



Designer Dares

A R'lyeh Hard Time

Josiah "Duke" Harrist

The following contains spoilers for *The Drowned City* campaign. Players will need a copy of *The Drowned City Campaign Expansion* for this challenge.

Randall Tillinghast has cut some corners and sent the investigators to R'lyeh with extremely limited supplies!

For this challenge, investigators must play through *The Drowned City* campaign with the following ultimatums:

Ultimatum of the True Survivor

Investigators do not heal between scenarios. Upon resolution of a scenario, investigators record their remaining health and sanity. (Trauma is still assigned at the beginning of each scenario as normal). Between scenarios, an investigator may spend 1 or more experience to heal that much damage and/or horror from their investigator.

Ultimatum of Finality

If an investigator is defeated by damage, they are **killed**. If an investigator is defeated by horror, they are **driven insane**.

Ultimatum of The Scream

When a unique non-story and non-weakness Ally asset you control is defeated, remove it from the game. Investigators cannot play that card for the rest of the campaign. After the scenario ends, remove that Ally and all copies of it from each player's deck.

Refraction: Ultimatum of Spoilage

During *The Drowned City* campaign, investigators cannot trigger abilities on or assign damage to **Artifact** assets. If an **Item** asset from the *Expedition* encounter set is ever defeated or discarded, it cannot be used for the remainder of the campaign.

