



Chapter Six

Scenario

Requires:

Arkham Horror, Dunwich Horror

Setup:
Ancient One:
Shudde M'ell

Setup as follows:

Only the following Investigators may be used:
Diana Stanley, Wilson Richards, Mark Harrigan,
Sister Mary, Harvey Walters, Amanda Sharpe,
“Ashcan” Pete, Jenny Barnes, Gloria Goldberg
Marie Lambeau, Kate Winthrop, Rita Young

Remove all of the Black Goat components, including monster tokens.
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. Treat all gate openings at the Science Building and the Witch House as *monster surges*. The gate opens as normal, in addition to flooding the board with monsters. 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. Treat all cultists as Cthonians. If the Dunwich Horror moves, instead of placing a Doom token on the Doom track, draw a Mythos card and place a rubble marker on the location indicated by the card. Then place the Mythos card on the bottom of the deck.