



## Strange Tides: Chapter One

Requires:

Arkham Horror, The Black Goat of the Woods, and the Ancient One and Investigator Sheets listed under Setup.

*"Fire! Fire...oh God in heaven, no! Not the fire, please no!" yelled Henry, beating his sheet-covered head with his fists. "It's coming down again. Fires falling from the sky to burn them all. It's burning them all! Iä Cthugha, na Fnagt..."*

*- Dark Waters Trilogy, Book One: Ghouls of the Miskatonic*

## SETUP:

Ancient One:

Cthugha

Place the Oliver Grayson Ally card at Arkham Asylum. Oliver Grayson counts towards the total of 11 Allies. Set aside all Fire Vampires at the start of the game.

**Choose Investigators only from the following:**

Amanda Sharpe, Rita Young, Vincent Lee, Tommy Muldoon, Rex Murphy, Jim Culver, Marie Lambeau, "Ashcan" Pete, Finn Edwards

**The following locations begin the game closed:**

Ye Olde Magick Shoppe, The Curiositie Shoppe.

**Special Rules:**

No clue tokens start on the board. No investigators begin the game with any clue tokens. For each clue token they would normally start with, they gain \$1 instead. Each time an Investigator seals a gate, his maximum stamina is reduced by 2. An Investigator may seal a gate, even if this would reduce his maximum stamina to 0. If Oliver Grayson is at Arkham Asylum, a player may take him as an ally, instead of having an encounter there. Cultists gain Cthugha's bonuses for Fire Vampires. Cultists are Flying, have Awareness (-3), and move on Crescent and Star. Replace all information on the Combat Side of Cultists with the Combat Side of Fire Vampires.



## Strange Tides: Chapter Two

### Requires:

Arkham Horror, The Black Goat of the Woods, and the Investigator Sheets and Ancient One components listed under Setup.

*There was nothing frenzied or animalistic about their attack. Razor sharp pincers sliced at Jimmy's chest and belly, and blood sprayed the flying monsters as they expertly sliced him open, like a butcher dressing a carcass for the shop window.*

*- Dark Waters Trilogy, Book One: Ghouls of the Miskatonic*

## SETUP:

**Ancient One:**

**Ghathanothoa**

Place the Oliver Grayson Ally card at Arkham Asylum. Oliver Grayson counts against the total of 11 Allies. Set aside all Mi-Gos at the start of the game and place them in a Mi-Go cup.

### **Choose Investigators only from the following:**

Amanda Sharpe, Rita Young, Vincent Lee, Tommy Muldoon, Rex Murphy, Jim Culver, Marie Lambeau, "Ashcan" Pete, Finn Edwards

### **The following locations begin the game closed:**

Ye Olde Magick Shoppe, The Curiositie Shoppe.

### **Special Rules:**

No clue tokens start on the board. No investigators begin the game with any clue tokens. For each clue token they would normally start with, they gain \$1 instead. The game ends and the Investigators win if they manage to close a number of gates equal to the number of Investigators plus 4. Gates may not be sealed, and the game does not end if there are no open gates on the board.

If Oliver Grayson is at Arkham Asylum, a player may take him as an ally, instead of having an encounter there. When a gate opens, draw a monster from the cup as normal and place the monster and a Mi-Go, if available from the Mi-Go cup, at the gate's location. Replace the ability text of Mi-Gos with the following: "Physical Resistance. Mi-Gos cannot be taken as trophies. If you pass a Combat Check against Mi-go, return it to the Mi-Go cup."



## Strange Tides: Chapter Three

### Requires:

Arkham Horror, The Black Goat of the Woods, and the Ancient One and Investigator Sheets listed under Setup.

*It was a creepy place, surrounded by dark forest that seemed too thick to be healthy. ... Like the world wants this part back again. Like it's being reclaimed by something older.*

*- Dark Waters Trilogy, Book One: Ghouls of the Miskatonic*

## SETUP:

Ancient One:

Shub-Niggurath

Black Goat of the Woods Herald

Place the Oliver Grayson Ally card at Arkham Asylum. Oliver Grayson counts against the total of 11 Allies. Cultists have the *Endless* ability and are Hexagon monsters; place them in the Hexagon cup.

### Choose Investigators only from the following:

Amanda Sharpe, Rita Young, Vincent Lee, Tommy Muldoon, Rex Murphy, Jim Culver, Marie Lambeau, "Ashcan" Pete, Finn Edwards

### Special Rules:

No clue tokens start on the board. No investigators begin the game with any clue tokens. For each clue token they would normally start with, they gain \$1 instead. If Oliver Grayson is at Arkham Asylum, a player may take him as an ally, instead of having an encounter there. If a monster surge occurs at one of the locations listed below, open another gate at the second location (in parentheses) if there is not already a gate there.

**Woods** (Ye Old Magick Shoppe)

**Historical Society** (South Church)

**Black Cave** (General Store)

**Independence Square** (Arkham Asylum)