



ARKHAM HORROR

THE CARD GAME

THE LAIR OF DAGON

MYTHOS PACK

The Lair of Dagon is Scenario VII of The Innsmouth Conspiracy, a campaign for Arkham Horror: The Card Game. This scenario can be played on its own in Standalone Mode or combined with the other expansions in The Innsmouth Conspiracy cycle to form a larger eight-part campaign.

Some of the player cards in this cycle refer to  (bless) or  (curse) chaos tokens. These tokens can be found in The Innsmouth Conspiracy deluxe box.

Scenario VII: The Lair of Dagon

THURSDAY, SEPTEMBER 15, 1927

ONE WEEK EARLIER


Intro 1: You stand outside the cracked marble steps leading up to the masonic hall of the Esoteric Order of Dagon. All of your evidence has lead you here. Whatever is going on in this town, this Order is behind it. You're sure of it... though their ultimate goal remains a mystery.


The town is eerily quiet as you stand before the building's entrance. Once, this place might have been impressive and opulent. Years of disrepair and flood damage have reduced it to near-ruin. Its once-white paint is gray and peeling, and many of the pillars outside the entryway are beginning to crumble. Still, it is one of the more intimidating places in Innsmouth, projecting authority despite its decrepitude. No, not authority—something darker. A looming, unspoken threat.

"Are you ready?" Agent Dawson asks. His usually calm demeanor has vanished, replaced with a humorless gravity that throws you off guard. "This is it. This is where we'll find answers."

You're not so sure. Every other lead you've followed has led to only more questions.

Check Campaign Log.


 If the mission was successful, proceed to **Intro 2**.


 If the mission failed, skip to **Intro 3**.

Intro 2: Agent Harper was kidnapped when she got too close to the Order, but interrogating her kidnapper didn't exactly yield the answers you needed. What you know now is that the Order's influence pervades Innsmouth, from important civic figures to everyday citizens. Finances, religion, politics... everything is wrapped up in this cult's business in some way or another. What's worse, many of the town's inhabitants seem to follow the Order with blind, fanatical devotion. So many that you're not sure this is even a functioning town anymore. It's no wonder the people are so hostile toward outsiders.

It wasn't until your investigation of Devil Reef that you truly began to peel away the outer layers of Innsmouth and reveal the rot beneath. There, you found what the Order was hiding: the monstrous creatures that emerged from the depths and prowled the tidal islands, congregating in prayers to some horrific deity. Perhaps it is even the same "Dagon" worshipped by the Order.

Check the "Memories Recovered" section of the Campaign Log.


 If a decision to stick together is listed under "Memories Recovered," skip to **Intro 4**.


 Otherwise, skip to **Intro 5**.

Intro 3: You are sure that Agent Harper was kidnapped after she began investigating the Order. Your own investigation might have ended the same way had you not laid low for a week after the townsfolk got riled up. It seems that the Order's influence pervades Innsmouth, from important civic figures to everyday citizens. Finances, religion, politics... everything is wrapped up in this cult's business in some way or another. But why?

It wasn't until your investigation of Devil Reef that you truly began to peel away the outer layers of Innsmouth and reveal the rot beneath. There, you found what the Order was hiding: the monstrous creatures that emerged from the depths and prowled the tidal islands, congregating in prayers to some horrific deity. Perhaps it is even the same "Dagon" worshipped by the Order.

Check the "Memories Recovered" section of the Campaign Log.

 If a decision to stick together is listed under "Memories Recovered," proceed to **Intro 4**.

 Otherwise, skip to **Intro 5**.

Intro 4: Creeeak. Agent Dawson opens the large doors serving as the entrance to the building, and you follow close behind. Inside, the halls are dark and eerily still. Only the faint sound of trickling water lingers in the air. "I don't like this one bit," Dawson says as the front door closes behind you. He unholsters his gun, turns on his flashlight, and scans the room. "We should stay together. Safety in numbers." You nod in agreement. The Order has proven to be very dangerous, and they surely don't want you poking around in their headquarters...









Proceed to **Setup**.


Intro 5: Creeeak. Agent Dawson creaks open the large doors serving as the entrance to the building, and you follow close behind. Inside, the halls are dark and eerily still. Only the faint sound of trickling water lingers in the air. "It's quiet. I guess there are no ceremonies going on tonight. That's good," Dawson says as the front door closes behind you. He turns on his flashlight and illuminates a nearby doorway. "We should split up. We'll be able to cover more ground that way. See if you can figure out what they're hiding here. I'll meet up with you later." You nod and head in the opposite direction...


Proceed to **Setup**.

Standalone Mode

If you are playing in Standalone Mode and do not wish to refer to any other setups or resolutions, you may use the information below when setting up and playing this scenario:

 Assemble the chaos bag using the following tokens:
+1, 0, 0, -1, -1, -1, -2, -2, -3, -4, , , , , , , .

 The mission failed.

 None of the following are listed under Memories Recovered:
a decision to stick together, an encounter with a secret cult, or
a jailbreak.

Investigator Setup

Perform this step before setting up your investigator.

- Search each investigator's deck for Elina Harper and remove her from the game for the duration of this scenario.

Scenario Setup

- Gather all cards from the following encounter sets: *The Lair of Dagon*, *Agents of Dagon*, *Flooded Caverns*, *Syzygy*, *Dark Cult*, and *Locked Doors*. These sets are indicated by the following icons:



- Place each key as follows:
 - Set the black, blue, green, purple, and red keys aside, faceup.
 - Set the white and yellow keys aside, facedown. Shuffle them so you do not know which is which.
- Put the following locations into play: Grand Entryway, Foul Corridors, both copies of First Floor Hall, both copies of Second Floor Hall, and Third Floor Hall (see location placement one next page).
- Each investigator begins play at the Grand Entryway.
- Set each other location aside, out of play.
- Set the following cards aside, out of play: Both copies of the Syzygy treachery, both copies of the Tidal Alignment treachery, the double-sided Y'ha-nthlei Statue story asset, the Apostle of Dagon enemy, and the double-sided Dagon enemy.
- Check the "Memories Recovered" section of the Campaign Log. If there are...
 - ...4 or fewer memories recorded, add 5 tokens to the chaos bag.
 - ...5-7 memories recorded, add 2 tokens to the chaos bag.
 - ...8 or more memories recorded, add 5 tokens to the chaos bag.
- Check the "Memories Recovered" section of the Campaign Log. If a jailbreak is listed under "Memories Recovered," search the collection for the **Suspect** enemy circled under "Possible Suspects" and set it aside, out of play.
- Check the "Memories Recovered" section of the Campaign Log.
 - If an encounter with a secret cult is listed under "Memories Recovered," when constructing the agenda deck, use Agenda 1a—"The Initiation (v. I)" and remove Agenda 1a—"The Initiation (v. II)" from the game.
 - Otherwise, when constructing the agenda deck, use Agenda 1a—"The Initiation (v. II)" and remove Agenda 1a—"The Initiation (v. I)" from the game.
- Check the "Memories Recovered" section of the Campaign Log.
 - If a decision to stick together is listed under "Memories Recovered," search the collection for Thomas Dawson and put him into play under any investigator's control. When constructing the agenda deck, use Agenda 2a—"What Lurks Below (v. I)" and remove Agenda 2a—"What Lurks Below (v. II)" from the game.
 - Otherwise, set Thomas Dawson aside, out of play. When constructing the agenda deck, use Agenda 2a—"What Lurks Below (v. II)" and remove Agenda 2a—"What Lurks Below (v. I)" from the game.
- Add the flood tokens to the token pool.
- Shuffle the remainder of the encounter cards to build the encounter deck.
- You are now ready to begin.

Spending Keys

During this scenario, investigators may be instructed to spend 1 or more keys. Only an investigator in control of a key may spend it. Spent keys are placed on the scenario reference card.

Location Placement for "The Lair of Dagon"



Keys

During this scenario, keys represent the following:

- Red: A crest engraved with a glyph depicting a great sacrifice.
- Blue: A scroll detailing some of the Order's activities and secrets.
- Green: A crest depicting a widening fish-eye.
- Purple: A crest inscribed with a circle of words in an alphabet you do not comprehend.
- Black: A crest carved with an arcane sigil.
- White/Yellow: Crests whose glyphs depict the alignment of celestial bodies. The white key shows the moon overlapping the sun. The yellow key shows the sun overlapping the moon.

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated): This place is more dangerous than you could have possibly imagined. You stumble as you flee through the dark, flooded corridors, retracing your steps as quickly as you can to reach the entrance. Your heart races in your chest as you see the exit at last. You gasp in relief as you crash through the doors, to safety—

—Only you are not safe. Standing at the bottom of the steps is an angry throng of citizens, far too many for you to fight your way through. "There! Get 'em!" a wrinkled woman at the head of the mob shouts. You are surrounded and grabbed within moments. You struggle and fight for your life, but it's no use. The last thing you remember is being dragged back through the halls of the Order to some unknown fate...

☞ In your Campaign Log, record Dagon has awakened.

☞ Proceed to **Resolution 1**.

Resolution 1: You're somewhere else now, lying on your stomach on cold, damp stone. Your arms are held tight behind your back. You have no idea how you got here. As consciousness returns, your vision comes into focus. You crane your neck up to view your surroundings, but it's too dark to see anything inside your stone cell.

"I'll ask you one last time. Who sent you here?" a voice asks. It is deep and husky, like the croaking of a frog.

You hear the familiar, cool baritone of Agent Dawson reply: "Your breath smells awful. Ever heard of brushing your teeth?" Despite the sarcasm dripping from his words, his voice wavers ever so slightly.

"Your mockery only masks the fear that hides within," the voice replies. "Very well. If you are of no use to us, you will be the first to be sacrificed."

Your vision continues to adjust. You can just barely make out Dawson's silhouette on the other side of the cell. He is kneeling before a metal hatch in the stone floor. An elderly robed figure presses a curved knife against Dawson's throat. Someone lifts the hatch, and Dawson's eyes go wide. He gives you one last despairing look, shakes his head slowly and deliberately, and quietly slides something across the stone floor. Then the hooded figure pushes him in. In the scuffle and the low light, nobody notices the car key that skitters to a halt directly next to you.

You grab the key and stuff it into your pocket just before you are shoved forward. Two more sets of cold, clammy hands grab your shoulders, and the hooded figure slides his knife up to your neck. All you can see of his face are his wide, unblinking eyes.

"Oceiros, these ones were found in Dagon's lair as well," another voice explains to the elderly figure in the robes. "We believe they were the ones snooping around Devil Reef."

The man with the knife to your throat nods. "Your turn," he declares. "Tell us why you have come and perhaps we will let you go. Who sent you? What have you seen?"

☞ Each investigator earns experience equal to the Victory X value of each card in the victory display. Record this experience under "Unspent Experience" in your Campaign Log, but **do not spend any of it yet**. You will be instructed to spend this experience at a later time.

☞ If there is a **Suspect** enemy in the victory display, in your Campaign Log, record the gatekeeper has been defeated.

☞ The lead investigator must decide:

- ☞ Tell Oceiros nothing. Proceed to **Resolution 2**.
- ☞ Lie to Oceiros. Skip to **Resolution 3**.
- ☞ Tell Oceiros everything. Skip to **Resolution 4**.

Resolution 2: You remember the slow, gentle shaking of Agent Dawson's head and know what he meant by the gesture. You look up into the man's unblinking eyes, set your jaw, and say nothing. A moment of silent understanding passes between you and your interrogator. "Very well. Your defiance has earned you naught but a slow, agonizing death." The metal hatch opens again. Inside, you see nothing but darkness. You glare long and hard at your captor.

"Take what they have stolen to the lighthouse at once," Oceiros commands one of the other robed figures. "It is time to begin our great work. None will disrupt the Order's business ever again. Soon, all will understand the natural order of life." Then he nods to your captors, and you are shoved forward. The clammy hands release you and suddenly you are tumbling into darkness. The last thing you feel is your head striking cold stone, and then—

☞ Add 1 ⚡ token to the chaos bag for the remainder of the campaign.

☞ Proceed to **Interlude IV: Hidden Truths**.

Resolution 3: You can think of only one way out of this situation. The Order believes that you are poking around their business, so you will have to convince them that you don't know or care what they are up to. You lie as best you can, spinning a story that might convince them you were simply in the wrong place at the wrong time. "And what of your unfortunate friend?" your interrogator asks. You tell him that you have never met that man in your life. "Perhaps you speak the truth," the man says, and you breathe a short-lived sigh of relief before he dashes your hopes: "...but it matters not. You have seen too much, and for that, you must be silenced. Worry not. You will be joining our kindred soon." The metal hatch opens again. Inside, you see nothing but darkness.

"Take what they have stolen to the lighthouse at once," Oceiros commands one of the other robed figures. "It is time to begin our great work. None will disrupt the Order's business ever again. Soon, all will understand the natural order of life." Then he nods to your captors, and you are shoved forward. The clammy hands release you and suddenly you are tumbling into darkness. The last thing you feel is your head striking cold stone, and then—

☞ Add 1 ⚡ token to the chaos bag for the remainder of the campaign.

☞ Proceed to **Interlude IV: Hidden Truths**.

Resolution 4: None of this is what you signed up for. Hoping to avoid Dawson's fate, you have no choice but to tell your interrogator everything. You explain you were hired by Dawson to find his missing agent, and go on to describe the events that followed over the past few weeks, including your exploration of Devil Reef and your investigation into the Order. A slow smile crawls across the man's face as you divulge everything you know. "I thank you for your candor. Sadly, there is only one way I can repay you. You have seen too much, and for that, you must be silenced." Your heart goes cold as you realize what he means. The metal hatch opens again. Inside, you see nothing but darkness.

"Take what they have stolen to the lighthouse at once," Oceiros commands one of the other robed figures. "It is time to begin our great work. None will disrupt the Order's business ever again. Soon, all will understand the natural order of life." Then he nods to your captors, and you are shoved forward. The clammy hands release you and suddenly you are tumbling into darkness. The last thing you feel is your head striking cold stone, and then—

☞ Add 1 ⚡ token to the chaos bag for the remainder of the campaign.

☞ Proceed to **Interlude IV: Hidden Truths**.

Interlude IV: Hidden Truths

As soon as your mind returned to the present, you began formulating your plan. A plan to enter the realm of the Deep Ones and end their conspiracy once and for all. "This is ridiculous, you know that, right?" Harper asks. You nod. Of course it's ridiculous. You've spent the last two days on the run. Chased. Hunted. Tormented.

But you've also spent the last two days recovering the memories you've forgotten. And what you've seen is something you can't possibly ignore. You have seen the deity the Esoteric Order of Dagon is named for, and you understand what the Order plans to do. The alignment of the celestial bodies in the sky, the steadily rising tides, the tumultuous, fluctuating weather, the creatures emerging from the deep, all of it is tied together. You have seen it. There will come a flood, a great disaster to wipe out humanity, so only the deep remains. The great city in the reef shall rise once more and become the beating heart of all life on Earth.

There are still gaps in your memory, but all this you know to be true. All of Innsmouth is consumed by this conspiracy. The Order controlled the town through its oaths and the secret wealth it hoarded from the deep. It was no wonder they treated outsiders like yourself with such scorn.

You give Harper a knowing glare. She sighs and nods. "I know. It's the only way." Together, the two of you plot your course. Abandoned ships still litter the harbor of Innsmouth. Under the cover of night, you must commandeer one of them, sail to Devil Reef, and descend once more into the antediluvian ruins in the depths below the forsaken islands. That is where the other entrance to the city lies. Y'ha-nthlei.

Your skin prickles with cold shivers as you utter the word aloud. Harper grimaces, though you can sense the determination behind her steely gaze. "I'm going to see this mission through, Dawson. For you."

You lay out all of the information you've uncovered and the relics you've obtained despite the horrors arrayed against you. You know the way to Y'ha-nthlei is sealed tight. There must be a way to gain entrance. Perhaps you already have the answers you seek...

Check Campaign Log. Read each of the sections below that apply to your situation. Then, proceed to the following text.

If the Terror of Devil Reef is dead and the lifecycle of a "Deep One" is listed under "Memories Recovered" in your Campaign Log:

You study the trophy you found in the sacrificial pit in which you awoke several days ago—part of what was once the creature that you fought in Devil Reef. It wasn't the same kind of creature as the "Deep Ones" that the Esoteric Order of Dagon worships, but you cannot help ruminating over the similarities between them. You recall that fish never cease growing as they age, and wonder if the same may be true for Deep Ones. Perhaps it was an ancient breed of Deep One—something so old, it grew enormous and twisted beyond imagination. If so, what was it doing in Devil Reef? Was it guarding Y'ha-nthlei? And if so, what does that bode for you? You decide to take the trophy with you, hoping it is important enough to aid in your mission...

The conspiracy deepens. In your Campaign Log, record the guardian of Y'ha-nthlei is dispatched.

If the gatekeeper has been defeated and an investigator's deck contains at least 1 of the following story assets (Waveworn Idol, Awakened Mantle, or Headdress of Y'ha-nthlei):

You understand now the purpose of the relic you found in Devil Reef. It isn't just an object of power. It is a badge—an heirloom of sorts, worn by the one who stands guard over the gateway to the Deep Ones' city. You defeated the one groomed to be its next protector. Now the relic recognizes you as its rightful heir. Perhaps with this, you will be able to gain entrance into Y'ha-nthlei...

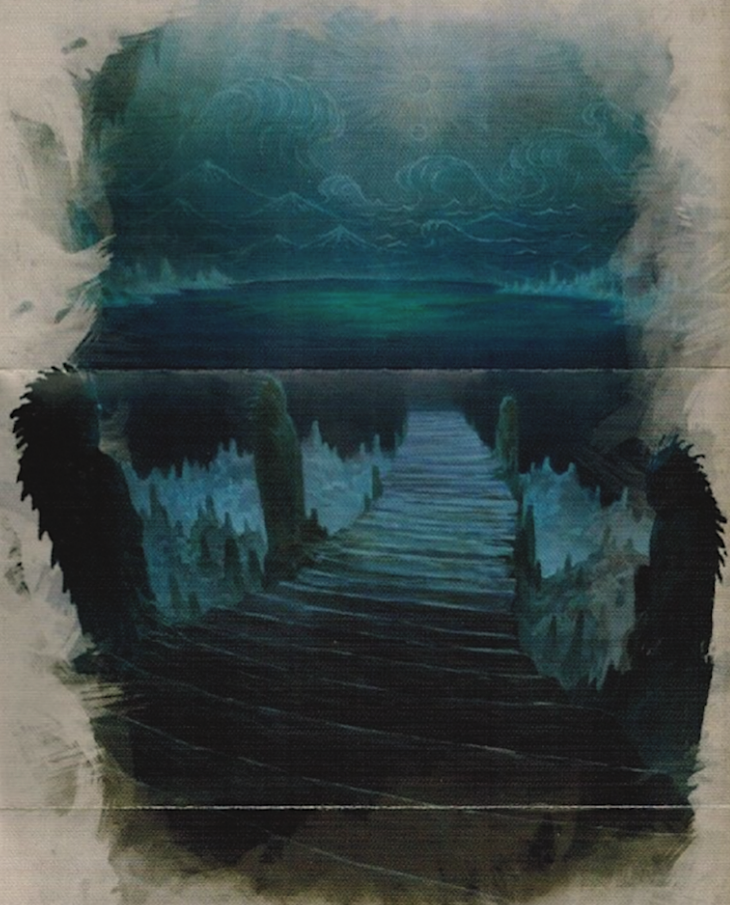
The conspiracy deepens. In your Campaign Log, record the gateway to Y'ha-nthlei recognizes you as its rightful keeper.

- ② Return Thomas Dawson to the collection. If an investigator earned Elina Harper (at any point during this campaign), they may add her back to their deck.
- ② With a fragment of your memories returned to you, past events have become clearer. Each investigator may now spend the experience recorded under "Unspent Experience" in your Campaign Log.

Proceed to **Scenario VIII: Into the Maelstrom.**

To Be Continued...

The story concludes in the next Mythos Pack of *The Innsmouth Conspiracy* cycle – *Into the Maelstrom*.



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