



## Chapter One

### *Scenario*

Requires:  
Arkham Horror

### **Setup:**

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

Setup as normal. Only the following Investigators may be used:

Harvey Walters, Amanda Sharpe, Vincent Lee,  
Sister Mary, Dexter Drake, Gloria Goldberg,  
“Ashcan” Pete, Joe Diamond, Jenny Barnes  
Michael McGlen

The following locations begin the game closed:

Ye Olde Magick Shoppe  
The Curiositie Shoppe

### **Special Rules:**

No clue tokens start on the board. 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. One Investigator must take Calvin Wright as an ally. He replaces one unique item. Only investigators that begin with a unique item, either random or fixed, may take Calvin as an ally. All monsters have their horror ratings set to -3. All monsters have their sanity damage set to 2. This replaces any horror rating and sanity damage currently on their token. No investigator begins the game with any clue tokens. For each clue token they would normally start with, they gain 1\$ instead.