



Biting Sea

Scenario Goals

The scenario is complete at the end of the twelfth round. At the end of that round, read **86.2**.

Scenario Effects

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

Introduction

It turns out constructing a device to emit a psychic blast is quite a difficult process. But when it is done, you quickly realize that was only half the battle. Getting it safely to the bottom of the Biting Sea will be equally challenging, and that part is all up to you.

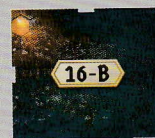
The device doesn't look particularly impressive—most of its bulk is just a haphazard metal casing to weigh it down in the water—but Pinter assures you it will do the trick. Essentially, he explains, it is a very potent battery filled with energy that has been attuned to the psychic frequency of a coral shard. When detonated, the simple explosives around the battery will cause this energy to disperse in a powerful psychic wave, overloading the mind of anyone sensitive to it. He gives you a remote to set it off from a safe distance, but he doubts the Lurkers will let it get anywhere close to their base, so you'll still have to escort the charge the whole way down.

So then, here you are, once again locked inside your submersible, sinking below the waves. You adjust much more quickly this time, and shortly after you take control of the bathysphere, the charge is lowered in next to you. Then the upper world vanishes as both you and the bomb plunge into the icy depths.

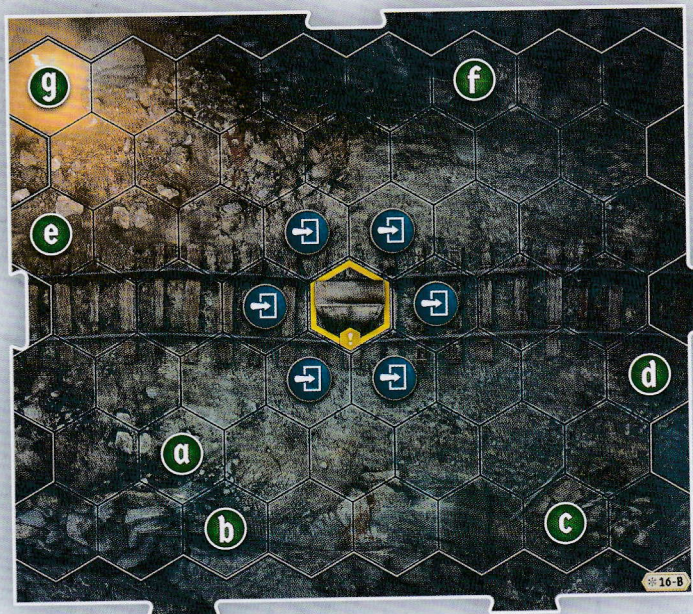
For a time, you simply watch the metal contraption through your hazy window. It moves slowly downward: a mangle of scrap metal and Quatryl ingenuity sinking lazily toward the ocean floor like a ruined ship heading for its final resting place.

Soon you see the vague outline of the Lurker structures appear. From this angle, they look like a great opened mouth: the ring of curved coral teeth sticking up from the sand, waiting for prey to wander inside. And then you see the Lurkers, a thick line of them moving upward—heading right for you.

They've detected your approach and are coming to stop you, a long string of red shells rising from the ocean floor. You must protect the device, because if it is lost, then all your efforts will be for nothing.

Map Layout**Scenario Key****Loot**

x13
 x2
 x3
 x2



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