

Deck	Bridge	Lifeboat	The Ocean
 <p>LOCATION</p> <p>The Pelikan's deck is empty, all the cargo is secured in the holds.</p>	 <p>LOCATION</p> <p>Read Act 1a then flip this card. The Bridge of the "Pelikan" where its skipper, Annike Braaten usually resides.</p>	 <p>LOCATION</p> <p>Boat.</p> <p>The lifeboat looks ordinary but sturdy. It is noticeably icy.</p>	 <p>LOCATION</p> <p>Central.</p> <p>The sea is rough and it looks like swimming would be a bad idea today.</p>
			
 <p>LOCATION</p> <p>4</p> <p>Forced – After entering the Deck: Test ⚔ (2). If you fail, lose one action this turn.</p> <p>The deck is thick with ice and heavy, cold winds hammer you relentlessly.</p>	 <p>LOCATION</p> <p>2</p> <p>➔ Add 2 Ammo counters to a Firearm asset. (Limit once per game)</p> <p>❖ Non-Elite enemies are -1 Fight on the Bridge.</p> <p>The skipper, Annike Braaten, is a young but experienced seafarer struggling with the increasingly rougher seas. She yells: "I'll hold her steady, you find out what the devil is going on below deck!" At first you are hesitant to leave her here all alone but the many tattoos on her arms and the sawn-off shotgun she keeps nearby eases your mind.</p>	 <p>LOCATION</p> <p>4</p> <p>Boat.</p> <p>➔ Use an "Ice Hammer" in play to free the lifeboat. (once per game).</p> <p>➔ Lower the boat. (once per game).</p> <p>➔ Resign - Jump into the boat and hazard the waves.</p> <p>The Lifeboat is secured with cables and a winch. Everything is caked with ice and there is no apparent way of lowering it without damaging both it and the contraptions that keep it in place. If you only had something suitable to break the ice...</p>	 <p>LOCATION</p> <p>6</p> <p>Central.</p> <p>Forced – If an investigator is in The Ocean at the end of their turn: Test ⚔ (3) or ⚔ (3). For each point you fail by, take 1 damage.</p> <p>The water is freezing cold and even though there should be none, thin sheets of ice cuts deep as the waves pummel you. Even as you are slowly freezing to death, you notice a strange aura of light emanating from underneath the ship.</p>
			

Victory 1



Act 1a



A peaceful cruise?

A horrific, gut-wrenching scream is heard from below deck!

Objective – When the round ends investigators in the Cabins may, as a group, spend the requisite number of clues to advance.

4

1/1



Act 2a



A ritual?

You find the Professor surrounded by what is left of the bodies of the crew, frozen and shattered. In his hands you see that he is holding a strange stone tablet you recognize as one of the objects you secured on Svalbard. He seems transfixed on the tablet and doesn't respond to your attempts to get his attention. You try to reach out to him but are stopped by the freezing cold air surrounding him, threatening to snap your fingers off. What did you bring back from the island?

Objective – Investigators in the Forehold location can at any time spend the required clue tokens to advance.

4

1/1



ACT 1b



Enter the hold

The door to the Forehold is not only locked but also iced over. After applying a combination of force and blowtorches you are still stymied by the door. It is only after you manage to correctly manipulate a strange heat-emitting artifact from the expedition that you manage to melt the ice, expose the lock and get the door open with a spare key you found.

You can now move from the Cabins to the Forehold.

Objective – Advance to Act 2a when the first investigator enters the Forehold.

ACT 2b



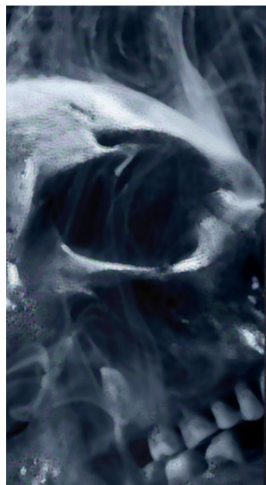
An act of desperation

Adding what you can from the assorted artifacts, notes and events you piece together a ritual that in theory should stop this madness. You quickly assemble the needed items; a stone figurine of a small octopus, the shards of a vase with a drop of blood on it and a verse from a similar tablet. You recite the verse over and over until you are sure you get it right. It doesn't work. In desperation and pain you grab a hammer from a toolbox.

Do you?

- ◆ Forcefully hit the tablet in the Professor's hands, perhaps snapping of your hands in the process. (→R1)
- ◆ Throw the hammer at the professor.

Forced – Advance immediately to Agenda 3b.



Agenda 1a



An unnatural chill covers the ship in a thin layer of ice.

Forced – Any tests on the Deck, Bridge or Lifeboat are -1 for this game.

3

1/1 1

AGENDA 1b



A piercing shriek is heard coming from above the ship. It is followed by the muted sounds of gunfire, almost hidden by the crashing of the waves.

“That was no seagull...” - Annike Braaten

Forced – Search the encounter discard and the encounter deck for a Hunting Nightgaunt and spawn it on the Deck. Shuffle the encounter discards into the encounter deck.



Agenda 2a



As the winds pick up speed and the below freezing cold intensifies, packets of thick ice crashes against the ship's prow. If this continues you'll be in big trouble. It seems imperative that you either find out what's going on or it might all end with a very cold swim. The creature that appeared from the sky seemed crazed and angry, maybe it too did not enjoy the cold?

If all else fails there's always that lifeboat, although it might not hold everyone...

4

1/1 1

AGENDA 2b



A terrifying green light originating from the Forehold is followed by a pulse of otherworldly cold which tears through the ship.

Investigators takes 1 direct health damage.

Forced – Draw from the encounter deck or the encounter discard pile until a Crypt Chill is drawn, apply it to ALL investigators. Then shuffle the discard pile into the encounter deck.



Agenda 3a



The situation has grown ever more dire. The Pelikan rocks violently back and forth and you can see ice forming on the bulkheads in front of your very eyes. Breathing is painful and even moving your fingers is a strain.

You hear the skipper screaming through a voice pipe; “I can see bloody icebergs up here! What in the hell are you up to?”

4

Illus. Kristian Potoma

1/1 1

AGENDA 3b



The Forehold is pummeled by an unnatural force, bending the steel bulkheads outwards. The Professor's body is flash frozen and shatters into a thousand pieces as a mind-boggling creature explodes out of his remains. The cold intensifies so badly that even time seems to freeze.

Place the Aspect of Ithaqua into play in the Forehold.

All investigators and allies take 1 direct horror.

You can now move from the Cabins to the Forehold, if you could not already.

Forced – Discard all Act cards.

Spend 1 Clue Token: You get +1 for this skill test.

At the end of the mythos phase: For each doom in play, remove 1 damage from an enemy. Then remove all doom from play.

1

Ice Hammer

ASSET

Item. Weapon. Melee.

➤: Fight. Gain +1

Brittle enemies take +1 damage.

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*Aspect of Ithaqua

Envoy of Frozen Time

5

7

4

Aspect, Brittle, Elite Hunter.

Aspect of Ithaqua gains +2 health per investigator.

Forced – Each investigator at the same location as Aspect of Ithaqua takes 1 damage at the end of the enemy phase.

Objective – If Aspect of Ithaqua is defeated: (→R2)

The being in front of you radiates an icy chill that burns your flesh. It is not of this world and this world fractures in its presence.

Victory 2

ENEMY

1/1

Ice Ghoul

Humanoid. Monster. Ghoul. Brittle. Hunter.

3

4

4

It wasn't just flesh, it was ice made flesh.

Victory 1

ENEMY

1/1

The Svalbard Event

EASY / STANDARD

-X, X is the current Agenda number.

-1, if you fail lose 1 action.

-2, if there is an enemy at your location, take 1 horror.

The Svalbard Event

HARD / EXPERT

-X, X is the current number of enemies in play.

-2, if you fail lose 1 action and 1 resource.

-3, take 1 horror for each engaged enemy.