

WEEK OF ARKHAM HORROR

Designer Dares

The Conspiracy, UNMASKED

Nicholas Kory

The following contains spoilers for *The Innsmouth Conspiracy* campaign. Players will need a copy of *The Innsmouth Conspiracy Campaign Expansion* and a desire to discover the truth.

The time has come to make sense of the fragmented memories and finally learn what went down in Innsmouth!

In this mode, investigators must relive the events of *The Innsmouth Conspiracy* with the following changes to the campaign:

- ② If you are playing on Easy difficulty, remove a +1 token from the chaos bag and add a -3 token to the chaos bag for the remainder of the campaign.
- ② If you are playing on Standard difficulty, remove a +1 token from the chaos bag and add a -5 token to the chaos bag for the remainder of the campaign.
- ② Before playing the first scenario, record the following notes in your campaign log, under "Memories Recovered":
 - A battle with a horrifying devil
 - An encounter with a secret cult
 - A followed lead
 - A jailbreak
 - A stinging betrayal

This scenario is played with the following Boon and Ultimatums:

Refraction: Ultimatum of the Unbroken Continuum

Instead of the order presented in the campaign guide, you will play through the scenarios of *The Innsmouth Conspiracy* in the following order:

- ② Scenario II: The Vanishing of Elina Harper
- ② Scenario IV: Devil Reef
- ② Scenario VII: The Lair of Dagon
- ② Scenario I: The Pit of Despair
- ② Scenario III: In Too Deep
- ② Scenario V: Horror in High Gear
- ② Scenario VI: A Light in the Fog
- ② Scenario VIII: Into the Maelstrom

When instructed to proceed to a specific scenario, ignore that instruction and instead proceed to the next scenario in the list above.

Ignore all instructions which prevent investigators from spending experience between scenarios.

When instructed to reference a flashback section of the campaign guide, **DO NOT REFERENCE** that section. Instead, each investigator earns 1 bonus experience.

Refraction: Ultimatum of the Drowned

During the "Into the Maelstrom" scenario, each agenda gets -1 doom threshold.

The **Forced** effect on Dagon: Awakened and Enraged (*The Innsmouth Conspiracy Campaign Expansion*, 330b) instead reads: "**Forced** – After Dagon is evaded or dealt damage: Do the same to a copy of Dagon's Brood in play as well. Ready Dagon."

The **Forced** effect on Hydra: Awakened and Enraged (*The Innsmouth Conspiracy Campaign Expansion*, 331b) instead reads: "**Forced** – After Hydra is evaded or dealt damage: Do the same to a copy of Hydra's Brood in play as well. Ready Hydra."

