NOT FOR PRINT OR RESALE
NOT FOR PRINT OR RESALE
NOT FOR PRINT OR RESALE
NOT FOR PRINT OR RESALE

Enchant Weapon

Spell. Upgrade.

Attach to a ***Weapon*** asset controlled by an investigator at your location. Limit 1 per asset.

Attached asset gains the ***Relic*** trait and takes up an arcane slot in addition to its other slots.

When you perform a **Fight** action using attached asset, exhaust this card: Add the owner of this card's to your for this attack. This attack deals +1 damage.

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When you perform a **Fight** action using attached asset, exhaust this card: Add the owner of this card's to your for this attack. This attack deals +1 damage.

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3

ASSET

★Nephthys

Huntress of Bast

NOT FOR PRINT OR RESALE
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NOT FOR PRINT OR RESALE
NOT FOR PRINT OR RESALE

Ally. Blessed.

You get +1 .

When 1 or more tokens would be removed from the chaos bag during a skill test: Seal them on Nephthys, instead.

Exhaust Nephthys: Either release 3 tokens sealed on her, or return 3 tokens sealed on her to the token pool to deal 2 damage to an enemy at your location.

2 2

Illus. Anna Christenson

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3

ASSET

★Nephthys

Huntress of Bast

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Exhaust Nephthys: Either release 3 tokens sealed on her, or return 3 tokens sealed on her to the token pool to deal 2 damage to an enemy at your location.

2 2

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10

EVENT

NOT FOR PRINT OR RESALE

The Stygian Eye

Insight. Cursed.

Fast. Play only during your turn.

Reduce the cost to play The Stygian Eye by 1 for each token in the chaos bag.

Until the end of the round, you get +3 to each of your skills.

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10

EVENT

NOT FOR PRINT OR RESALE

The Stygian Eye

Insight. Cursed.

Fast. Play only during your turn.

Reduce the cost to play The Stygian Eye by 1 for each token in the chaos bag.

Until the end of the round, you get +3 to each of your skills.

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Hyperawareness

2

ASSET

NOT FOR PRINT OR RESALE
NOT FOR PRINT OR RESALE
NOT FOR PRINT OR RESALE
NOT FOR PRINT OR RESALE
NOT FOR PRINT OR RESALE

Talent.

Uses (2 resources). Replenish these resources at the start of each round.

Spend 1 resource from your resource pool or from Hyperawareness: You get +1 or +1 for this skill test.

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Hyperawareness

2

ASSET

NOT FOR PRINT OR RESALE
NOT FOR PRINT OR RESALE
NOT FOR PRINT OR RESALE
NOT FOR PRINT OR RESALE
NOT FOR PRINT OR RESALE

Talent.

Uses (2 resources). Replenish these resources at the start of each round.

Spend 1 resource from your resource pool or from Hyperawareness: You get +1 or +1 for this skill test.

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Geas

2

ASSET

NOT FOR PRINT OR RESALE

Pact.

Exceptional.

You get +1 , +1 , +1 , and +1 .

Forced – After Geas enters play: Make a promise using the following formula – "I shall not (draw/play/commit) any cards during each of my turns." If you break this promise while Geas is in play, discard it and add 10 tokens to the chaos bag.

Hard Knocks

2

ASSET

NOT FOR PRINT OR RESALE

Talent.

Uses (2 resources). Replenish these resources at the start of each round.

Spend 1 resource from your resource pool or from Hard Knocks: You get +1 or +1 for this skill test.

Hard Knocks

2

ASSET

NOT FOR PRINT OR RESALE

Talent.

Uses (2 resources). Replenish these resources at the start of each round.

Spend 1 resource from your resource pool or from Hard Knocks: You get +1 or +1 for this skill test.

3

ASSET

★Ikiaq

The Council's Chosen

NOT FOR PRINT OR RESALE

Ally. Sorcerer.

You get +1 and +1 . You get –1 and –1 for each weakness beneath Ikiaq.

When an investigator at your location draws a basic weakness, exhaust Ikiaq: Cancel that weakness's effects and place it facedown beneath Ikiaq. Its owner must draw it if Ikiaq leaves play.

Card design by The Council at Arkham Nights 2018.

2 2

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3

ASSET

★Ikiaq

The Council's Chosen

NOT FOR PRINT OR RESALE

Ally. Sorcerer.

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Card design by The Council at Arkham Nights 2018.

2 2

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✷Flute of the Outer Gods

X

ASSET

NOT FOR PRINT OR RESALE

Item. Instrument. Relic. Cursed.

Exceptional. Seal (up to X).

➤➤ Exhaust Flute of the Outer Gods and release 1 token sealed on it: Choose a non-***Elite*** enemy at your location. Either move the chosen enemy to a connecting location, or deal its damage to any enemy at its location. This action does not provoke attacks of opportunity.

Illus. Carlos Palma Cruchaga
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A Watchful Peace

Spirit. Blessed.

As an additional cost to play A Watchful Peace, search the chaos bag and/or cards in play for a total of 5 ⌖ tokens and return them to the token pool.

Fast. Play when the "draw encounter cards" step of the mythos phase would begin.

Skip this step of the mythos phase.

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NOT FOR PRINT OR RESALE

A Watchful Peace

Spirit. Blessed.

As an additional cost to play A Watchful Peace, search the chaos bag and/or cards in play for a total of 5 ⌖ tokens and return them to the token pool.

Fast. Play when the "draw encounter cards" step of the mythos phase would begin.

Skip this step of the mythos phase.

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Dig Deep

2

ASSET

NOT FOR PRINT OR RESALE

Talent.

Uses (2 resources). Replenish these resources at the start of each round.

Spend 1 resource from your resource pool or from Dig Deep: You get +1 or +1 for this skill test.

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Dig Deep

2

ASSET

NOT FOR PRINT OR RESALE

Talent.

Uses (2 resources). Replenish these resources at the start of each round.

Spend 1 resource from your resource pool or from Dig Deep: You get +1 or +1 for this skill test.

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1 ★Favor of the Moon

ASSET

NOT FOR PRINT OR RESALE

Pact. Cursed.

Fast. Seal (up to 3 ☯). If there are no tokens sealed on Favor of the Moon, discard it.

↻ When you would reveal a chaos token from the chaos bag, exhaust Favor of the Moon: Resolve a token sealed here instead, as if it were just revealed from the chaos bag. Then, gain 1 resource.

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1 ★Favor of the Moon

ASSET

NOT FOR PRINT OR RESALE

Pact. Cursed.

Fast. Seal (up to 3 ☯). If there are no tokens sealed on Favor of the Moon, discard it.

↻ When you would reveal a chaos token from the chaos bag, exhaust Favor of the Moon: Resolve a token sealed here instead, as if it were just revealed from the chaos bag. Then, gain 1 resource.

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2

ASSET

✷Favor of the Sun

NOT FOR PRINT OR RESALE

Pact. Blessed.

Fast. Seal (up to 3 ⌖). If there are no tokens sealed on Favor of the Sun, discard it.

When you would reveal a chaos token from the chaos bag, exhaust Favor of the Sun: Resolve a token sealed here instead, as if it were just revealed from the chaos bag.

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2

ASSET

✷Favor of the Sun

NOT FOR PRINT OR RESALE

Pact. Blessed.

Fast. Seal (up to 3 ⌖). If there are no tokens sealed on Favor of the Sun, discard it.

When you would reveal a chaos token from the chaos bag, exhaust Favor of the Sun: Resolve a token sealed here instead, as if it were just revealed from the chaos bag.

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Purifying Corruption

4

ASSET

NOT FOR PRINT OR RESALE

Ritual. Blessed. Cursed.

When you draw a non-weakness treachery, take 1 damage and 1 horror: Cancel that card's revelation effect and place 1 resource on this card, as corruption. If this card has 3 or more corruption, remove it from the game.

Draw the top card of the encounter deck: Either heal 1 damage and 1 horror, or remove 1 corruption from this card.

Card design by the Impure at Arkham Nights 2019.

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Purifying Corruption

4

ASSET

NOT FOR PRINT OR RESALE

Ritual. Blessed. Cursed.

When you draw a non-weakness treachery, take 1 damage and 1 horror: Cancel that card's revelation effect and place 1 resource on this card, as corruption. If this card has 3 or more corruption, remove it from the game.

Draw the top card of the encounter deck: Either heal 1 damage and 1 horror, or remove 1 corruption from this card.

Card design by the Impure at Arkham Nights 2019.

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The Lair of Dagon

EASY / STANDARD

–1 for each key on this card.

0. Reveal an additional chaos token. If you reveal 1 or more tokens during this test, you automatically fail.

–3. If you fail, place each key you control on your location.

–4. If you fail, add 1 token to the chaos bag.

Spent Keys

NOT FOR PRINT OR RESALE

The Lair of Dagon

HARD / EXPERT

–2 for each key on this card.

–2. Reveal an additional chaos token. If you reveal 1 or more ♄ tokens during this test, you automatically fail.

–3. Place each key you control on your location and take 1 damage.

–4. Add 2 ♄ tokens to the chaos bag.

Spent Keys

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Agenda 1a

The Initiation (v. I)

The interior of the old masonic hall is eerily quiet, aside from the distant plink of dripping water and the creaking of the building under the weight of your feet. You get the feeling that your arrival may have been expected.

Forced – When your turn begins, if you are at a fully flooded location, you struggle for air: When your turn ends, if you did not enter an unflooded or partially flooded location during your turn, take 5 direct damage.

6

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Illus. Nele Diel

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AGENDA 1b

Encounter in the Deep

In a flooded hall of the Order, you come across an onyx statue depicting a creature similar to the ones you saw in Devil Reef. Just as you are pondering the nature of its existence, you hear faint chanting up ahead: "Y'ha-nthlei! Y'ha-nthlei!" Before you can interpret the strange syllables, there is a splash behind you. You hide and hold your breath as the figures approach. The gentle sloshing of their steps passes and fades into the distance. You shadow the figures, following them to the site of their ritual…

Add 2 ↺ tokens to the chaos bag. Check Campaign Log.

- If *a jailbreak* is listed under "Memories Recovered" in your Campaign Log, spawn the set-aside ***Suspect*** enemy at a ***Third Floor*** location, or at the Grand Entryway if a ***Third Floor*** location is not in play *(ignoring that enemy's revelation ability)*. Place the set-aside blue key on that enemy.
- Otherwise, the lead investigator searches the encounter deck for a ***Cultist*** enemy and spawns it in a connecting location. Shuffle the encounter deck.

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Agenda 1a

The Initiation (v. II)

The interior of the old masonic hall is eerily quiet, aside from the distant plink of dripping water and the creaking of the building under the weight of your feet. You get the feeling that your arrival may have been expected.

Forced – When your turn begins, if you are at a fully flooded location, you struggle for air: When your turn ends, if you did not enter an unflooded or partially flooded location during your turn, take 5 direct damage.

6

NOT FOR RESALE NOT FOR PRINT OR RESALE

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AGENDA
1b

Encounter in the Deep

In a flooded hall of the Order, you come across an onyx statue depicting a creature similar to the ones you saw in Devil Reef. Just as you are pondering the nature of its existence, you hear faint chanting up ahead: "Y'ha-nthlei! Y'ha-nthlei!" Before you can interpret the strange syllables, there is a splash behind you. You retreat as the figures approach, hoping to evade them. Their muffled chanting reaches a crescendo when, suddenly, all goes quiet.

Remove 2 ↳ tokens from the chaos bag. Check Campaign Log.

- If *a jailbreak* is listed under "Memories Recovered" in your Campaign Log, spawn the set-aside ***Suspect*** enemy at a ***Third Floor*** location, or at the Grand Entryway if a ***Third Floor*** location is not in play *(ignoring that enemy's revelation ability)*. That enemy enters play exhausted.
- Otherwise, nothing else happens.

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Agenda 2a

What Lurks Below (v. I)

"Glancing up at the window I had left, I observed it was still dark, though far across the crumbling chimneys to the north I could see lights ominously blazing in the Order of Dagon Hall…"

– *H.P. Lovecraft,* The Shadow over Innsmouth

Forced – When your turn begins, if you are at a fully flooded location, you struggle for air: When your turn ends, if you did not enter an unflooded or partially flooded location during your turn, take 5 direct damage.

6

NOT FOR REPRINT OR RESALE

AGENDA 2b

Cursed Luck

The silence that pervades the building retreats as sinister chanting rises from the depths, each uncanny syllable a reminder of the Order's inhuman origins. What was once the rhythmic drip, drip, drip *of trickling water is now a distant, resounding roar of rushing floodwater. But there is also something else. The rumbling of something enormous, something that stirs under the bedrock…*

Add 4 ↺ tokens to the chaos bag.

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Agenda 2a

What Lurks Below (v. II)

"Glancing up at the window I had left, I observed it was still dark, though far across the crumbling chimneys to the north I could see lights ominously blazing in the Order of Dagon Hall…"

– H.P. Lovecraft, The Shadow over Innsmouth

Forced – When your turn begins, if you are at a fully flooded location, you struggle for air: When your turn ends, if you did not enter an unflooded or partially flooded location during your turn, take 5 direct damage.

6

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AGENDA 2b

Dawson Returns

Hearing footsteps up ahead, you press yourself against a nearby wall, fearing the worst. You and your would-be ambusher leap out at the same time, brandishing your weapons… then immediately withdraw once you recognize one another.

"Oh, it's you," Dawson says, holstering his handgun. "I've searched that entire wing," he says, motioning to the hall he came from. "Found this, but not much else." He offers the key in his possession, then pulls out his flashlight and takes the lead. "Might as well stick together from here on out."

Remove 4 ↺ tokens from the chaos bag.

Choose an investigator to take control of the set-aside Thomas Dawson story asset. For the remainder of this scenario, Thomas Dawson does not take up an ally slot. That investigator may also take control of 1 spent key on the scenario reference card.

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Agenda 3a

The Ritual Advances

The building rumbles to its foundations. Something sinister is happening deep below the halls of the Order of Dagon. If you don't stop it, who knows what may be unleashed?

Forced – When your turn begins, if you are at a fully flooded location, you struggle for air: When your turn ends, if you did not enter an unflooded or partially flooded location during your turn, take 5 direct damage.

6

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AGENDA
3b

An Awakening

Suddenly, a tremendous sound thunders through the building, like a furious explosion and the resonance of a booming voice all at once. At first you think the building must be collapsing. You take cover and lift your arms above your head to shield yourself from falling rubble, but no debris strikes you. Instead, it is an echoing roar that brings you to your knees and forces the air out of your lungs. Your eardrums threaten to shatter as the sound grows louder and louder. Darkness creeps into your vision until it swallows your memories whole.

Each investigator who has not resigned is defeated and suffers 1 mental trauma.

In your Campaign Log, record *Dagon has awakened*. (→**R1**)

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Act 1a

The First Oath

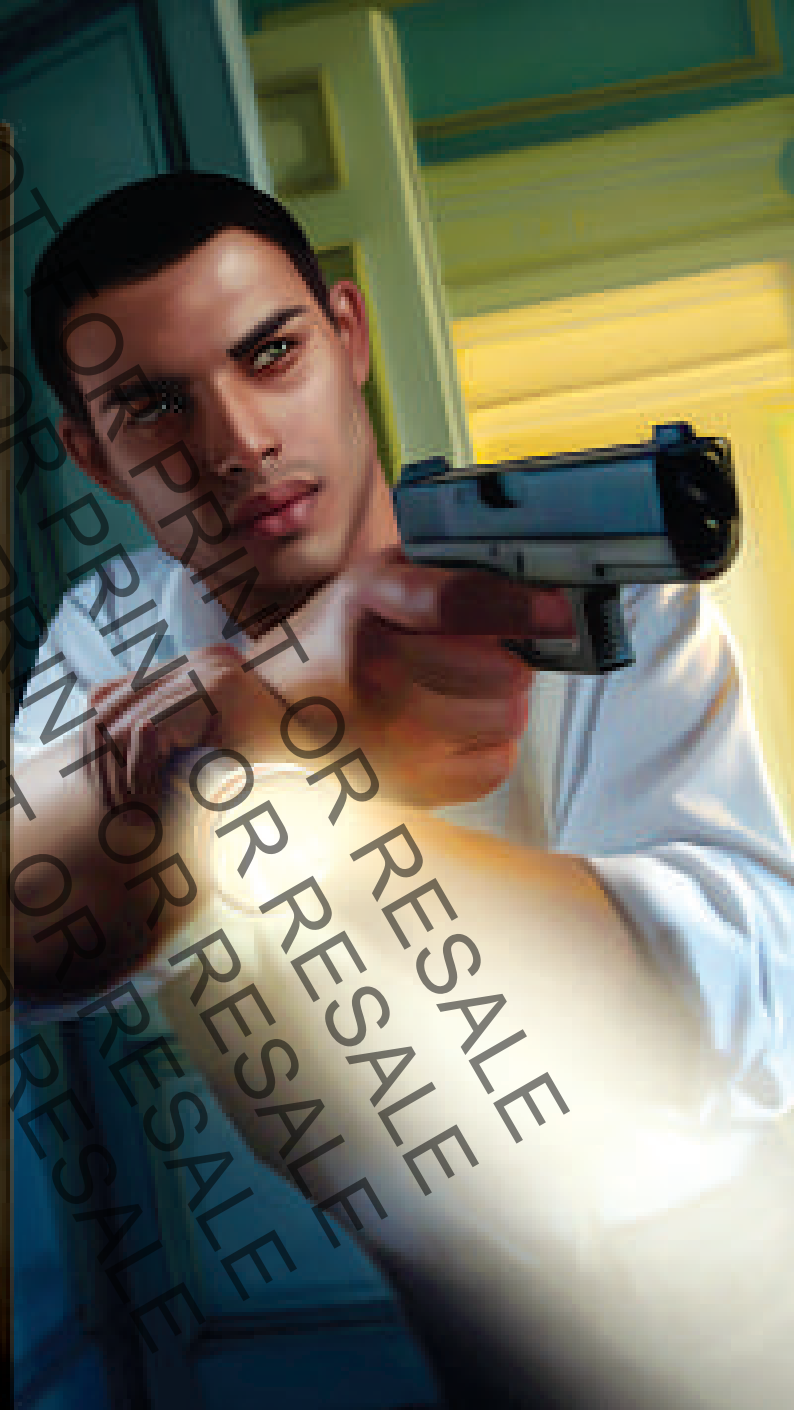
"We all hed to take the Oath o' Dagon, an' later on they was secon' an' third Oaths that some on us took."

– *H. P. Lovecraft,* The Shadow over Innsmouth

Each ***Suspect*** enemy gets +1 health, loses aloof, and cannot be parleyed with.

Spend the blue, red, white, or yellow key: Discard each ***Obstacle*** card attached to your location.

Objective – If each surviving investigator is at Grand Entryway and the investigators have "unlocked the entrance to the caves," advance.



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ACT 1b

Secrecy

Each of the Order's chambers are devoted to an aspect of their grand scheme—the secret that lies at the foundation of the Order, the poison that dwells in the roots of Innsmouth—but whatever that secret is, it is just beyond your grasp. At least, until the moment you discover the truth behind the building itself: It is nothing but a cover for the Order's true headquarters. As you unlock the pathway that leads into the cavernous depths beneath the building, you wonder what secrets could possibly dwell below…

If a ***Suspect*** enemy is in play, remove it from the game.

Remove each location other than Grand Entryway from the game (or add them to the victory display if they have **Victory X** and no clues on them), discarding each card at those locations.

Shuffle the set-aside Tidal Tunnel locations and put each of them into play.

Increase the flood level of each location.

Shuffle each set-aside Syzygy and Tidal Alignment card into the encounter deck, along with the encounter discard pile.

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Act 2a

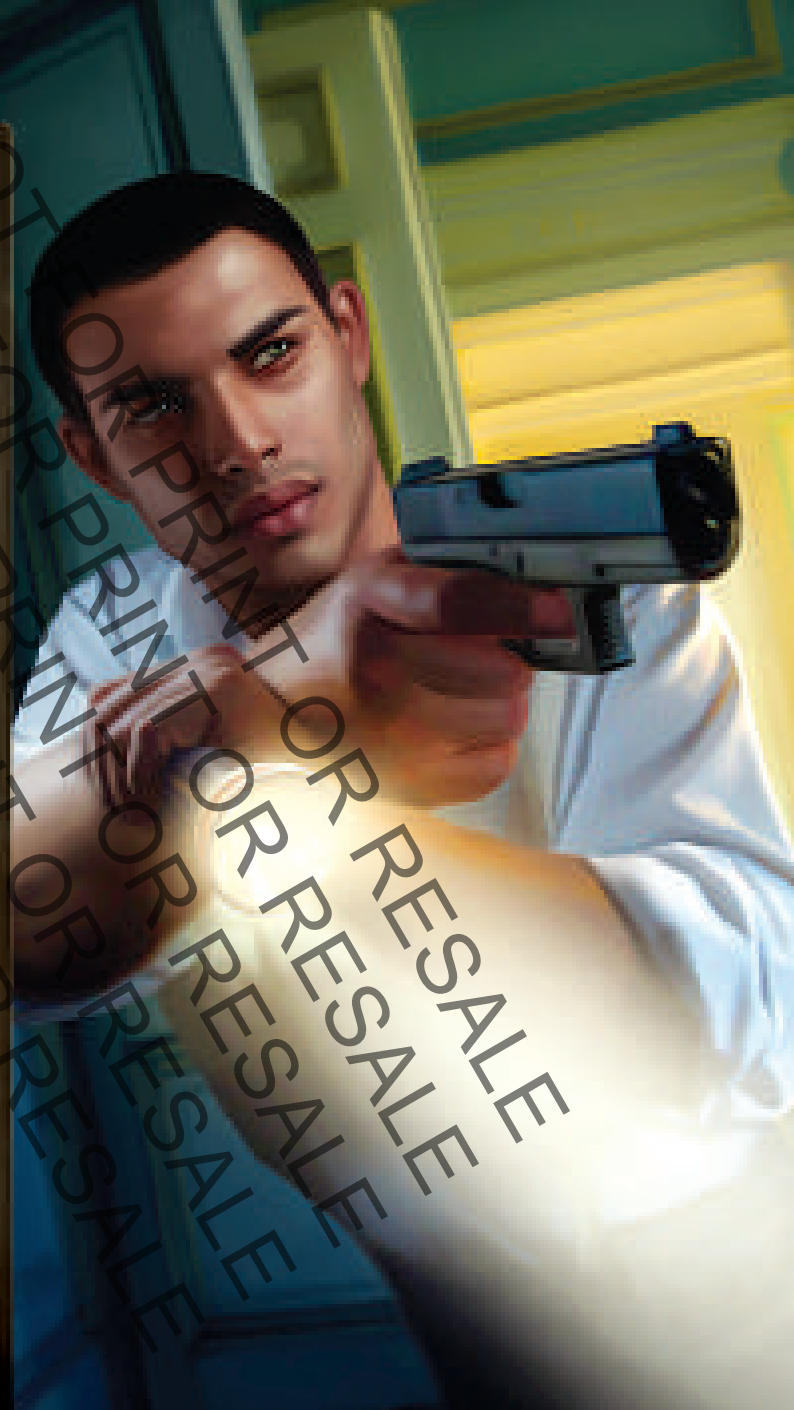
The Second Oath

You descend into the caverns beneath the Order of Dagon's headquarters, unaware of the horrific fate that awaits you in the depths.

Each ***Suspect*** enemy gets +1 health, loses aloof, and cannot be parleyed with.

Spend the blue, red, white, or yellow key: Discard each ***Obstacle*** card attached to your location.

Objective – If an investigator has "unlocked the final depths," advance.



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ACT 2b

Loyalty

The more you explore the caverns, the more alien and inhuman the architecture becomes. Soon, it feels like you have crossed the threshold of another world entirely. It is reminiscent of the ruins you saw beneath Devil Reef, but those depths are miles from here… right? Or is this network of caves so vast, it spans the entirety of Innsmouth?

Soon you come upon a grand set of doors in the center of the web of gilded corridors. Many other paths stem from this hall, but it is this door—and the strange, heavy breathing that thrums throughout the walls and the floor—that calls to you…

Put the set-aside Lair of Dagon location into play, fully flooded.

Put the set-aside Dagon enemy into play at Lair of Dagon, (*Deep in Slumber*) side faceup.

Check the current agenda.

- If it is agenda 1a, add 10 ↺ tokens to the chaos bag.
- If it is agenda 2a, add 5 ↺ tokens to the chaos bag.

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Act 3a

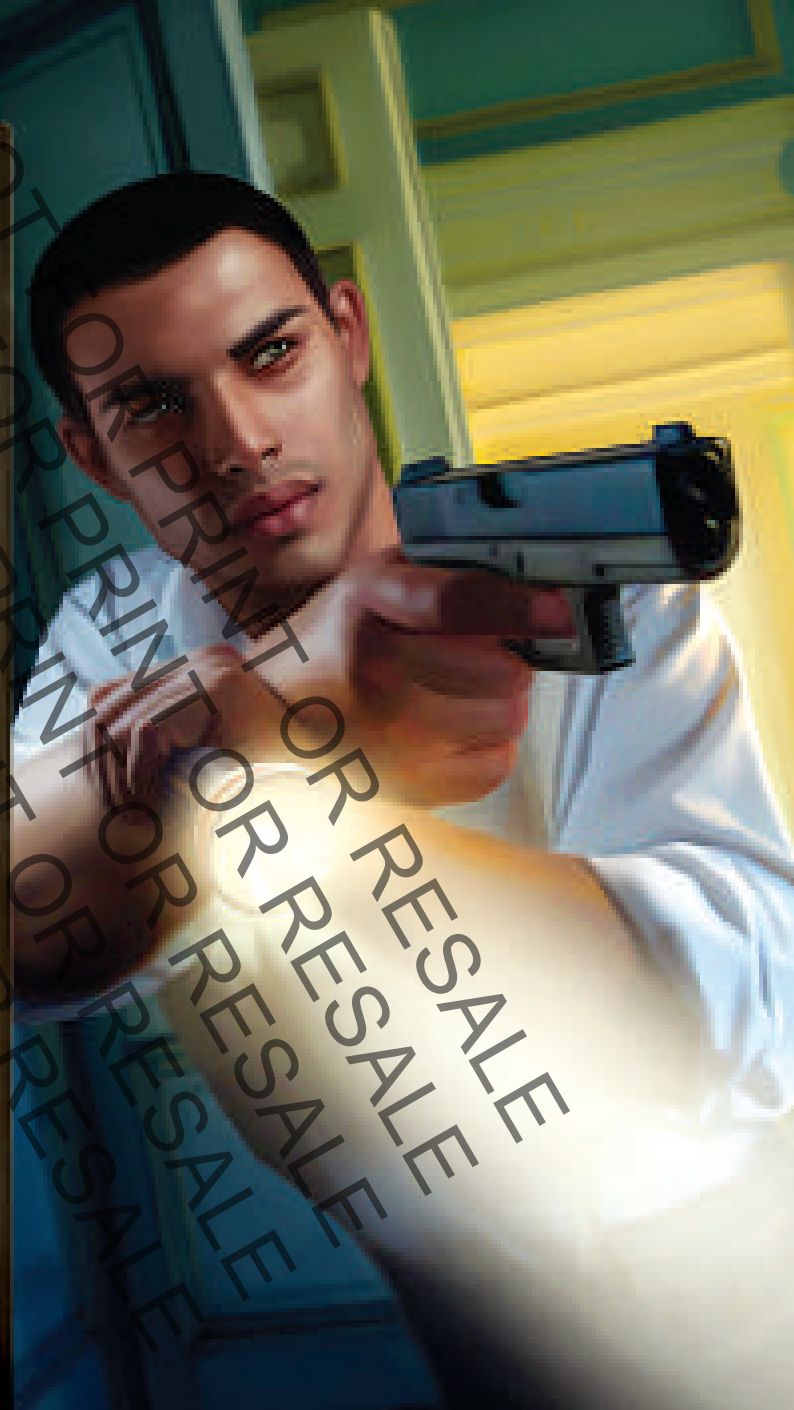
The Third Oath

The Order's final secret lies just beyond this door. The entity to which the Order's service is pledged. The creature that holds them in its clutches. The conspiracy's beating heart.

Each ***Suspect*** enemy gets +1 health, loses aloof, and cannot be parleyed with.

Spend the blue, red, white, or yellow key: Discard each ***Obstacle*** card attached to your location.

Objective – Disrupt the Order's ritual by placing clues on this act. If there are 3 clues on this act, advance.



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ACT 3b

Rebirth

A sudden stillness permeates the chamber. The only sound you hear is the gentle rippling of the reflecting pool inside the cult's hidden lair, and the pounding of your own heart in your chest as you struggle to understand what you have seen. Whatever ritual the Order was performing has been disrupted by your hand, but Agent Dawson does not look relieved. "Okay. Okay. Right," he says through choked breaths. His hands shake as he lowers his weapon. "Come on, quickly. We have another task to perform." Another task? You have no idea what Dawson is talking about. He notices your confusion and shakes his head. "No time to explain. Follow me." Then a fuzzy darkness overtakes your memories…

In your Campaign Log, record *the Order's ritual was disrupted.*

- If Dagon *(Deep in Slumber)* is in play, in your Campaign Log, record *Dagon still slumbers.*
- If Dagon *(Awakened and Enraged)* is in play or in the victory display, in your Campaign Log, record *Dagon has awakened.*

(→**R1**)

RESALE PROHIBITED
NOT FOR RESALE

Grand Entryway

LOCATION

Ground Floor.

The lobby is full of old wealth hidden under layers of decrepitude. Two cracked statues flank the entrance, behind which loom two sets of wooden stairs leading up to the second floor. Two more doors hide under the stairways to your left and right, and a final locked door stands at the end of the hall.

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Illus. Emilio Rodriguez

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Grand Entryway

1

LOCATION

0

Ground Floor.

Grand Entryway is connected to each ***Cave*** location, and vice versa.

➤➤ **Resign.** You've had enough of this place.

➤➤ Investigators at the Grand Entryway spend the purple key and 3 clues, as a group: Remember that you have "unlocked the entrance to the caves."

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First Floor Hall

LOCATION

Ground Floor.

A foul stench emanates from behind the crooked door beneath the staircase.

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Illus. Yoann Boissonnet

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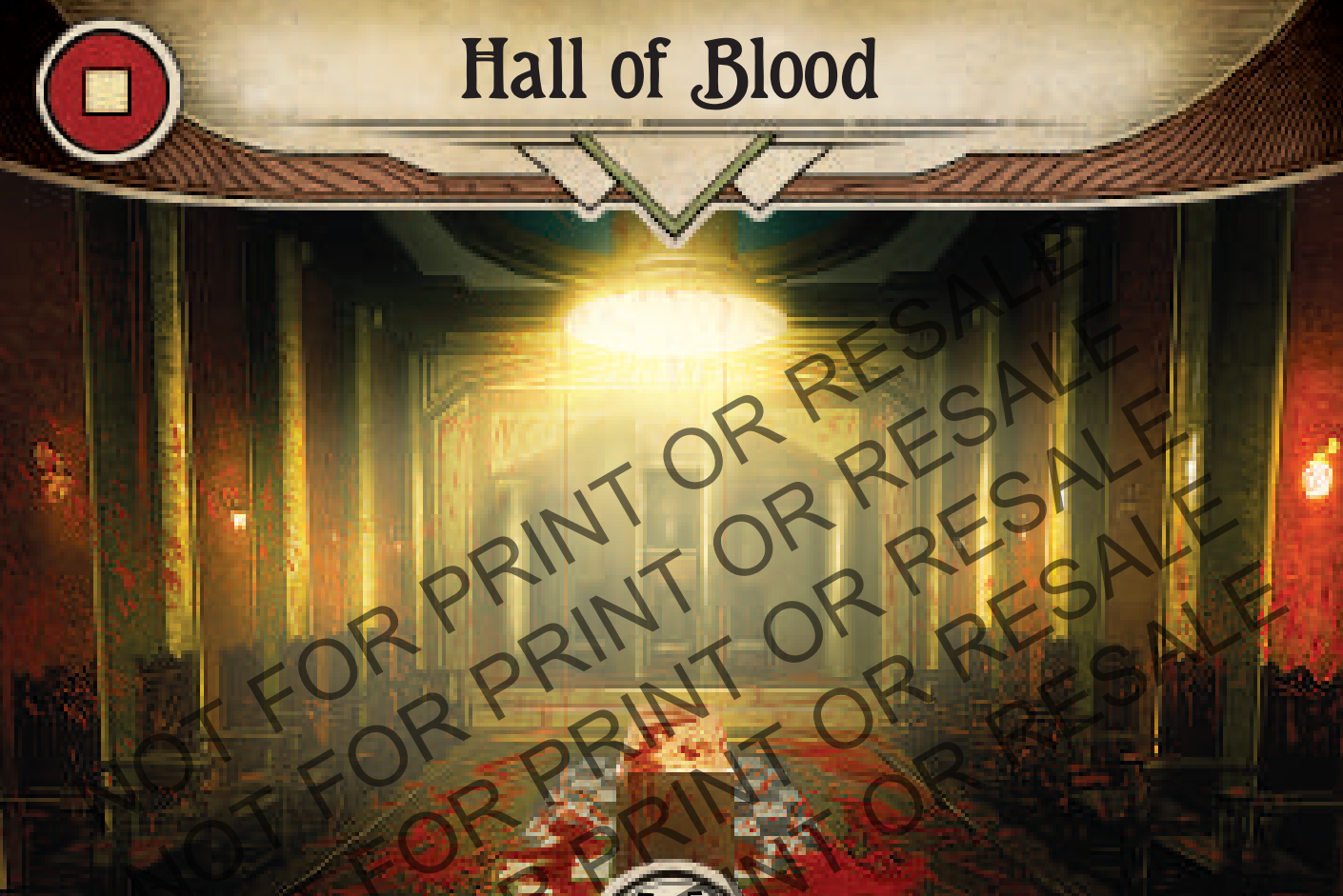
Hall of Blood



3

LOCATION

1

Ground Floor.

Forced – After Hall of Blood is revealed: Place the set-aside red key on it.

Forced – After you fail a skill test while investigating Hall of Blood: Take 1 horror.

NOT FOR PRINT OR RESALE

First Floor Hall

LOCATION

Ground Floor.

A foul stench emanates from behind the crooked door beneath the staircase.

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Illus. Yoann Boissonnet

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Hall of the Deep

3

LOCATION

1

Ground Floor.

➤➤ Spend the red key: There is an audible click as the crest of blood fits into the stone altar. Put the set-aside Y'ha-nthlei Statue story asset into play under your control, ***Cursed*** side faceup.

Forced – After Hall of the Deep is revealed: Increase its flood level.

Victory 1.

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Illus. Stanislav Dikolenko
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Foul Corridors

LOCATION

Second Floor.

Behind the door to the hall, muffled footsteps fade into the distance. Is there someone here?

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Foul Corridors

2

LOCATION

0

Second Floor. Passageway.

➤➤ Spend the black key: Remember that you have "unlocked the third floor."

This might have been an opulent hall, once. Now it reeks of mold and decay.

NOT FOR PRINT OR RESALE

Second Floor Hall

LOCATION

Second Floor.

Muffled chanting fills the corridor from behind one of the two doors on the second floor. The reverberation of sound throughout the hall makes it difficult to determine which.

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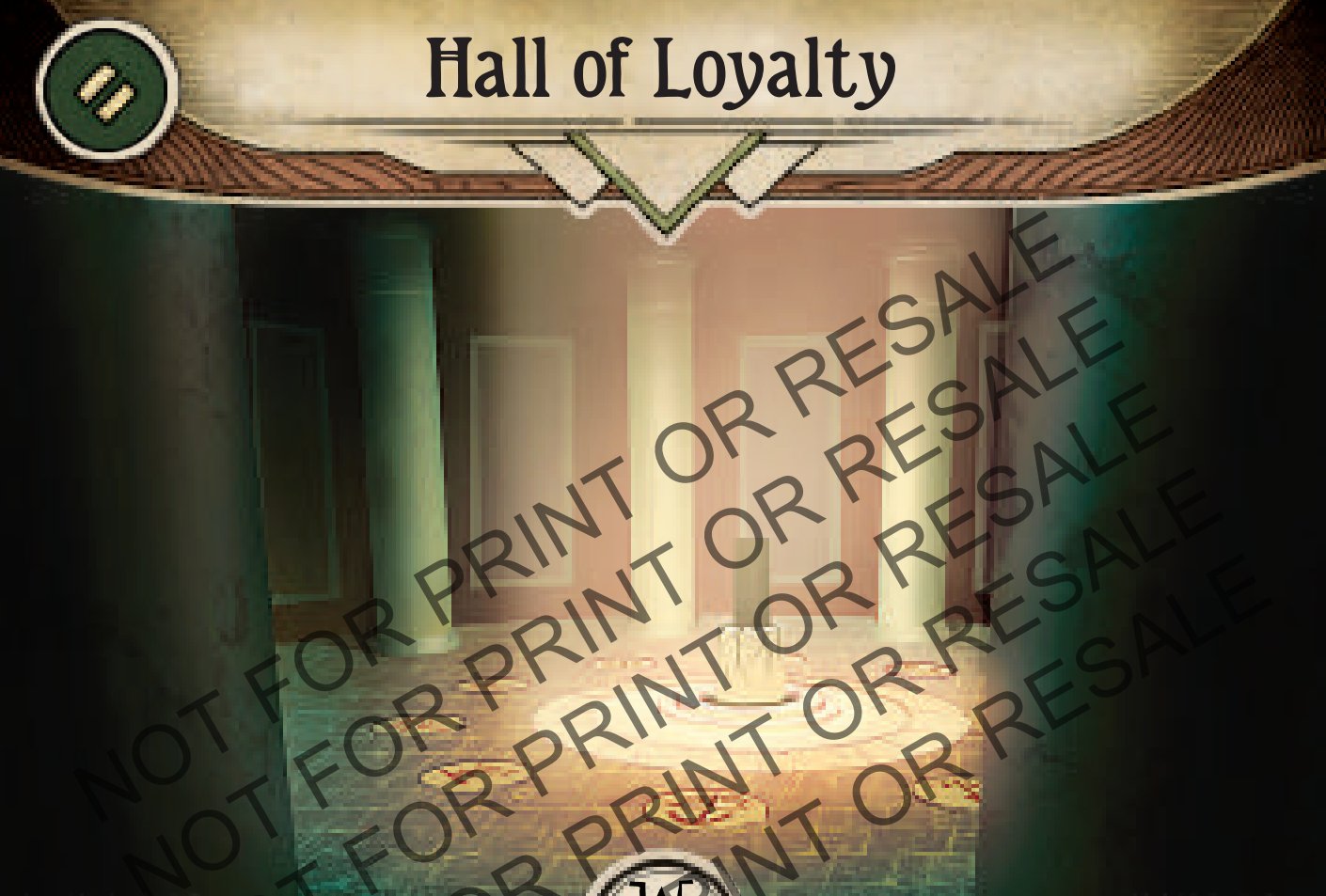
Hall of Loyalty



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4

LOCATION

1

Second Floor.

Spend the blue, red, white, or yellow key: Choose 3 of the following –

- Heal 1 damage.
- Draw 2 cards.
- Gain 3 resources.
- Add 4 tokens to the chaos bag.

Victory 1.

Second Floor Hall

LOCATION

Second Floor.

Muffled chanting fills the corridor from behind one of the two doors on the second floor. The reverberation of sound throughout the hall makes it difficult to determine which.

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Hall of Rebirth

2

LOCATION

1

Second Floor.

Forced – After you reveal Hall of Rebirth: Draw the set-aside Apostle of Dagon enemy.

"Offer yourself to Mother Hydra and Father Dagon and be born anew!" the whispers propose.

NOT FOR PRINT OR RESALE

Third Floor Hall

LOCATION

Third Floor.

Investigators cannot move to Third Floor Hall unless an investigator has "unlocked the third floor."

A circular indentation on the door at the top of the staircase suggests that something must be placed here in order to open the way forward.

NOT FOR PRINT OR RESALE

Illus. Yoann Boissonnet

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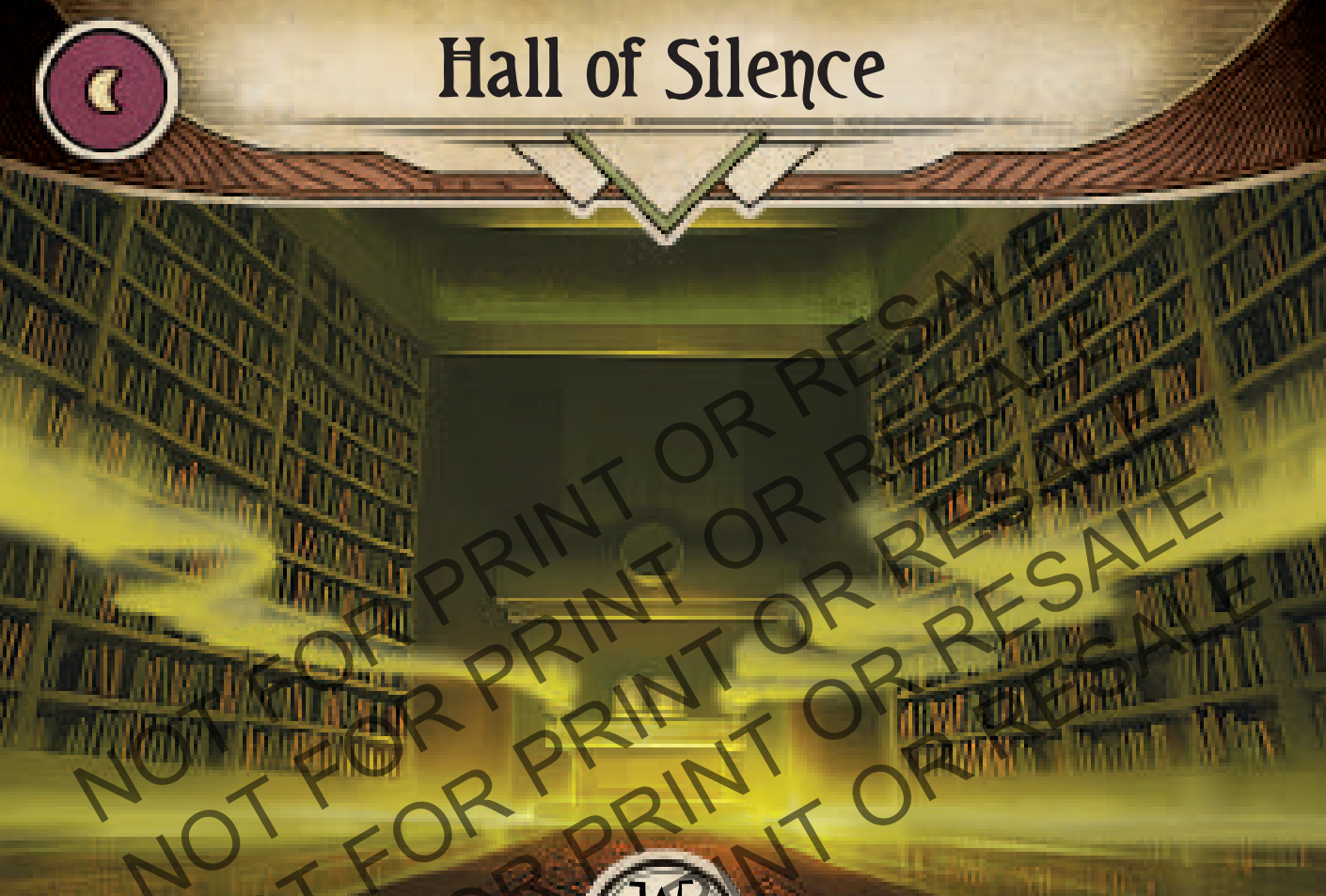
Hall of Silence



4

LOCATION

1

Third Floor.

Forced – After Hall of Silence is revealed: Place the set-aside purple key on it.

Forced – After an investigator at this location fails a skill test: Add 1 token to the chaos bag.

NOT FOR PRINT OR RESALE

Tidal Tunnel

NOT FOR PRINT OR RESALE
NOT FOR PRINT OR RESALE
NOT FOR PRINT OR RESALE
NOT FOR PRINT OR RESALE
NOT FOR PRINT OR RESALE

LOCATION

Cave.

The air is frigid here, and there is no sound but the faint plinking of water dripping onto the rough stone ground. You shudder and proceed onward…

Illus. Patrick McEvoy

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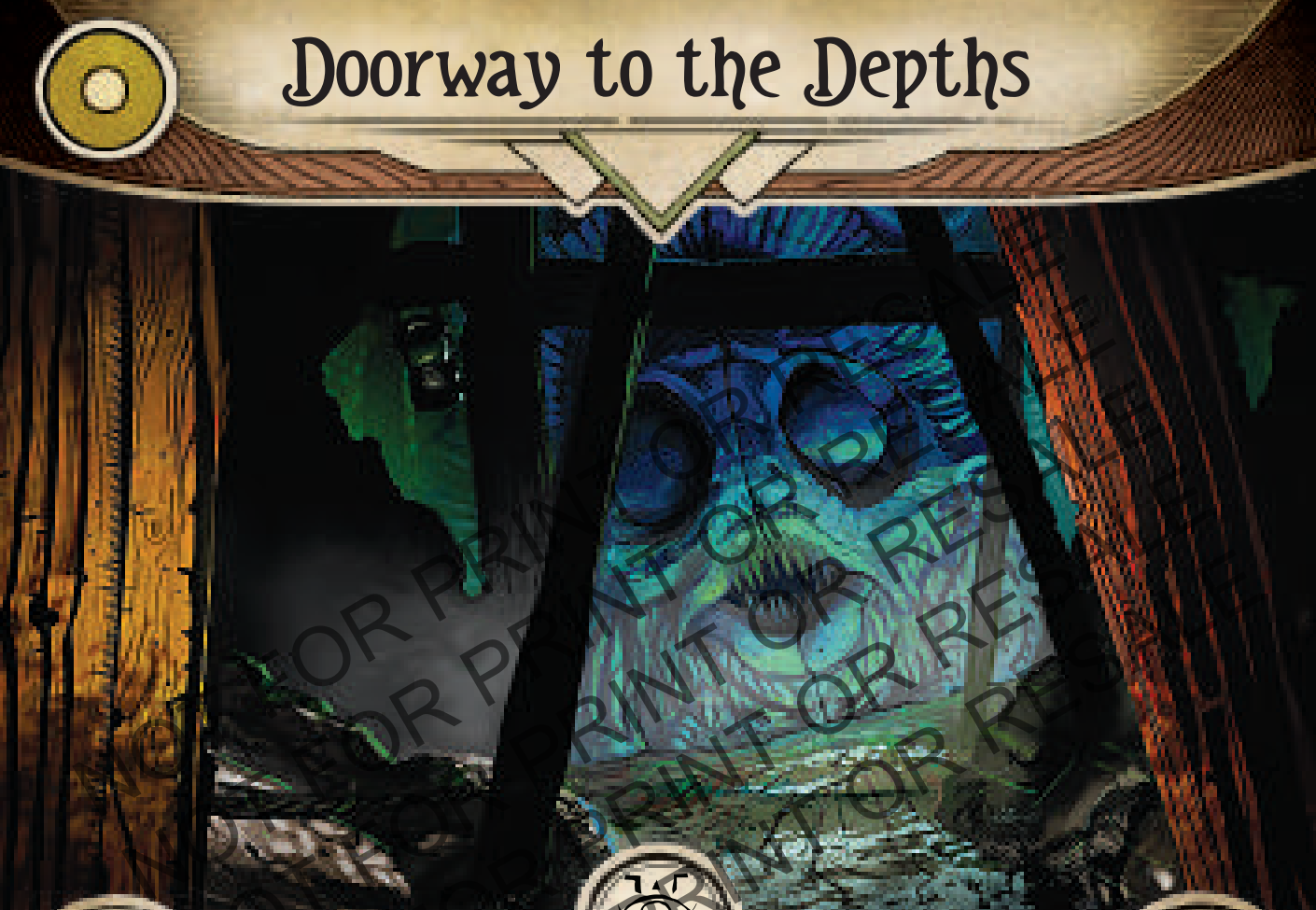
Doorway to the Depths



5

LOCATION

1

Cave.

Forced – After Doorway to the Depths is revealed: Place the set-aside green key on the location with the most clues.

➤➤ Investigators at the Doorway to the Depths spend the green key and 3 clues, as a group: Remember that you have "unlocked the final depths."

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Lair of Dagon

LOCATION

Y'ha-nthlei. Lair.

The steep, twisting stairway beyond the doorway leads you deeper and deeper into the caverns below the building. Effigies depicting aquatic monstrosities watch you from both sides as you descend into a realm of alien architecture and otherworldly riches.

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Lair of Dagon

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3

LOCATION

3

Y'ha-nthlei. Lair.

Forced – After you enter Lair of Dagon: Test your lowest skill (3). If you fail, take 1 horror.

➤➤: Test (3) or (3). If you succeed, place 1 of your clues on the current act. You may spend 1 key to place 1 more of your clues on the current act.

Victory 1.

✷Dagon

Deep in Slumber

Ancient One. Elite.

Dagon is slumbering. He cannot attack or engage, and is immune to investigator actions and player card effects.

Forced – After an investigator at this location fails a skill test: Place 1 resource on Dagon. Then, if there are at least 1 +2 resources on Dagon, flip him.

➤➤ Spend 1 key: Remove 1 resource from Dagon.

ENEMY

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Dagon

Awakened and Enraged

4 6 4

Ancient One. Elite.

Massive.

Dagon gets +6 health.

Forced – After an investigator at this location fails a skill test: Ready Dagon. Dagon attacks that investigator.

Victory 1.

ENEMY

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Apostle of Dagon

2 3 2

Humanoid. Hybrid. Cultist.

Apostle of Dagon gets +1 health.

Forced – After Apostle of Dagon enters play: Place the set-aside black key on it.

Forced – When an investigator deals 1 or more damage to Apostle of Dagon: Add 1 token to the chaos bag.

Victory 1.

ENEMY

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Cerenerian Deep One

2 3 2

Humanoid. Monster. Deep One.

Prey – Lowest .

Hunter.

Forced – After Cerenerian Deep One engages you: Add 2 tokens to the chaos bag.

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ENEMY

Cerenerian Deep One

2 3 2

Humanoid. Monster. Deep One.

Prey – Lowest .

Hunter.

Forced – After Cerenerian Deep One engages you: Add 2 tokens to the chaos bag.

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ENEMY

TREACHERY

Fulfill the Oaths

Hazard.

Revelation – If it is…

- …act 1, test (3).
- …act 2, test (3), then (2).
- …act 3, test (3), then (2), then (2).

For each of these skill tests you fail, take 1 damage.

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TREACHERY

Fulfill the Oaths

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- …act 2, test (3), then (2).
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- …act 1, test (3).
- …act 2, test (3), then (2).
- …act 3, test (3), then (2), then (2).

For each of these skill tests you fail, take 1 damage.

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TREACHERY

Secret Gathering

Hex.

Revelation – Add 1 token to the chaos bag. Test (4). If you fail, place 1 doom on each ***Cultist*** enemy and take 1 horror (2 horror instead if 1 or more tokens were revealed during this test).

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TREACHERY

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TREACHERY

Esoteric Ritual

Hex.

Revelation – Test (4). If you fail, either choose and discard 2 cards from your hand or discard an asset you control (if 1 or more tokens were revealed during this test, do both instead).

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TREACHERY

Esoteric Ritual

Hex.

Revelation – Test (4). If you fail, either choose and discard 2 cards from your hand or discard an asset you control (if 1 or more tokens were revealed during this test, do both instead).

TREACHERY

Esoteric Ritual

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Revelation – Test (4). If you fail, either choose and discard 2 cards from your hand or discard an asset you control (if 1 or more tokens were revealed during this test, do both instead).

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TREACHERY

Heralds of the Deep

Curse.

Revelation – Test (3) (5 instead if your location is flooded). For each point you fail by, add 1 token to the chaos bag (if you cannot, Heralds of the Deep gains surge).

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TREACHERY

Heralds of the Deep

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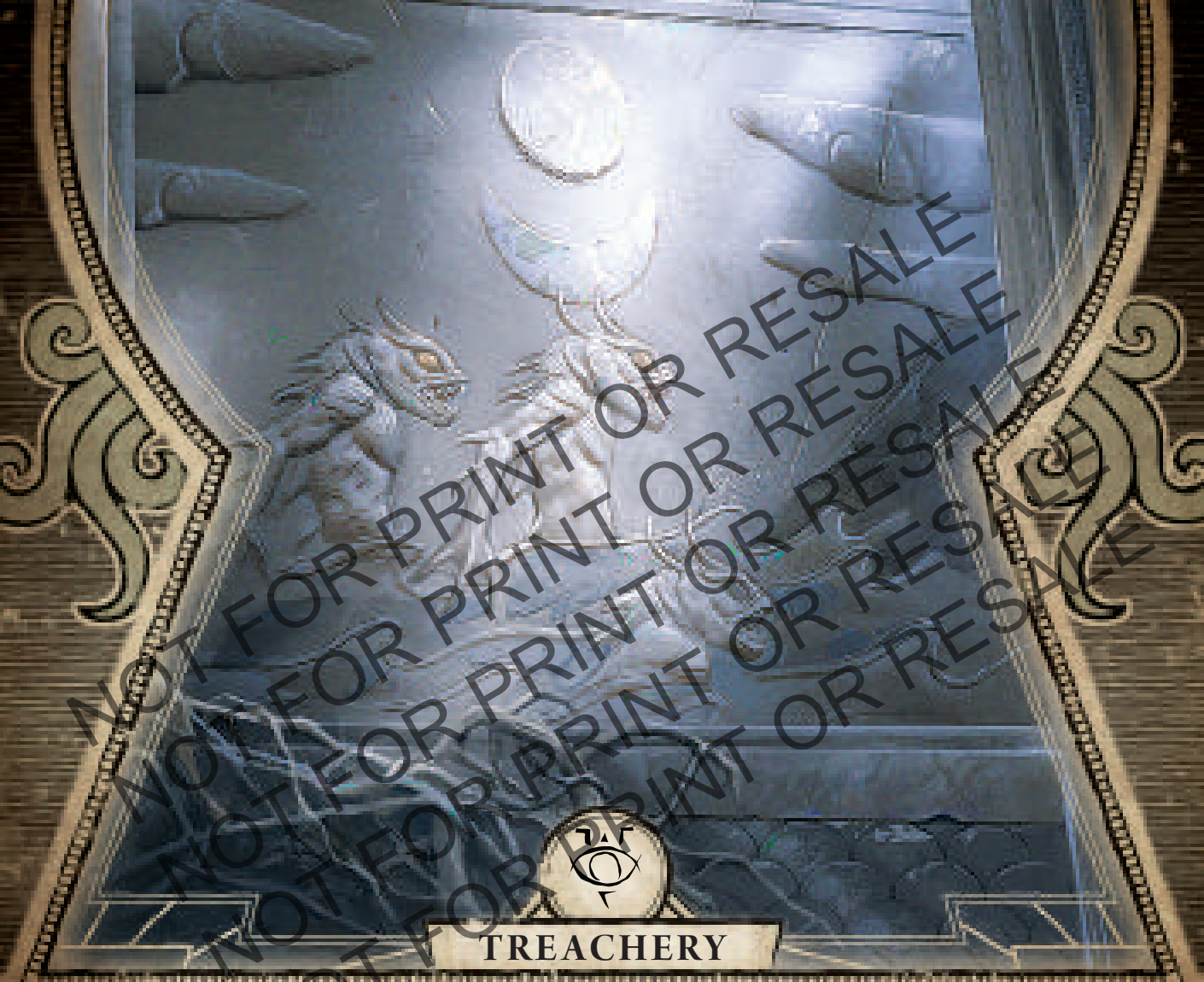

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TREACHERY

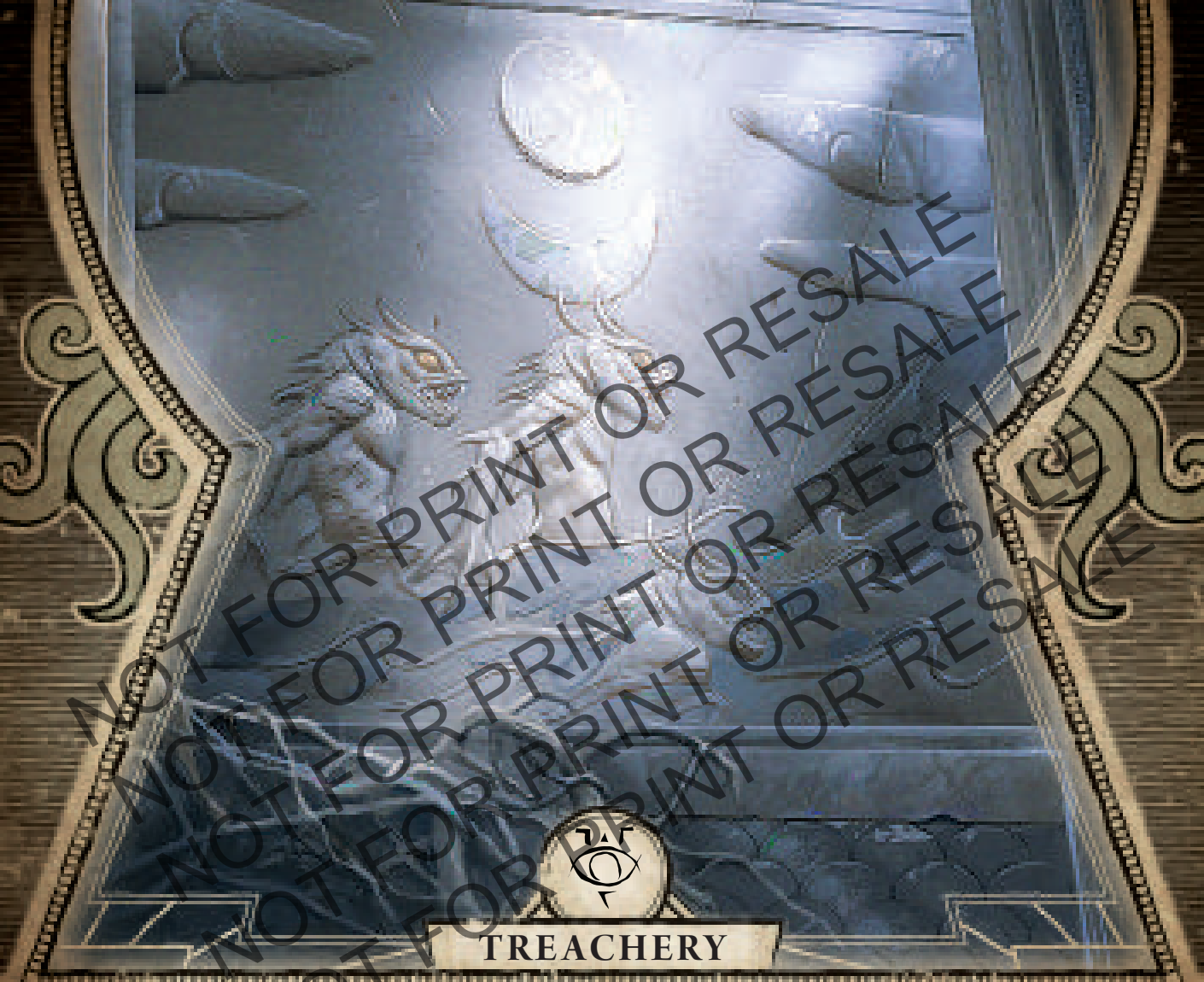
Stone Barrier

Obstacle.

Revelation – Attach to the nearest location without a Stone Barrier attached. If attached location is flooded, Stone Barrier gains surge.

While Stone Barrier is ready, investigators cannot move out of attached location.

➠: Test (1), (2), or (3). If you succeed, exhaust Stone Barrier.



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➤➤: Test (1), (2), or (3). If you succeed, exhaust Stone Barrier.

✷Y'ha-nthlei Statue

Mysterious Relic

ASSET

NOT FOR RESALE
NOT FOR RESALE
NOT FOR RESALE
NOT FOR RESALE

Item. Relic. Cursed.

Exhaust Y'ha-nthlei Statue and add 2 tokens to the chaos bag: Deal 1 damage to a ***Humanoid*** enemy at your location.

Spend the blue, white, red, or yellow key: Ready Y'ha-nthlei Statue and flip it to its other side.

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✷Y'ha-nthlei Statue

Dynamic Relic

ASSET

NOT FOR RESALE

Item. Relic. Blessed.

Exhaust Y'ha-nthlei Statue: Deal 1 damage to a ***Humanoid*** enemy at your location.

Exhaust Y'ha-nthlei Statue: Remove 2 tokens from the chaos bag and replace them with an equal number of tokens.