



Chapter Eight

Scenario

Requires:

Arkham Horror, Dunwich Horror

Setup:

Ancient One:

Shudde M'ell and Glaaki

Setup as follows:

Only the following Investigators may be used:

Jenny Barnes, Joe Diamond, Mark Harrigan,

Dexter Drake, Vincent Lee, Jim Culver,

Leo Anderson, Mandy Thompson, Diana Stanley,

Monterey Jack, Michael McGlen, Amanda Sharpe

Add all of the Dunwich components, including the board.

The following locations begin the game closed:

The Woods, Silver Twilight Lodge

Special Rules:

Clue tokens appear as normal. Calvin Wright must be taken as an ally. Calvin replaces one of the unique items, random or fixed, listed as an investigator's starting possessions. Every time a doom token should be added to a Doom Track, it is added to Shudde's track if there are more monsters in Uptown, Southside, Miskatonic U., and the Merchant district combined than the other areas combined. Otherwise the token is added to Glaaki'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.