



Tide of Serpents

Scenario

Special Rules:

At the start of each Mythos Phase, if there are ever 2 or more cultists in the same location on the board, Yig immediately awakens.

Setup:

Ancient One: Yig

Setup as normal, with the following cards being removed from the decks:

Unique Item Deck

Silver Key (x1)

Pallid Mask (x1)

Blue Watcher of the Pyramid (x1)

King in Yellow (x2)

Cabala of Saboth (x2)

Enchanted Jewelry (x1)

Book of Dzyan (x1)

Common Item Deck

Dark Cloak (x2)

Spell Deck

Mists of Releh (x4)

Skill Deck

Stealth (x2)

Sneak (x2)



Masquerade Ball

Scenario

Requires:
Arkham Horror

Setup:

Ancient One:
Nyarlathotep

Setup as normal, adding the 5 Mask monsters to the cup. Remove the following from the decks:

Skill Deck

Bravery (x2)

Spell Deck

Dread Curse of Azathoth (x4), Red Sign of Shudde M'ell (x2),
Bind Monster (x2)

Unique Item Deck

Flute of the Outer Gods (x1), The King In Yellow (x2),
Pallid Mask (x1), Silver Key (x1), Alien Statue (x1)

Special Rules:

As Nyarlathotep sows madness and sorrow, it becomes harder to focus on the world around you. Each time a maniac, mask monster, or cultist is drawn from the cup and placed on a location (but not the Outskirts), each investigator loses 1 Sanity. Before any trades are made between players, both must make a Will (-1) check. If either fails the trade can not occur. With Nyarlathotep it is hard to know who your friends really are. When an ally joins your investigator, pass a Will (-3) check to keep them. If you fail, discard the ally and move your investigator to the streets as you flee from the monster.



Feeding Time

Scenario

Requires:
Arkham Horror, Dunwich Horror

Setup:

Ancient One: Tsathoggua

Setup as normal. Add the Dunwich monsters to the cup. Remove the following cards from the decks:

Skill Deck

Grapple (x1), Dodge (x1), Fisticuffs (x1), Fight (x2), Marksman (x2)

Unique Item Deck

Alien Device (x1), Mi-go Brain Case (x1), Elixir of Life (x1),
Healing Stone (x2), Holy Water (x4), Cabala of Saboth (x2)

Spell Deck

Wrack (x2), Cloud Memory (x3), Shrivelling (x5), Wither (x6),
Bind Monster (x2), Dread Curse of Azathoth (x2)

Special Rules:

Each turn all monsters in Arkham move, and they always move towards the Black Cave. At the end of every Mythos phase, any monsters on the Black Cave are removed from the board as they are fed to the beast. Each turn monsters are removed, raise the Terror Track one spot or add one Doom counter. Formless Spawn may move three spaces and have a -2 penalty to Will checks, as Tsathoggua feeds and gains power. If any investigator ends their movement on the Black Cave, they must make a Fight (-X) check where X equals the number of doom tokens on the doom track. If they fail they are devoured.



Miscreants and Miscreation

Scenario

Requires:

Arkham Horror, Dunwich Horror

Special Rules:

Abthoth can communicate telepathically. After an investigator battles a child of Abthoth, they must make a Will check. If they fail they lose 2 sanity as Abthoth speaks directly into their minds.

Setup:

**Ancient One:
Abthoth**

When monsters appear, double the number of monsters that appear.

Setup as normal. Add the Dunwich monsters to the cup.

Remove the following monsters from the cup:
Servant of Glaaki (5), Cultists (7), The Mask Monsters (6)
Tcho-tcho (2), High Priest (1)

Remove the following numbers of cards from the decks:

Unique Item Deck

Elder Sign (x2), Cultes Des Goules (x2), Obsidian Statue (x1)
Pallid Mask (x1), Flute of the Outer Gods (x1), Silver Key (x1)
The King In Yellow (x2)

Spell Deck

Dread Curse of Azathoth (x3), Red Sign of Shudde M'ell (x2)
Flesh Ward (x4), Greater Banishment (x2)

Skill Deck

Will (x2), Strong Will (x1)

Ally Deck

John Legrasse (x1), Tom "Mountain" Murphy (x1), Eric Colt (x1)



Its Good To Be The King

Scenario

Requires:
Arkham Horror, King In Yellow

Setup: Ancient One: Hastur

Setup as normal. Remove the Dunwich Components. Add the King in Yellow components. Place The King in Yellow Herald in play. The following cards have “pay an additional 2 sanity every time you use this card” added to their text.

Enchanted Jewelry
Flute of the Outer Gods
Seeker of the Yellow Sign
Warding of the Yellow Sign
Masquerade of Night
Map of the Mind
The Yellow Mist

Special Rules:

Any monster on, or appearing on, a yellow space (Miskatonic U. locations including the street, Another Dimension, City of the Great Race, Yuggoth, Dreamlands, or R'lyeh) has a horror rating of -4. This replaces their current horror rating. Whenever a clue token appears (via mythos card or any in game effect, excluding initial setup) on the Science Building, the Historical Society, or the Unnamable, place a yellow sign token with it. Only one yellow sign token is allowed on each location at one time. Any investigator who travels to the location must pick up the yellow sign token in addition to the clue tokens. The yellow sign token must immediately put one blight card into play (do not raise the terror level) or is added to the doom track. This rule does not apply to yellow sign tokens acquired from the King In Yellow Herald. Gates may not remove yellow sign tokens from the board.



Knocking On The Gates

Scenario

Requires:
Arkham Horror, King In Yellow

Ya'ji Ash-Shuthath - There is no peace at the gates

Setup:

Ancient One: Yog-Sothoth

Setup as normal. Add the King In Yellow components as a permanent show. Do not add any Heralds.

Remove the following cards from the decks:

Unique Item Deck:

Seeker of the Yellow Sign (x1) Warding of the Yellow Sign(x1)
Map of the Mind (x1) Elder Sign (x4)

Spell Deck:

Arcane Insight (x2)

Common Item Deck:

Shotgun (x2) Rifle (x2) Tommy Gun (x2) .45 Automatic (x2)

Ally Deck:

John Legrasse

Special Rules:

Any investigator may sacrifice two sanity for two clue tokens as many times as they want per turn. Any time an investigator is sent to the Arkham Asylum due to going insane, place a blight card in play. At the end of the upkeep phase, each investigator loses 1 sanity for every 2 tomes, spells, and/or unique items they have. *ie. If an investigator has 2 spells, 1 tome, and 3 unique items they would lose 3 sanity.* During setup, if an investigator has an item that has been removed, they instead receive a random item instead.



Feeding The Hand That Bites

Scenario

Requires:
Arkham Horror, Curse of the Dark Pharaoh, Kingsport

Setup:

Ancient One:
Y"Golomac

Setup as normal. Add the Curse of the Dark Pharaoh and Kingsport components. Remove the following cards from the decks:

Unique Item Deck:

Enchanted Jewelry (x1) Obsidian Statue (x1) Warding Statue (x1)
Sword of Glory (x1) Healing Stone (x1)

Spell Deck:

Flesh Ward (x4) Voice of Ra (x2) Heal (x2)

Common Item Deck:

Food (x3)

Special Rules:

Monsters do +2 Stamina Damage. Place a cultist as the first monster drawn for each Monster Surge. When a cultist moves on the board (for any reason), flip the top three cards of the unique deck over. For every tome revealed, place one Doom token on the Doom track.

Repeat this action for each cultist on the board that moved. Cards revealed in this way are put on the bottom of the deck in any order. At the end of the upkeep phase, any Investigator with less than full Stamina loses Stamina equal to the number of Doom tokens on the Doom Track, if they are not at St. Mary's or Lost In Time and Space.

This rule is suspended during combat with the Ancient One.



Brood Fresh

Scenario

Requires:

Arkham Horror, Curse of the Dark Pharaoh, Kingsport Horror

Setup:

Ancient One: Eihort

Setup as normal, adding the components from Kingsport and Curse of the Dark Pharaoh. Remove the following from the decks:

Skill Deck

Bravery (x2) Wrestle (x1)

Ally Deck

Remove the following allies from the stack before randomly choosing the 11 allies for the game.

- The Messenger
- David Pickard
- Erica Carlyle

Spell Deck

Dread Curse of Azathoth (x4), Red Sign of Shudde M'ell (x2), Bind Monster (x2)

Unique Item Deck

Elder Signs (x3) Healing Stone (x1), Powder of Ibn-Ghazi (x2), Yithian Rifle (x2), Crystal of the Elder Things (x4), Sword of Glory (x1)

Special Rules:

Investigators must reduce their max stamina or sanity by 1 for each brood token they have.



The Sleeper Awakens

Scenario

Requires:

Arkham Horror, King In Yellow, Curse of the Dark Pharaoh, Dunwich Horror, Kingsport Horror

Setup:

Ancient One: Cthulhu

Setup as normal. Add all components from all expansions. Treat both the King in Yellow and Curse of the Dark Pharaoh as permanent exhibits. Place the King In Yellow Herald in play. Place the epic battle cards in play. Remove the following cards from the decks:

Unique Item Deck:

Sword of Glory (x1), Flute of the Outer Gods (x1),
Ruby of R'yleh (x1)

Skill Deck:

Will (x2)

Spell Deck:

Arcane Insight (x2)

Common Item Deck:

Shotgun (x2)

Special Rules:

Each turn draw and resolve 2 Mythos cards. Only open the gate listed on the first Mythos card. Any time an Investigator may draw a unique item, they may choose an exhibit item instead. Every time a rift opens, raise the Terror level by 2. When Cthulhu awakens, increase Cthulhu's attack modifier by 1 for each Star Spawn and Cthonian on the board, increase it by 2 for each Star Spawn and Cthonian still held as a Monster Trophy.



All Things Must End

Scenario

Requires:

Arkham Horror, King In Yellow, Curse of the Dark Pharaoh, Dunwich Horror, Kingsport Horror

Setup:

Ancient One: Azathoth

Setup as normal. Add all components from all expansions. Treat both the King in Yellow and Curse of the Dark Pharaoh as permanent exhibits. Add all the mask monsters to the cup.

Place Ghroth in play as the herald.

Remove the following cards from the decks:

Unique Item Deck:

The entire deck. Yes, there are no unique items allowed in this game.

Exhibit Deck:

The entire deck. Yes, there are no exhibit items allowed in this game.

Spell Deck:

Arcane Insight (x2)

Ally Deck:

The Messenger

Special Rules:

If an investigator begins with a unique item, they draw a random skill instead. Ghroth's power grows with the coming of Azathoth. Roll a die on his chart each time a Mythos card that opens a gate (Monster Surges do not count for this) is drawn from the Mythos deck, roll twice on the chart each time an Environment (Mystic) is drawn. Investigators may spend 2 clue tokens to bypass this roll, and 3 clue tokens to bypass a roll caused by Environment (Mystic).