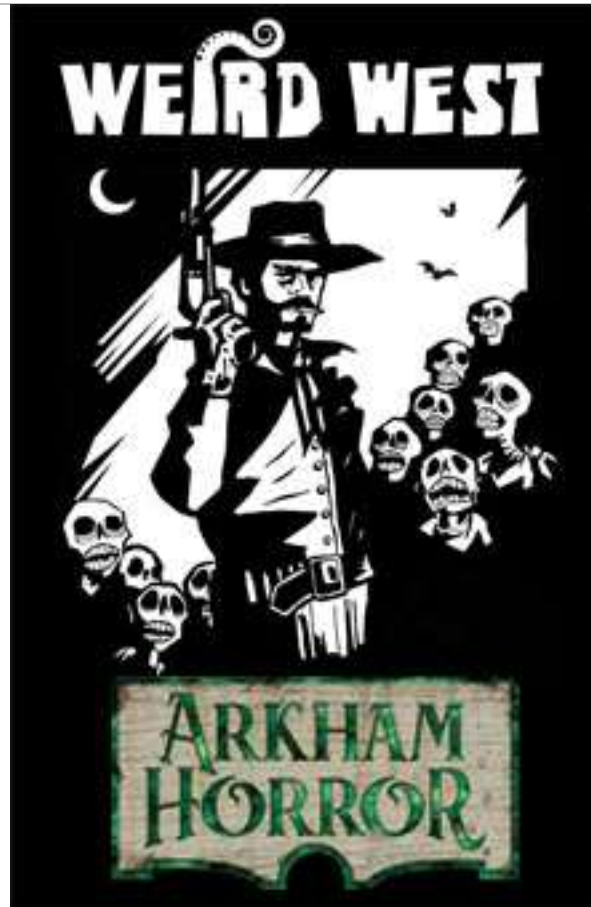


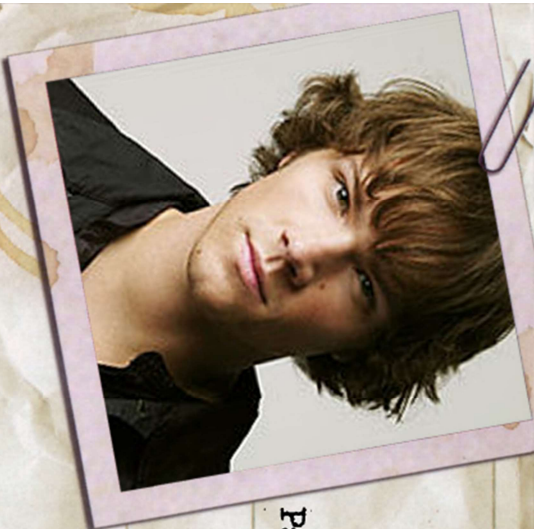
SUPERNATURAL



Charmed™

ARKHAM
JINKIES!





Sam Winchester
 Psychic Monster Hunter

5 Sanity

5 Stamina

Home: Library

Fixed Possessions:
 \$5, 1 Clue Token, 1 Unique Item
 (The Colt)

Random Possessions:
 1 Common Item, 1 Unique Item, 1 Skill

Focus: 1

SPEED 1 2 2

SNEAK 3 2 2

FIGHT 1 1 2

WILL 5 4 4

LORE 2 3 3

LUCK 4 3 2

Psychic

Mythos Phase: Sam can give up 1 Sanity and 1 Stamina after the Mythos card is drawn to challenge it. Roll 1d. On a success, the card (and everything on it) is ignored. On a failure, another card is drawn instead.

Research

Upkeep Phase: Instead of using Focus, Sam can roll 1d for each clue token he has. If he gets any successes, he gains 1 clue token.

The Story So Far:

Smythe ran like a man possessed—not too far off, as he was a worshipper of the insane gods of the outer dark. Sam pursued, his long legs propelling him up the stairs in the dark rusted decay of the abandoned refinery.

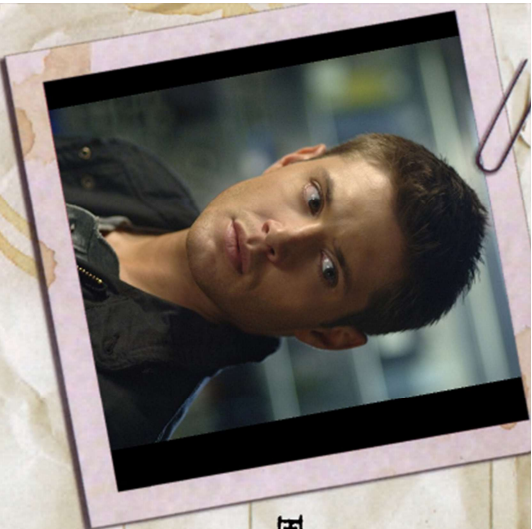
Then Smythe whirled, mouth bleeding slightly. “Finally,” the wizard panted. “Finally you’ve caught up.” Something wicked glinted in his eyes.

Sam raised the Colt, feeling the chill weight of its deadliness radiating from it, crawling up the bones in his hand as he lined up on the wizard. “Finally,” he agreed as he squeezed the trigger—

Smythe let out a shriek, a weird otherworldly sound, and everything—

Sam crashed down on the street, curling into a fetal position, every fiber of his body recoiling in pain. But that was nothing, compared to the baleful presence he sensed, blaring through his mind.

The feeling faded, and he staggered up to his feet, the long barrel of the deadly Colt pointing at the ground. Time to find the library. Get his bearings. See what the lore says...



Dean

Winchester

Expert Monster Hunter

4 Sanity

6 Stamina

Fake Badge

Any Phase: Dean can use closed locations.

Credit Card Fraud

Any Phase: Dean can use this ability instead of spending money. Roll 1 die for each dollar simulated. On a 1 or 2, Dean is delayed in the police station's jail cell (and does not get the item or benefit).

Dean cannot cast spells.

Home: Velma's Diner
Fixed Possessions: \$7, 1 Clue Token, 2 Common Items (.45 Automatic, Food), 1 Unique Item (Impala), 1 Skill (Bravery)
Random Possessions:

Focus: 2

SPEED 1 2 3 4

SNEAK 3 2 1 0

FIGHT 2 3 4 5

WILL 4 3 2 1

LORE 1 2 3 4

LUCK 4 3 2 1

The Story So Far:

Dean was bloodied up pretty good by the time Sam faced off with Smythe, a trail of monsters crumpled through the abandoned refinery. While Dean blasted away at the reinforcements, Sam confronted the wizard up on the catwalk, with the Colt.

Then Smythe laughed, a sound that could come from no sane human, and timespace shredded up there. When Dean regained consciousness, Castiel leaned over him looking more worried than usual.

"They've gone back in time," Castiel said.

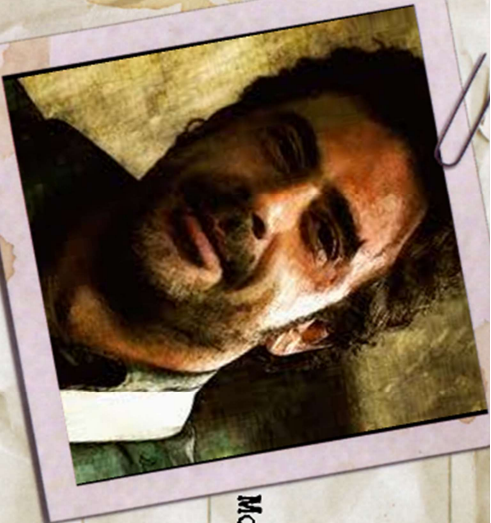
"Smythe needs Sam for something. They are going to end the world back in the 1920s."

"Like hell," Dean grunted, levering himself up.

"Let's go already."

Eventually, the preparations were ready. Then, the curtains of reality swirled, and Dean stood alone in the fog-bound streets of Arkham. And he smelled home cooking.

"If I'm gonna time travel," he muttered, "then I got time for some food." With half a smile that didn't betray a bit of amusement, he headed for the diner.



John Winchester

Monster Hunter Patriarch

6 **Sanity**

4 **Stamina**

Elusive

Any Phase: John can use his Will instead of his Sneak to Evade.

Authority Figure

Move Phase: John can order any other character to go one Move further during the move phase once per round. This can happen before or after combat.

John cannot cast spells.

Focus: 1

SPEED 1 2 3 4

SNEAK 4 3 2 1

FIGHT 2 3 4 5

WILL 5 4 3 2

LORE 0 1 2 3

LUCK 4 3 2 1

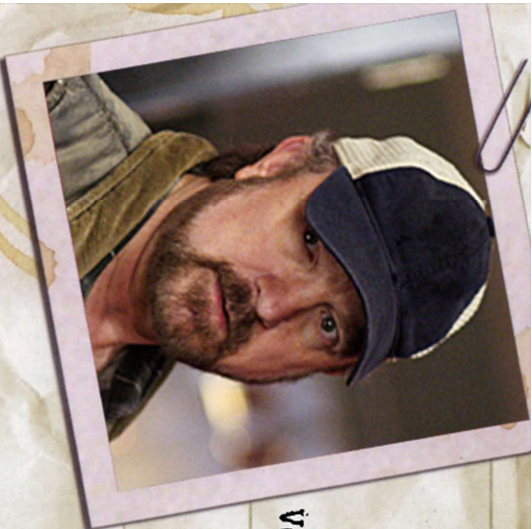
The Story So Far:

There was... a light? He came from some point in the past, it's not clear, but... Then there was the lamp-lit street, and the fog, and Arkham in the 1920s.

All he can clearly remember is that there is a reason he is here. His boys in danger. The world hanging in the balance.

What the hell. It's just time travel. A different dance floor, but the moves are the same, and the music is playing. People are still people, monsters are still monsters, the night is still cold and deadly, and he's still the coldest thing in it.

Pulling his coat tighter, he heads out into the fog, following the foreboding in his gut that pulls him towards danger.



Bobby Singer

Veteran Monster Hunter

6 **Sanity**

4 **Stamina**

Idjit

Any Phase: Bobby can allow anyone a reroll of up to 1d per his current Will once per round.

Pep Talk

Upkeep Phase: Bobby can trade 2 clue tokens to gain 1 Sanity or Stamina for another character in his space (but not himself.)

Bobby cannot cast spells.

* Do not place a Clue token on the Woods to start the game.

Focus: 2

Fixed Possessions:

\$2, 1 Clue Token, * 1 Common Item (Hex Bag), 1 Skill (Will)

Random Possessions:

1 Common Item, 1 Unique Item, 1 Skill

SPEED 0 1 2 3

SNEAK 3 2 1 0

FIGHT 1 2 3 4

WILL 5 4 3 2

LORE 2 3 4 5

LUCK 4 3 2 1

The Story So Far:

He runs through the woods, his breath catching in his throat, desperate to stay ahead of it. As the branches slap at his face and the brush claws at his jeans, he doesn't yet realize that he's forgotten what is chasing him.

Finally, exhausted, he crouches in the bushes by the stream. He clutches at the hex bag hanging around his neck, hiding him from magical scrying. Only then does realization sink in.

He has forgotten... almost everything.

"Gotta find the boys," he pants, vaguely remembering the familiar faces. "Find out what put a whammie on me."

Trees are trees no matter the decade or century. Still unaware of how far he ran through the woods, he staggers on into the night.



Joanna Beth Harvelle

Newbie Monster Hunter

6 **Sanity**

4 **Stamina**

Home: Newspaper

Fixed Possessions:
\$4, 4 Clue Tokens, 1 Common Item (Knife)

Random Possessions:
2 Common Items, 1 Unique Item, 1 Skill

Enthusiasm

Any Phase: Jo can shift her sliders with her Focus any time in the round, not just during Upkeep.

Improvised Weapons

Any Phase: Using a 1 handed weapon with 2 hands, Jo adds +1 to its Combat value.

Focus: 3

Jo cannot cast spells.

SPEED 1 2 3 4

SNEAK 4 3 2 1

FIGHT 1 2 3 4

WILL 4 3 2 1

LORE 0 1 2 3

LUCK 4 3 2 1

The Story So Far:

He said Dean was in trouble-Sam too. That they were lost in time, and that they probably wouldn't make it back. But there was a chance. A chance that Jo might be the one to save them.

She didn't look back (and doesn't remember where she was, now.) Didn't seem all that odd that she was in the 1920s. No internet, though, so she went to the newspaper. Gotta start with research. Or you could get surprised.

Ignoring the nagging feeling that something wasn't quite right, Jo stepped out into the night. Hope it isn't too hard to find Dean. Not like he's likely to blend in.



Ellen Harvelle

Retired Monster Hunter

6 **Sanity**

4 **Stamina**

Networker

Upkeep: Ellen can trade a clue with 1 other character if both are in Arkham, giving or receiving one clue.

Intimidating

Any Phase: If Ellen has higher Sanity than a monster's Will penalty, she takes 1 fewer Sanity loss if she fails the Horror test.

Ellen cannot cast spells.

* Do not place a Clue token on Hibb's Roadhouse to start the game.

Home: Hibb's Roadhouse

Fixed Possessions:
\$6, 3 Clue Tokens, * 2 Common Items (Shotgun, Salt)

Random Possessions:
2 Common Items, 1 Skill

Focus: 3

SPEED 0 1 2 3

SNEAK 3 2 1 0

FIGHT 0 1 2 3

WILL 6 5 4 3

LORE 2 3 4 5

LUCK 3 2 1 0

The Story So Far:

All she knows is that something is not right, that her daughter has slipped away from her, and that the hungry night is looking to extinguish the one bright light she has. The danger is so sharp it is a breathless pain.

"I'm comin, Jo!" she feels herself cry out, then she sits bolt upright. She is panting, sweating, weeping. Blinking at the disorientation, she looks around to see the roadhouse—

But not *her* roadhouse. Not her time. Not her place. She takes a good long moment getting ahold of herself, waiting for her breathing to slow and her hands to steady.

Rubbing at her face, Ellen pushes herself off the stool and leans over the bar, looking the barkeep in the eye.

"Need a gun and some salt." She shook her head. "Don't ask..."



Samuel Campbell

Monster Hurting Grandpa

4 **Sanity**

6 **Stamina**

Home: St. Mary's Hospital

Fixed Possessions:
\$2, 2 Clue Tokens, 1 Unique Item
(Ruby's Knife)

Random Possessions:
2 Common Items, 1 Unique Item,
1 Skill

Focus: 1

Heritage and Experience
Any Phase: Samuel can roll 1d for each lost Sanity. On a success, he keeps it.

Not So Tough
Any Phase: Samuel ignores additional toughness added to monsters by environment cards, the Great Old One, or any other source.

SPEED 1 2 3 4

SNEAK 4 3 2 1

FIGHT 1 2 3 4

WILL 5 4 3 2

LORE 1 2 3 4

LUCK 4 3 2 1

The Story So Far:

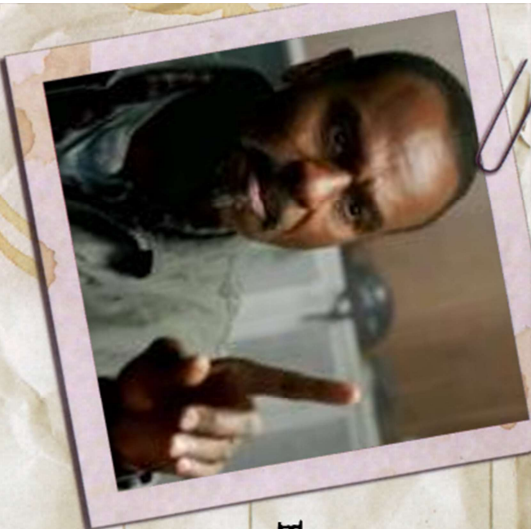
Samuel has been to heaven, and he's been to hell. He managed something like each while he was alive, and after death—well, it's not something that he thinks about a lot.

His clan has hunted monsters since there was a clan, because there were monsters in the dark long before humans had names for them. The worst of the monsters have always been their once-human collaborators.

Samuel steps out of the hospital, the sight of the horribly mauled victims still fresh in his mind's eye. He does not know how he knows, but he can picture a wizard named Smythe in his mind's eye. A wizard looking to end the world, to part its defenses and leave it vulnerable to the starving madness of the outer dark.

Some distant part of him may wonder if he is in heaven now, and his task is to continue hunting monsters—the only thing that ever brought him that sense of worth and satisfaction. Or maybe he is in hell, and facing horrors in the dark is all there is.

Maybe the difference is whether he wins or loses.



Rufus Turner

Bitter Monster Hunter

4 **Sanity**

6 **Stamina**

Home: Curiosity Shoppe

Fixed Possessions:
\$4, 1 Unique Item (Johnny Walker Blue Label Whiskey)

Random Possessions:
2 Common Items, 2 Unique Items, 1 Skill

Combat: Pay 1 Sanity to gain 1 success after rolling a Combat test.

Ruthless

Wary

Encounter Phase: Any time Rufus has a chance to move to the street, he can do that automatically and ignore any negative consequences the encounter calls for.

Rufus cannot cast spells.

Focus: 2

SPEED 1 2 3 4

SNEAK 4 3 2 1

FIGHT 1 2 3 4

WILL 4 3 2 1

LORE 1 2 3 4

LUCK 4 3 2 1

The Story So Far:

“You look like a man who is down on his luck,” the shopkeeper says.

“What?” Rufus grunts, blinking, turning.

Breathing in the musty strangeness of the shop.

“Uh... yeah, I think I’ve had better days.”

“The man said you’d be by,” the shopkeeper shrugs, pulling a package from under the counter.

“Here’s your package. For, uh, Rufus Turner.”

“That’s me alright,” Rufus frowns, looking the shopkeeper over. He takes the package, turns, heads out into the foggy night.

“Where the hell,” he demands of the mist and darkness. Then he tears the heavy package open. A moment later, he holds the disk up to the lamplight, it’s cold weight glittering at him fiercely.

“Huh.”

Sam Winchester

Destiny

Pass:

If Sam prevents a rumor card from entering play, put "The Stars Are Wrong" in play.

Fail:

If Sam loses all his Sanity for any reason, put "The Stars Are Right" in play.

Sam Winchester

The energy coursing through Sam left his nerves raw and his hands unsteady. He felt the press of some vast otherworldly force on reality itself.

This dwarfed the pain of his visions of death in the future; now he was sensing the death of everything, the whole world.

Tugging the stiff, crumpled brown rag from his pocket he again dabbed at his eyes and nose, wiping at the blood that leaked from them. No time to waste.

Sam Winchester

The Stars Are Right

"Now," Smythe murmured from the shadows, "it is time for you to play your part."

Sam choked, his eyes rolling and wild, blood trickling down his face. Then he froze. Screaming, he released a single Word locked deep within him. The stars shifted.

Smythe was smiling as he faded back into the night.

Add one token to the Doom Track.

Sam Winchester

The Stars Are Wrong

"Now," Smythe murmured from the shadows, "it is time for you to play your part."

"Past time," Sam agreed. He spun, weapons flashed, and Smythe hurled back to crash into the wall and topple.

Sam stared down at him, then sniffed at the blood in his nose. "Let's finish this."

Remove one token from the Doom Track.

Dean Winchester

Let's Make a Deal

Pass:

If the Doom Track is reduced by 2, put "Deal With It" in play.

Fail:

If Sam Winchester or John Winchester is devoured, put "Deal With Me" in play.

Dean Winchester

Dean froze, then spun to face the shadows. Smythe's voice echoed from the dark.

"You can't protect them, you know," Smythe mocked. "Little Sammy. Daddy Dearest. They are mine to kill or spare."

"Is that so," Dean sneered.

"Yes," Smythe said decisively. "So you better think about what you have to offer. I'll be in touch."

Dean shivered. He realized he was alone.

Dean Winchester

Deal With Me

"What do you want?" Smythe purred as Dean stepped back from the smoking ritual brazier.

"You know," Dean said, his voice unsteady. "Me for him."

Smythe's smile glinted with teeth. "Maybe we can deal."

Sam or John is incapacitated (lost or institutionalized) instead of devoured. Dean is cursed.

Dean Winchester

Deal With It

"What do you want?" Smythe hissed as Dean stepped back from the smoking ritual brazier.

"Nothin," Dean said with half a smirk. "Except to tell you you're gonna lose." He raised his gun...

Remove a Madness or Insanity from a character, or automatically close one gate (take off monsters with that sign, but do not keep the gate trophy.)

THE COLT

Magical Weapon

This gun ignores resistance and immunity. One success is enough to kill a target, even if it has more than 1 Toughness.

It can be used 6 times.

\$10

IMPALA

Vehicle

During the Move Phase, exhaust to move from an Arkham location to an Arkham location that is not hard going.

Upkeep Phase. Exhaust to go through the Common Item deck and take the first weapon.

\$10



John Winchester

Wayward Sons

Pass:
If two tokens are taken from the Doom Track, put "Blood Lines" in play.

Fail:
If Sam or Dean Winchester are devoured, put "Lines of Blood" in play.

John Winchester

"So that's how this will go down," John said, his voice gravely as he stared at the wizard who stood in the shadows. "You plan to use Sammy to end the world." He managed half a smirk. "It's been done."

"Not worried?" Smythe asked, cocking an eyebrow. "Good. You relax. Take it easy."

"Yeah," John said. "Don't you worry about me."

John Winchester

Lines of Blood

"Delicious," Smythe murmured. "You did your best. Really." He shrugged. "For what it's worth."

"What... what have you done with him?" John demanded hoarsely.

"He's gone," Smythe replied airily. "Dead. Lost to you forever." He smiled. "You won't care for long."

John can no longer use "Authority Figure."

John Winchester

Blood Lines

"I'm proud of you boys," John muttered. "So proud." He squinted up at the night sky. "Yeah, that slows them down some."

"We should stick together from here out," his son said, unable to look away from his father.

John nodded. "We will."

John can take one Sanity or Stamina loss on behalf of Sam or Dean Winchester, once a round.

Bobby Singer

Time is On My Side

Pass:
If a gate is prevented from opening because the location is sealed, put "Yes It Is" in play.

Fail:
If a gate opens under Bobby and moves him to another dimension, put "No It Isn't" in play.

Bobby Singer

"Travel back in time," Bobby muttered, hunched in his coat as he stumbled down the sidewalk. "Some kinda monster thing after me—think, Bobby." He frowned at his own confusion, gripping his cup of coffee.

A dapper man walked past, tossing a couple coins in his coffee, not even noticing the splash.

For a long moment, Bobby stared after him. "It just may be," he growled. "I seen better days."

Bobby Singer

No It Isn't

Then the world fell away, just as he had feared it would, and he screamed as the familiar tore out of his grasp. He was still screaming when the scenery resolved into something wholly alien around him...

If Bobby is lost in time and space, he is devoured and not replaced. Still count him with calculating the number of players.

Bobby Singer

Yes It Is

"Well that's got the blood movin'," Bobby breathed, feeling the world reverberating with the clash of otherworldly powers. He looked down at his hands as though seeing them for the first time. Then a smile crawled through his beard. "That's more like it."

Exhaust this card to prevent Bobby from being delayed.

JOHN WINCHESTER'S JOURNAL

Tome

Any Phase: Exhaust and test Lore -2. If successful, ignore one monster trait for one round.

\$5

HEX BAG

Exhaust to automatically succeed in one Evade check.

\$5



Joanna Beth Harvelle

After Life

Pass:
If Jo has 2 gate tokens, put "Salvation" in play.

Fail:
If Jo loses all her Sanity, put "Damnation" in play.

Joanna Beth Harvelle

She gets distracted, then when she returns her attention to her situation, it's different. Maybe she's losing time. She refuses to think that maybe she's not entirely real in this time.

So hard to concentrate. But she has to find Dean. Save him. And Sam too, of course.

Why does that man across the street look so familiar? That long coat, the jaunty hat, and that silver-headed cane...

Joanna Beth Harvelle

Damnation

Panting, she collapsed.

"You didn't think you could get away, did you?" asked the strange wizard, looking down at her. "You never could." He smiled. "You never will."

Too close behind, the ferocious baying rattled the windows.

Jo is cursed. The curse cannot be lifted.

Joanna Beth Harvelle

Salvation

"Doesn't matter, where I came from," Jo said calmly. "Now I know what's real." Her eyes narrowed. "And what's not."

"You think that makes a difference, child?" the strange man sneered.

A playful smile crossed Jo's features. "Yep," she replied. She raised her weapon. "Even if you were real, you aren't anymore..."

Exhaust this card to automatically pass one horror test each round.

Ellen Harvelle

Second Chance

Pass:
If there are three Elder Signs on the board, put "New Life" in play.

Fail:
If the Terror Track rises to 4, put "Old Ways" in play.

Ellen Harvelle

"I can't guess why you're here to inconvenience me," the wizard said as he examined his fingernails. "I'd rather you just go away." He rolled his eyes. "I suppose I annoyed some angels."

"Yeah, don't care," Ellen retorted. "How's about we not end the world before I'm even born?"

Smythe laughed. "Droll," he said.

Ellen cocked her shotgun.

Ellen Harvelle

Old Ways

A roar echoed in the fog. No one was out on the streets. She was living her nightmares, from the old days, when she hunted. Before she looked after Jo. What it would look like, a world of fear, if they lost. If they failed.

"It's not too late!" she cried out. She did not believe her words, they died before their echoes did.

Ellen is no longer "Intimidating."

Ellen Harvelle

New Life

Ellen looks up into the night sky. "Stars. Huh." She shook her head. "I guess monsters come from any damn place."

She looked across the dim lights of the fogbound town. "Well, I killed 'em back in the old days. Kill 'em here too." She shook her head. "Funny old world."

Exhaust this card to ignore an encounter card for Ellen.

SALT

Physical Weapon

Exhaust to ignore physical resistance for one combat, or to treat immunity as resistance instead.

3

RUBY'S KNIFE

Physical Weapon

+3 to Combat. Ignores all resistance and immunities.

8



Samuel Campbell

Serving and Ruling

Pass:
If Samuel has 15 monster trophies, put "Heaven" in play.

Fail:
If Samuel is lost in time and space, put "Hell" in play.

Samuel Campbell

Smythe strolled along the alley, then stopped short. "You!" he said. "You aren't supposed to be here!" He raised his cane defensively.

"I get that a lot," Samuel said as he tightened his glove, not looking at the wizard. "I'm going to kill you."

Smythe blinked. "I get that a lot," he said. "Yet here I am."

"Me too," Samuel agreed. "So let's do this."

Samuel Campbell

Hell

"I thought I might find you here," Smythe said, tapping his cane on the otherworldly rock-like ground. He glanced about at the technicolor roil of otherspace. "Now you're mine."

"What do you want?" Samuel growled.

"Nothing," Smythe said with a distant smile. Then he vanished, and Samuel was alone, forever adrift...

Samuel is devoured and not replaced.

Samuel Campbell

Heaven

"That was an impressive number of monsters," Samuel admitted, his breath shallow and short. He gestured back at the string of corpses.

Smythe laughed nervously. "You know, we can make a deal. I have—" The rest was lost as he choked on his blood.

"I already have a deal," Samuel murmured through nerveless lips, remembering.

Samuel ignores monster combat penalties.

Rufus Turner

Cracks in Reality

Pass:
If Rufus uses the Elder Sign himself to seal a gate, put "Sealed" in play.

Fail:
If Rufus loses the Elder Sign, put "Cracked" in play.

Rufus Turner

"You'll give me that disk if you want to live," the chill voice said, loaded with menace. Rufus turns to see the man standing behind him in the shadows of the alley.

Rufus's smile shows all his too-bright teeth. "You just hold real still while I think up a counter offer," he said as he reached under his coat for his weapon.

Rufus Turner

Cracked

"In a way, it's charming, that the angels rounded up so many losers to have a second chance if only they stop little old me," Smythe's smile is wicked as he regards the wary hunter.

"You better back off," Rufus demands, his voice unsteady.

"Whatever," Smythe shrugged, strolling away.

Rufus cannot seal gates.

Rufus Turner

Sealed

"It's a God-given gift, I suppose," Rufus explains to Smythe as the wizard slowly curls around his wound, gasping for air. "I understand the gates now. I know why I was put here." He pauses, leaning over the bleeding wizard. "Are you even paying attention?" He shakes his head. "So rude."

Rufus only needs 4 clue tokens to seal a gate.



JOHNNY WALKER BLUE LABEL WHISKEY



Discard to ignore all Sanity loss from a single horror test or encounter.

\$5



RABBIT'S FOOT

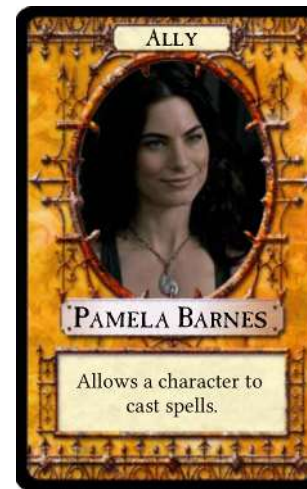
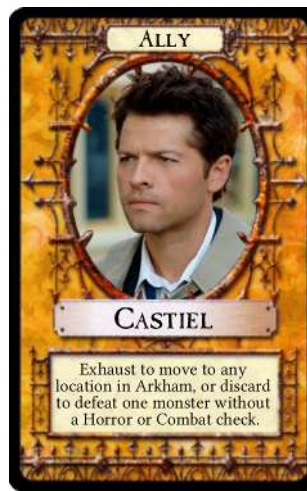
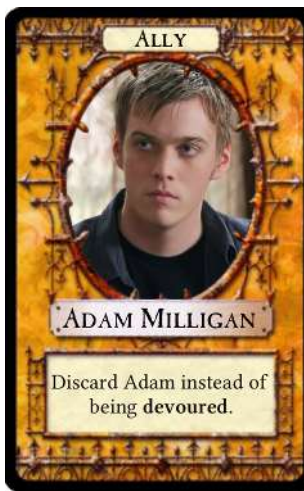


The character possessing the Rabbit's Foot is blessed.

If the character loses the Rabbit's Foot, the character is permanently cursed and cannot be blessed.

\$3





ALLY




MISSOURI MOSELEY

+1 Lore
Discard to seal a gate without using Clue tokens.

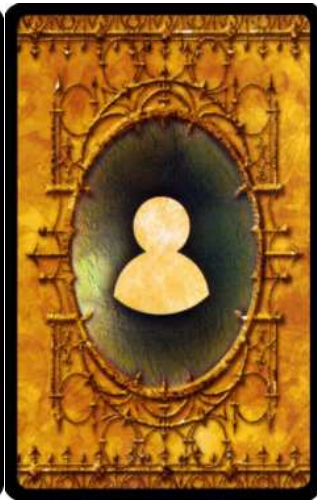


ALLY



CROWLEY

Borrow up to 4 Clues from Crowley. They must be paid back before you can accumulate more Clues.



ALLY



BELA

Gain a Unique Item for free given the opportunity, ignoring costs or rolls.

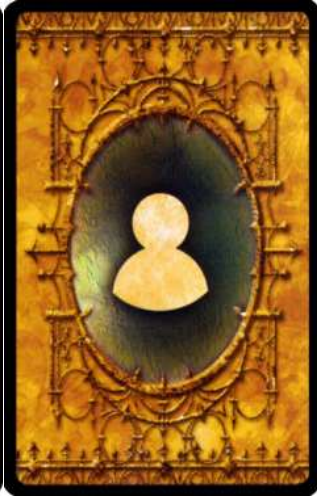


ALLY



ASH

+1 Luck, +1 Lore
Exhaust instead of spending 1 Clue.





Buffy Summers
the Vampire Slayer

5 Sanity

5 Stamina

Do or Die
Any Phase: Buffy can spend 1 Health or 1 Sanity to gain 1 Combat success.

Vicious
Any Phase: Buffy ignores monster combat penalties.

Cannot use spells or guns.

Home: Library
Fixed Possessions: \$10, 2 Clue Tokens, 1 Skill (Marksman)
Random Possessions: 2 Common Items, 1 Unique Item

Focus: 2

SPEED	1	2	3	4
SNEAK	4	3	2	1
FIGHT	2	3	4	5
WILL	5	4	3	2
LORE	0	1	2	3
LUCK	3	2	1	0

The Story So Far:

Buffy fell into the Hellmouth, and figured that was the end. But she crawled up from the hot stone, battered her way past demons, and found a room full of strange round disk-like doors.

They were all arranged around one in the center. As she slowly approached, she heard a skitter, and spun to see a horrific multi-limbed creature staring at her aghast.

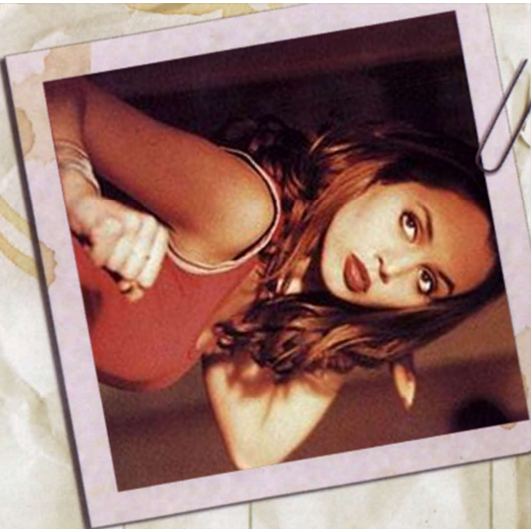
"No! You can't be here!" it squealed. "You could wreck everything!"

"That's all I needed to hear," Buffy replied with a smirk. Turning, she leaped into the gateway.

She thought she heard a distant scream; "I'll stop you! All my slaves will stop you!"

She woke with a start, jerking upright in the library. A pimply student scowled at her.

"Such a comfort," Buffy muttered as she rolled her eyes. "At least some things don't change." She glanced out the window, and froze, her mouth hanging open as she saw the vintage cars drive by. "And some things do..."



Faith
Lehane
 Rogue Slayer

4 **Sanity**

6 **Stamina**

Vicious

Any Phase: Ignore monster combat penalties.

Macho

Any Phase: Faith can lose Clues instead of Sanity.

Cannot cast spells or use guns.

Home: Ma's Boarding House
Fixed Possessions: \$4, 1 Common Item (Knife), 1 Skill (Fight)
Random Possessions: 3 Common Items, 2 Unique Items

Focus: 2

SPEED 1 2 3 4

SNEAK 4 3 2 1

FIGHT 2 3 4 5

WILL 5 4 3 2

LORE 0 1 2 3

LUCK 3 2 1 0

The Story So Far:

"Where the hell am I and how did I get here?" Faith demanded of the suddenly-silent dining room of the boarding house.

"Honey, if that happens to you often, maybe we had better go out tonight," grinned a travelling salesman.

Moments later he was still trying to breathe, not yet wondering if his teeth were loose, and Faith was halfway up the driveway.

"This has got to be a Buffy thing," Faith said through her teeth. "Weird crap like this is *always* a Buffy thing."

Buffy Summers

Off to See the Wizard

Pass:
If Buffy kills a Warlock, place "You Started It" in play.

Fail:
If Buffy loses all Health or Sanity, place "It Has Started" in play.

Buffy Summers

"You must be the...gatecrasher," the wizard said with a mirthless smile. "My employer sends regards."

Buffy looked thoughtful as she tapped her chin. "So that would make your boss the spider-guy, right? With the bug goggles and poor hygiene?"

"Girl," the wizard breathed, his smile gone, "you have no idea what you're dealing with."

"Just a guess," Buffy said as she examined her nails, "but you've never heard of a slayer."

Buffy Summers

It Has Started

"Just think," the wizard mused. "Whatever tally of murder you accrue, you can't win this time. You've seen so many attempts to end the world, and now?" His smile was benign. "Your efforts will never have existed at all."

"Shut up," Buffy panted, pain cresting behind her eyes as she struggled to remain conscious. "It's not too late."

No one believed her.

Buffy is no longer Vicious.

Buffy Summers

You Started It

The wizard crashed through the wall and fell to the street. Buffy leaped after him, her blade glinting before it flashed down.

Blinking, the wizard struggled to speak. Buffy shook her head.

"Leave the snappy patter to me, big guy," she said, rising. "Now. Let's wrap this up."

Discard this card to be lost in time and space instead of devoured.

Faith Lehane

How Is Your Faith?

Pass:
If Faith has 10 monster trophies, place Justified in play.

Fail:
If the Terror Track reaches 3, place Misplaced in play.

Faith Lehane

"Start talking" Faith gritted out, shoving the cultist against the wall. Her victim's face curled in a coy grin, blood leaking from his face.

"Nothing personal," the cultist hissed. "It's the force of the Slayer, the essence. You would only be here if you were her."

Faith stared at him for a long moment, and he cringed beneath the weight of her eyes.

Then she broke him.

Faith Lehane

Misplaced

A deep shiver thrilled through Faith as she heard distant sirens, and looked down the abandoned street. She could smell the foulness that stalked the night, unafraid. Under her coat, she gripped her knife.

Her thoughts drifted to another time, another place. Was this what she wanted all along?

Faith cannot trade anything with other Investigators.

Faith Lehane

Justified

The toppling monster made distressing squelches and flaps and thuds as it toppled down the slope. Faith looked after it dispassionately.

"Slayer. Remember it. Not just a pretty name," she sneered. "It's like a hundred years till TV is any good." She cracked her knuckles. "So let's go."

Exhaust this card instead of spending 1 Clue.

Willow Rosenberg

Focus

Pass:
If an Investigator seals a Gate with an Elder Sign, place "Clarity" in play.

Fail:
If Willow loses all sanity, place "Chaos" in play.

Willow Rosenberg

Reality crumbled, then crawled back together, and she smelled herbs and dust and magic. Her eyes snapped open, and she saw a very different magic shop around her. "Whoah," Willow breathed.

"Rough landing," the man behind the counter agreed. He took another pull from his pipe. "Why are you here?"

"My friend," Willow said as she rose unsteadily. "She's here to save the world. I gotta help."

Willow Rosenberg

Chaos

"Miss-Miss!" the nurse said roughly. "Are you with us?"

Willow stammered, her head pounding with lore and terror; she struggled to think, to banish the noise, to suppress the retching that clambered in her throat.

"You'll be fine," soothed the man from the magic shop, ignoring the nurse. He paused. "Eventually."

Increase Sanity cost of all spells by 1.

Willow Rosenberg

Clarity

Willow was resonant with the energies vanishing into the deep blue of the night sky.

"The ether is quieter in this time than it is in yours," the man from the magic shop said from the shadows. "Less interference, especially now."

"It's wonderful," Willow agreed with a breathless grin.


Reduce the Sanity cost of all spells by 1.






Xander Harris

the Stubborn Sidekick

5 Sanity 

5 Stamina 

Assistant

Movement Phase: Other Investigators in Xander's location can give or take 1 Clue each as though it was an item. He can give or receive 1 Clue per Investigator per round.

Cannot use spells.

Home: General Store

Fixed Possessions:
\$4, 3 Clue Tokens, 1 Common Item (Motorcycle)

Random Possessions:
2 Common Items, 1 Unique Item, 1 Skill

Focus:

SPEED 1 2 3 4

SNEAK 4 3 2 1

FIGHT 1 2 3 4

WILL 4 3 2 1

LORE 1 2 3 4

LUCK 4 3 2 1

The Story So Far:

Xander pushed through the door to the magic shop, glancing around. He didn't recognize the man behind the counter.

"Uh, hey. Is Will in? Or Giles?" He blinked. "You know, anybody but you?"

"The world hangs in the balance, bla bla bla," said the man with bland features. "Here's the thing. Your friends have headed off to stop the end of the world in another time and another place." He cocked his head to the side. "Do you want in?"

"Does it involve madness, death, screaming, and running?" Xander asked with an expression that wanted to be a smile.

"Without a doubt," the stranger replied.

"Well hey," Xander shrugged, palms out. "When have I ever turned that down?"



WILLOW
Rosenburg
 the Witch Detective

6 **Sanity**

4 **Stamina**

Home: Ye Olde Magick Shoppe

Fixed Possessions:
 \$7, 3 Clue Tokens, 1 Skill (Expert Occultist)

Random Possessions:
 1 Common Item, 1 Unique Item, 1 Spell

Focus: 1

Whiz Investigator

Any Phase: If an encounter offers Clues through success or failure, Willow automatically takes the result offering Clues. If the number of successes matter, count all dice as successes, minimum 1 (if Willow has 0 dice). Ignore costs or negative effects that go with Clues. The First Player may allow exceptions.

Cannot use weapons.

SPEED	1	2	3	4
SNEAK	4	3	2	1
FIGHT	1	2	3	4
WILL	5	4	3	2
LORE	2	3	4	5
LUCK	3	2	1	0

The Story So Far:

Willow's hands shook as she tossed the ancient book's pages aside one by one, her eyes stung by the crabbled script that breathed out power.

"Here!" she said suddenly, her finger stabbing at a spell wreathed in macabre illustrations. "I can find her with this!" She looked up, earnest. "Buffy's not dead, I know it."

"And in this dream," Giles said dubiously, "you witnessed Buffy at the edge of the end of the world."

Willow scowled. "I know what you're thinking and you're wrong, we already know the Hellmouth is a door and not a pit of lava or something, just because she's saved the world and I miss her does not mean I'm-look, you can help or get out," she said as hurt and anger swirled together, her forehead creased with emotion.

Giles watched her for a long moment. "So, through time, or space, or other dimensions. You think this spell will find her?"

"I know it will," nodded Willow. "Get that brazier over there..."

Xander Harris

What I Want to Be When I Grow Up

Pass:
If Xander has 10 monster trophies, put "Soldier" in play.

Fail:
If Xander loses all Stamina or Sanity, put "Loser" in play.

Xander Harris

"That should do it," Xander said as he pushed the motorcycle towards the road. "She's a beauty."

"Take good care a her like I did, and she'll get ya through just about anything," the old shopkeeper nodded.

"That's just exactly what I'm hoping," Xander sighed. As he squinted at the setting sun, he wondered.

Could he really help?

Xander Harris

Loser

The last thoughts he remembered before he woke in the starched bed were awful.

Not a slayer, a witch, a scholar, a soldier... he was a sidekick. This crisis was way beyond comic relief.

Fear and disgust gripped him, pinning him to the bed.

All monsters count as overwhelming.

Xander Harris

Soldier

Xander took a deep breath, the cordite smoke still swirling and the tinkle of spent shells rolling on concrete still ringing. It wasn't moving anymore.

"I'm the one you didn't see coming," he murmured. Turning, he strode away.

Ignore combat penalties when using one or more guns.



Daniel "Oz" Osbourne

What Manner of Beast

Pass:
If an Elder Sign seals a gate, put "Tamed" in play.

Fail:
If Oz is cursed, put "Bestial" in play.

Daniel "Oz" Osbourne

Oz stood his ground, hands tucked in his jeans pockets, motionless in the swirling fog.

"You are a magnificent monster," the wizard said, his teeth glinting as he stood at the edge of the lamplight. "Join me."

"I'm not the monster here," Oz replied, looking the wizard in the eye.

"We'll see," the wizard chuckled as he melted back into shadow, leaving Oz alone.

Daniel "Oz" Osbourne

Bestial

Just like that, years of training and meditation fell to pieces. Energies coursed through him, primal lusts, fears, and the rage-oh, the rage.

Despairing, Oz threw his head back and screamed, his human despair mixing with the riot of weird energy coursing through him. He fled into the night.

Oz loses the "Cool Head" ability.

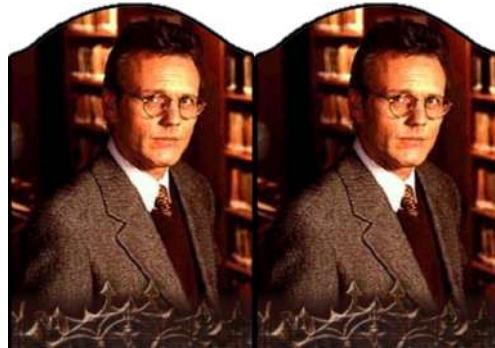
Daniel "Oz" Osbourne

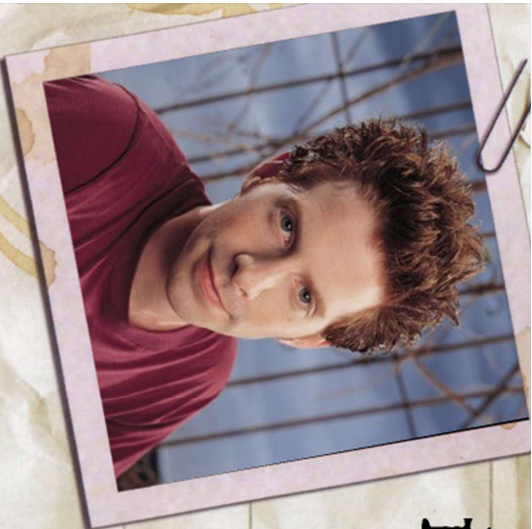
Tamed

As the world shivered with the force of the otherdimensional energies forced away from it, Oz breathed deeply.

The chaos of the world and the forces grappling with it, struggling to crack it open, met with discipline and focus and next-level consciousness and its artifacts. Oz could almost hear the ancient bells in the Tibetan monastery again.

Oz gains +2 Will.





Daniel "Oz" Osbourne

Werewolf Musician

6 **Sanity**

4 **Stamina**

Cool Head

Upkeep Phase: One Investigator in his area during the Upkeep Phase (including himself) can regain 1 Sanity.

Cannot use spells.

Home: River Docks

Fixed Possessions: \$4

Random Possessions: 2 Common Items, 1 Unique Item, 2 Skills

Focus: 2

SPEED 1 2 3 4

SNEAK 3 2 1 0

FIGHT 1 2 3 4

WILL 5 4 3 2

LORE 1 2 3 4

LUCK 4 3 2 1

The Story So Far:

"Yeah," Oz said, "I guess so." He looked the stranger in the eye, across the table in the smoky dock-side bar. "I mean... it's not about what's in it for me, you know?" His eyes were serious, his hands still strumming across the resonant strings. "I guess I still love her."

"What if you faced death? What if you faced the emptiness between time and space, and the monsters that live there?" The stranger was still.

Oz flattened his hands on the strings of the guitar. "Who are you?" he asked quietly. For a long time the stranger said nothing: the smoke curled in the air, the jukebox burbled uselessly to itself, the sea washed the pilings of the dock.

"What kind of trouble is Will in?" Oz asked as the silence continued its flow between them.

"The end of the world, long ago," the stranger replied. "If you could give up everything to help her, would you?"

Oz slowly put the guitar to the side, touched it, not replying. Then he looked the stranger in the eye. "What do I have to do?"

"Just close your eyes."



Rupert Giles
the Watcher Librarian

6 Sanity

4 Stamina

Librarian

Any Phase: Each tome Giles possesses grants +1 Will against Horror Checks.

Home: South Church
Fixed Possessions: \$4, 2 Clue Tokens, 1 Skill (Lore)
Random Possessions: 1 Common Item, 1 Spell, 1 Skill

Mentor
Any Phase: With Giles' permission, other Investigators can spend his Clues during their turns.

Focus: 2

SPEED 1 2 3 4
SNEAK 3 2 1 0

FIGHT 0 1 2 3
WILL 5 4 3 2

LORE 2 3 4 5
LUCK 4 3 2 1

The Story So Far:

Watchers expect to see a certain amount of strangeness in the real world. Reading about demons, monsters, vampires, and so in inculcates a certain suspension of disbelief. Still, the experiences that shaped Giles' relationship with his young slayer strained at the bounds of credulity even for one steeped in the arcane and improbable.

Giles kept a stiff upper lip and refused to show the devastation he personally felt when he saw the slayer fall into the Hellmouth. And he restrained the painful leap of hope he felt when Willow told him she could find the lost slayer.

Giles was British, and that meant controlling the wild flow of fortunes that would tear a man apart otherwise.

Intensive research revealed the force threatening the world, in the past and across the nation. As he tore through the Watcher Chronicles, he felt his breath freeze within him as he read the relevant passages.

What the Watchers knew. What they allowed to happen then. And suggestions that a strange time-traveling Watcher was involved somehow.

Slamming the book, Giles raced to find Willow.

Rupert Giles

The Children Are Our Future

Pass:
If all Investigators have 2 Skills, place "They Are Ready" in play.

Fail:
If an Investigator is devoured, place "They Are Vulnerable" in play.

Rupert Giles

They Are Vulnerable

"With what resources we have at hand—I just don't know," Giles sighed. "I mean, we've got no library, no infrastructure, we're out of our time and place." He looked at the floor, avoiding their eyes. "I just don't... I don't know how we're going to do it." He couldn't add the truth—how unbearable it would be to see another of them die.

Giles loses the "Mentor" ability.

Rupert Giles

"I wasn't sure you'd come," Giles confessed, polishing his glasses under the silent weight of the church's silence. The three figures in the shadows faced him, menacing.

"The Watchers guard their secrets closely," one growled. "How do you know of us?"

"That's less important than sorting out what we're going to do about what's knocking on the door, mm?" Giles retorted, slipping his glasses on.

Rupert Giles

They Are Ready

"I wasn't worried, not a bit," Giles said through a tight smile. "Just another apocalypse, after all, and we've managed that a time or two."

Once a round, allow any Investigator to ignore 1 monster trait.

Angel (Angelus)

Wheel in the Heavens

Pass:
If a gate is prevented from opening because a location is sealed, place "Moonlighting" in play.

Fail:
If an Investigator is devoured, place "Sunrise" in play.

Angel (Angelus)

"So—how do you do it?" Angel managed, clutching his steaming chest as he lay on the chilly lawn.

"What, the time travel?" the stranger inquired. "Hm. Don't you worry about it. I've arranged for Buffy to have some of her friends." He peered down at Angel. "But especially you."

"Why me?" Angel asked, hoarse.

The stranger watched him for a long moment, then shrugged. "Get to work."

Angel (Angelus)

Sunrise

"You've always been a brooder," the stranger observed, his tone sharp. "You've got work to do."

"I'm a step behind, again," Angel growled. "This thing is too big." He whirled. "What the hell did you get me into?"

He was alone.

Angel loses 2 Stamina if he is in the street during the Upkeep phase.

Angel (Angelus)

Moonlighting

"There, I knew you could do it," the stranger smiled. "You've always had a knack with helping from the shadows. Showing up where you're needed."

Angel shook his head. "See you in Venice," he said.

"Ciao," the stranger said with a jaunty salute as he slipped away.

Exhaust this card to move to any location in Arkham.

Spike

Dru You a Picture

Pass:
If Spike is blessed, place "Yeah Baby" in play.

Fail:
If Spike is defeated by a monster encounter (not just a single combat), place "Oh Baby" in play.

Spike

Spike crashed to the ground then reeled up, smoking, as reality crackled shut behind him.

"William me boy," he sturred, rubbing his hand across the back of his bloody nose, "take note: that's not a nice place and we shall not be returning." He shook his head to clear it, then squinted around.

"Yeah, that's a bit a alright," he said. "So I should be near Dru." Looking around, he sighed. "Too easy."

He strode towards the asylum.

Spike

Oh Baby

Spike crashed down, blood splattering from him. He struggled to rise, and saw the bare feet standing by him. Wincing up through the blood, his nerveless lips formed a name. "Dru?"

"Elo huv," she purred, her eyes unfocused, corruption and death written through her. "Let's dance again!" Her shrill cackle ripped through him.

Spike loses the "Brash" ability.

Spike

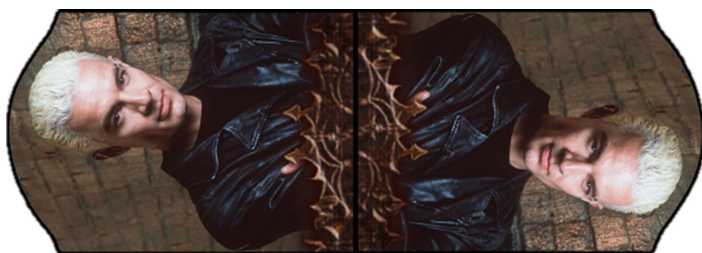
Yeah Baby

Spike staggered back, his whole body flexing as divine energy rushed around him in a weird moment.

Clarity. Drusilla's face screamed at him with his own breath. She used him to get back here. To try to end the world.

And she failed. She was torn away, and fell to nothingness.

Spike can ignore 1 Sanity loss each round.





Angel
(Angelus)
 the Soulful Vampire

4 Sanity

6 Stamina

Underworld Contacts

Any Phase: Angel gains 1 Clue each time he evades a monster.

Dark Powers

Any Phase: Angel can gain a Stamina or Sanity instead of a point of monster trophy toughness when he defeats a monster. He can heal with up to all the toughness points.

Cannot use spells or guns.

Home: Train Station

Fixed Possessions:

\$6, 3 Clue Tokens, 1 Common Item (Dark Cloak), 1 Skill (Will)

Random Possessions:

2 Common Items, 1 Unique Item

Focus: 1

SPEED	1	2	3	4
SNEAK	4	3	2	1
FIGHT	2	3	4	5
WILL	4	3	2	1
LORE	1	2	3	4
LUCK	4	3	2	1

The Story So Far:

Angel noiselessly prowled down the alley, then hesitated and sniffed. He whirled, his coat swirling around him.

“Evening, Angel,” smiled the man whose face and form melded with shadow.

Angel frowned. “Who are you?”

“Take a moment. Think it over.” The voice betrayed an invisible smirk. “Remember Venice?”

Angel’s eyes widened. “You!”

“See, when we met, I thought you’d remember me. I didn’t yet understand that I met you first when you came back in time; your future self got acquainted with me long before your past self. Now that it’s the future, it’s time for you to go back so I can meet you then, and be in a mood to be helpful when we meet your first time, and my second.”

Angel paused for a long second, then turned away. “Get out of here. I’m not in the mood.”

“Buffy. End of the world.” The shadowy figure shrugged. “Well, that’s got your attention. Want to help?”



Spike

(William the Bloody)
the Vampire Punk

4 **Sanity**

6 **Stamina**

Home: Arkham Asylum

Fixed Possessions:
\$5, 2 Common Items (Whiskey, Lucky Cigarette Case)

Random Possessions:
2 Common Items, 2 Unique Items, 1 Skill

Focus: 1

Any Phase: Spike uses his Fight for horror checks.

Cannot use spells or guns.

SPEED	1	2	3	4
SNEAK	4	3	2	1
FIGHT	3	4	5	6
WILL	4	3	2	1
LORE	1	2	3	4
LUCK	3	2	1	0

The Story So Far:

“Got bad news for ya, buddy,” hissed the steaming slime demon across the table.

“Gonna try n kill me again?” Spike mumbled, rubbing the bridge of his nose. “Cause I got three more bloody good thrashings for you, and that’s just on me.” He tossed back his whiskey. “Three more back at me crypt.”

“You’re never gonna kill Dru,” the demon gurgled triumphantly. “She’s tracked down the end of the world. Back in the 1920s. She’ll end everything before you kill her.”

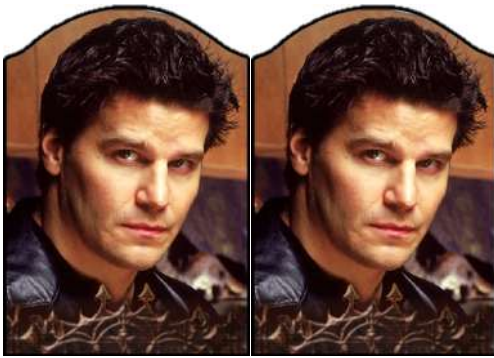
Spike flung his shot glass across the darkened bar, and fixed his stare on the demon. “Are you just stupid, or did someone put you up to this?”

“She’s a ghost, ‘mate,’ and she’s gonna fix you and that inflatable slayer toy you—“


Whatever he would have said next was lost in the shattering of the mirror as he crashed through it, spraying ichor and puss all over the bar.

As the barkeep shouted “No refunds!” Spike gnawed absently on his knuckle.

“How does one go back in time?” he mused.



ALLY



ANYA JENKINS

+1 Luck
Any Phase: Exhaust instead of spending a Clue.

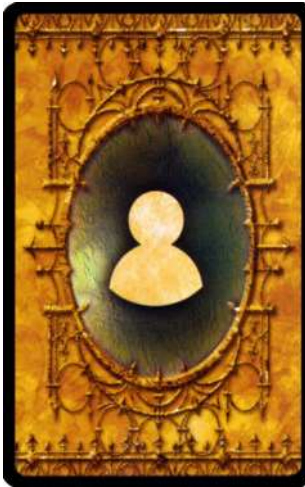


ALLY



CLEM

Any Phase: Exhaust instead of taking 1 Sanity loss from any source.



ALLY



CORDELIA CHASE

Exhaust to gain \$1.



ALLY



DAWN SUMMERS

Mythos Phase: Discard after drawing a Mythos Card to ignore the entire Mythos Phase, including any costs or cumulative effects.



ALLY



JENNY CALENDAR

+1 Luck, +2 Spell checks
Exhaust to gain a success using a Tome.

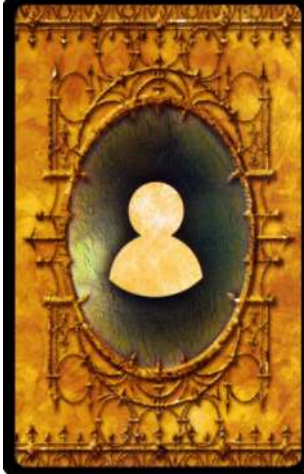


ALLY



JOYCE SUMMERS

Upkeep Phase: Exhaust to regain 1 Health or 1 Sanity.



ALLY




RILEY FINN

+1 Will, +2 Combat
Discard to close (not seal) a Gate.

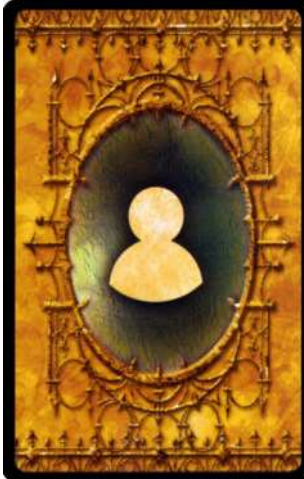


ALLY



ROBIN WOOD

+1 Fight
Exhaust for +1 Move.



ALLY




TARA MACLAY

+1 Lore
Any Phase: Exhaust instead of taking 1 Sanity loss.



ALLY



WESLEY WYNDAM-PRYCE

+1 Will, +1 Lore
Upkeep Phase: Discard 1 Clue and gain 1 Sanity.

The Pitch: Play Arkham Horror with simpler faster sessions flavored with a Charmed crossover. Replace sealing gates with saving innocents.

Flavor: The Source made a deal with a mythos wizard and delved into the Neeronomicon to threaten the world at its most vulnerable time. The Charmed Ones have been sent back in time by the Elders to stop it.

Time Limit: The window for the ritual to complete is 48 hours, that's 8 turns approximating 6 hours each. If the Charmed Ones can save 3 Innocents in two days, they can confront the menace directly. **Place 1 Doom Token on the track every Mythos phase, triggering the final battle at the end of round 8.**

Character Limit: The starter kit is based on 3 Charmed Ones playing.

Saving Innocents

Gates do not open during the Mythos phase. Instead, the location indicated on the Mythos card is where a Nexus and a monster appear.

- If the Mythos card does not reveal a location on the current map, or reveals a location that already has a Nexus, draw again. If you draw a monster surge, nothing happens. Clues on a Nexus site are lost.

A Charmed One must successfully complete an encounter at the Nexus location **and** spend 3 clues to discover the identity or location of the Innocent. Then the First Player draws a Mythos card, to discover a location only, and places an Innocent token there.

- If the Charmed One is not successful in the encounter, the Innocent is not revealed. If a roll is required and the roll fails, the encounter is failed, but if there is a choice whether or not to roll then the Charmed One can decline to roll and still succeed.

When a Charmed One reaches the Innocent location, the First Player draws a monster that must be defeated to protect the Innocent. When the monster is defeated **and** the Charmed Ones spend 3 clues on the location, the Innocent is safe. If an Innocent appears on the same location as a Charmed One, draw a monster immediately as though the Charmed One arrived. If the Innocent is not rescued, draw a new monster every time a Charmed One returns.

Save 3 Innocents in 8 rounds to confront the Source.

The Witch House

The Book of Shadows is in the Witch House and it cannot be moved. However, Charmed Ones can spend an encounter phase there working magic instead of having an encounter. Here are possible effects.

- Cast a spell to eliminate 1 Resistance or Immunity from a monster for 4 rounds. Cost: 2 clues **or** 1 Sanity.
- Research to gain 1 Clue.
- Rest to regain 1 Health or 1 Sanity.
- Brew a potion that counts as a disposable item. The potion grants 1 success against a specific creature type (i.e. Formless One; it would work on any Formless One, but only a Formless One.)

Blessed Be

The Sisters cannot use weapons. However, if they end their movement in the same location as another Charmed One, all Charmed Ones in that location regain 1 Sanity.

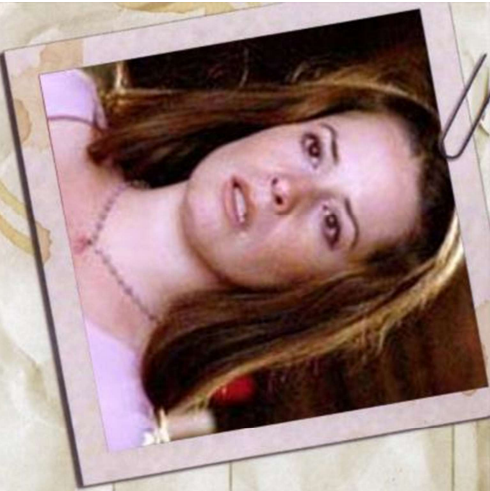
The Half-Faced Source

Once the Charmed Ones rescue three Innocents they compel the Source to face them in battle. If they fail to save all three Innocents the battle will be more difficult. While it is impossible to vanquish the Source, they can drive him out of position so this ritual fails and the world is not torn asunder by the powers of evil.



Draft 11/20/2021





Piper

Halliwell

Charmed Witch

4 **Sanity**

6 **Stamina**

Freeze

Any Phase: Ignore Ambush and evade any monster except witches and warlocks automatically.

CANNOT USE WEAPONS

* Do not place a Clue token on Hibb's Roadhouse to start the game.

Home: Hibb's Roadhouse

Fixed Possessions:
\$3, 3 Clue Tokens, * 2 Common Items (Food, Whiskey), 1 Spell (Dread Curse of Azathoth), 1 Skill (Will)

Random Possessions:
1 Skill

Focus: 2

SPEED 1 2 2 3 4

SNEAK 3 2 2 1 0

FIGHT 1 2 2 3 4

WILL 5 4 4 3 2

LORE 2 3 3 4 5

LUCK 3 2 2 1 0

The Story So Far:

The harsh dinging of the order-up bell at the back counter seemed to stab at Piper as she sat frozen in the shadowy booth. Her breath was shaky, reluctant to return. Her heart raced and she felt the poisonous adrenaline simmering in her blood.

Frowning, she tried to remember why she was terrified. Nothing came to mind. Confusion tumbled around her like a breeze shifting fog.

"Witches. Really?" The slight man in a trench coat stood by the booth, smirking at her. "The Elders aren't even trying to stop us."

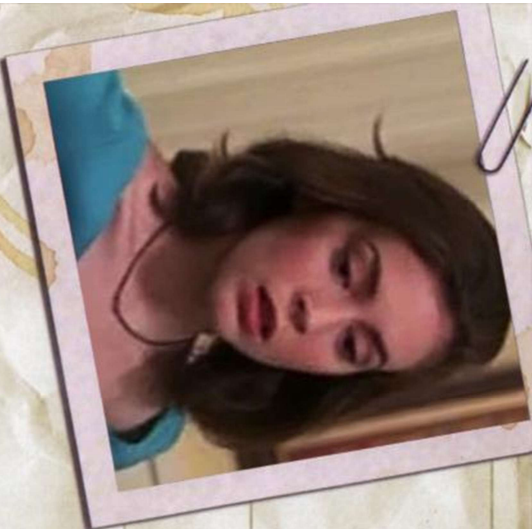
Piper's hand shot out, and the whole diner froze in place. Except the man who confronted her.

He chuckled to himself, an oddly wet noise. "See you soon," he said, and he offered a sardonic bow before fading out as though he had never been there at all.

Something in Piper relaxed, and life flowed around her again as the diners continued their conversations, not realizing time had stopped.

A waitress bustled up. "Here's your order, dearie."

"I'll take it to go," Piper said, rising to her feet.



Phoebe Halliwell

Charmed Witch

4 **Sanity**

6 **Stamina**

Home: Library

Fixed Possessions:
\$2, 1 Common Item (Old Journal), 1 Skill (Marital Arts), 1 Special (Retainer)

Random Possessions:
2 Common Items, 2 Unique Items

Premortals

Any Phase: Gain a Clue token any time one of the dice in a roll results in a 1. This ability can produce no more than 1 Clue per roll no matter how many 1 results occur in the dice pool.

CANNOT USE WEAPONS

Focus: 1

SPEED 2 3 4 5

SNEAK 4 3 2 1

FIGHT 1 2 3 4

WILL 4 3 2 1

LORE 1 2 3 4

LUCK 4 3 2 1

The Story So Far:

Phoebe jolted awake, rearing up from the polished table. Blinking rapidly, she looked around the musty library.

“Ssh,” said the bespectacled librarian. He winked at her.

“Leo?!” Phoebe hissed. “What are you doing here? What am I doing here?”

“We don’t have a lot of time,” Leo whispered.

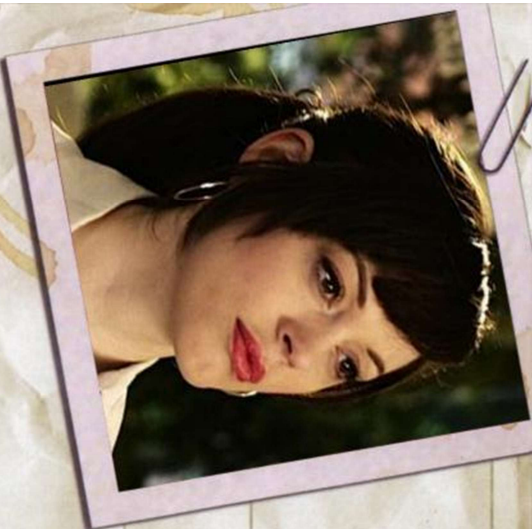
“There are innocents, endangered by a threat from beyond this time and place. This is the only place we have a chance to stop the the ritual.” He looked up, listening to something only he could hear. “You have a job with the paper. They can help you dig.”

“I know I have a job with the paper,” Phoebe retorted.

“In *Arkham*. Massachusetts.” His smile was tight. “Good luck.” He vanished back into the stacks.

Phoebe stared after him for a moment, then shook her head. A musty journal sitting in front of her on the table caught her attention.

“Well, I guess I am a *journalist*,” she said, and she opened the book.



Paige Matthews

Charmed Witch

5 **Sanity**

5 **Stamina**

Orb

Home: Ye Olde Magick Shoppe
Fixed Possessions: \$4, 1 Clue-Token, 1 Common Item (Ancient Tome), 1 Unique Item (Alien Statue), 1 Skill (Bravery)

Random Possessions: 1 Skill

Movement Phase: Can move to any location in Arkham during her move (even if not currently in Arkham). May choose to spend 2 Sanity to take a passenger from her current location.

Heal

Any Phase: Can restore any investigator in her location to full health on her turn, even if passing through.

Focus: 1

CANNOT USE WEAPONS

SPEED 1 2 3 4

SNEAK 3 2 1 0

FIGHT 1 2 3 4

WILL 5 4 3 2

LORE 2 3 4 5

LUCK 4 3 2 1

The Story So Far:

Paige blinked, puzzled as she glanced around. "Okay," she said, "this is *not* the manor."

"Orbing is unreliable during conjunctions," the man behind the counter observed as he polished a glass vial. "You've slipped *twixt* and *between*." He blew gently at the glass, fogging it for a moment.

"I don't *want* to be 'twixt' or 'between,'" Paige said, struggling to remain polite. "Who are you again?"

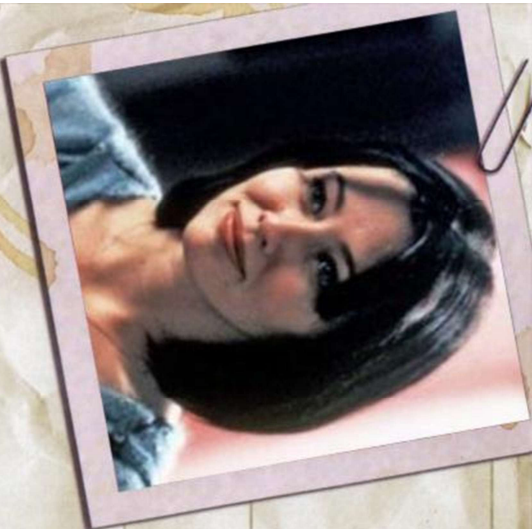
"The book is here too, you know. But I'm sure you can feel it," he said quietly, almost to himself. "They can always feel it. That doesn't mean this time will be any different." He shook his head.

"This time?" Paige demanded.

"Isn't yours," the man replied, raising his eyebrows. "Enjoy your purchases."

Paige looked down at the counter between them, at the squat idol sitting on the leather-bound book. "Really?"

When she looked up, she was alone in the shop.



Prue

Halliwell

Charmed Witch

5 **Sanity**

5 **Stamina**

Blaster

Home: Graveyard
Fixed Possessors: \$1, 1 Clue Token, *1 Unique Item (Dragon's Eye), 1 Skill (Expert Occultist)

Random Possessors: 2 Spells, 1 Skill

Focus: 1

Any Phase: Add Sanity rating to Combat pool with one free hand, and Stamina rating to Combat pool with one free hand. This ability counts as magic for resistance and immunity.

CANNOT USE WEAPONS

* Do not place a Clue token on the Graveyard to start the game.

SPEED 2 3 4 5
SNEAK 3 2 1 0

FIGHT 2 3 4 5
WILL 5 4 3 2

LORE 1 2 3 4
LUCK 3 2 1 0

The Story So Far:

"Rules are meant to be broken," Grams said, her shawl pulled tight in the heavy fog.

"I never thought I'd hear you say that," Prue said, a puzzled smile on her face. She looked over her shoulder in the featureless mist. "Where are we? It's cold."

"For the first time in a while, we're somewhere, my dear," Grams replied with a thin smile.

Wariness shadowed her eyes. "Rather, you are. Here. I got you something." She thrust a bundle into Prue's hands. "Take care," Grams said, her voice low and tense. Then she turned, vanishing into the fog.

"Grams! Wait!" Prue called out. She took a few steps, tripping over something and toppling down on the rough sawgrass. Reaching out for support, she pulled herself up, looking around.

The crooked headstone under her hand was cold. Distant lights glowed through the graveyard fog. Tree branches shifted uneasily overhead.

"Strange," Prue murmured, looking down at her pale hand. Then she felt the call of the Book of Shadows. Her eyes narrowed, and she started walking.







CHARMED POTION



Magical Weapon

Grants 1 success to any roll against 1 monster type (i.e., Dark Young).
Note the target creature.
(Discard after use)

Hand icon | \$0



CHARMED POTION



Magical Weapon

Grants 1 success to any roll against 1 monster type (i.e., Dark Young).
Note the target creature.
(Discard after use)

Hand icon | \$0



CHARMED POTION



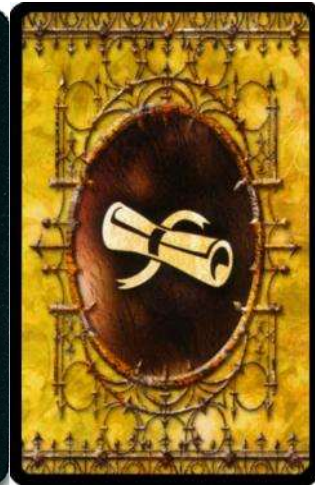
Magical Weapon

Grants 1 success to any roll against 1 monster type (i.e., Dark Young).
Note the target creature.
(Discard after use)

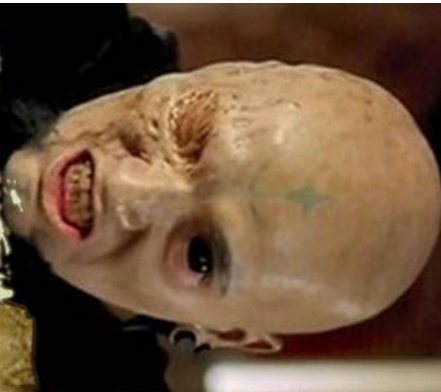
Hand icon | \$0

MARTIAL ARTS

Any Phase: When you make any Combat check, gain +2 for every empty hand you have.







-3

Worshippers

Warlocks are not Stationary, and instead are Rapid with +1 Toughness. When a monster appears in an Innocent's location, roll 1d6: on a 1-3 the monster is a Warlock.

The Source

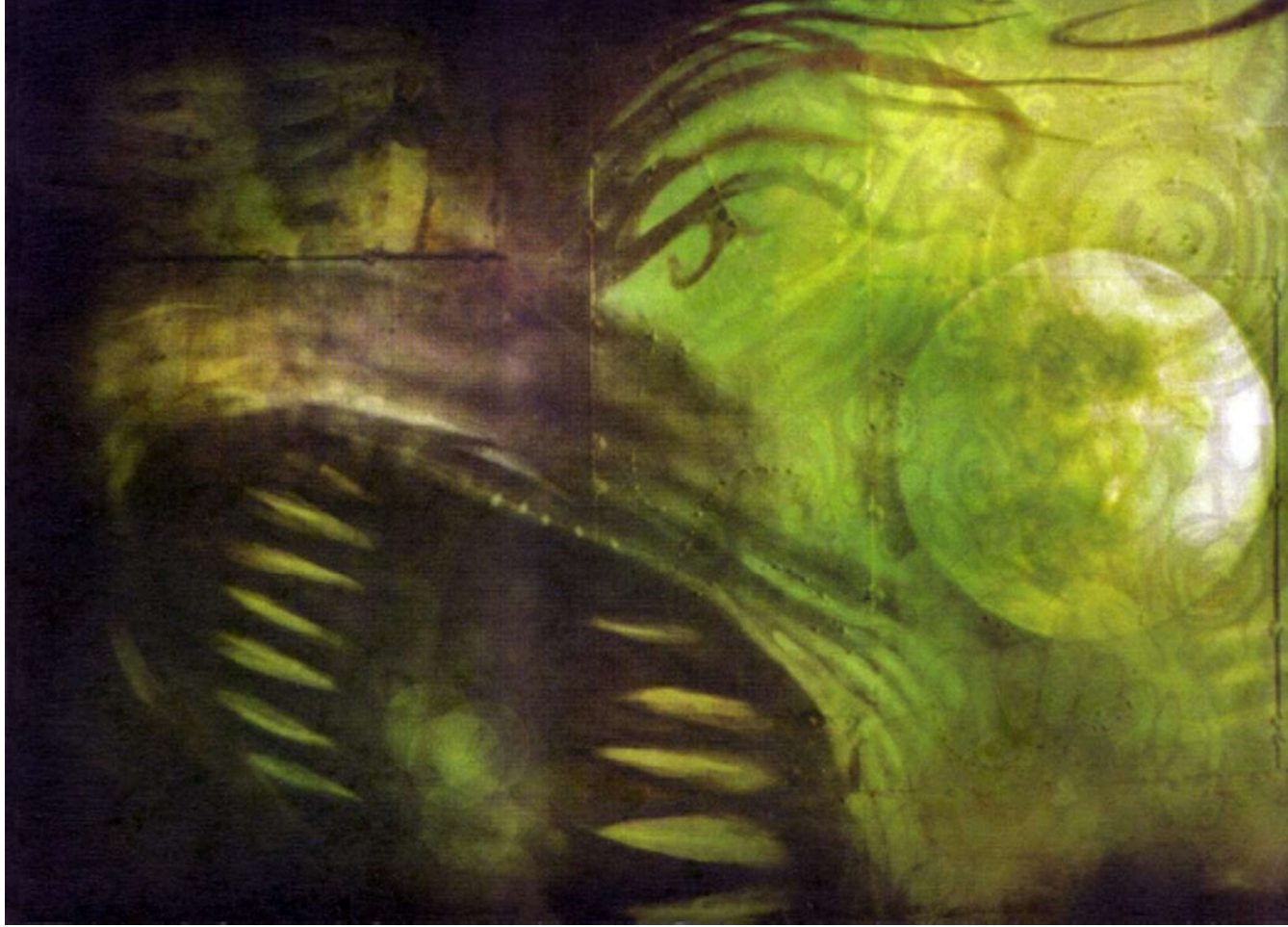
Wrath of Shadows

Every time a Chosen One ends movement in the Witch House, a monster attacks there during the Encounter Phase and is removed afterwards (like an encounter.)

Attack

Each investigator loses 1 Stamina every round. Sanity and Stamina cannot be refreshed by any means during the final battle.

Physical Resistance
Magical Resistance



The Pitch: Play Arkham Horror with simpler faster sessions. Investigate scams instead of traversing gates, and reveal monsters as hoaxes.

Flavor: The gang heads to a superstitious area of New England where people are eager to believe in monsters.

Time Limit: The gang is only in town for 48 hours (8 turns).

Character Limit: This kit is based on 2-5 investigators. Investigators cannot use weapons or spells.

Investigating a Mystery!

Before the first upkeep phase, draw mythos cards until one with a gate location on the map comes up. Place a **Mystery!** token there.

Every subsequent mythos phase, follow these steps.

- If the card has a location on the map that is not a **Mystery!** already, add a **Mystery!** token and a monster there. Maximum 3 **Mystery!** locations, +1 per board expansion. Ignore results that would place more than that. Investigators are not affected by a **Mystery!** generating in their location.
- Place monsters as indicated by the mythos card.
 - If monsters generate on a **Mystery!** location:
 - If there is a monster in the **Outskirts**, bring the top monster to the location rather than drawing a new monster.
 - If there is no monster in the **Outskirts**, +1 **Terror**, and draw a monster to place.
- Place clues normally.
- Move monsters normally.

To resolve a **Mystery!** location, one investigator must spend [2 clues per investigator] and pass a Lore test, instead of having an encounter. The investigator that resolves the mystery keeps the **Mystery!** token. For example, playing with 5 investigators and 2 board expansions counts as 4 investigators, so resolving a **Mystery!** costs 8 clues.

When a **Mystery!** location is resolved, the investigator also removes one monster as a trophy. Priority order: that location, **Outskirts**, nearest location.

Monsters

The gang cannot fight monsters. They ignore the **Ambushi** monster trait. If an investigator cannot evade, the investigator makes the Horror check as normal, then takes damage from automatically losing the Combat check. The investigator may then attempt to Evade again until successful or out of Stamina.

Evading a monster grants 1 Clue token. Monsters who are evaded go to the **Outskirts**. If the **Outskirts** fill up, increase the **Terror** as usual.

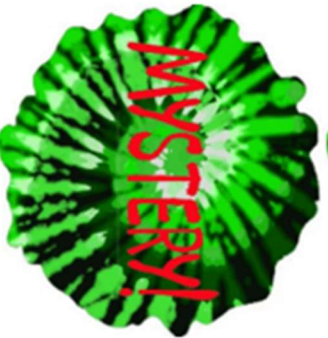
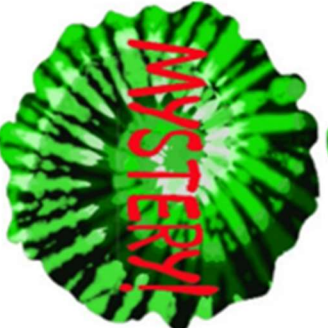
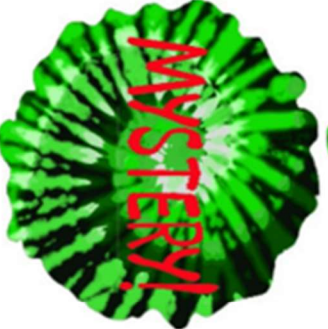
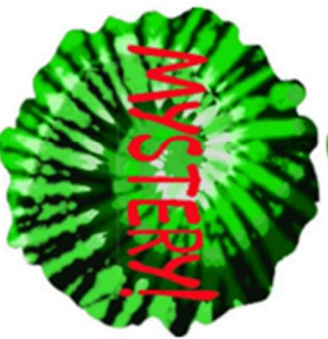
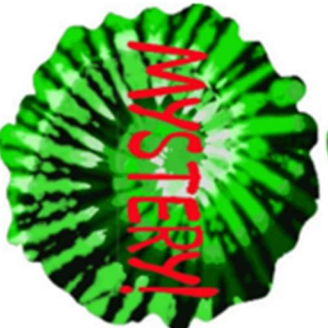
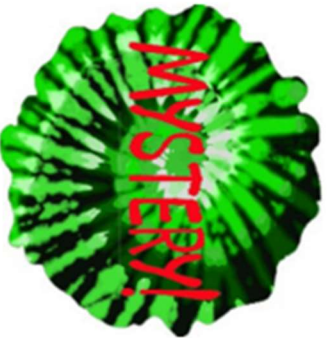
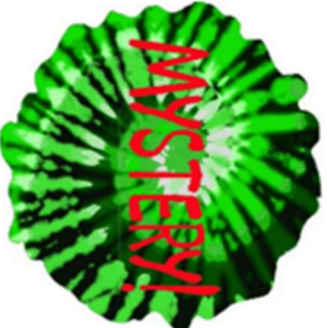
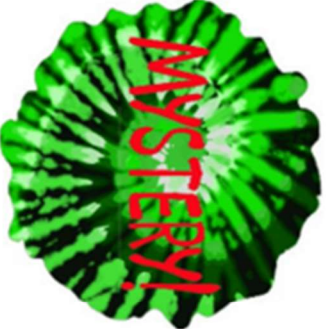
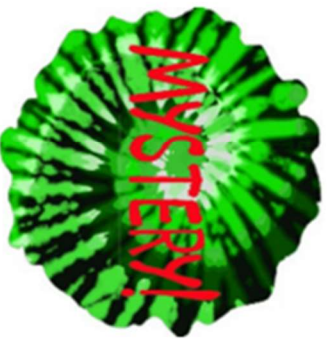
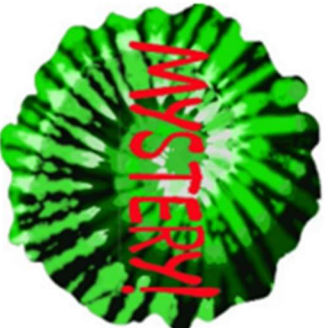
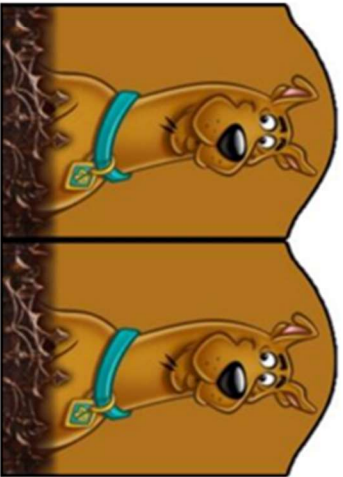
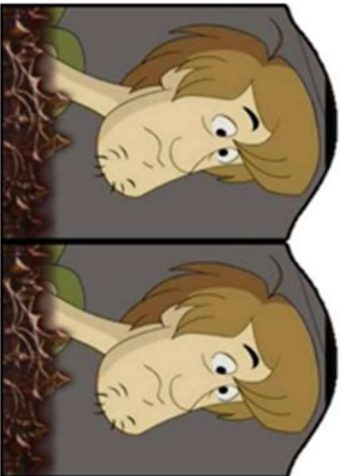
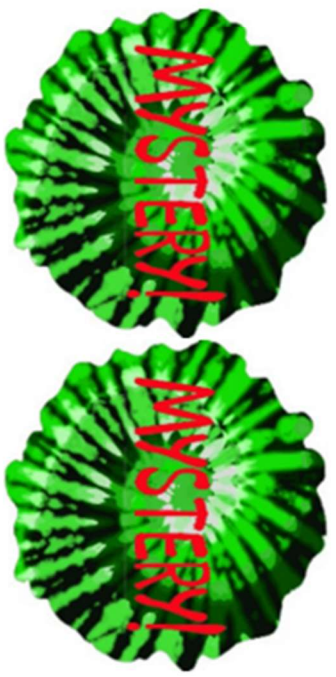
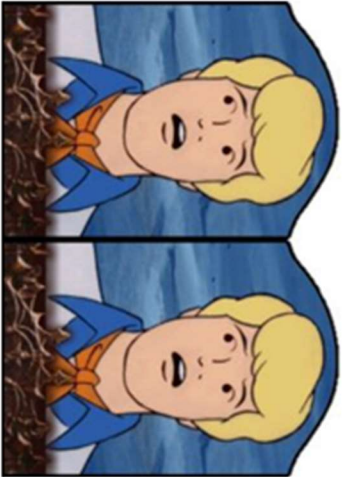
Investigators who run out of Health or Sanity are moved to the nearest **Mystery!** location and *delayed*. They regain a minimum of 1 Health and 1 Sanity, and they can trade Clues for additional healing of either at a 1:1 ratio. If 2 **Mystery!** locations are equally nearby, the First Player chooses. If there are no available **Mystery!** locations, go to the hospital or asylum as normal.

Players win by collecting **Mystery! tokens equal to the investigator number.**



ARKHAM
JINKIES!

11/27/2021





Daphne
Blake

"Jeepers!"

4 Sarity

6 Stamina

Home: Ye Olde Magick Shoppe

Fixed Possessions:

\$5, 1 Clue Token, 2 Common Items (Old Journal, Lucky Cigarette Case), 1 Skill (Sneak)

Random Possessions:

2 Common Items, 1 Skill

Trust Fund
Upkeep: Daphne gains \$1.

Focus: 2

SPEED 1 2 3 4

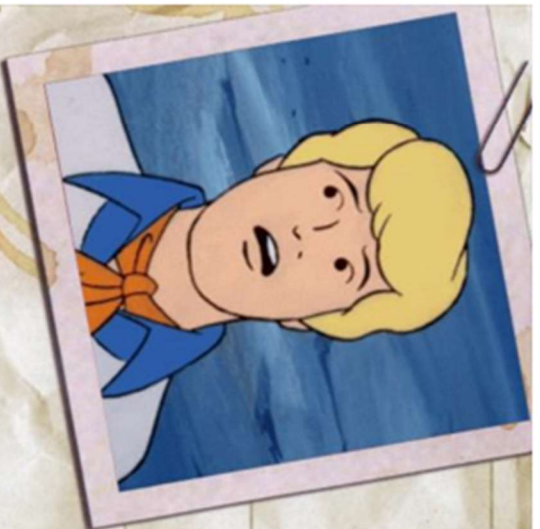
SNEAK 4 3 2 1

FIGHT 0 1 2 3

WILL 4 3 2 1

LORE 1 2 3 4

LUCK 5 4 3 2



Fred
Jones

"Huh?"

5 Sarity

5 Stamina

Home: Woods

Fixed Possessions:

\$4, 2 Clue Tokens,* 1 Common Item (Research Materials), 1 Skill (Speed)

Random Possessions:

1 Common Item, 1 Unique Item, 1 Skill

Friendly

Any Phase: Automatically succeed in encounters involving people in Arkham unless lacking prerequisite items. When in doubt, defer to the First Player for a ruling.

* Do not place a Clue token on the Woods to start the game.

Focus: 1

SPEED 1 2 3 4

SNEAK 4 3 2 1

FIGHT 1 2 3 4

WILL 4 3 2 1

LORE 1 2 3 4

LUCK 5 4 3 2



Velma

Dinkley

"Jinkies!"

6 Sanity

4 Stamina

Home: Library

Fixed Possessors:

\$4, 2 Clue Tokens, 1 Common Item (Ancient Tome), 1 Skill (Lore)

Random Possessors:

1 Common Item, 1 Skill

Focus: 1

Researcher

Any Phase: Whenever Velma has a successful encounter in Arkham, she gains +1 Clue Token. In general, a "successful" encounter means she must roll dice for the encounter and succeed, or meet certain prerequisites. When in doubt, defer to the First Player for a ruling.

SPEED	1	2	3	4
SNEAK	4	3	2	1
FIGHT	0	1	2	3
WILL	5	4	3	2
LORE	2	3	4	5
LUCK	4	3	2	1



Norville "Shaggy"

Rogers

"Zoinks!"

4 Sanity

6 Stamina

Home: Graveyard

Fixed Possessors:

\$3, 2 Clue Tokens,* 2 Common Items (Food, Lantern), 1 Skill (Sneak)

Random Possessors:

2 Common Items, 1 Skill

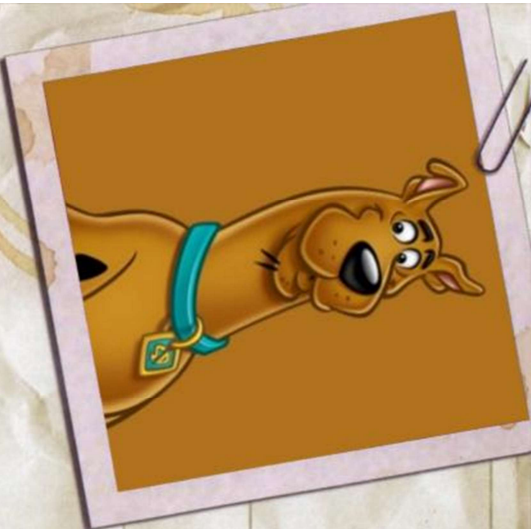
Focus: 2

Weird Skills

Any Phase: Once per turn (outside the Upkeep Phase), Shaggy may use 2 Focus to adjust his skills.

* Do not place a Clue token on the Graveyard to start the game.

SPEED	1	2	3	4
SNEAK	4	3	2	1
FIGHT	0	1	2	3
WILL	4	3	2	1
LORE	0	1	2	3
LUCK	6	5	4	3



Scooby Doo

"Rut Roh!"

6 **Sanity**

4 **Stamina**

Loyal

Upkeep: All other Investigators in Scooby's location regain 1 Sanity or Stamina.

Dog

Scooby cannot succeed in Arkham encounters that require passing for human. When in doubt, defer to the First Player for a ruling.

* Do not place a Clue token on The Witch House to start the game.

Home: The Witch House

Fixed Possessors:

\$2, 4 Clue Tokens, * 1 Unique Item (Enchanted Jewelry), 1 Skill (Bravery)

Random Possessors: 1 Skill

Focus: 2

SPEED 2 3 3 4 5

SNEAK 4 3 2 2 1

FIGHT 1 2 3 3 4

WILL 3 2 1 1 0

LORE 0 1 2 2 3

LUCK 5 4 3 3 2



Abraham Lincoln

Monster Hunter

4 Sanity

6 Stamina

Home: Administration Building

Fixed Possessions:
\$8, 1 Clue Token, 2 Common Items (Axe, Food)

Random Possessions:
2 Common Items, 1 Unique Item, 1 Skill

Focus: 1

Inspirational Speaker

Any Phase: Once per round, Abe can let another character use his Will to make a Terror test.

Grim Determination

Any Phase: Abe never loses more than one Sanity to a Terror test.

SPEED	1	2	3	4
SNEAK	3	2	1	0
FIGHT	3	4	5	6
WILL	6	5	4	3
LORE	0	1	2	3
LUCK	3	2	1	0

The Story So Far:

You had Smythe cornered in the box canyon, in the whipping dark of the stormy night. You didn't care how many monster bodyguards he had, this was his last night of evil-doing and mischief.

Then the chanting, and the sky tore open, and you were all pulled in—but your allies were pulled in too, and Three Fox, the cunning shaman, managed to do something to break the effect.

You tumbled out into a strange future world, and sensed that the sky was going to tear open again, and soon. Would it take you all back home, or let in something from another world?

You grip your axe and narrow your eyes. Best not to leave it to chance.



Akhat

Ra

Mummified Gunslinger

4 **Sanity**

6 **Stamina**

Home: Velma's Diner

Fixed Possessions:

\$4, 3 Clue Tokens, 2 Common Items (.38 Revolver, Motorcycle)

Random Possessions:

1 Common Item, 1 Spell, 1 Skill

Focus: 1

Quick and the Dead

Upkeep: Akhat is such a skilled shooter, when he uses the Revolver with both hands its Combat bonus doubles.

Ancient Lore

Move: Once per turn, Akhat can use up to 3 Movement to use Tomes without counting that against his Move.

SPEED	0	1	2	3
SNEAK	3	2	1	0
FIGHT	2	3	4	5
WILL	5	4	3	2
LORE	2	3	4	5
LUCK	4	3	2	1

The Story So Far:

The ancient sun is half remembered. For a time, among the wind-swept sands, it was like home. The blood, the sweet singing of screams, the crack of the whip, the stink of slaves.

Smythe came. Offered new monuments. Offered real memories of what life was like, not the tattered shreds that dance at the edge of the rain. Offered taste, touch, scents. So of course Akhat shot people for him. It was something for nothing.

That was the idea. Then the sky tore open. The light, a clearer memory, was from that space between when death beckoned and when the body called Akhat back; but that's not important now.

Here it is dank. Chilly. Unpleasant.

The sky will open again. You can feel the other side burning in your skin, with longing to tear everything apart. You want to help. But not to end the world. Just to get back to your bloody sand. To Smythe's promise. To... to...

Enough thinking. Akhat tore a fat man off his steel horse. Akhat is too noble to walk. He must ride...

Akhat Ra

Drenched

Pass:
If Akhat gains 15 Monster Trophies, place "Reborn" in play.

Fail:
If Akhat loses a battle to an Aquatic creature, place "Unraveled" in play.

Akhat Ra

So what if the sun never shines in this grim concrete village. So what if the horses are metal, and the people covered in clothes.

They can have their clothes torn off. They can feel the lash and raise even mightier monuments to their undying betters.

Assuming the world survives long enough.

Akhat Ra

Unraveled

Not the water. This dark, dank hole, and now water! His clawed flesh twisted, wrappings sloughing off, his brittle skin sloppy and swelling.

No. No! Darkness gushed up around him, deep and soundless as the pit of the sea at night.

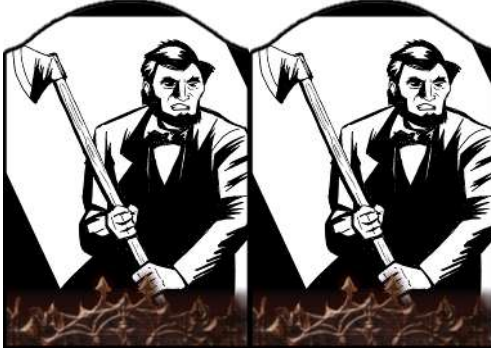
Akhat is -2 Move.

Akhat Ra

Reborn

The blood and ichor soaked the ancient tatters surrounding the thin, bony corpse. Akhat felt a strange wheeze; breath. Real breath. As his flesh regenerated, he bared his shining teeth to the night. No, he was not human again. He was BETTER.

Akhat gains +2 Move.



Abraham Lincoln

Holding It Together

Pass:
If Abe's special ability "Inspirational Speaker" protects another character from being incapacitated, put "United We Stand" in play.

Fail:
If a character is devoured, put "Divided We Fall" in play.

Abraham Lincoln

A trip to the University revealed a great many truths about the time between his and this strange future around him.

However, there were plenty of signs that whatever threatened to enter his time was about to enter this time. And apparently, time was flexible; world destruction now, or previously, all was the same to this cosmic horror.

Abe was no stranger to horror, or difficult decisions. Time for action.

Abraham Lincoln

Divided We Fall

Abe offered them hope, and that hope still shone bright—right until the bloody, screaming end. Now that hope has trailed off into the darkness, and all the words sound hollow...

It costs Abe one Sanity to use "Inspirational Speaker."

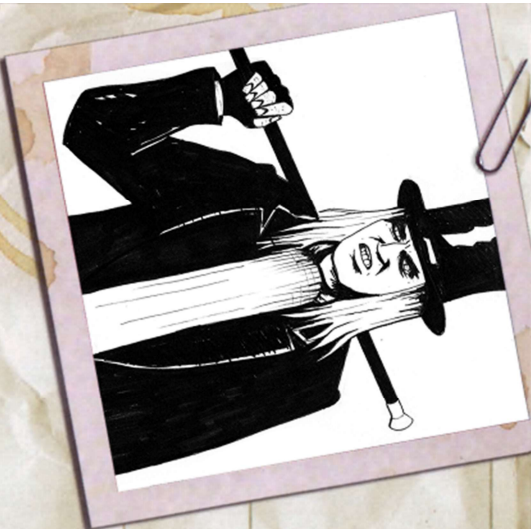
Abraham Lincoln

United We Stand

It made a difference. These words are not just words; ideas make a difference. Courage to speak can hold back the night...

You can lend your Will for any Will test another character must make, not only Terror tests.





Edward Kerworthy

Cockney Vampire

4 **Sanity**

6 **Stamina**

Home: Ma's Boarding House

Fixed Possessions:
\$3, 2 Clue Tokens, 1 Spell (Mists of Releh), 1 Skill (Will)

Random Possessions:
2 Common Items, 1 Skill

Focus: 2

Supernatural Predator

Any Phase: Upon defeating a foe, Edward can feast upon the foe's essence, gaining one Sanity or one Stamina instead of gaining a monster trophy. This even works on creatures with the "Endless" ability.

Sneaky Git

Move Phase: Edward ignores penalties on Evade tests.

SPEED	0	1	2	3
SNEAK	4	3	2	1
FIGHT	2	3	4	5
WILL	4	3	2	1
LORE	2	3	4	5
LUCK	3	2	1	0

The Story So Far:

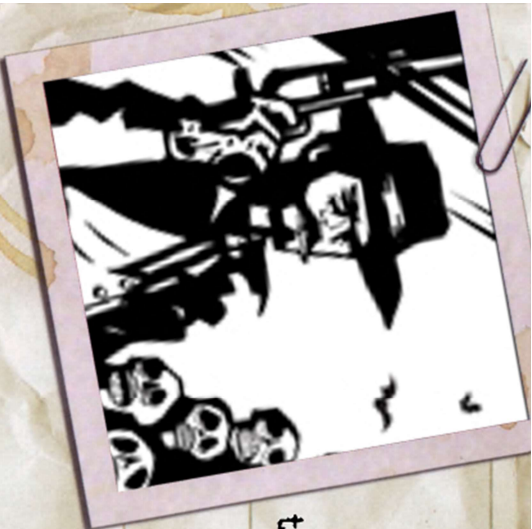
Had 'em boxed up right proper in the canyon, Smythe had all the time he needed to finish the chase in fine style. Sky ripped open right on schedule, the human sacrifices wandered right in.

Then that crazy old Indian shaman did something, there was a flash, and everyone fell out somewhere in the future. All but Smythe and the shaman, that is.

Looks like the choice is between going back to the past, or feeding some alien monster with the life essence you've hoarded carefully for a couple hundred years now.

Oh Honest Abe had some speech about working together to stave off the end of the world. Fine enough, if you like that sort of thing. Funny thing is, just now you don't have a better idea. May as well play along until you do.

Now that you've swung by the local flophouse and had a snack to fortify yourself, it's time to get started. Look for five pointed stars, indeed.



Everett Morris

the Wicked Gunfighter

6 **Sanity**

4 **Stamina**

Deadly Shot

Any Phase: If Everett rolls even one wound, the target is killed, no matter how many wounds it has.

Death Whispers

Any Phase: After killing a foe, Everett can choose to take a clue token instead of a monster trophy.

Home: South Church

Fixed Possessions:
\$4, 2 Common Items (Dynamite, 38 Revolver), 1 Skill (Marksman)

Random Possessions:
1 Common Item, 1 Skill

Focus: 1

SPEED 1 2 3 4

SNEAK 3 2 1 0

FIGHT 2 3 4 5

WILL 4 3 2 1

LORE 0 1 2 3

LUCK 6 5 4 3

The Story So Far:

The dead whisper to him.

Something about the shattering of bone, the puncturing of meat, that spray of vital fluids; the panting, that God-awful gurgle. He's shot people, stabbed them, strangled them. He's bludgeoned them. Even tossed them to starving animals.

It changes a man. Any time it gets too quiet, or he gets too sober, he sees them out of the corner of his eye. Hears unsteady breathing in the dark when he's trying to sleep. Sees the shadow of death in the hollows of every woman's flesh. Feels the life gone out of every piece of meat at his table.

Some would say it is enough to drive a man insane. At any rate, he agreed to work for Smythe; he didn't know what a wizard was, but he could spot a wicked creature when he faced one, and Smythe was as bad as they get. So he can't be altogether reasonable in the head.

Why would he do it? Well, he may not know himself. But as awful as his life started out, and as wicked as he made it himself, there is a line.

However he got into this mess, he's not about to feed the world to monsters.

Edward Kenworthy

Rattling Food Chain

Pass:

If Edward kills and eats a shoggoth using "Supernatural Predator," place "Right Tasty" in play.

Fail:

If Edward loses all Stamina in a battle, put "That's Well Disturbing" in play; he is devoured.

Edward Kenworthy

Not to brag, but he's made a reputation for himself, and built his pride and honor on being the scariest thing going bump in the night.

This whole trend with the slime and the tentacles and the cosmic horror is right unsettling.

Let's put this in perspective. He gets his power from the life force of what he devours. Humans made him a terrifying predator.

Let's get righteously cosmic and tear this world down.

Edward Kenworthy

That's Well Disturbing

Cursing, he toppled, slapping at his foe as it rose above him. Then it dropped, and he screamed, his chill blood slopping down the victor's maw...

You are devoured.

Edward Kenworthy

Right Tasty

Edward tore his face from the writhing gelatinous mass; it seemed almost to hiss and squeal with something like pain.

Then he laughed, his fangs flexing; and the mouths on his arms and back opened, laughing, as his eyes bulged free...

Ignore the first point of Sanity or Stamina damage (one or the other, not both) from each battle.

Everett Morris

Signs and Portents

Pass:

If Everett uses an Elder Sign to seal a gate, place "One Shot" in play.

Fail:

If Everett has an Elder Sign and loses it for any reason, place "One Kill" in play.

Everett Morris

"I knew you couldn't do it," Smythe said, that half-smile cocked on his face. "That's why I brought you." His smile widened.

Unsteady in the thrumming energy all around, Everett staggered slightly. He felt the muscle and bone in his hand flex as he gripped the stone with the five pointed star carved on it.

"As I see it," Smythe said, examining the head of his cane, "You can drop that Sign right here." He looked up, his eyes boring into Everett. "Or you can just drop."

Everett Morris

One Kill

Everett raised the gun, and took careful aim. "Git lost."

"Pity," Smythe shrugged. Everett's gun twisted into a serpent, fangs sinking into his arm; he collapsed, and as the world spun, Everett felt the Sign wrenched from his hand.

Everett is reduced to 0 Wounds and moved immediately to the Hospital. If he still has the revolver, it is lost.

Everett Morris

One Shot

The gun bucked, and Smythe had just enough time for his eyes to widen before the bullet punched through his head and sent his corpse sprawling.

Everett's lip curled back in a slow sneer. "Well, I guess there IS somethin that kin shut you up," he growled.

Take two tokens off the Doom Track.



Princess Six-Blades

The dazzling light began to resolve, once again time and space wrenched away from each other, and the world began to make sense again.

As the madness began to clear, Six-Blades squinted at the emerging shape. Her heart leaped into her throat, she felt the painful drumming of her blood in her ears, as the shape began to resolve into something familiar.

At last. She tightened her grip on her knife. At last. The meeting she had been waiting for...

Princess Six-Blades

Dream Walking

Pass:

If Six-Blades closes three gates, place "Three-Fox" in play.

Fail:

If Six-Blades is lost in time and space, place "Smythe" in play.

Princess Six-Blades

Smythe

"Blew me off course," the smooth voice said. Malice flowed from the narrow-shouldered shadow that approached the stunned princess.

"Just as well," he murmured. "So much better this way. Giving the world a little more rope." His smile revealed even, pearly teeth. "Time to hang."

Advance the Doom Track by 2.

Princess Six-Blades

Three-Fox

The old man smiled, just like he always used to. "All is not lost, my child," he mumbled. "You know what to do."

Then he pressed the answer into her hand, and it burned.

Six-Blades gains an Elder Sign, from the box if one has been used, or from the deck.



Princess Six-Blades

Indian Princess

5 Sanity

5 Stamina

Self Sufficient

Upkeep Phase: Six-Blades gains 1 Sanity or 1 Stamina if she does not use her Focus.

Slayer

Any Phase: Six-Blades ignores Physical Resistance, and treats Physical Immunity as Physical Resistance.

* Do not place a Clue token on the Woods to start the game.

Focus: **1**

SPEED **1** **2** **3** **4**

SNEAK **4** **3** **2** **1**

FIGHT **1** **2** **3** **4**

WILL **5** **4** **3** **2**

LORE **2** **3** **4** **5**

LUCK **3** **2** **1** **0**

The Story So Far:

Her uncle, the Shaman Three-Fox, allowed her to come along to hunt Smythe after the atrocities he visited on her nation. Many monsters died on her blade as she closed in on the mad sorcerer.

Then as they pounced on him, past the last of his monster guards, the sky tore open.

She remembers Three-Fox screaming the Ancient Words, and she remembers the flash of the five-pointed star, then—then she was in strange woods. And she was not alone.

The monsters that lurked in the shadows fell to her blade. She wiped it clean, then turned to the strange lights of the settlement. Time to find out what went wrong, and what ever became of Three-Fox.