

ARKHAM HORROR®

THE ROLEPLAYING GAME



Winifred Habbamock

TODAY
ONE OF THE
AMBITION
expeditions
Ameri-
New

SET SAIL FOR

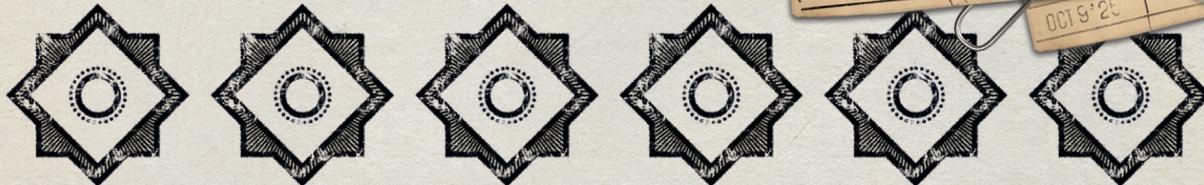
Arkham
YOUR DAILY NE

WEATHER

Winifred Habbamock

THE AVIATRIX

SKILLS



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.

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.

SPELLS

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.

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.

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.

PERSONALITY TRAIT

AMBITION

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 troublemaker, 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®

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Ursula Downs

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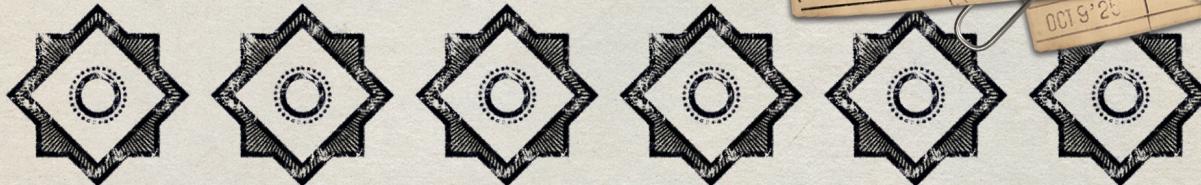
Arkham
YOUR DAILY NE

WEATHER

Ursula Downs

THE EXPLORER

SKILLS



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.

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).

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.

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®

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vincent Lee

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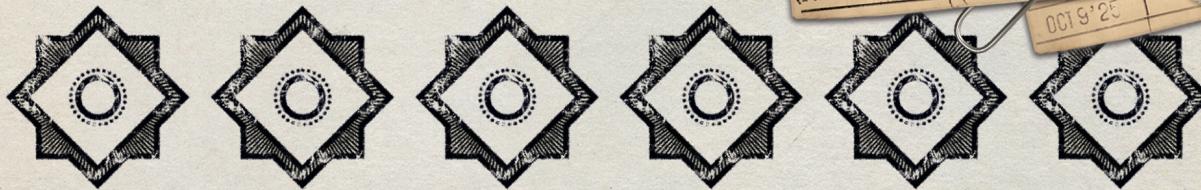
Vincent Lee

THE DOCTOR

SKILLS

6+	AGILITY
5+	ATHLETICS
4+	WITS
6+	PRESENCE
5+	INTUITION

4+	KNOWLEDGE
4+	RESOLVE
6+	MELEE COMBAT
6+	RANGED COMBAT
6+	MAGIC



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.

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.

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.

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.

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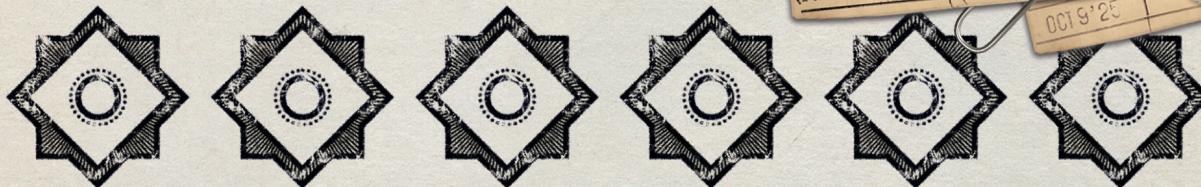
Mark Harrigan



Mark Harrigan

THE SOLDIER

SKILLS



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



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.

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).

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.

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

TODAY
ONE OF THE
AMBITION
expeditions
Ameri-
New

SET SAIL FOR

Arkham
YOUR DAILY NE

WEATHER

Daniela Reyes

THE MECHANIC

SKILLS



KNOWLEDGE



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.

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.

SPELLS

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.

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.

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.

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 die 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 speakeasies 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.

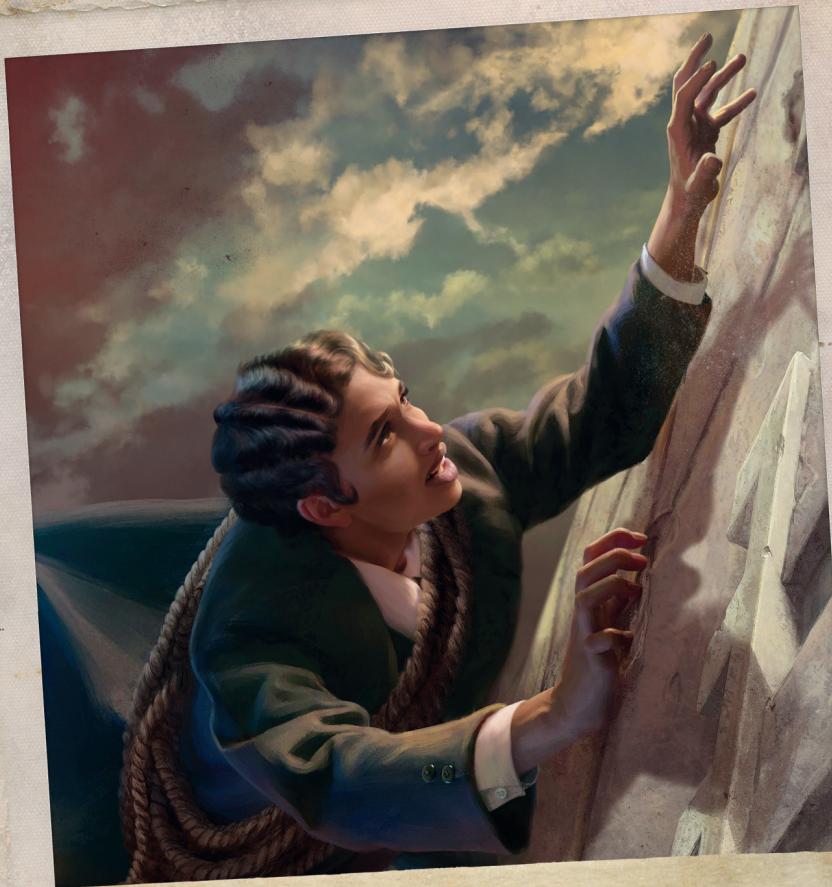
You can't shake the feeling, however, that danger lurks on the edges of your life. Perhaps it's due to your mother, a devout creyente who has practiced Santería since her days in Cuba. She has been warning you for years that some sort of darkness lies ahead of you, and that it will consume you if you're 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



Kymani Jones

TODAY
ONE OF THE
AMBITIONOUS
expeditions
Ameri-

SET SAIL FOR

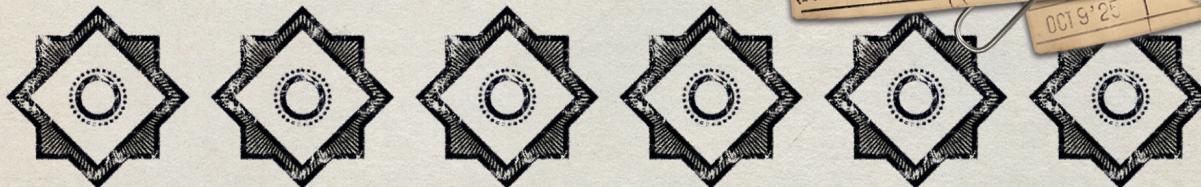
Arkham
YOUR DAILY NE

WEATHER

Kymani Jones

THE SECURITY CONSULTANT

SKILLS



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.

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.

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.

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 Taíno artifact collection vanish—only to reappear among the Taíno 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.