

WEEK OF ARKHAM HORROR

Designer Dares

Death in PARIS

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The following contains spoilers for *The Path to Carcosa* campaign. Players will need a copy of *The Path to Carcosa Campaign Expansion* for this challenge.

A sickness is spreading through Paris, a sickness borne by those who have witnessed the Yellow Sign. Flesh putrefies, bodies rot, yet those who have seen it live on, horrible parodies of the creatures they once were. Can you survive three nights in a city overrun by the living dead?

The rules for this challenge are as follows:

- ② The investigators must play the “A Phantom of Truth” scenario in Standalone Mode, on Hard difficulty, with the following modifications to the Setup instructions:
- ② When choosing Doubt or Conviction under the Standalone Mode rules, you must choose Conviction.
- ② Jordan Perry is listed under “VIPs Slain.”
- ② *You heeded Daniel’s warning.* Any time an investigator speaks the name of HASTUR aloud during this scenario (or during the setup of this scenario), that investigator must immediately take 1 horror.

This scenario is played with the following Boon and Ultimatums:

Refraction: Ultimatum of the Coffin-Worm

In addition to the standard setup instructions for A Phantom of Truth, when gathering encounter sets, also gather the *Hastur’s Gift* and *Cult of the Yellow Sign* encounter sets, and all three copies of the Corpse Dweller enemy from *The Pallid Mask* encounter set.

After gathering encounter sets, remove the *Byakhee* encounter set, the two copies of *Stealthy Byakhee*, and the two copies of *Screaching Byakhee* from the game.

Refraction: Ultimatum of the Endless Party

In addition to the standard setup instructions for A Phantom of Truth, when gathering encounter sets, gather the five Sickening Reality story cards from *The Last King* encounter set. Set those cards aside.

During this scenario, after resolving the “b” side of any Act or Agenda, the lead investigator must choose one of the set-aside Sickening Reality cards at random and put it into play (enemy side faceup) at their location.

Boon of the Child

Once per round, an investigator may play the topmost event in their discard pile as if it were in their hand. If they do, after that event resolves, they must place it on the bottom of their deck.

