (TIER 2 KNACK)

When you successfully perform a complex action to attack a target who is unaware of your presence, you automatically inflict an injury, so add 1 to the result of the injury roll. (If the attack generates successes equal to the injury rating of the weapon used, this means two injuries are inflicted.)

FADE AWAY (TIER 4 KNACK)

Once per scene, you may perform a complex action using **Agility**. If you succeed, use your incredible powers of stealth to vanish. At the beginning of your next turn, you reappear in any other accessible location in the current scene.

PERSONALITY TRAIT

CAUTIOUS

If something needs doing, it's worth taking the time to do it right the first time. While others may see the risks you take, they don't see the time and thought you spend preparing. Your careful focus leaves you with both positives and negatives.

The positive side of your personality trait can be triggered by spending insight. The negative side can be triggered when you suffer a trauma.

- ◆ **Positive:** You may spend 1 insight to give yourself **advantage** on all complex actions you perform with 2 or more dice until the end of your current turn.
- ◆ **Negative:** After being triggered, during your next turn you must spend half the dice in your pool, moving directly away from any and all opponents by the most easily accessible and safest route. You may not spend dice to move closer to an opponent unless passing an opponent is the only way to flee.

My Story So Far...

You are Kymani Jones, renowned consultant for the security of museums, institutions, and art galleries across the United States. You are also the less renowned, though equally competent, thief who breaks into those museums, institutions, and galleries.

Though the two sides of your professional life seem diametrically opposed, you have no problem justifying your actions to yourself. You've always had an interest in the relics and artifacts from cultures around the globe, but as you progressed through school (never at the top of your class, but you were always spending too much time in the library and too little time on homework), you learned just how many of those artifacts were stolen from their rightful owners. The way their cultural identity had been ripped away resonated with you, because you've always had to deal with others trying to label you in a way that made sense to them. It left you with two quixotic but noble goals. First, to protect public institutions from being plundered by thieves. And second, to return those relics that had been stolen from their cultures of origin to their rightful owners.

Yours is a thankless quest that must be performed in secret. But seeing things like the Miskatonic University's Taino artifact collection vanish—only to reappear among the Taino descendants in the Caribbean—is all the thanks you need. However, in the last few months, two museums you've burgled have hired investigators from Pinkerton's National Detective Agency to look into the break-ins. You've already been questioned once, and clearly the Pinkertons have their suspicions.

That's why, when William Dyer announced his rescue mission to Antarctica, you saw the opportunity to get out of the United States for a few months. Even the rumors of strange happenings weren't enough to dissuade you. After all, you've encountered some artifacts with unusual abilities in your career, and even held on to a couple. So when Dyer hired an intermediary to find someone with skills in stealth, clandestine entry, and burglary, it was simplicity itself for you to intercept all of the solicitations but yours. Now, you've been invited to join his expedition, exactly as planned.





JANE MACGREGOR

-SORCERER-

5+	5+	5+	5+	6+
AGI	ATH	WITS	PRES	INT
5+	4+	5+	4+	3+
KNOW	RES	MELEE	RANGED	LORE



Illus. Mauro Dal Rio

KNACKS

Minor NPC. When this NPC is wounded, they are immediately killed or knocked unconscious at the GM's discretion.

Summon the Hound. *Spell* Once per scene, this NPC may perform a complex action using **Lore**. If they succeed, one Hound of Tindalos in the current scene immediately vanishes from its current location and appears within 10 feet of this NPC. If the action generates at least two successes, the Hound of Tindalos also refills its dice pool. If this NPC rolls two or more results of 1, the Hound immediately appears behind them (whether the spell succeeded or failed) and attacks them.

Counterspell. *Spell* When another character within 50 feet casts a spell, your character may perform a reaction using **Lore**, subtracting 1 from the die result. If they succeed, the spell fails. If they roll a result of 1, they suffer 1 horror.

EQUIPMENT

Black coat, dress, sensible shoes, flashlight, handbag full of occult odds and ends.

Colt 1911 Pistol. Skill (Ranged Combat), Damage 2, Injury Rating 3, Range 75 feet.



Shield Bracelet. When this NPC is hit by an attack, they may mark off a use circle on this item. If they do, one of the shield charms on this bracelet shatters with a loud crack, all damage that would be dealt by the attack is automatically reduced to zero, and any injury that would have been inflicted is canceled. When the last shield charm has shattered, the bracelet breaks in half and can no longer be used.

If there are at least four investigators present, the shield bracelet has three uses (○○○) instead of two. If there are six investigators present, the shield bracelet has four uses (○○○○) instead of two instead.

MACGREGOR'S HOUND OF TINDALOS

-ABOMINATION-

2+	5+	6+	6+	4+
AGI	ATH	WITS	PRES	INT
5+	5+	3+	-	6+
KNOW	RES	MELEE	RANGED	LORE



Illus. Adam Doyle

KNACKS

Major NPC. This NPC may strain themselves once to restore their dice pool limit to their dice pool maximum. If this NPC is wounded after they have strained themselves once, they are immediately killed or knocked unconscious at the GM's discretion.

Vaporous Entrance. Once per round as a simple action, this NPC may appear or disappear in any space that is occupied by a corner or angle (such as the join between two floors and a ceiling). If it disappears, it may reappear in any other space occupied by a corner or angle during its next turn.

Quick Dodge. When this NPC performs a reaction to avoid damage from a ranged attack, if they succeed, they may also immediately move up to 10 feet.

Stealthy. Attempts to spot or locate this NPC are **difficult**. If it acts during a surprise round, it fully refills its dice pool.

WEAKNESSES

The Curves of Time and Space. This NPC cannot cross an uninterupted circle that has been drawn or laid into a floor or the ground.

EQUIPMENT

Teeth and Claws. Skill (Melee Combat), Damage 3, Injury Rating 3, Range Engaged. **Knockdown** (if the attack generates two or more successes, the target is knocked prone).

Tongue Lash. Skill (Melee Combat), Damage 1, Injury Rating 2, Range 10 feet; **Slow** (this weapon may only be used against a prone or incapacitated target). **Liquify** (add +3 to the injury roll result when causing an injury with this weapon).

ARKHAM HORROR[®]

THE ROLEPLAYING GAME

ADVENTURE

— TENDING TO LOOSE ENDS —

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TENDING TO LOOSE ENDS
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