



DESIGNER CHALLENGE

THEN IT MULTIPLIED

UNDIMENSIONED AND UNSEEN

“It’s a frightful thing to have alive, but it isn’t as bad as what Wilbur would have let in if he’d lived longer. You’ll never know what the world has escaped. Now we’ve only this one thing to fight, and it can’t multiply.”

—H.P. Lovecraft, “The Dunwich Horror”

This first designer challenge is simple. Just kidding—it’s an absolute nightmare! Invisible Broods of Yog-Sothoth have escaped into the wilds of Dunwich, and you must stop their rampage... but there are far more of them than you could have possibly anticipated, and you are woefully unprepared.

To play this challenge, you will need one copy of the *Arkham Horror: The Card Game Core Set*, *The Dunwich Legacy*, and the *Undimensioned and Unseen* Mythos Pack, as well as one investigator deck per player.

At the time this designer challenge was issued (27th of July 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* and *The Boundary Beyond*. 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:

Elusive (Core Set, 50)

Astral Travel (The Path to Carcosa, 34)

Cat Burglar (Core Set, 55)

Mists of R'lyeh (The Forgotten Age, 29)

Lure (The Essex County Express, 156)

Think on your Feet

(The Dunwich Legacy, 25)

Shortcut (The Dunwich Legacy, 22)

Shortcut (2) (The Pallid Mask, 232)

Survival Instinct (Core Set, 81)








Survival Instinct (2)
(Undimensioned and Unseen, 235)

Pathfinder (The Miskatonic Museum, 108)

Continue to page 12.

Stand-Alone Mode

» Construct the chaos bag.

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

» Do not include the Powder of Ibn-Ghazi in any player's deck.

» *Dr. Henry Armitage has been sacrificed to Yog-Sothoth.*

Setup

» Gather all cards from the following encounter sets: *Undimensioned and Unseen*, *Whippoorwills*, *Beast-thralls*, *Dunwich*, and *Striking Fear*. Each of these sets can be found in *The Dunwich Legacy Deluxe Expansion* and the *Undimensioned and Unseen Mythos Pack*. These sets are indicated by the following icon:



» Put one of the two versions of the following locations into play at random: Dunwich Village, Cold Spring Glen, Blasted Heath, Ten-Acre Meadow, Devil's Hop Yard, and Whateley Ruins. Remove the other versions of each of those locations from the game. Each investigator begins play in Dunwich Village.

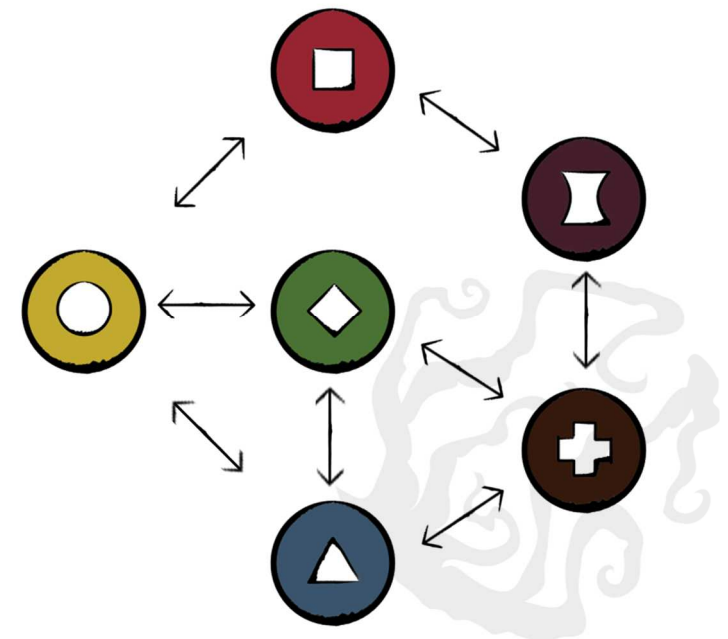
» Set each copy of Esoteric Formula aside, out of play.

Choosing a Random Location

During this scenario, you will often be instructed to choose a random location. This should be done by shuffling together the 6 locations removed from the game during setup (the versions of each location in play not currently being used) and drawing 1 at random.



Suggested Location Placement



Ultimatums

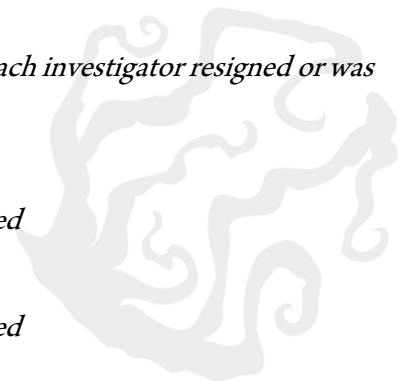
While playing the challenge scenario the following Ultimatum is in effect.

- » **Ultimatum of Invisibility** – Each Brood of Yog-Sothoth gains the Elite trait and is immune to all player card effects except for the effects of Esoteric Formula.
- » **Ultimatum of Multiplication** – Instead of the standard setup instructions, begin the game with all five Brood of Yog-Sothoth cards in play: one in each of the five locations besides Dunwich Village. For the remainder of the scenario, whenever an effect would cause you to spawn a set-aside Brood of Yog-Sothoth, you must instead place one doom on the current agenda.
- » **Ultimatum of Agony** – When assigning damage or horror from a single source, investigators must assign as much damage or horror as possible to a single card before any excess damage or horror may be assigned to a different card.
- » Shuffle the remainder of the encounter cards to build the encounter deck.
- » Slay as many Brood of Yog-Sothoth as you can!



When the game is complete:

- » *If no resolution was reached (each investigator resigned or was defeated)*
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- » *If Resolution 1 (R1) was reached*
Go to page 16.
- » *If Resolution 2 (R2) was reached*
Go to page 18.



...from page 15 (*Resolution 1*).

You did all you could to stop the rampaging monsters, but there were more of them than you realized and you weren't able to slay them all. Exhausted and terrified, you retreat to Zebulon's home and hope to survive the night.



- » In your Campaign Log, record that *X brood escaped into the wild*. X is the total number of Brood of Yog-Sothoth still in play or set aside.
- » 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 15 (*Resolution 2*).

After slaying what seems to be the last of the rampaging monsters you retreat to Zebulon's home, exhausted and rattled by your experience.



- » In your Campaign Log, record that *no brood escaped into the wild*.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display
- » The investigators successfully completed challenge! Congrats!

