

## DO NOT READ until the end of the scenario

If **no resolution was reached**: Any investigator that didn't resign reads **Resolution 1**. Then, any investigator that resigned goes to **Resolution 2**.

**Resolution 1**: *As the floating palace sinks below, you scramble about for any hope of escape and salvation, but by the time you can jump ship, you're forced to swim. You thrash against the tide, but soon, the cold embrace of the Atlantic holds you still, wrapping you tight for an eternal slumber. The last thing you see is a new night sky, lit up by a mass of glowing green eyes.*

*The masses of Hell cheer your arrival with an unending atonality. You're bashed about by an infinite army of limbless fists, until finally one grabs your throat, lifting you on high until it slams you down to the sulfur shore below. You gasp a living fire, each breath searing your lungs as you sign the infernal pact of unliveness.*

*A demonic voice howls at you. "CAN YOU HEAR ME?! ARE YOU OKAY?!" Soon, the sights of the sea return to you, and you find yourself on one of the lifeboats quickly making its exit from the scene.*

- ☉ Each investigator that didn't resign suffers 1 physical trauma from their journey through the abyss.
- ☉ If an investigator resigned while controlling The Hungry Masses, continue to **Resolution 3**. Otherwise, continue to **Resolution 2**.

**Resolution 2**: *The lifeboat trembles as the forces of the storm crash against it. This isn't exactly how you dreamed of your ocean voyage, but it's heavenly compared to the current state of your recent lodgings.*

*The screams of the damned emanate from the sinking inferno behind you, a chorus doomed to echo in the cavern of your mind in the silent nights to come. With the only luck you've had this night, you escape the devouring deep as it consumes the futile work of man.*

*You wake to a brilliant dawn, unsure of when you finally fell asleep, and see a small ship off in the distance. After much shouting, waving, and jumping about, you finally manage to catch their eye, and but a few hours later, you find yourself again bound for old world.*

- ☉ Each investigator suffers 1 mental trauma as the refrain of the damned continues unending in their minds.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 2 bonus experience as he or she gains insight into the mythos.

**Resolution 3**: *You shove the last witless traveler into their dangling salvation and dive on behind them, holding fast as the lifeboat crashes on the tempestuous tide below. With much thrashing of oar, you manage to escape the growing vortex of despair that consumes your all-too-recent safe passage.*

*When you've no energy left to give, you collapse to the deck of your rickety shepherd and turn to watch the folly of man. You'd seen pictures in the papers when you were younger, but they did little justice to the sight of tons of steel held high above the water. You watch it, mesmerized, until like the ship, your consciousness slips below the surface.*

*You wake to the voices of angels singing down to you in the dulcet tones of France. Before you can realize you remain among the living, you're being dragged on board a boat that reeks of the morning's catch. After the longest of conversations, you secure passage to the old world, and resume your sleep of among the fishes.*

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