



Chapter Four

Scenario

Requires:

Arkham Horror, Dunwich Horror, Black Goat of the Woods

The Lodge needs your assistance.

Setup:

Ancient One:

Ithaqua

Setup as follows:

Setup the base game as normal. Add the Madness and Injury cards, the unique items, and the monsters from Dunwich. Add all of the Black Goat expansion.

Only the following Investigators may be used:

Vincent Lee, Wilson Richards, Jim Culver,
Sister Mary, Dexter Drake, Gloria Goldberg,
“Ashcan” Pete, Jenny Barnes, Marie Lambeau
Michael McGlen, Mark Harrigan, Rita Young

The following locations begin the game closed:
Ye Olde Magick Shoppe, The Curiosity Shoppe,
The Silver Twilight Lodge

Special Rules:

No clue tokens start on the board, and no Investigators start with any clue tokens. All remaining clues are placed in the woods. Every investigator begins the game with a cult membership. Calvin must be taken as an ally, he replaces a unique item. Only investigators with a starting unique item may take him. Replace Ithaqua’s Icy Winds ability with the following; While Ithaqua stirs in his slumber, any investigator in a street area at the end of the Mythos Phase reduces their maximum stamina by 1. In addition, all Weather cards are discarded without their special effects taking place. Any time there are three or more cultists in the streets, Ithaqua immediately wakes up.