

Scenario Goals

The scenario is complete when the Seeker of the Abyss is dead. At the end of that round, read **21.3**.

Scenario Effects

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

Introduction

The wreckage of the Lurker garrison has luckily been contained to small area, but, as you float towards it, the floating bodies of the unconscious Lurkers around you give you pause. How long will they remain this way? Exactly how much time do you have to dig out the coral shard you did all this to find?

Unearthing is a slow process; the submersible's arms were hardly designed for this sort of work. But still you persist, prying up jagged slabs of stone and tossing them to the ground, and after several long minutes, you uncover something unexpected—the knobby claw of a Lurker.

It would make sense that a number of bodies got caught in the wave debris, unfortunately—after all, they were highly concentrated in the area—it's just that this body seems particularly well preserved.

It's a keen observation, but it comes a second too late. The claw shoots out and snaps at the water, barely missing a bathysphere arm. The pile of rock shifts and the Lurker pries himself loose, emerging dust-covered and furious.

It seems not everything is unconscious after all. You guess being buried by rubble has a tendency to wake one up from a psychic stupor. How many creatures lie in wait beneath the wreckage, you don't know. You'll just have to keep digging and fight whatever comes out.

Special Rules

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

Door **1** is locked and will unlock and open when five objectives have been destroyed.

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

At the end of each round, if no monsters were on the map at any point during that

round, one character suffers **C-1**.

Shuffle numbered tokens 1 to 6 face-down next to the map.

Each ice pillar and large cave rock in the scenario has $Cx(L+1)/2$ hit points (rounded down). They are enemies to you and allies to all monsters. Whenever any objective is destroyed, reveal one numbered token and resolve the corresponding effect based on character count, spawning any indicated monsters at any hex the obstacle occupied:

Token	Two Characters	Three Characters	Four Characters
1	One normal Lurker Wavethrower	One normal Lurker Wavethrower	One elite Lurker Wavethrower
2	One normal Lurker Soldier	One elite Lurker Soldier	One elite Lurker Soldier
3	One normal Lurker Clawcrusher	One normal Lurker Clawcrusher	One elite Lurker Clawcrusher
4	One normal Lurker Mindsnipper	One elite Lurker Mindsnipper	One elite Lurker Mindsnipper
5	Two normal Lightning Eels	Three normal Lightning Eels	Four normal Lightning Eels
6	The destroying figure suffers L+2 .	The destroying figure suffers L+4 .	The destroying figure suffers (2xL)+4 .

Section Links

When door **1** is opened, read **167.1**

Map Layout

