

Gnawing Youngling

2 2 2

Monster. Deep One.

Surge.

Spawn - Starboard Hull.

Prey - The Engine Room.

Hunter.

It's hard to imagine the steel it chewed through so quickly had any nutrition value, but it didn't seem to care.



Aquaphobia

Terror.

Revelation - Test (3). Increase the difficulty of this test by 1 if you are at an **Engine Deck** location. If you fail, take 2 horror and any **Move** actions you take this turn must place you closer to The Upper Deck.

"It's too deep! It's too deep! It's too deep!"

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Dragged Down

Hazard.

Revelation - Test (3). For each point you fail by, move one location towards the The Engine Room. If you fail by 2 or more, take 2 damage.

It's about the journey, not the destination.



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Fire!

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Revelation - Attach Fire! to the **Passenger Deck** location that with the fewest clues, then place 2 clues from the token pool on that location.

Forced - When you move out of or end your turn at this location, test (3). If you fail, take damage 1 damage.

Forced - At the end of the Investigation Phase, add 1 doom to the current agenda.



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