



Special Rules























































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

The metal cabinet is the pulse emitter. It is slowly descending and characters must keep pace with it. During their turn, each character can spend 1 movement point to keep pace. Otherwise, at the end of their turn, they gain .

The pulse emitter has 6+(3xL) hit points. It is neither an ally nor enemy to you and is an enemy to all monsters. Any character can lose one card from their hand or two from their discard pile to negate one source of damage to the pulse emitter. If the pulse emitter is destroyed or any character becomes exhausted, the scenario is lost.

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

At the start of each listed round, spawn the following monsters at the listed locations based on character count:

Round	Two Characters	Three Characters	Four Characters
2	 : One normal Lurker Wavethrower	 and  : One normal Lurker Wavethrower	 and  : One normal Lurker Wavethrower
3	 : One normal Lurker Wavethrower	 : One normal Lurker Wavethrower	 and  : One normal Lurker Wavethrower
4	 : One normal Lurker Mindsnipper	 : One normal Lurker Wavethrower  : One normal Lurker Mindsnipper	 : Two normal Lurker Mindsnippers
5	 : One normal Lightning Eel  : Two normal Lightning Eels	 : One elite Lightning Eel  : Two normal Lightning Eels	 : One elite Lightning Eel  : Two elite Lightning Eels
6	 : One normal Lurker Clawcrusher	 : One normal Lurker Wavethrower  : One normal Lurker Clawcrusher	 and  : One normal Lurker Clawcrusher
7	 and  : One normal Lurker Wavethrower	 : One normal Lurker Wavethrower  : One elite Lurker Wavethrower	 and  : One elite Lurker Wavethrower
8	 : One normal Lurker Wavethrower  : One normal Lurker Mindsnipper	 : One elite Lurker Wavethrower  : One normal Lurker Mindsnipper	 : One elite Lurker Wavethrower  : One elite Lurker Mindsnipper
9	 : One normal Lurker Clawcrusher  : One normal Lightning Eel	 : One normal Lurker Clawcrusher  : Three normal Lightning Eels	 and  : One normal Lurker Clawcrusher  : Two normal Lightning Eels
10	 : One elite Lurker Mindsnipper	 : One normal Lurker Mindsnipper  : One elite Lurker Mindsnipper	 and  : One elite Lurker Mindsnipper
11	 : One normal Lurker Wavethrower  : One normal Lurker Clawcrusher	 : One elite Lurker Wavethrower  : One normal Lurker Clawcrusher	 : One elite Lurker Wavethrower  : One elite Lurker Clawcrusher