

## Consternation on the Constellation

Get your ticket now for a cruise on the high seas aboard the *Constellation*, a state-of-the-art ocean liner! What begins as an investigation at sea takes a terrifying turn when a group of fanatical cultists seize control of the ship in *Consternation on the Constellation*. Can a group of investigators stop the cult's plans before something unspeakable is called from the deep?








### Expansion Symbol








This scenario was created by the hosts of the Mythos Busters podcast for Gen Con 2019. As such, the cards in *Consternation on the Constellation* can be identified by our logo before each card's collector number.










































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## Standalone Mode

When played as a standalone scenario, *Consternation on the Constellation* has only two difficulty modes. Construct the chaos bag with the following tokens:

**Standard:** +1, 0, 0, 0, -1, -1, -1, -2, -2, -3, -4, -4, -5, -6, , , , , , , 

**Hard:** +1, 0, 0, 0, -1, -1, -2, -2, -3, -4, -4, -5, -6, -7, , , , , , , 

(In addition, set aside the following tokens: , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , . These will be used during the scenario but do not start the game in the chaos bag.)

### Side-story (Campaign Mode)

Playing the *Consternation on the Constellation* side-story costs each investigator 2 experience. While playing this scenario as part of a campaign, use the chaos bag listed in the "Standalone Mode" section instead of the normal campaign bag.

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## Welcome Aboard!

"Join me on the other side of the sea. All your questions will find answers beyond the deep." You stare one more time at the cryptic note that sits on your table alongside a brand new set of first-class tickets offering passage aboard the *SS Constellation*, a luxury ocean liner sailing from Boston to London in a few days' time. The unmarked envelope had arrived just yesterday, promising a welcome solution to a vexing affair.

In the past few weeks, several collections of esoteric artifacts in Arkham have been ransacked, culminating in the murder of an employee of the Miskatonic Historical Society. Your contacts have informed you that similar burglaries have taken place in Boston, Insmouth, and New York. Strangely, nothing has been reported missing as yet except for a few records and books. What could these people be looking for? You have a growing fear that it is something dastardly indeed. With leads running dry, hopping aboard an ocean liner in response to a note from an unknown sender seems only one step above a wild goose chase, but it's the best chance you may get. With that in mind, you grab the tickets and head out the door.

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## Setup

\* Gather all cards from the following encounter sets: *Consternation on the Constellation*, *Deep Ones*, and *Sinking Ship*. These sets are indicated by the following icons, respectively:

\* Put Cargo Room and Open Water into play. Each investigator begins play at the Cargo Room. Set each other location aside, out of play.

\* Based on the number of players in the game:

- ◆ If there is exactly 1 player in the game, no changes are made.
- ◆ If there are exactly 2 players in the game, remove 1 copy of Taking on Water from the game.
- ◆ If there are exactly 3 players in the game, remove 2 copies of Taking on Water from the game.
- ◆ If there are exactly 4 players in the game, remove 3 copies of Taking on Water from the game.

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## Setup (Cont.)

\* Set the 5 "Crate of Goods" assets aside.

◆ Shuffle the Tablet of Dagon and 2 other random Crate of Goods assets together. Remove the remaining Crate of Goods assets from the game.

◆ All 3 cards should be showing only the unrevealed Crate of Goods side, so that players do not know which Crate of Goods is the Tablet of Dagon.

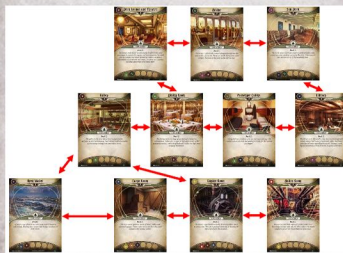
\* Set Luther Marsh and each card from the *Deep Ones* and *Sinking Ship* encounter sets aside, out of play.

\* Search the gathered encounter sets for 1 copy of Order Enforcer. Spawn it at Cargo Room

\* Shuffle the rest of the cards from the *Consternation on the Constellation* encounter set to build the encounter deck.

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## Suggested Location Placement



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## DO NOT READ until the end of the scenario

**If no resolution was reached (each investigator was defeated):** You come to consciousness draped over a piece of wreckage floating on the endless ocean. There is no sign of the *Constellation* except the flotsam that surrounds you. You think you feel something massive swimming just below and panic hits as you don't dare to think what it might be. It is then that you see the light of an approaching vessel in the night. Perhaps rescue is at hand, though what has been unleashed this night you cannot say.

- ◆ In your Campaign Log, record that the ritual at sea was completed.
- ◆ In your Campaign Log, record that the *Constellation* was lost to the depths.
- ◆ Each investigator earns experience equal to the Victory X value of each card in the victory display.

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## DO NOT READ until the end of the scenario

**Resolution 1:** You work the oars of the lifeboat furiously, pushing yourself beyond endurance in the vain hope that you might escape the clutches of the horrific creatures that have overtaken the *Constellation*. Whether by fortune, providence, or some mysterious power, no foul monster finds its way aboard to end your flight. The tablet in your possession glows with mysterious colors, reflecting the lights of the northern sky overhead. Astonishingly, you watch as the *Deep Ones* crawl back into the ocean as the *Constellation* recedes behind you, the ritual seemingly aborted. A horn sounds ahead through the fog, breaking your reverie. Rescue has come!

- ◆ In your Campaign Log, record that the ritual at sea was halted.
- ◆ In your Campaign Log, record that the *Constellation* was saved.
- ◆ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ◆ Proceed to **Additional Rewards** (page 11).

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**DO NOT READ**  
**until the end of the scenario**

**Resolution 2:** *The tablet lies shattered on the ground, its power broken. Looking over the edge of the ship, you can see no sign of the creatures that so tormented the hull mere moments before. Those crew members and passengers that have survived the ordeal gather on deck and stare in disbelief at each other. Finally, the stern voice of an officer calls everyone to action. With a concerted effort, the ship is saved from a watery grave along with the lives of those aboard. You shudder to think of how many more might have been lost in far-off places if the ritual had not been brought to a violent end as well.*

- ◆ In your Campaign Log, record that the ritual at sea was halted.
- ◆ In your Campaign Log, record that the Constellation was saved.
- ◆ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ◆ Proceed to **Additional Rewards** (page 11).

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**DO NOT READ**  
**until the end of the scenario**

**Resolution 3:** *The tablet lies shattered on the ground, its power broken. Looking over the edge of the ship, you can see no sign of the creatures that so tormented the hull mere moments before. Those crew members and passengers that have survived the ordeal gather on deck and stare in disbelief at each other. Then, all are forced to grab hold of whatever is near as the ship lists suddenly to one side. Some scramble to the lifeboats while others dive into the ocean below, heedless of height. Breathless minutes later, you find yourself aboard a rescue vessel, watching the Constellation sink beneath the waters. Lives were lost this night, but you comfort yourself thinking of how many more might have been lost if the ritual had not been brought to a violent end.*

- ◆ In your Campaign Log, record that the ritual at sea was halted.
- ◆ In your Campaign Log, record that the Constellation was lost to the depths.
- ◆ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ◆ Proceed to **Additional Rewards** (page 11).

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**DO NOT READ**  
**until the end of the scenario**

**Additional Rewards**

- ◆ Add a +1 token to your campaign chaos bag for the remainder of the campaign.
- ◆ If the Constellation was saved, proceed to **Trust Earned**.

**Trust Earned:** *When you make it back to shore, you are greeted by an older gentleman with a familiar name.*

*"Legrasse," he says, offering his hand. "You did well to save the ship. Since I've learned of the existence of such things, I've dedicated my retirement to trying to keep dangerous relics out of the hands of people like these cultists, but they will go to seemingly any lengths to grasp at horrible power. I thought I could safely transport these relics in secret across the sea, but I was terribly wrong. Thank you for your help. I'll be in touch."*

- ◆ Any one investigator may choose to add Inspector Legrasse to his or her deck. This card does not count toward that investigator's deck size.

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**CREDITS**

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**...And thank you to all of our patrons for making this project possible!**

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**Consternation on the Constellation**

EASY / STANDARD

- ◆ -2 (-4 instead if your location is exhausted).
- ◆ -2. If you succeed, either deal 1 damage to a **Cultist** enemy or remove 1 doom from a **Cultist** enemy.
- ◆ -3. If you succeed, either draw 2 cards or gain 2 resources.
- ◆ -4. If you succeed, ready your location or exhaust a **Deep One** enemy.

**Consternation on the Constellation**

HARD / EXPERT

- ◆ -3 (-5 instead if your location is exhausted).
- ◆ -3. If you succeed, either deal 1 damage to a **Cultist** enemy or remove 1 doom from a **Cultist** enemy.
- ◆ -4. If you succeed, either draw 2 cards or gain 2 resources.
- ◆ -5. If you succeed, ready your location or exhaust a **Deep One** enemy.

**Crate of Goods**



ASSET



**Item.**

- ◆ **Test** (3) or (3) to sift through the contents of the crate. If you succeed, an investigator at your location may place 1 of his or her clues on **Crate of Goods**. Then, if there are 1 or more clues on **Crate of Goods**, flip it over and draw it.
- The nondescript crate is stamped with the name "Legrasse."*

**\*Abyssal Sword**



ASSET



**Item. Relic. Weapon. Melee.**

- ◆ **Revelation** - Choose an investigator at your location to take control of **Abyssal Sword**. You get +1.
- ◆ **Fight** - You get +1 and deal +1 damage for this attack. If a **Deep One**, **Cultist**, or **Deep One** symbol is revealed during this attack, this attack deals 2 additional damage.

### Crate of Goods



**Item.**

➤: Test  (3) or  (3) to sift through the contents of the crate. If you succeed, an investigator at your location may place 1 of his or her clues on Crate of Goods. Then, if there are 1  clues on Crate of Goods, flip it over and draw it.

*The nondescript crate is stamped with the name "Legrasse."*

### \*Crimson Ledger



**Item. Relic. Cursed.**

**Revelation** – Take control of Crimson Ledger.

⚡ Remove Crimson Ledger from the game and take X horror, where X is the remaining health of a non-*Elite* enemy in play: Discard that enemy.

*The list calls for you to add a name...*

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### Crate of Goods



**Item.**

➤: Test  (3) or  (3) to sift through the contents of the crate. If you succeed, an investigator at your location may place 1 of his or her clues on Crate of Goods. Then, if there are 1  clues on Crate of Goods, flip it over and draw it.

*The nondescript crate is stamped with the name "Legrasse."*

### \*Ring of the Deep



**Item. Relic. Cursed.**

**Revelation** - The investigator with the lowest  at your location takes control of Ring of the Deep.

You get -1  and -1 sanity

➤➤➤: Discard cards from your hand with a total of at least 3  icons among them to remove Ring of the Deep from the game.

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### Crate of Goods



**Item.**

➤: Test  (3) or  (3) to sift through the contents of the crate. If you succeed, an investigator at your location may place 1 of his or her clues on Crate of Goods. Then, if there are 1  clues on Crate of Goods, flip it over and draw it.

*The nondescript crate is stamped with the name "Legrasse."*

### \*Hand of the Strangler



**Relic. Elite.**

Hunter.

Cannot be defeated. Cannot be evaded.

➤: **Fight.** Test  (3) or  (3). If you succeed, either move Hand of the Strangler to a connecting location or attach it to a non-*Elite* enemy at your location.

**Forced** - At the end of the enemy phase: Deal 1 damage to an attached enemy, if able.

**ENEMY**



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### Crate of Goods



**Item.**

➤: Test  (3) or  (3) to sift through the contents of the crate. If you succeed, an investigator at your location may place 1 of his or her clues on Crate of Goods. Then, if there are 1  clues on Crate of Goods, flip it over and draw it.

*The nondescript crate is stamped with the name "Legrasse."*

### \*Tablet of Dagon



**Item. Relic.**

**Revelation** - Take control of Tablet of Dagon.

➤: **Investigate.** Your location gets +1 shroud for this test. If you succeed, move a *Deep One* enemy to a connecting location.

*It smells oddly of the sea...and catnip.*

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### Boiler Room



**LOCATION**

**Deck 1.**  
You can feel the heat wafting from this room. Your knowledge of ships tells you that this is where the steam needed to power the Constellation is generated.

### Boiler Room



**LOCATION**

**3**

**Deck 1.**  
**Forced** - After you end your turn at Boiler Room: Put the top card of your deck facedown into your threat area. Treat this card as an **Exhaustion** treachery with the following text: "You get -1 ♣, -1 ♠, and -1 health. **Forced** - After you leave Boiler Room: Discard this card."  
*It's getting hot in here.*

**1**

**Victory 1.**

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### Bridge



**LOCATION**

**Deck 3.**  
The bridge is filled with controls designed to operate this monstrosity of a vessel. There are sparks flying from a few corners, but most of the room seems operational.

### Bridge



**LOCATION**

**4**

**Deck 3.**  
➔ If you have "restarted the engine": Test ♣ (3). If you succeed, add an ♣ to the chaos bag for the remainder of the scenario. (Group limit once per game.)  
*Full speed ahead!*

**1**

**Victory 1.**

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### Cargo Room



**LOCATION**

**Deck 1.**  
The large room contains stacks of boxes, crates, and assorted luggage. There is also an access door that leads outside to the surging waters.

### Cargo Room



**LOCATION**

**3**

**Deck 1.**  
➔ Test ♣ (0). Search the top X cards of your deck for an **Item** asset and add it to your hand, where X is the amount you succeed by. Shuffle your deck. (Limit once per turn.)  
*It won't hurt anyone to search through these boxes, will it?*

**1**

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### Deck Lounge and Theatre



**LOCATION**

**Deck 3.**  
The lounge and theatre would usually be filled with jovial passengers in search of company and entertainment, but right now it is empty and silent. Behind the stage is an almost labyrinthine maze of halls and rooms, but there are countless costumes and props to be found there.

### Deck Lounge and Theatre



**LOCATION**

**4**

**Deck 3.**  
**Forced** - After you enter Deck Lounge and Theatre: Lose 1 resource for each action you have remaining.  
➔ Spend 1 clue: Put the top card of your deck into play facedown as a **Disguise** asset. That card gains: "♣ Discard this card: All enemies gain aloof until the end of the round." (Group limit once per game.)

**1**

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### Dining Room



**LOCATION**

**Deck 2.**  
The dining room is a huge space devoted to luxurious consumption. Tables are covered in half-eaten meals of the sumptuous variety, while the gilded walls reflect the light from hanging chandeliers.

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### Dining Room



**LOCATION**

**Deck 2.**  
➔ Spend 1 clue: **Evade.** Evade an enemy at this location or a connecting location. (Group limit once per game.)  
It'd be easy to lose someone in a room this big...

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### Engine Room



**LOCATION**

**Deck 1.**  
The engine room should normally be a noisy place, but it is eerily quiet. The cult is perhaps interested in keeping the ship at precisely this location.

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### Engine Room




**LOCATION**

**Deck 1.**  
If there are no clues on the revealed side of Boiler Room, Engine Room gains:  
➔ If there are no clues on Engine Room, discard cards from your hand with a total of at least 1 icon, 1 icon, and 1 icon: Seal (-6). Add an token to the chaos bag for the remainder of the scenario. Remember that you have 'restarted the engine.'"

**Victory 1.**

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### Galley




**LOCATION**

**Deck 2.**  
The galley is the area where food is prepared for everyone on the Constellation. You can hear muffled screams and shouting coming from somewhere inside.

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### Galley




**LOCATION**

**Deck 2.**  
➔ If there are no clues on Galley: Test (3) or (3). If you succeed, you have freed crew members from the refrigerators. Seal (-4). Add a token to the chaos bag for the remainder of the scenario.  
The sounds of distress are coming from the large refrigerated compartments.

Illus. novitius Mythos Busters Gen Con 2019 18/49 18

### Library




**LOCATION**

**Deck 2.**  
The library is on the smaller side, but it is furnished with ornate sitting chairs, heavy bookcases, and a surprising selection of tomes regarding the occult. A plaque reads, "Special donations on loan from the Legrasse collection."

Illus. novitius Mythos Busters Gen Con 2019

### Library



**LOCATION**

**Deck 2.**  
➔ Spend 1 clues: Test (3) to learn more information about the cult. If you succeed, seal (-5). Add a token to the chaos bag for the remainder of the scenario.  
**Forced** - At the end of the round, if there are fewer than 1 clues on Library: Add clues to Library until there are 1 clues on it.

**Victory 5.**

Illus. novitius Mythos Busters Gen Con 2019 21/49 21

**Lifeboat**

**LOCATION**

**Boat.**

*The lifeboat seems sturdy enough, as long as you can keep it clear of creatures from the deep.*

Illus. novitius Mythos Busters Gen Con 2019

**Lifeboat**

**LOCATION**

**Boat.**

**4**

**Forced** - After Lifeboat is revealed: Discard cards from the top of the encounter deck until a **Deep One** enemy is discarded. Spawn it here.

**Objective** - If there are no ready enemies at this location and each undefeated investigator is at this location, investigators may spend 2 **clues**, as a group: (→R1).

**Victory 2.**

Illus. novitius Mythos Busters Gen Con 2019 26/49 26

**Passenger Cabins**

**LOCATION**

**Deck 2.**

*A long hallway stretches as far as your eyes can see, with countless doors on each side leading to rooms for the various passengers.*

Illus. novitius Mythos Busters Gen Con 2019

**Passenger Cabins**

**LOCATION**

**2**

**0**

**Forced** - When Passenger Cabins is revealed: Search the encounter deck and discard pile for a **Cultist** enemy and spawn it here. That enemy gains: "After this enemy is defeated, you have freed passengers from their guards. Seal (-4) on Passenger Cabins. Add a **chaos** token to the chaos bag for the remainder of the scenario."

*A cultist stalks the halls, keeping the passengers locked tight.*

Illus. novitius Mythos Busters Gen Con 2019 20/49 20

**Sun Deck**

**LOCATION**

**Deck 3.**

*This is the place where passengers would normally come to soak up some sunshine and enjoy the view. Unfortunately, the current view is of the unsettling kind.*

Illus. novitius Mythos Busters Gen Con 2019

**Sun Deck**

**LOCATION**

**2**

**0**

**Deck 3.**

➤ **Fight.** Test **clues** (X). X is the fight value of an enemy at your location. If you succeed, shuffle that enemy into the encounter deck. If you fail, move to Open Water.

*A railing of wood and metal is all that separates anyone from a plunge into the water below...*

Illus. novitius Mythos Busters Gen Con 2019 23/49 23

**Open Water**

**LOCATION**

**Ocean.**

*Trying to stay afloat in the cold ocean waters would be bad enough. Sharing those waters with hungry predators is even worse.*

Illus. Edward Barton Mythos Busters Gen Con 2019

**Open Water**

**LOCATION**

**6**

**0**

**Ocean.**

**Forced** - When you would move to a connecting location: Test **clues** (2) or **clues** (2). You may spend any number of additional actions. Reduce the difficulty of this test by 1 for each additional action spent. If you fail, cancel the move.

**Forced** - At the end of your turn, if you are in Open Water: You must either take 2 damage or discard a non-story **Item** asset you control.

Illus. Edward Barton Mythos Busters Gen Con 2019 25/49 25

<p><b>*Luther Marsh</b> Empowered and Enthralled</p> <p>4 5 4</p> <p><i>Humanoid. Sorcerer. Elite.</i> Massive. Retaliate.</p> <p>Luther Marsh cannot be defeated by damage.</p> <p><b>Forced</b> - After Luther Marsh attacks you: Test (3). If you fail, move to a connecting location. "Challenge me and you challenge the depths themselves!"</p> <p><b>Victory 2.</b></p> <p>ENEMY</p> 	<p><b>*Colossal Servant</b> Monster from the Depths</p> <p>5 7 4</p> <p><i>Monster. Deep One. Elite.</i> Massive. Alert.</p> <p><b>Forced</b> - At the beginning of the investigation phase: Reveal a random token from the chaos bag. If a skull, a tentacle, or a water symbol is not revealed, move Colossal Servant to the location with the most investigators.</p> <p><b>Forced</b> - If there are no investigators at the same location as Colossal Servant: Move it to Open Water.</p> <p><b>Victory 2.</b></p> <p>ENEMY</p> 
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Illus. Maciej Kuciara    Mythos Busters Gen Con 2019    27/49    27a

Illus. Unknown    Mythos Busters Gen Con 2019    27/49    27b

TREACHERY

**Clap of Thunder**

*Omen.*

**Revelation** - Test (3). If you fail, you must choose skull, tentacle, or water. Discard each card with at least one matching skill icon from your hand.

Illus. Adam Varga    Mythos Busters Gen Con 2019    47/49    37



TREACHERY

**Clap of Thunder**

*Omen.*

**Revelation** - Test (3). If you fail, you must choose skull, tentacle, or water. Discard each card with at least one matching skill icon from your hand.

Illus. Adam Varga    Mythos Busters Gen Con 2019    48/49    37



**Cultist of the Deep**

3 3 3

*Humanoid. Cultist.*

**Spawn** - Nearest location with an attached Crate of Goods. (Any empty *Deck* location instead if there are no Crate of Goods in play.)

While Cultist of the Deep is at a location, treat that location as exhausted for all encounter card effects.

*Dark blue robes mark these servants of some unnamed entity of the deep.*

ENEMY



Illus. malverro    Mythos Busters Gen Con 2019    28/49    28



**Cultist of the Deep**

3 3 3

*Humanoid, Cultist.*

**Spawn** - Nearest location with an attached *Crate of Goods*. (Any empty *Deck* location instead if there are no *Crate of Goods* in play.)

While *Cultist of the Deep* is at a location, treat that location as exhausted for all encounter card effects.

*Dark blue robes mark these servants of some unnamed entity of the deep.*

ENEMY

Illus.malverro Mythos Busters Gen Con 2019 29/49 28



**Cultist of the Deep**

3 3 3

*Humanoid, Cultist.*

**Spawn** - Nearest location with an attached *Crate of Goods*. (Any empty *Deck* location instead if there are no *Crate of Goods* in play.)

While *Cultist of the Deep* is at a location, treat that location as exhausted for all encounter card effects.

*Dark blue robes mark these servants of some unnamed entity of the deep.*

ENEMY

Illus.malverro Mythos Busters Gen Con 2019 30/49 28



TREACHERY

**Lights Out**

*Hazard.*

**Revelation** - Attach to your location. Limit 1 per location.

Attached location gets +2 shroud. You cannot play assets with a cost lower than the shroud of this location while at this location.

**Forced** - After attached location is successfully investigated: Discard *Lights Out*.

Illus.mcaaksoy Mythos Busters Gen Con 2019 35/49 31



TREACHERY

**Lights Out**

*Hazard.*

**Revelation** - Attach to your location. Limit 1 per location.

Attached location gets +2 shroud. You cannot play assets with a cost lower than the shroud of this location while at this location.

**Forced** - After attached location is successfully investigated: Discard *Lights Out*.

Illus.mcaaksoy Mythos Busters Gen Con 2019 36/49 31







**TREACHERY**

**Ocean's Maw**

*Hex.*

**Revelation** - Test ♠ (3). If you fail, take 1 damage. Then, attach an *Ally* asset you control to Open Water (you lose control of this asset). That ally gains: "➡: Take control of this card if you are at Open Water. Any investigator may trigger this ability." If you have no *Ally* assets, move to Open Water instead.

Illus. Unknown    Mythos Busters Gen Con 2019    41/49    34




**TREACHERY**

**Ocean's Maw**

*Hex.*

**Revelation** - Test ♠ (3). If you fail, take 1 damage. Then, attach an *Ally* asset you control to Open Water (you lose control of this asset). That ally gains: "➡: Take control of this card if you are at Open Water. Any investigator may trigger this ability." If you have no *Ally* assets, move to Open Water instead.

Illus. Unknown    Mythos Busters Gen Con 2019    42/49    34



**Order Enforcer**

3 2 3

*Humanoid. Cultist.*

**Prey** - Most clues.  
Hunter. Retaliate.

☞ When Order Enforcer attacks you: Discard a non-story *Item* asset you control to reduce the damage by 1.

*Even cults need muscle.*

**ENEMY**



Illus. zilla774    Mythos Busters Gen Con 2019    31/49    29



**Order Enforcer**

3 2 3

*Humanoid. Cultist.*

**Prey** - Most clues.  
Hunter. Retaliate.

☞ When Order Enforcer attacks you: Discard a non-story *Item* asset you control to reduce the damage by 1.

*Even cults need muscle.*

**ENEMY**



Illus. zilla774    Mythos Busters Gen Con 2019    32/49    29





**TREACHERY**

### Rite of the Deep

*Hex.*

**Revelation** - Place 1 doom on the nearest **Cultist** enemy. Then, if you are at the same location as an enemy that has doom on it, take 2 horror. If there are no **Cultist** enemies in play, search the encounter deck and discard pile for a **Cultist** enemy and draw it. Shuffle the encounter deck.

Illus. KoTmoneKoT Mythos Busters Gen. Con 2019 45/49 36




**TREACHERY**

### Rite of the Deep

*Hex.*

**Revelation** - Place 1 doom on the nearest **Cultist** enemy. Then, if you are at the same location as an enemy that has doom on it, take 2 horror. If there are no **Cultist** enemies in play, search the encounter deck and discard pile for a **Cultist** enemy and draw it. Shuffle the encounter deck.

Illus. KoTmoneKoT Mythos Busters Gen. Con 2019 46/49 36



### Sea Singer

4 2 2

*Humanoid. Cultist.*

Aloof. Seal (+1 or ✨).

While Sea Singer has a sealed token, that token is treated as if it were doom for the purpose of checking the doom threshold.

*A strange chanting like the crashing of waves emerges from the hooded figure.*

**ENEMY**



Illus. LenamoArt Mythos Busters Gen. Con 2019 33/49 30



### Sea Singer

4 2 2

*Humanoid. Cultist.*

Aloof. Seal (+1 or ✨).

While Sea Singer has a sealed token, that token is treated as if it were doom for the purpose of checking the doom threshold.

*A strange chanting like the crashing of waves emerges from the hooded figure.*

**ENEMY**



Illus. LenamoArt Mythos Busters Gen. Con 2019 34/49 30





TREACHERY

### Sealed Doors

*Obstacle.*

**Revelation** - Attach to your location.

While Sealed Doors is attached to a location, you cannot enter or leave that location except by scenario card effects.

▶▶: Test ♣ (4). If you succeed, discard Sealed Doors. You may take 2 damage to automatically succeed. Investigators at a connecting location may trigger this ability.



TREACHERY

### Sealed Doors

*Obstacle.*

**Revelation** - Attach to your location.

While Sealed Doors is attached to a location, you cannot enter or leave that location except by scenario card effects.

▶▶: Test ♣ (4). If you succeed, discard Sealed Doors. You may take 2 damage to automatically succeed. Investigators at a connecting location may trigger this ability.



TREACHERY

### Seasickness

*Hazard.*

**Revelation** - Put Seasickness into your threat area.

**Forced** - After you move: The next skill test you perform this round gets +1 difficulty.

**Forced** - At the end of your turn: Test ♣ (3): If you succeed, discard Seasickness.



TREACHERY

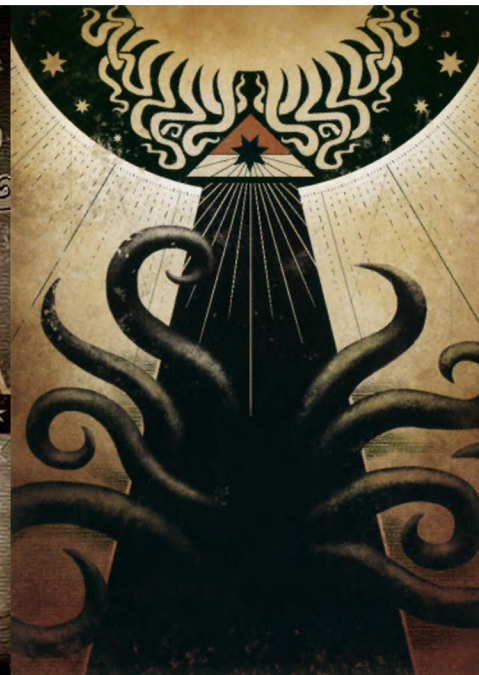
### Seasickness

*Hazard.*

**Revelation** - Put Seasickness into your threat area.

**Forced** - After you move: The next skill test you perform this round gets +1 difficulty.

**Forced** - At the end of your turn: Test ♣ (3): If you succeed, discard Seasickness.





**TREACHERY**

### Thalassophobia

*Terror.*

**Revelation** - Test ♠ (2). This test gets +2 difficulty if your location is exhausted. For each point you fail by, take 1 horror.

*Subject shows intense and persistent fear of large bodies of water.*

Illus.Unknown Mythos Busters Gen Con 2019 43/49 35




**TREACHERY**

### Thalassophobia

*Terror.*

**Revelation** - Test ♠ (2). This test gets +2 difficulty if your location is exhausted. For each point you fail by, take 1 horror.

*Subject shows intense and persistent fear of large bodies of water.*

Illus.Unknown Mythos Busters Gen Con 2019 44/49 35




**TREACHERY**

### Out of Air

*Hazard.*

**Revelation** - If you are not at an exhausted location, Out of Air gains surge. If you are at an exhausted location, test ♣ (3). If you fail, take 1 direct damage and put Out of Air into play in your threat area.

**Forced** - At the end of your turn: Take 2 damage if you are at an exhausted location.

**Forced** - If you are not at an exhausted location: Discard Out of Air.

Illus.danielhannih Mythos Busters Gen Con 2019 6/9 44




**TREACHERY**

### Out of Air

*Hazard.*

**Revelation** - If you are not at an exhausted location, Out of Air gains surge. If you are at an exhausted location, test ♣ (3). If you fail, take 1 direct damage and put Out of Air into play in your threat area.

**Forced** - At the end of your turn: Take 2 damage if you are at an exhausted location.

**Forced** - If you are not at an exhausted location: Discard Out of Air.

Illus.danielhannih Mythos Busters Gen Con 2019 7/9 44



TREACHERY

### Swept Away

*Hazard.*

**Revelation** - Attach Swept Away to the current agenda. Limit 1 per agenda.

**Forced** - As an additional cost to enter an exhausted location, test (3). If you fail, you must either discard 3 resources or discard a non-story *Item* asset you control.

**Forced** - When the agenda would advance: Discard Swept Away.

Illus. Unknown    Mythos Busters Gen Con 2019    8/9    45



TREACHERY

### Swept Away

*Hazard.*

**Revelation** - Attach Swept Away to the current agenda. Limit 1 per agenda.

**Forced** - As an additional cost to enter an exhausted location, test (3). If you fail, you must either discard 3 resources or discard a non-story *Item* asset you control.

**Forced** - When the agenda would advance: Discard Swept Away.

Illus. Unknown    Mythos Busters Gen Con 2019    9/9    45



TREACHERY

### Taking on Water

*Hazard.*

Peril.

**Revelation** - Exhaust a ready location with the lowest possible *Deck* number.

*"Call me crazy, but I think the water is supposed to stay outside the boat."*

Illus. Ken Marschall    Mythos Busters Gen Con 2019    1/9    43



TREACHERY

### Taking on Water

*Hazard.*

Peril.

**Revelation** - Exhaust a ready location with the lowest possible *Deck* number.

*"Call me crazy, but I think the water is supposed to stay outside the boat."*

Illus. Ken Marschall    Mythos Busters Gen Con 2019    2/9    43







**Call of R'lyeh**

**TREACHERY**

*Omen.*

**Revelation** - Put Call of R'lyeh into play in your threat area.

**Forced** - When you would move while there is a **Deep One** enemy in play: You must move towards the nearest **Deep One** enemy or take 1 horror.

**Forced** - After you engage a **Deep One** enemy: Discard Call of R'lyeh.

Illus. Paul Mudge    Mythos Busters Gen Con 2019    8/8    42



**Dagon Warrior**

4 4 3

*Humanoid. Monster. Deep One.*

Hunter. Retaliate.

**Forced** - After the first **Hazard** treachery is revealed each round: Dagon Warrior attacks each investigator at its location.

*The creature brandishes its sharp claws as it approaches.*

**ENEMY**

Illus. Polina Hristova    Mythos Busters Gen Con 2019    1/8    39



**Dagon Warrior**

4 4 3

*Humanoid. Monster. Deep One.*

Hunter. Retaliate.

**Forced** - After the first **Hazard** treachery is revealed each round: Dagon Warrior attacks each investigator at its location.

*The creature brandishes its sharp claws as it approaches.*

**ENEMY**

Illus. Polina Hristova    Mythos Busters Gen Con 2019    2/8    39



**Destroyer from the Depths**

3 2 4

*Humanoid. Monster. Deep One.*

**Forced** - When the enemy phase begins: Discard the top 3 cards of the encounter deck. Draw each copy of Taking on Water discarded by this effect.

*This creature's attention seems to be fixated on tearing the ship to pieces.*

**ENEMY**

Illus. Borja Pindado    Mythos Busters Gen Con 2019    3/8    40



### Destroyer from the Depths

3 2 4

*Humanoid. Monster. Deep One.*

**Forced** - When the enemy phase begins: Discard the top 3 cards of the encounter deck. Draw each copy of Taking on Water discarded by this effect.

*This creature's attention seems to be fixated on tearing the ship to pieces.*

ENEMY



Illus. BorjaPindado Mythos Busters Gen Con 2019 4/8 40



### Destroyer from the Depths

3 2 4

*Humanoid. Monster. Deep One.*

**Forced** - When the enemy phase begins: Discard the top 3 cards of the encounter deck. Draw each copy of Taking on Water discarded by this effect.

*This creature's attention seems to be fixated on tearing the ship to pieces.*

ENEMY



Illus. BorjaPindado Mythos Busters Gen Con 2019 5/8 40



### Wake Titan

5 5 2

*Monster. Deep One. Elite.*

Massive. Hunter.

**Forced** - Exhaust the location where Wake Titan spawns, if able.

**Forced** - After Wake Titan is defeated: Ready its location, if able.

*A colossal creature smashes through the bulkhead and bellows in bloodthirsty excitement.*

**Victory 1.**

ENEMY



Illus. Cryptcrawler Mythos Busters Gen Con 2019 6/8 41



### \*Inspector Legrassé

3 ASSET



*Ally. Retired. Detective.*

You have 1 additional accessory and 1 additional hand slot, which can only be used to hold **Relic** assets.

After a **Cultist** enemy at your location is defeated, exhaust Inspector Legrassé: Discover 1 clue at your location or gain 2 resources.

2 2

Illus. Unknown Mythos Busters Gen Con 2019 49/49 38





Agenda 3a



## Punish the Interlopers

*"They have it! Don't let them escape!"*  
The cult knows what you have found, and they are desperate to get it back. Meanwhile, the creatures that have been unleashed are out of control, tearing apart anything that gets in their way. Exhausted locations do not ready during the upkeep phase.

**Force** - At the start of the enemy phase: Discard each **Cultist** enemy in the same location as a **Deep One** enemy. Then, move each unengaged **Cultist** enemy one location towards the investigator that controls the Tablet of Dagon.

2

Illustration: Ethan Patrick Harris

Milton Bowers Co. Co. 2019 4/49

Agenda 1a



## Captured!

You were awoken from your slumber by screams in the night only to find that the ship had been taken by hooded figures. You now find yourself trapped in a dank corner of the cargo room, guarded by a member of the cult. This particular brute stands nearly six and a half feet tall and watches you with wary eyes.

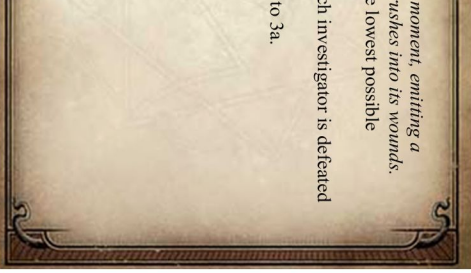
+1 health and gains aloof and **Elite**. Investigators cannot play or put into play **Item** assets (including **Item** weaknesses) or leave Cargo Room.

2

Illustration: Ethan Patrick Harris

Milton Bowers Co. Co. 2019 2/49

Agenda 2a



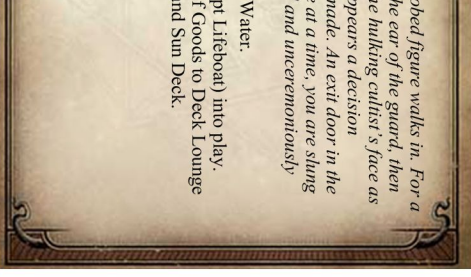
## Below the Waves

The ship tilts to one side for a moment, emitting a terrible groan as more water rushes into its wounds. Exhaust a ready location with the lowest possible **Deck** number.

If all locations are exhausted, each investigator is defeated and suffers 1 physical trauma. Otherwise, flip this agenda back to 3a.

Agenda

Agenda 2a



## Swim with the Sharks

The door opens and another robed figure walks in. For a few moments, he whispers in the ear of the guard, then leaves. A wide smile crosses the hulking cultist's face as he advances towards you. It appears a decision regarding your fate has been made. An exit door in the wall nearby is opened and one at a time, you are slung over the shoulder of the guard and unceremoniously tossed into the rolling ocean.

Move each investigator to Open Water.

Put each set-aside location (except Liteboat) into play. Attach a random copy of Crate of Goods to Deck Lounge and Theatre, Passenger Cabins, and Sun Deck. Advance the act deck to act 2a.

Agenda

Agenda 3a



## Summon Those Below

Creatures from the deep have begun to climb aboard the ship, called forth by the ritual of the cultists and the pulsating tablet.

Exhausted locations do not ready during the upkeep phase.

Each **Cultist** enemy gets +1 fight and +1 evade.

2

Illustration: Ethan Patrick Harris

Milton Bowers Co. Co. 2019 5/49

Agenda 2a



## Search the Ship

The cultists rush through the ship in a frenzy, ransacking everything in sight. Clearly, they are searching for something and whatever it is must be extremely valuable to them.

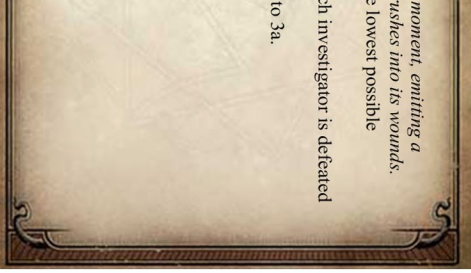
**Force** - At the end of the enemy phase: Place 1 doom on each Crate of Goods for each ready **Cultist** enemy at its location. (Remove all doom from a Crate of Goods when it is flipped.)

12

Illustration: Ethan Patrick Harris

Milton Bowers Co. Co. 2019 3/49

Agenda 3b



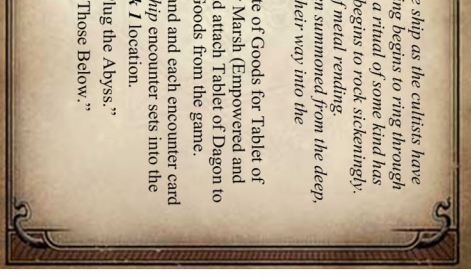
## Below the Waves

The ship tilts to one side for a moment, emitting a terrible groan as more water rushes into its wounds. Exhaust a ready location with the lowest possible **Deck** number.

If all locations are exhausted, each investigator is defeated and suffers 1 physical trauma. Otherwise, flip this agenda back to 3a.

Agenda

Agenda 2b



## In the Wrong Hands

Cries of joy erupt throughout the ship as the cultists have found their prize. Strange chanting begins to ring through the corridors and it is clear that a ritual of some kind has begun. Within minutes, the ship begins to rock sickeningly. Even worse, there is the sound of metal rending. Unspeckable creatures have been summoned from the deep, and they are beginning to claw their way into the Constellation.

Search the facedown copies of Crate of Goods for Tablet of Dagon. Spawn the set-aside Luther Marsh (Empowered and Enraptured) enemy at the Bridge and attach Tablet of Dagon to him. Remove each other Crate of Goods from the game. Shuffle the encounter-discard pile and add each encounter card from the **Deep Ones** and **Sinking Ship** encounter sets into the encounter deck. Exhaust each **Deck 1** location.

Advance the act deck to act 3a - "Plug the Abyss."  
Advance to agenda 3a - "Summon Those Below."

Agenda

Act 3a



## Plug the Abyss

A ritual has begun that will call something terrible from below. The monsters storming the ship may just be the heralds. With the tablet in the hands of the cultists, you must stop the ritual at all costs.

While Luther Marsh has no remaining health, Tablet of Dagon gains: **▲**, **◆**, **♣**, or **♠** is revealed, seal it on a Tablet of Dagon. If at least 1 **▲**, 1 **◆**, and 1 **♣** is sealed on a Tablet of Dagon, it is destroyed."

**Objective** - If the Tablet of Dagon is destroyed, advance.

6.49

Stash: Master's Goa, Goa 2019

Illustration: Patrick Harris

Act 1a



## Think Fast!

You need to find a way out of this predicament before the cultists decide on a more permanent solution for you.

Order Enforcer gains: **♣**; **♠**: **Parley**.

Test **♣** (3) to trick the big lug. If you succeed, an investigator at your location may place 1 of his or her clues on him. If there are 1 **♣** clues on Order Enforcer, discard him"

**Objective** - If there are no enemies in play, advance.

6.49

Stash: Master's Goa, Goa 2019

Illustration: Patrick Harris

Act 1b



## The Abyss Shuts

The cult has been defeated and the ritual averted. The ocean below begins to settle back into a calm state, and you watch in relief as the monsters begin to retreat into the depths.

Add Luther Marsh to the victory display.

If all **Deck 1** and **Deck 2** locations are exhausted, proceed to **(→R3)**.


Otherwise, proceed to **(→R2)**.

9.49

Stash: Master's Goa, Goa 2019

Illustration: Patrick Harris

Act 1b



## Escape

With the muscle taken care of, you now find the way to the rest of the ship clear. Although you don't know exactly what the cultists who have taken control of the ship are up to, you are certain that they must be stopped.

Put each set-aside location (except Lifeboat) into play. Attach a random copy of Crate of Goods to Deck Lounge and Theatre, Passenger Cabins, and Sun Deck.

Advance the agenda deck to agenda 2a. (Remove all doom from play.)

7.49

Stash: Master's Goa, Goa 2019

Illustration: Patrick Harris

Act 3a



## Flee the Ship

Now that you have the tablet, you must take it out of reach, escaping from the ship before the cultists find you and the ship is pulled into the depths.

Sun Deck gains: **♣** Test **♣** (6) or **♠** (6) to use raw strength or intelligence to lift the lifeboat into position. Any investigator may spend 1 clue to lower the difficulty of this test by 2. If successful, put the set-aside Lifeboat location into play."

**Objective** - Find and complete the objective on Lifeboat.

8.49

Stash: Master's Goa, Goa 2019

Illustration: Patrick Harris

Act 2a



## Find It First

From eavesdropping on the cultists, you hear one name repeated over and over: "Legrasse." The cultists seem to be searching for a certain item that a person named Legrasse is transporting. You must search through the cargo marked with his name to find it first.


**Objective** - When you take control of Tablet of Dagon, advance.

7.49

Stash: Master's Goa, Goa 2019

Illustration: Patrick Harris

Act 3b



## Solid Ground

You close your eyes and dream of solid ground. What you wouldn't give to be free even just for a moment from the sickly swaying of the sea, not to mention the horrors of hooded cultists and creatures from the depths. Alas, you open your eyes once more to find that wishing has not brought you any further from your current predicament.


There's nothing to see here. You can't dawdle forever. Flip back to Act 3a.

8.49

Stash: Master's Goa, Goa 2019

Illustration: Patrick Harris

Act 2b



## In Our Grasp

You have found a strange tablet in one of the crates marked with Legrasse's name. The writing on it is in some indecipherable and forgotten language. Although there is nothing to indicate it at first, the powerful aura that surrounds the object makes it clear to you that this is what the cult has been searching for. As you take possession of the artifact, the ship rocks to one side for a moment. At the same time, a ghastly noise reverberates through the ship, and you realize that it's the sound of metal being torn asunder. Terrifying creatures have begun to board the ship through these openings they have made. Shuffle the encounter discard pile and each encounter card from the **Deep Ones** and **Sinking Ship** encounter sets into the encounter deck. Exhaust each **Deck 1** location. Spawn the set-aside Colossal Servant (Monstrosity from the Depths) enemy at Open Water.

Advance the agenda deck to agenda 3a - "Punish the Interlopers."

Advance to act 3a - "Flee the Ship."

7.49

Stash: Master's Goa, Goa 2019

Illustration: Patrick Harris