WEEK OF ARKHAM HORROR

Cultist Challenges

The following are player submitted challenges for Arkham Horror: The Card Game. *We're happy to have worked alongside them to create this document for the Week of Arkham Horror! As these were created by fans, note we did not playtest nor provide significant edits to these challenges. All credit for these great additions to the game belongs to the creators who submitted them.*

Achievements

The following is a list of achievements utilizing the five investigators from the *Arkham Horror: The Card Game* core set.

- ❑ **No Holds Barred:** As Daniela Reyes, stay engaged with a non-massive enemy for 3 or more consecutive full investigation phases.
- ❑ **Drawing a Conclusion:** As Joe Diamond, activate the reaction ability on Detective's Intuition 3 or more times in a single scenario.
- ❑ **Spy vs. Spy:** As Trish Scarborough, successfully evade Black Chamber Operative 3 or more times in a single scenario.
- ❑ **Crowd Pleaser:** As Dexter Drake, play the same card 7 or more times in a single scenario.
- ❑ **Living on the Edge:** As Isabelle Barnes, have no more than 2 cards remaining in your deck for 4 or more consecutive full rounds.

Submitted by The Beard

Achievements for Investigator Decks

The following is a list of achievements utilizing the five investigator decks (Tommy Muldoon, Carolyn Fern, Andre Patel, Marie Lambeau, and Miguel de la Cruz)

- ❑ **Shoot the Moon:** As Tommy Muldoon, have 10 or more ammo on Becky at once.
- ❑ **Critical Breakthrough:** As Carolyn Fern, heal an investigator with 1 remaining sanity up to their maximum sanity value in a single scenario.
- ❑ **Triple Threat:** As André Patel, succeed at fighting, evading, and investigating (in any order) each by 3 or more in a single turn.
- ❑ **Bloody Marie:** As Marie Lambeau, place 12 or more total damage on your investigator in a single scenario.
- ❑ **Home Alone:** As Miguel de la Cruz, successfully fight and/or evade the same enemy with 3 or more Trap cards.

Submitted by The Beard

Ultimatums

Ultimatums provide an optional set of variants to further tailor your experience of *Arkham Horror: The Card Game* for your group.

Ultimatum of Nihilism
Each time an investigator reveals, cancels, or ignores an autofail token, that investigator takes 1 damage or 1 horror.

Submitted by Head Librarian Chad

Ultimatum of Maddening Truth
Each investigator that controls more than 1 per investigator clues gets –2 sanity.

Ultimatum of Torment
When you draw a signature weakness, reveal it and take 1 horror.

Submitted by The Beard

SPOILER WARNING

The following sections contain spoilers for the *Children of Blood Small Campaign Expansion*. Players will need a copy of this expansion for these challenges.

Ultimatums for Children of Blood

Ultimatum of Thin Blood
Whenever you seal a blood token on your investigator, also take a direct damage.

Ultimatum of Regret
Whenever a Civilian enemy is defeated, each investigator takes a direct horror and a mental trauma.

Ultimatum of Blood Frenzy
The first time a Monster enemy attacks you each round, if you have a blood token sealed on your investigator: Release a blood token and the enemy attacks you an additional time.

Submitted by DerBK

Ultimatum of Accursed Blood
Treat the modifier of each revealed blood token as –2 instead of –1.

Ultimatum of Cold Blood
In addition to their normal effect, blood tokens gain the following effect: "If another blood token is revealed from the chaos bag during the same test, immediately end the "reveal chaos tokens" step of the skill test and resolve the test as an automatic failure."

Submitted by The Beard

Refractions for Children of Blood

Refractions provide several optional campaign and scenario specific Ultimatums and Boons to tailor an individual group's play experience. Groups are not obligated to choose any particular Refraction, and the choice of which to use must be unanimous among all investigators in the group. Once chosen, Refractions are permanent throughout the duration of the campaign or scenario.

Ultimatum of Hostility (River of Blood)
The residents of Arkham aren't cooperative with the investigator's attempts to keep them out of harm's way. Based on the difficulty, replace one (Easy), two (Standard/Hard), or three (Expert) of the Waterfront Civilians with Bystanders from the Arkham Horror: The Card Game (2026) Core Set. When instructed to spawn a Civilian, draw one of the four civilians at random to spawn.

Ultimatum of the Horde (New Horizons)
Each copy of Child of Blood gains surge. During Setup, also gather the three copies of Child of Blood from the Blood Money encounter set.

Ultimatum of Blood Frenzy (Blood Money)
While a Monster enemy is at their location, Suspicious Guests and Priscilla Thomas can not be parlayed with.

Submitted by DerBK