



Chapter Two

Scenario

Requires:
Arkham Horror

Setup: Ancient One: Ithaqua

Setup as normal. Only the following Investigators may be used:

Harvey Walters, Amanda Sharpe, Vincent Lee,
Sister Mary, Dexter Drake, Gloria Goldberg,
“Ashcan” Pete, Joe Diamond, Jenny Barnes
Michael McGlen, Bob Jenkins, Monterey Jack

The following locations begin the game closed:

Ye Olde Magick Shoppe
The Curiositie Shoppe

Special Rules:

No clue tokens start on the board. Any unspent clue tokens from the last scenario are placed on the Bank. These clue tokens may be taken from the bank by any investigator as their encounter. The investigator may take as many or as little as they wish each encounter. Clue tokens do not appear due to Mythos cards, skip that line when reading the Mythos card. Instead, whenever an investigator defeats a monster, they gain clue tokens equal to the monster’s toughness. No investigators begin the game with clue tokens. The investigators win by sealing 6 gates, closing gates equal to the number of investigators plus 4, or by defeating Ithaqua in combat. One Investigator must take Calvin Wright as an ally. He replaces one unique item. Only investigators that begin with a unique item, either random or fixed, may take Calvin as an ally.