



DEXTER DRAKE

THE MAGICIAN

Smoke and Mirrors—Once per round, when you are resolving a test, you may suffer one horror to test  in place of the indicated skill. If you were already testing , you may reroll one die instead.

*"Time to show you what
'Drake the Great' can do!"*

Focus Limit: 3



5

7



4



LORE

3



INFLUENCE

2



OBSERVATION

2



STRENGTH

2



WILL





DEXTER DRAKE

STARTING POSSESSIONS

- Molly Maxwell
- \$3

CHOOSE ONE:

- Blinding Light
- Veteran's Grit

THE STORY SO FAR

Dexter Drake knew something was wrong the moment they got off the train. He had never been to Kingsport before he and his partner, Molly, booked a two-night gig at an address on Water Street, but these twisting roads and sleepy buildings felt entirely too familiar. Then they reached the "venue" that had hired them. "Are you kiddin' me, Dex?" Molly snapped, "There's nothing here!" The plot of land before them was empty, and a little asking around revealed that house had burned down years ago. While Molly found them somewhere to stay, Dexter found himself staring at the top of the odd, high, cliff north of the harbor. There was something up there, calling him. It was the same call he heard in France during the Great War, before his first glimpse of real magic.

PRIMARY ROLE

As a **mystic**, you are adept at warding against evil. Your focus should be on removing doom from the board. You are the best defense against the Ancient Ones.

SECONDARY ROLE

As a **guardian**, it is your responsibility to protect your fellow investigators. That could mean helping them recover from trauma or dispatching monsters before they become a threat.

MINH THI PHAN

THE SECRETARY

Quick Study—Each focus token you have increases the corresponding skill value by two, instead of one.

“There are terrible things at work here, but together, we can keep the world safe.”

Focus Limit: 3



6

6



3



LORE

3



INFLUENCE

3



OBSERVATION

2



STRENGTH

2



WILL





MINH THI PHAN

STARTING POSSESSIONS

- Stronger Together
- \$1
- 1 Random Ally

CHOOSE ONE:

- Teamwork
- Steno Pad

THE STORY SO FAR

"I'm sorry, Miss Phan. I don't know who sent you this message, or why it's typed on my letterhead." Victoria Bryant stared contemplatively across the desk at Minh Thi Phan. The secretary shifted uncomfortably and looked around the office. Miss Bryant's office was every bit as elegant as Minh expected from the Dean of Students at the prestigious Hall School. "Your timing is excellent, however, and I'd hate to see your trip to Kingsport wasted. The school has recently acquired a small collection of obscure books, and I could make use of your linguistic capabilities, if you'd like to help us translate them." A grim memory of her late employer, Mr. Thomas, crawled up Minh's spine. The "obscure" book he read destroyed his mind. What if these were just as dangerous?

PRIMARY ROLE

As a **survivor**, your advantages lie with surviving the relentless assault of the mythos and helping your fellows do the same. Supporting one another will lead to victory.

SECONDARY ROLE

As a **rogue**, you have a unique skill set that allows you to specialize on a specific task. Minh is a master at coordinating with her allies. Try to gather as many friends as possible.

REX MURPHY

THE REPORTER

Dig Deep—After you gain a clue from your neighborhood, you may become CURSED to gain one additional clue from the token pool.

“There’s more to this. We just have to put the pieces together to find the pattern.”

Focus Limit: 4



7

7



3



LORE

2



INFLUENCE

3



OBSERVATION

2



STRENGTH

3



WILL





REX MURPHY

STARTING POSSESSIONS

- Undying Curse
- \$2

CHOOSE ONE:

- Chase the Scoop
- Midnight Oil

THE STORY SO FAR

The bus from Innsmouth was empty. Rex Murphy had arranged to meet an informant here at the station, but the man was nowhere to be seen. Over the phone, the stranger claimed he had information about the family that ran the refinery there—the Marshes—but insisted on meeting in-person. Rex knew he should just walk away from this: an anonymous tip from a no-show was unlikely to lead to any story fit to print. But in his gut, Rex knew the story had legs. The information the caller teased over the phone was too specific. His nervous fear was too genuine. Something big was happening in Innsmouth, and Rex was lucky enough to catch the first break. With a sigh and a single look back, the reporter boarded the night bus to Innsmouth.

PRIMARY ROLE


As a **seeker**, you are an intrepid sleuth. Your focus should be on gathering clues and researching their deeper meaning. Your work is instrumental in putting a stop to the evil plots at work.

SECONDARY ROLE

As a **rogue**, you have a unique skill set that allows you to specialize on a specific task. Rex has lived with his family curse his whole life. As a result, you have many ways to mitigate your bad luck.

WENDY ADAMS

THE URCHIN

Streetwise—After you resolve an  test, you may move one space. (If that test was part of an encounter, resolve the entire encounter before you move.)

*“Like you said, I’m just a kid.
What would I know about all this?”*

Focus Limit: 3



5

7



3



LORE

1



INFLUENCE

4



OBSERVATION

2



STRENGTH

3



WILL





WENDY ADAMS

STARTING POSSESSIONS

- Forewarned
- \$1

CHOOSE ONE:

- Protective Charm
- Unassuming

THE STORY SO FAR

Before he went missing, Wendy's father warned her of something called "The Red Tide." When she heard a pair of truck drivers use the same phrase, Wendy knew what she had to do. She stowed away among their cargo and made her way to the derelict village of Innsmouth. With the anonymity of a lost and elusive child, Wendy has seen firsthand the bizarre rituals conducted by the faithful of the Esoteric Order of Dagon. She has seen something not-quite human lurking under the skins of the denizens of Innsmouth. She has seen the strange lights out at Devil Reef. Wendy doesn't know whether this is what her father warned her about, but something rises from the black waters off of Innsmouth.

PRIMARY ROLE

As a **survivor**, your advantages lie with surviving the relentless assault of the mythos and helping your fellows do the same. Supporting one another will lead to victory.