

# Arkham Book Club

An *Arkham Investigations* expansion for *Arkham Horror*

## Introduction

In the original stories of Lovecraftian fiction, the tomes serve as the core source of madness, insight, wisdom, threat, and salvation for both the Miskatonic-educated heroes and their insane antagonists.

Unfortunately, tomes play a very minor role in the core *Arkham Horror* game, often relegated to the status of “throw-away item” for when an investigator has to discard an item.

*Arkham Book Club* attempts to counteract this problem by adding a little mystery and fun to the reading of tomes by replacing the simple printed effects on the tomes with a more mysterious and deep effect. This aspect of play may be used to simply extend the core rules, without any connection to the *Arkham Investigations* rules.

However, also included in this expansion are rules for “consultation,” which is a way for these tomes (and other information sources) to be consulted to address the threat at hand for the investigators in future *Arkham Investigations* casebooks and expansions.

## Assembling the Tomes

Print out each tome and cut them out. Cut horizontally along each row, out to the gray outline, to form eight pieces (the *Necronomicon* has more pages than the other books). Each piece should have a tall black strip on the left and right, with two page faces in between, like this:



Fold each piece down the middle to form a single page with printing on both sides and a tall black strip along one side of the page (the black strip leaves room for stapling). You may want to glue the page backs together at this stage.

Arrange the pages in order, starting with the front cover, and then matching the heading on facing pages, until the back of the book is at the end. Line up the edges, and staple through the black strip on the left. You now have a little booklet for each tome which can be opened and read like a book.

Set the booklets off to the side of the table before play.

## Using *Arkham Book Club* in your game

There are two ways to use *Arkham Book Club*. One way is to simply integrate the foldable tomes into a normal game of *Arkham Horror*. To do this, you do not need the *Arkham Investigations* rules; you just need the “Extending the Core Game” rules below.

The other way is to use the extended rules to give your investigators an advantage in taking on threats posed in an *Arkham Investigations* casebook by using the “Consultation” rules in addition to the “Extending the Core Game” rules.

## Extending the Core Game

These rules describe how to use *Arkham Book Club* in any game of *Arkham Horror*.

### Acquiring the Tomes

Because the tomes are now more powerful, you *cannot purchase them*. If you draw a tome at the Curiosity Shoppe, the General Store, or any other store-like venue in the expansions (such as Osborn’s General Store), discard it, and draw another card of the same type to replace it before proceeding.

When you draw a tome card during play, discard the card, and take the folded tome booklet. If the booklet is already taken, follow the rule above and draw another card of its type.

### Using the Tomes

Once you have a tome, you may use it as you would any skill or spell. Each page of a tome is either “color text” to describe the nightmarish secrets contained within, or a game effect page which acts as a skill or a spell. You can use any of these pages as if it were a spell or skill played in front of you for your character (with the following caveats). Essentially, tomes are just packets of skills and spells for your investigator.

### Research Tokens

At the front of each tome booklet is a skill that allows you to study the tome to give you some of its benefit. For instance, you may have to expend two movement points during the Movement phase and make a Lore check to study the book.

When you successfully study the tome, you earn a *Research Token* for that tome. Research tokens represent the time spent poring over the book in hopes of learning something valuable. As such, research tokens are specific to a particular tome.

When you earn a research token for a tome, place it inside the booklet’s first page, and keep it with the booklet so you know which research token goes with which tome. (This is why the tokens are shaped like bookmarks.)

You may never have more research tokens than your current Lore skill. This applies to the *total number of research tokens across all tomes* – if your Lore is three, you cannot have three research tokens for the *Necronomicon* and three for *Cultes des Goules* – you could only have three total. Losses to the total number of research tokens apply immediately whenever your Lore skill changes; as soon as you reduce your Lore during Upkeep, for instance, you must discard research tokens until you have no more than your new Lore skill.

**Note:** Many tomes require you to spend Sanity or Stamina to try to gain a research token. These do not count as a *loss*, and so cannot be mitigated by character abilities which reduce Stamina or Sanity loss, such as Michael McGlen’s ability to reduce Stamina loss.

### Inserting Spells

Some tome skills will allow you to “insert a spell (or other card) into the tome.” When you do this, place the card into the tome booklet on that page. When you insert a spell, it func-

tionally replaces the page which allowed you to insert it; you can no longer use that page of the tome in exchange for being able to use the spell that you drew (think of it as the spell you drew was the spell on that page of the book).

If you cast a spell out of the tome that exhausts, turn the spell sideways inside the book to indicate that it is exhausted. You may still use other abilities of the tome when a spell inside it is exhausted.

If you cast a spell that gets discarded, turn it upside down in the tome to indicate that the spell cannot be used again during the game, nor can the page be used to gain another spell.

Cards that are inserted into a tome cannot be traded or lost individually, and they do not count towards your total number of items. Your entire tome, including any spells or research tokens inside, only counts as one item.

You may not discard spells or other cards out of a tome to drive tasks and missions, but you may discard the tome itself to satisfy discarding an item of the type of card you draw to obtain the tome in the first place. (In other words, you may discard the *King in Yellow* if you need to discard a tome, a unique item, or just any item.)

### **Losing a Tome**

If you ever lose possession the tome, remove all inserted elements (research tokens, spells, or any other cards) from it and discard them. Only the investigator who did the reading and research may use those tokens and cards.

You *may* trade the tome like any other item, but the above rule still applies to whoever you traded with; the new owner will have to do his or her own reading and research to make use of the tome's secrets.

## **Use of Tomes in *Arkham Investigations***

In order to allow the use of tomes in the core *Arkham Investigations* game, we extend the scope of research tokens to the concept of “Consultations.”

At the start of a Casebook which supports Consultations, there will be a list of “Information Sources,” which are places and people you can go to in order to learn more about a threat that you face. Place a “Tome marker” in each of these locations to help remind you where you can consult. Some encounters may add or remove consultancy locations.

During your movement phase, you may attempt to “consult” at the location, in the same manner that you do with Tomes. The Casebook will contain instructions on making your consultation. Typically, this will involve the expenditure of movement points, so be sure to check the requirements for consultation before you move.

When you successfully “consult” at a location, you will probably gain a research token. Unless the Casebook says otherwise, place the research token at that location. You gain research tokens from tomes in the usual fashion.

In Casebooks that support Tomes, some encounters will allow you to advance the storyline if you have research tokens from a consultancy location or from a tome. In this case, the regular rules for spending research tokens apply for tomes, but research tokens from locations may be used by any player. Because the research tokens represent knowledge, unless otherwise noted, you do not have to be in the same location as the token in order to use it. (For instance, you can use a Library Research Token at the Unvisited Isle if prompted.) However, you cannot move research tokens between locations.