**BLACK CAVE**
1

**GENERAL STORE**
GAIN GUN TOKEN
+1 AGAINST PHYSICAL

**WOODS**
2

**GRAVEYARD**
5

**UPTOWN**

**WITCH HOUSE**
6

**SILVER TWILIGHT LODGE**
SKIP TURN TO GAIN
2 SEARCH TOKENS

**MISKATONIC UNIVERSITY**

**UNNAMEABLE**
4

**DOWNTOWN**

**EASTTOWN**

**SOUTHSIDE**

**FRENCH HILL**

**ST. MARY'S HOSPITAL**
SKIP TURN FOR
STAMINA OR SANITY
FULL HEAL

**YE OLDE MAGICK SHOPPE**
GAIN SPELL TOKEN
+1 AGAINST MAGICAL
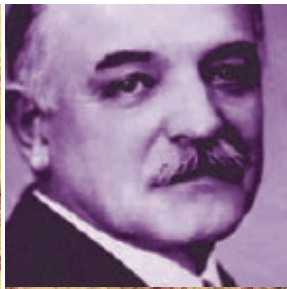
**UNVISITED ISLE**
3

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# ARKHAM HORROR EXPRESS

# DICK DAGON

**PRIVATE INVESTIGATOR**

SPECIAL ABILITY: STARTS WITH 1 GUN TOKEN CAN CARRY MAX OF 2

**SPELL TOKENS**

**GUN TOKENS**

SANITY MAX 4

STAMINA MAX 6

SEARCH MAX 6

# GREGORY EISENHEIM

**MAGICIAN**

SPECIAL ABILITY: CAN USE SEARCH TOKENS TO REROLL MONSTER DIE, INCLUDING IN COMBAT

**SPELL TOKENS**

**GUN TOKENS**

SANITY MAX 5

STAMINA MAX 5

SEARCH MAX 6

# LULU BANKHEAD

**DILETTANTE**

SPECIAL ABILITY: MOVES +1 SPACE

**SPELL TOKENS**

**GUN TOKENS**

SANITY MAX 6

STAMINA MAX 4

SEARCH MAX 6

# MOONSHINE AL

**DRIFTER**

SPECIAL ABILITY: CAN CARRY MAX 10 SEARCH TOKENS

**SPELL TOKENS**

**GUN TOKENS**

SANITY MAX 4

STAMINA MAX 6

SEARCH MAX 10

# KATHERINE TISDALE

PSYCHOLOGIST
SPECIAL ABILITY: STARTS WITH
1 SPELL TOKEN CAN CARRY MAX OF 2

SPELL TOKENS

GUN TOKENS

SANITY MAX 6

STAMINA MAX 4

SEARCH MAX 6

# LUCIA BENSON

SCIENTIST
SPECIAL ABILITY: ONLY NEEDS
4 SEARCH TOKENS TO SEAL A GATE

SPELL TOKENS

GUN TOKENS

SANITY MAX 6

STAMINA MAX 4

SEARCH MAX 6

monster tokens

closed gate tokens

dice faces, sized
for 1" dice