

Agenda 2a



Sprung a Leak

The strange creatures from the sea have begun to overrun the ship, wreaking havoc on its innards and terrifying the ship's passengers.

At the beginning of the enemy turn, place 1 clue on each **Engine Deck** location for each ready and unengaged enemy at that location.

Forced - At the end of the investigation phase, if The Engine Room has 3 or more clues on it (5 or more if there are 3 or more investigators) add 1 doom to this agenda.

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AGENDA 2B



Taking on Water

The nervous glances begin to turn into frantic wails as the passengers start to comprehend exactly what's going on around them. The panicked mob almost tramples you in their rush to find anyone that can help them.

- Shuffle the encounter discard pile into the encounter deck. Then discard cards from the encounter deck until a copy of Hysteria is revealed and draw that card.

Agenda 3a



S.O.S.

The intensity of the storm and the rapidly-deteriorating condition of the ship's hull drive home the fact that you're far from yours.

At the beginning of the enemy turn, place 1 clue on each **Engine Deck** location for each ready and unengaged enemy at that location.

Forced - At the end of the investigation phase, if The Engine Room has 3 or more clues on it (5 or more if there are 3 or more investigators) add 1 doom to this agenda.

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AGENDA 3B



Maritime Mayhem

Sparks fly around you as the monsters tear down everything in sight, a vision only amplified by the soundtrack of rushing water. The passengers that haven't fled to the topside sit catatonic under the tables that just hours ago they dined at jovially.

- Shuffle the encounter discard pile into the encounter deck, then discard cards from the encounter deck until a copy of Fiend of the Depths is revealed and spawn it.

Agenda 4a



Song of the Deep

The ravaged belly of the ship strains under the damage inflicted upon it, its insides becoming a symphony of creaking and crushing metal.

At the beginning of the enemy turn, place 1 clue on each **Engine Deck** location for each ready and unengaged enemy at that location.

Forced - At the end of the investigation phase, if The Engine Room has 3 or more clues on it (5 or more if there are 3 or more investigators) add 1 doom this agenda.

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AGENDA 4B



Lake of Fire

The maddening din at the bottom of the ship comes to an unbearable crescendo in the form of a loud explosion as the Engine Room erupts in flames. The silence that follows is more unnerving than anything you've heard all night.

- Each investigator at an **Engine Deck** location tests (4). For each point they fail by, they must either discard 1 card or take 1 damage.
- Move all investigators from **Engine Deck** locations to Service Corridors. Then remove all **Engine Deck** locations and enemies at those locations from play.

Agenda 5a



Dead in the Water

Water has filled most of the bottom of the ship, making it abundantly clear that there's no coming back from the amount of damage done tonight. If you want to survive to see the morning sun, you'll have to get on one of the lifeboats as soon as possible.

If an enemy would spawn at a location that is no longer in play, spawn that enemy at The Upper Deck. If an enemy has a **Prey** that's no longer in play, that enemy loses **Prey**.

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AGENDA 5B



Into the Drink

"And if anyone's name was not found written in the book of life, he was thrown into the lake of fire."

Revelations 20:15

- Each investigator who has not resigned reads R1.
- Each investigator who has resigned reads R2.