



## Chapter Three

### *Scenario*

Requires:

Arkham Horror, Dunwich Horror, Black Goat of the Woods

Knowledge leads to corruption...

### **Setup:**

#### **Ancient One: Shub-Niggurath**

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

### **Special Rules:**

No clue tokens start on the board, and no Investigators start with any clue tokens. For every 3 clue tokens you wish to keep at the bank, every investigator must take a corruption card. Any investigator with 3 or more corruption cards must take a cult membership. Any investigator with a cult membership may not trade with any investigator without a cult membership. Any time an investigator passes an evade check on a cultist, they must take a corruption card. Calvin must be taken as an ally, he replaces a unique item. Only investigators with a starting unique item may take him. All cultists move every round they are in Arkham.