● ● ○   Biting Sea

Scenario Goals

The scenario is complete when the Fracture of the Deep is dead. At the end of that round, read 📖 **10.1**.

Scenario Effects

Each character adds three ⊟ cards to their attack modifier deck.

Introduction

The dome hangs in your submersible's window: a great sunken moon. The image of it has followed you for months. Ever since your first vision back on the jagged shoals you've been bombarded by flashes of this place, and now you're here. The shards of the crown are secure in the hold and the end to all of this is within your sight.

You approach carefully, hoping to avoid detection, and with a bit of luck you manage to make it inside without drawing any attention to yourselves. The dome is abandoned. Rocks are strewn about and broken coral litters the ground. No one has entered this place in many years—a temple scorned by its own parishioners—but that works to your advantage.

You pilot your way over to the pedestal, finding it in the same poor condition as the rest of the structure. Sickly brown plants have adhered themselves to its sides and a few branches of stony coral have begun to grow around its base.

Working together, you draw each shard from the external hold and place them on the pedestal. It's a delicate process. You must fit each piece together, being sure not to damage them with the bathyspheres' clumsy controls. The air is getting muggy, and you distantly recognize that you'll need to resurface soon. But this will only take a moment longer. The crown is almost back in one piece; the shards are joined so they form two parts of a whole and then, with your breath held, you ease the two halves together.

But no.

The shards, nearly reunited, are suddenly wrenched apart and the water wobbles like a warped mirror. You reach out to grab at them but a wave of energy pushes you back, shaking your vessel violently. Then you watch as all six shards lift up from the pedestal and six Lurkers appear behind them.

These are spiny, ethereal figures: Lurkers of a sort you've not seen before. Their bodies are a murky fog, shades of some ancient time, brought here through some twisted magic.

Sudden flashes of anger and hatred cloud your mind as a Lurker presence invades it. It shows you the coral crown in an underwater palace, a king ascending the throne. It is the same vision Sun in Shallows shared with you when you met, but you feel no reverence or longing for this bygone era. There is only jealousy and rage.

When the cloud of darkness comes, you see a figure within it. You are the figure, so full of loathing for the king. You made the seas safe. Your great military prowess has brought peace to the many warring clutches. And yet he gets the power, the recognition. You reject the king and his crown. You will take it all back by force.

The last memory is the crown shattering. A shockwave envelopes you—consumes you—tying your destructive will inexorably to the shards.

The vision fades from your mind, but the dark presence does not leave your sight. He now stands before you, flanked by his six ethereal lieutenants who now hold the shards. The hateful apparition steps forward on crooked limbs—a giant of immense proportions, a shrouded usurper dredged from the very bottom of the abyss. He means to prevent you from reuniting the crown—to bury all of you and the shards beneath the waves. You deploy your bathysphere's suits and prepare to defend yourselves.

Special Rules

Each non-Lurker character gains ◈ twice (this is not a scenario effect).

All hexes in the scenario are treated as water hexes for the purposes of Lightning Eel summoning and movement.

All six Lurkers on tiles 13-B and 13-D are Fractured Lieutenants and add +1 ⚔ to all their attacks. Place one element token on each one as depicted. Any element on a lieutenant cannot be infused. When any lieutenant dies, the character who killed it, or any character closest to the lieutenant if no character killed it, places one numbered token on their mat. This represents a coral shard. In addition, place that lieutenant's element token in the strong column of the element board. It is now always treated as strong.

For each crystal shard a character has on their mat, they add a cumulative +1 ⚔ to one of their attacks each turn targeting non-boss enemies. At the start of any character's turn, they can give any number of their crystal shards to an adjacent character. If a character with crystal shards becomes exhausted, the shards are given to the closest character.

The Fracture of the Deep is immune to all conditions and damage at this time.

☠ Boss Special 1

The Fracture of the Deep performs:
◈ 1, ◉ all, ➔ 1
🔵🔴🔵: Summon one Lurker Clawcrusher
🟢🔴🔵: Summon one Lurker Mindsnipper
Any summoned Lurker Clawcrushers or Lurker Mindsnippers are normal for two characters, Lurker Clawcrushers are elite for three characters, or both are elite for four characters.

☠ Boss Special 2

The Fracture of the Deep performs:
🍖 +0 (🔵 : 🐍)
⚔ +0 (🔴 : +C ⚔)
🟡🔴🔵 : Summon one Lurker Wavethrower
Any summoned Lurker Wavethrowers are normal for two or three characters, or elite for four characters.