



Chapter Five

Scenario

Requires:

Arkham Horror, Dunwich Horror, Black Goat of the Woods

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.

Setup: Ancient One: Ithaqua and Shub-Niggurath

Setup as follows:

Only the following Investigators may be used:
Vincent Lee, Wilson Richards, Bob Jenkins,
Sister Mary, Dexter Drake, Amanda Sharpe,
“Ashcan” Pete, Jenny Barnes, Marie Lambeau
Joe Diamond, Leo Anderson, Rita Young

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

Special Rules:

No clue tokens start on the board, and no Investigators start with any clue tokens. Calvin must be taken as an ally, he replaces a unique item. Only investigators with a starting unique item may take him. Every time a doom token should be added to a Doom Track, it is added to Shub’s track if there are more monsters in Uptown, Southside, Mis-katonic U., and the Merchant district combined than the other areas combined. Otherwise the token is added to Ithaqua’s track. In case of equal numbers, add a token to both. When the total number of Doom tokens is 12 or higher, the Ancient One with the higher Doom token count wakes up. In case of a tie, they both wake up. Resolve their attacks simultaneously, and remove the Doom tokens in numerical order, alternating between Ancient Ones. Both Ancient Ones are Physically Immune, and have their attack value set at -6.