



DESIGNER CHALLENGE

DEATH ITSELF THE PALLID MASK

There a painless death awaits him who can no longer bear the sorrows of this life. If death is welcome let him seek it there.

—Robert W. Chambers, *The King in Yellow*

This designer challenge will test your speed and your evasiveness. You have been trapped in the vast and labyrinthine catacombs of Paris, and an invulnerable specter of Death itself is hot on your heels.

In order to play this challenge, you will need one copy of the *Core Set*, *The Path to Carcosa* deluxe expansion, *The Pallid Mask* Mythos Pack, and one investigator deck per player (note that there are some additional deckbuilding restrictions due to the ultimatums below). Good luck!

At the time this designer challenge was issued (14th of September 2018) the following products were available. The whole of *The Dunwich Legacy Cycle*, *The Path to Carcosa Cycle*, and *Return to the Night of the Zealot*. Part of *The Forgotten Age* including the deluxe expansion, *Threads of Fate*, *The Boundary Beyond*, *Hearts of the Elders* and *The City of Archives*. If you want to play the challenge as it was initially issued build your deck from only these packs.

Ultimatum

While building your deck for the challenge scenario the following Ultimatum is in effect.

» **Ultimatum of the Keeper's Challenge** – Investigator decks

cannot include any of the following cards:

Key of Ys (Dim Carcosa, 315)

Cat Burglar (Core Set, 55)









Streetwise (Blood on the Altar, 189)

Shotgun (Core Set, 29)

Continue to page 22.

Stand-Alone Mode

- » Construct the chaos bag.

0, 0, 0, -1, -1, -2, -2, -3, -3, -4, -4, -5, , , , , , , , .

- » Randomly choose one of the following tokens and add two of the chosen token to the chaos bag.



- » The lead investigator adds The Man in the Pallid Mask (The Path to Carcosa, 59) weakness to their deck.

- » *You awoke inside the catacombs*



Setup

- » Gather all cards from the following encounter sets: *The Pallid Mask*, *Ghouls*, *Hauntings*, and *Chilling Cold*. Each of these sets can be found in *The Path to Carcosa Deluxe Expansion* and *The Pallid Mask Mythos Pack*. These sets are indicated by the following icons:



- » Search *The Last King* encounter set for Ishimaru Haruko (Just Skin and Bones) and set her aside, out of play. This set is indicated by the icon to the right.



- » The bearer of The Man in the Pallid Mask weakness searches their deck for it and sets it aside, out of play.
- » Find the Tomb of Shadows and the Blocked Passage (each one is the revealed side of a Catacombs location). Set them aside, out of play.
- » Put a random Catacombs location (other than the set-aside Tomb of Shadows or Blocked Passage) into play, Catacombs side faceup. For the remainder of the Scenario, that location is referred to as “the starting location.” Place a resource token on this location to mark it as the starting location.
Do not place investigators here yet.

- » Set all of the other locations aside as a separate “Catacombs Deck.” To do this, perform the following:
 - Shuffle the set-aside Tomb of Shadows, the set-aside Blocked Passage, and 3 other Catacombs locations together to form the bottom 5 cards of the Catacombs Deck, Catacombs side faceup.
 - Then, place all of the other Catacombs locations on top, in a random order. All of the cards in the Catacombs Deck should be showing only the Catacombs side, so that the players do not know which is which.
- » Each investigator begins play at the starting location. (*Remember to trigger the **Forced** effect on that location when it is revealed.*)
- » Shuffle the remainder of the encounter cards to build the encounter deck.



Location Adjacency in the Catacombs

During this scenario, locations will be arranged in a set pattern, with new locations from the Catacombs Deck emerging to the left, right, above, or below existing locations, as they are revealed. A location that is put into play to the left, right, above, or below another location should be set next to that location in the manner described, with no other locations in between them.

A location that is next to another location in this manner is considered **adjacent**. Locations are only adjacent orthogonally (left, right, above, and below), and are not adjacent diagonally. During this scenario, adjacent locations are considered to be connected to one another.

You cannot put a location into play where an existing location already is. If you are given the choice to place a location from the Catacombs Deck in one of multiple spots, and one of those spots is occupied by an existing location, you cannot choose that spot. You must choose a spot unoccupied by a location, if able. If all of the specified spots are occupied by existing locations, the **Forced** effect fails and no new Catacombs locations are put into play.





Ultimatums

While playing the challenge scenario the following Ultimatum is in effect.

» **Ultimatum of Death** – After setup, immediately advance Agenda 1a to Specter of Death (The Pallid Mask, 241b) and spawn it at your starting location, exhausted. Agenda 2a (The Pallid Mask, 242) gains +6 doom threshold. Specter of Death gains the following text: “Forced – When Specter of Death is defeated: Instead of adding it to the victory display, heal all damage from it and exhaust it. It does not ready during the next upkeep phase.”

» **Ultimatum of The Man** – For the purposes of Corpse Dweller's (The Pallid Mask, 259) spawn ability, The Man in the Pallid Mask does not count as a Humanoid enemy. Additionally, while it is Act 2, The Man in the Pallid Mask cannot leave the Tomb of Shadows (The Pallid Mask, 257).

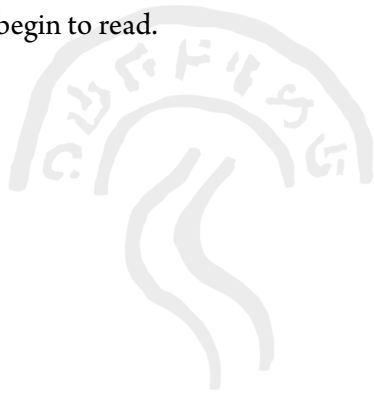
When the game is complete:

- » *If no resolution was reached (Each investigator was defeated)*
Go to page 28.
- » *If Resolution 1 (R1) was reached*
Go to page 30.
- » *If Resolution 2 (R2) was reached*
Go to page 32.

...from page 27 (No Resolution).

You are shaken awake by a police officer and lifted to your feet. You feel as though the weight of a train has slammed into your head. The pain is unbearable. The man shines a flashlight in your eyes and asks you several questions in French. Dazed as you are, you find it difficult to answer. He points toward the staircase nearby and pushes you away from the catacombs. You stumble onto the Rue de la Tombe-Issoire and slowly make your way to a hotel where you can stay the night.

Several days of research later, the meaning of the strange diagrams you saw within the catacombs still escapes you. You feel as though you have been led on a wild goose chase. Just as you are about to give up, you see a faded yellow book on the table nearest to you. You are stunned to discover that it is the unabridged script of *The King in Yellow*. Drawn on the cover in black ink is the very same diagram whose meaning you have been struggling to interpret for several sleepless nights. Who had placed it here? How had it come to your hotel room? Regardless, you know what you must do. The play holds the secrets—it has all along—and yet like a fool you have avoided reading Act II out of superstition. Its words cannot harm you any more than the creatures and fanatics you have already encountered. Trembling, you open to the second part, and begin to read.



- » In your Campaign Log, record that *you know the site of the gate*.
- » Each investigator must choose whether or not to read Act II of *The King in Yellow*. At least one investigator must read Act II. In your Campaign Log, record the names of each investigator who chose to read Act II. Each investigator who read Act II searches the collection for a random basic **Madness** or **Pact** weakness, and adds it to their deck (does not count toward deck size). Each investigator who read Act II earns 2 additional experience as they gain insight into the machinations of the Tattered King.
- » Remove all ♠, ♣, and ♦ tokens from the chaos bag. Then, add 2 ♦ tokens to the chaos bag.
- » If *Ishimaru Haruko* (*Just Skin and Bones*) is in the victory display, record her name in your Campaign Log, under “VIPs Slain.”
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.
- » The investigators fail the challenge. Better luck on your next attempt!



...from page 27 (Resolution 1).

The burned skull holds the key to everything. You are sure of it. You have tried every method available to you in studying the diagram it bears, but the answer eludes you still. You have brought the skull to experts, occultists, and professors. You have even tried speaking with the skull on more than one occasion. Exasperated, you place the skull on your night table and try to get some sleep for the first time since escaping the catacombs. As you fall asleep, you cannot shake the sight of the diagram etched in the skull's forehead.

You awaken with a spark of inspiration and rush to the Musée du Louvre, a famous Parisian museum housing tens of thousands of paintings, drawings, and archaeological finds. You spend days exploring the museum—every display, every collection, every single object of art that might hold a clue to the diagram's meaning. Finally, you see it: a painting depicting a beautiful island town weathering a torrential storm. Waves crash against the stone of the outer wall, the tide threatening to swallow the island whole. Lightning flashes around the tower of the abbey above the village. A whirlwind of black clouds churns in the sky above. The diagram from the burned skull you hold in your hands is recreated perfectly in the stained glass of the abbey. The title of the piece is “The Path Is Open.”



- » In your Campaign Log, record that *you know the site of the gate*.
- » Remove all ♠, ♣, and ♦ tokens from the chaos bag. Then, add 2 ♠ tokens to the chaos bag.
- » If *Ishimaru Haruko (Just Skin and Bones)* is in the victory display, record her name in your Campaign Log, under “VIPs Slain.”
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.
- » The investigators successfully completed the challenge! Congrats!







...from page 27 (Resolution 2).

You fall ceaselessly through the empty abyss. No air slows your descent or courses through your hair. It is a passageway devoid of reality. Finally, you pass through an invisible gateway and enter another realm. Looming above and below you are two skylines, one a warped reflection of the other. A vortex of swirling black clouds and crashing waves lies in between them. You study both sides—the familiar city and its strange mirror. Could this be the path to Carcosa? A passageway between realities, where realms converge? If so, all that is left is to find where this gate appears on Earth. You fall into the vortex below.

You are shaken awake by a police officer and lifted to your feet. You feel as though the weight of a train has slammed into your head. The pain is unbearable. The man shines a flashlight in your eyes and asks you several questions in French. Your eyes widen with realization and you wrest your arm free from the confused man's grip. "I have to go at once!"



- » In your Campaign Log, record that *you know the site of the gate*. Add two tally marks under "Chasing the Stranger."
- » Remove all , , and  tokens from the chaos bag. Then, add 2  tokens to the chaos bag.
- » If *Ishimaru Haruko (Just Skin and Bones)* is in the victory display, record her name in your Campaign Log, under "VIPs Slain."
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.
- » The investigators successfully completed the challenge! Congrats!

