

# ARKHAM INVESTIGATOR

First Edition

Core Rules

by Hal Eccles

Artworks by  
Miguel Vara





Dr. Henry Armitage  
Director of Library,  
Miskatonic University Library



Miskatonic University  
S. Garrison Street,  
Arkham, Massachusetts

June 1931

My friends,

It is time that I lifted the veil from your eyes, to share with you the horrible truth that you already suspect in your heart. My own brush with the darkness occurred just last month in the cankerous hamlet of Dunwich and I am still loath to reveal the full extent of the horror that transpired in my investigations.

There are unseen things not of Earth - or at least not of our tridimensional Earth - that have rushed foetid and horrible through New England's glens, and brooded obscenely on the mountain tops. Of this I have long felt certain. Now I seem to sense the close presence of some terrible part of the intruding horror, and it festers here in our own small town of Arkham.

Yet I am old and this body will only carry me so far in the fight. That is where you come in. It is time for me to train my successors in the fight. Come at once.

Yours Faithfully,

*Dr. Henry Armitage*

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*Dedicated to my beautiful wife for her infinite patience and constant support;  
and my brother and sister-in-law who game with us until dawn!*

#### **Credits**

*Rulebook adaptation and writing - Hal Eccles*

*Artworks - Miguel Vara*

*Cartography - Nathan Mangion*

*Proof reading & Copy editing - Andrew Hobbs*

*Initial playtesters - Cath Eccles, Peter Meredith, Andy Sharp, Mike Roberts and Jon Middleton.*

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Macabre detection in the worlds of H.P. Lovecraft

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DR. HENRY ARMITAGE:  
MISKATONIC UNIVERSITY LIBRARY  
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URGENT

HANDLE WITH  
CARE!

“What lay behind our joint love of shadows and marvels was, no doubt, the ancient, mouldering, and subtly fearsome town in which we live - witch-cursed, legend-haunted Arkham, whose huddled, sagging gambrel roofs and crumbling Georgian balustrades brood out the centuries beside the darkly muttering Miskatonic.”

- H.P. Lovecraft

Eldritch evil stalks the streets of Arkham. Poisoning the minds of men and provoking depraved acts that must be thwarted.

## INTRODUCTION

Welcome to H.P. Lovecraft's Arkham in the 1920s. Evil lurks on these brooding streets, festering barely under the surface. The dreams of Great Cthulhu haunt those of sensitive temperament and the other Great Old Ones claw at the minds of the weak and the depraved; luring them into despicable acts to further their own alien agenda.

You are one of a small group of individuals who has been exposed to the sanity-blasting truth about the existence of the age-old evil; you are one of Armitage's recruits. The aging librarian knows he cannot continue to fight indefinitely and has begun to pass on his knowledge and experience to the next generation.

After his experiences in the village of Dunwich, Armitage began to both step up his esoteric research, and to investigate uncanny occurrences on the streets of his beloved city. It is Armitage's wish that you assume his mantle, when the course of his investigations takes its inevitable toll on his physical and mental reserves.

With this in mind, it is time to collaborate with Armitage to complete your training.





*“The end is near. I hear a noise at the door, as of some immense slippery body lumbering against it. It shall not find me. God, that hand! The window! The window!”*

Dagon by H.P. Lovecraft, 1917

## OBJECT OF THE GAME

Armitage saw something in you that you didn't even know was there yourself. An inner strength, paired with a conviction to do the correct thing, and without letting the fear of the unknown cloud your thoughts and deeds.

In this game, based heavily on the works of H.P. Lovecraft and his literary successors, you'll be presented with a series of bizarre and dangerous investigations whose resolution will be down to you.

In each investigation, you will be presented with a series of clues, a map of the town of Arkham, a directory, and the local newspaper - 'The Arkham Advertiser'. In addition, Armitage has assembled a string of contacts and alliances covering a wide field of expertise to help you with your sleuthing. From Inspector Garrison at the Arkham Police Department, to the enigmatic, but odious, occultist Pasquale Fenton; they are able to provide unique perspectives on the evil that haunts the streets of Arkham.

Armitage wants his young students of the occult to learn on the job, and learn fast. With the clues presented, it is your responsibility to hit the streets of Arkham and put in the legwork to solve the conspiracy or mystery at the heart of the



investigation. You decide when you have enough information to uncover the truth. Act too soon and it is likely that you will have missed important details; however wait too long and investigate every lead available to you will discourage Armitage's faith in you.

At the end of your investigation you will be cross-examined by Armitage with a series of questions that will test the extent to which you have uncovered the, often horrific, truth. He is a hard master, and only when he is satisfied that your powers of deduction come close to his own will he be happy to pass on the torch of his great work.

### Designer's Note: A Debt of Gratitude

*Arkham Investigator owes a significant debt of gratitude to the game 'Sherlock Holmes: Consulting Detective' by Gary Grady, Suzanne Goldberg and Raymond Edwards; first published in 1981, and since republished by Ystari Games in 2012.*

*Our game shares aspects of the experience presented in that game and no copyright infringement is intended in this, not for profit, rulebook. Finally, if you haven't played SHCD yet, really you should, as it's fantastic and motivated me to write stories of my own!*



## OBJECT OF THE GAME

### INVESTIGATION BOOKS

Packaged with this rulebook is the first Investigation Book - 'A Grain of Evil'. This first investigation is intended to be an introduction to the game and therefore it is fairly routine compared with some of the future investigations that you will face!



It is our intention that more Investigation Books will be released over time to supplement this first one, and allow many hours of problem solving on the streets of Arkham.

The second exciting investigation, 'The King Cometh', is scheduled for May 2013.

Each of the Investigation Books is laid out in the same fashion:

**Armitage's Introduction:** Here Armitage lays out the latest bizarre occurrence that he wishes you to delve into.

**Clue Points:** The bulk of the investigation is split into various Clue Points, or locations, that you may decide to visit during your investigation. Try not to glance over adjacent entries as it will spoil the fun

of your investigation. Each location number has a corresponding reference on the map and in the directory and thus players can move around Arkham finding clues to unravel the mystery at hand. Beware that following potentially dangerous leads will affect how Armitage rates your overall performance.

**Armitage's Questions:** Once you feel as though you have a handle on the investigation, you should attempt to answer Armitage's questions.

**The Solution:** Armitage is training you to take his mantle one day. He is not happy simply to leave matters in your hands. He investigates at the same time as you and presents the most efficient, and least risky, way to the truth.

**The Scores:** Finally you can compare the answers that you have given with the actual answers. For more information, see the Scoring section below.

### THE NEWSPAPER

For each investigation there is a copy of the Arkham Advertiser available to you, as well as any newspapers from previous days.



In these newspapers you will occasionally find clues or information in the articles or advertisements. It is always worth scouring the paper at various points in your investigation.

### THE ARKHAM MAP

There are times in your investigation where you may find it helpful to consult the map to find a location or confirm the distance between locations. It presents Lovecraft's Arkham in a simplified way, split into eight districts.

These are:

- C** - Campus
- D** - Downtown
- E** - Easttown
- FH** - French Hill
- LS** - Lower Southside
- M** - Merchant District
- N** - Northside
- R** - Rivertown
- U** - Uptown

Many locations on the map are not fixed, and their occupants can change from one investigation to the next. Moreover, the numbers indicate a block rather than an individual property, so several people may live at the same address. There is a rough scale available to allow you to check the movements of your suspects, however for the sake of simplicity we assume that all speed is fixed, no matter the type of transportation used.

### THE DIRECTORY

Enclosed with the game is a small booklet that corresponds directly to



## SETTING UP THE GAME

There are several different ways in which Arkham Investigator may be played:

**Co-operative play\*** - all the players work together and take it in turns to read the chosen Clue Points aloud. The information learned can then be discussed as a team and then a solution reached, with the team comparing their score to that of Armitage.

**Solo play** - a single player may tackle the investigation, following the Clue Points and solving the mystery.

**Competitive play** - any number of players (though more than four or so will slow the game considerably) each choose to follow their own Clue Points and keep their information to themselves. Each player tries to achieve the highest final score.

**Team play** - the players are organized into 'Investigation teams'. Each team takes it in turns to follow, investigate, and discuss the Clue Points they have opted to visit. The teams then compare scores at the end of the game to determine the winning team.

Once the method of play has been determined, the steps to set up a game of Arkham Investigator are always the same:

- The map of Arkham is placed in the center of the table.

- The directory and the list of Allies (on the back of this booklet) are placed near the map.

\* Recommended method of play.



the Arkham map. It contains the addresses, in the form of a map code, of the people and places that can be visited over the course of the game. Therefore, when players wish to meet someone - perhaps they have found a clue leading to Matthew Keazar - they may consult the directory to discover his address, and then head to that address by reading the corresponding Clue Point in the Investigation Book.





- All newspapers with a date either the day of the investigation or before are placed within easy reach for all players.

**IMPORTANT** - Newspapers with a later date than the case should not be used.

Each player should have access to some notepaper and a pencil or pen with which to make notes to aid their memory.

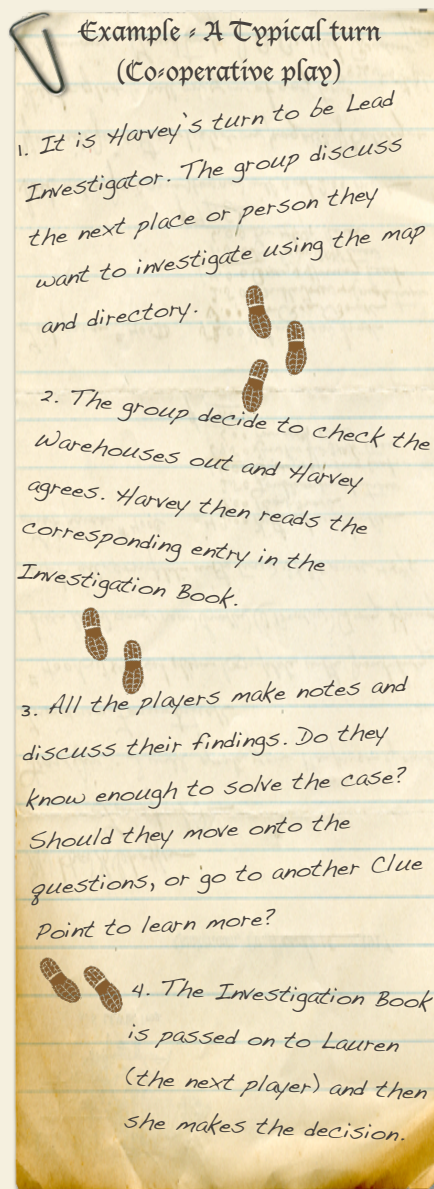
A player is chosen to be 'Lead Investigator', and they take the Investigation Book, read the introduction, and then the game starts.

## GAMEPLAY

The game is played over a series of turns. The Lead Investigator chooses a Clue Point from the current investigation. For example, the player might say "I'm off to check the graveyard", look the address up in the directory, and then go there by reading the corresponding Clue Point in the Investigation Book.

If the location does not appear in the Investigation Book (ie there is no corresponding paragraph), then simply choose a different Clue Point to investigate. Beware of selecting Clue Points that you know will be dangerous or horrifying; this can affect your score negatively to reflect the shock to your sanity.

**IMPORTANT** - To avoid spoiling the mystery of the game and to keep the investigation challenging, please avoid looking at other Clue Points on the surrounding pages. Depending on



the way you are playing the game, the paragraph is either read aloud to the group or is kept secret. The final decision about which Clue Point to follow is always down to the Lead Investigator. You should record which Clue Points you decide to follow (you may use the Investigation Record Sheet for this).

The Investigation Book is then passed clockwise onto the next player/team, who then becomes Lead Investigator.

During the game all the players have free and unlimited access to the map, directory, and newspapers. If you so wish, you may also re-read Clue Points that you have already visited. That being said, it does keep the game more challenging if each Clue Point is only read once and notes are taken. The Investigation Record Sheet can be used to record Clue Points visited and to record pertinent information.

Players are free to discuss the case as much as they wish, though obviously in competitive play this may affect the scores. In co-operative play discussions form an essential and fun part of the game experience.

## ENDING THE GAME

The players may follow as many leads as they wish, however they should eventually decide that they have come to a solution. Note you will not 'catch' a criminal; you simply decide you are ready to solve the investigation. You must choose when to stop and attempt the questions: Too soon and you may not know all the details; investigate too many Clue Points and risk losing points.

**IMPORTANT** - The players should avoid reading the Questions before they are committed to solving the case.

Questions are split into two parts. Part One questions are directly related to the investigation and are worth a total of 100 points. Part Two questions are indirectly related to the case and are worth a total of 50 points.



## GROUP SOLUTIONS

If the players are ready to offer their solution, they should turn to the questions and answer them as best they can. The players may then read the Solution section aloud, which presents Armitage's path to the truth of the investigation. Finally, players can then go to the Scores section to calculate their score and compare it to that of Armitage.

## SEPARATE SOLUTIONS

If the players are playing a variant whereby they are working either in teams or individually, they should all answer the questions at the same time, possibly by writing their answers down and then comparing them by reading aloud.

**IMPORTANT** - As it is likely that the players will want to follow a different number of Clue Points, this may mean some will have to wait for all the other players to complete their own investigations.

## SCORING

To work out your score at the end of the game, follow these simple steps:

- 1) Add up all the points gained from correctly answered questions.
- 2) Count up the number of Clue Points that were visited in the investigation.
- 3) Compare this with the Clue Points Armitage followed in his own investigation. These are considered "free" Clue Points. For each Clue Point followed that was not free, subtract 5 points from the score. Therefore if 3 additional Clue Points were followed, the player subtracts 15 points from their final score.

- 4) Consult the Sanity Penalties section of the Scores. Visiting dangerous locations or witnessing sanity draining events also subtract from the overall score.

### DR. ARMITAGE

The players can finally compare their score with that of Dr. Armitage. He always scores 100 points. Beating the head librarian is difficult, but not impossible.

### SCORING EXAMPLES

For examples of scoring please refer to the relevant section in the Investigation Book. In this way you can confirm that you have correctly scored your investigation.

### Designer's Note:

*This game has been adapted by Hal Eccles, with Artworks from Miguel Vara.*

*I hope you have as much fun playing this as I did writing it. I am not, nor would ever profess to be, a 'writer' and I hope that you will forgive my somewhat derivative ramblings.*

*If you have enjoyed this game please pass it on to your friends and take a moment to spare a comment on [boardgamegeek.com](http://boardgamegeek.com).*

*Happy investigations!  
Hal*



Find us on Facebook under Arkham Investigator for news and updates to the game.



## Investigator Resources - Allies

- ❖ **Dr Vincent Sutton - C11** - St. Mary's Teaching Hospital is the haunt of the enthusiastic Dr. Vincent Sutton. His dual role as Chief Pathologist and trauma surgeon makes him an invaluable contact for investigations.
- ❖ **Herbert Corbett - D45** - Acting as a consultant for the Arkham Police Department, the criminologist Corbett is an expert at handling physical evidence found at the scene of the crime.
- ❖ **Inspector Morris Garrison - D32** - Garrison is an excellent detective and, having worked with Armitage on a number of cases, is well aware of the threat of the horrors that lurk in the darkness.
- ❖ **Professor Leonore Robinson - C17** - Leonore is an expert on the oral history of the Miskatonic Valley, and is a first class resource when matters of local history and legend are needed.
- ❖ **Nicholas Saltonstall - D21** - Nicholas is an underpaid and overworked civil servant at Arkham Town Hall. He can often provide information on births, marriages, deaths, and local property ownership.
- ❖ **Dorothy Davis - LS1** - The Arkham Historical Society's secretary, Dorothy Davis, can be of great help with tracing family histories and other matters of local history pertaining to Arkham and its environs.
- ❖ **William Coffin - D2** - Found at the Fleetwood Diner, Coffin is a source of information concerning Arkham's criminal underbelly. From the speakeasies to the smugglers, Coffin has a finger in many pies.
- ❖ **Sebastian Lyman - LS18** - A member of the disreputable Order of the Silver Twilight, Lyman is an inside man for Armitage, providing information on the activities of the enigmatic Carl Sandford and his suspicious organization.
- ❖ **Donnie Clarke - N28** - Reporter for the Arkham Advertiser, Clarke has garnered himself a reputation as a man who finds stories that both grab headlines and tell the truth, in as much as that is possible in a small town anyway.
- ❖ **Pasquale Fenton - LS4** - The celebrated, or infamous, Pasquale Fenton is Arkham's premier occultist and spiritualist. He is still the closest thing to an expert that is likely to be found where the Great Old Ones are concerned.
- ❖ **Ambrose Checkley - U18** - Reputed gossip hound and society mogul, Checkley is the man to visit for information on the wealthy and celebrity class of Arkham.
- ❖ **Arlo Hoppin - D34** - Dispatcher for the Arkham Yellow Cab Company, Arlo is an excellent source of information on the movements of suspects in and around the town.
- ❖ **Emilia Sargent - C23** - Librarian at Miskatonic University, Emilia is Armitage's understudy. She can assist with research into both the mundane and the arcane.
- ❖ **Dr. Henry Armitage - U8** - If you find yourself stymied by an investigation, Armitage's sage advice can often set you back on the correct course.