



Biting Sea

Scenario Goals

The scenario is complete when all five goal treasure tiles have been looted. At the end of that round, read **95.5**.

Scenario Effects

Each character adds three **-1** cards to their attack modifier deck.

Introduction

Somehow you've managed to avoid thinking about this: what it will be like to dive deep underwater inside a giant metal ball, hurled overboard in an iron prison into the frozen depths where no one has ever ventured before. But now that you're here, crammed into the bathysphere with the lid screwed down tight, the reality of what you're about to do has become uncomfortably clear. You're going to sink, intentionally, down into the Biting Sea, locked inside an orb powered by a small glowing rock, all to find a shard of coral about the size of a Quatryl's hand. It seems a bit rash.

But the time for thinking is over.

Someone outside gives two quick knocks against the hull of the bathysphere, followed by a loud thunk as the docking mechanism is disengaged, and you are released from the ship, dropped unceremoniously into the water.

For a few moments, there's nothing to see but the fading light from the surface and the darkness rising to consume it. The metal ball pings loudly as it contracts in the frigid abyss. The propellers whirl behind you. Slowly your eyes adjust to the dim orange glow being put off by the forest crystal.

The shard compels you onward. Several minutes pass before you see anything at all, and then suddenly, the ocean floor appears below you, with a great scar gashed into it. The trench opens up like the very jaws of the ocean. The shard is insistent: this is where you must go.

You maneuver carefully and descend into the cavern, watching to make sure you don't scrape the walls as you fall. One would think that a place hidden at such a depth would be empty of life—that this would be a quiet, albeit ominous, journey. But no.

Flickers of scale move in the trench. You peer into the shadow, squinting, and there a giant eye opens. Claws flash in your outboard light and a dozen wriggling bodies stir beneath you. Pale ivory fangs, transparent scale, long wriggling limbs; this cavern is teeming. Time to move.

You level out and open the throttle, the propellers launching you down the canyon. Rocky walls blur past. You dip and turn, barely avoiding stony ledges as you shoot by. But the canyon forks ahead. You must choose between several routes, and the shard is giving you no clear direction. The creatures of the trench aren't far behind you; you'll just have to disembark in your diving suit and explore.

Special Rules

Each non-Lurker character gains **1** twice (this is not a scenario effect).

Section Links

When door **1** is opened, read **63.3**.

When door **2** is opened, read **103.3**.

When door **3** is opened, read **135.2**.

Map Layout



Scenario Key



Loot

- x12
- x2
- x3
- x1
- x1
- x1