■ Abandoned Hideout

●●○ | Biting Sea | Design and writing: Dusty Everman

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read ▯ **11.3**.

Introduction

The hidden entrance at the base of the rocky cliffs is exactly where the Vermling barkeep said it would be. The sound of the crashing waves behind you masks the noise you make while clearing out the brambles and debris obscuring the small cave opening. Beyond, a curved stairway leads down to a stone landing at the edge of a water-filled cavern. A subterranean river flows deeper into the cave past vile clouds of noxious fumes. You see two old log rafts moored to the landing. Echoing sounds of splashing water and chittering from the darkness suggest that this hideout isn't as abandoned as you had hoped.

Special Rules

All non-corridor hexes on tiles 16-B and 11-B are treated as water (difficult terrain). They are still treated as empty when unoccupied and free of overlay tiles.

Any character occupying either hex of either boat ⓐ or ⓑ may forego a bottom action (discarding the card instead) to move the hex of the boat they occupy up two hexes, along with themselves. For each hex one boat hex moves, the other boat hex enters the hex the first one exited, along with anything on it. No boat can enter an occupied hex, corridor (except ❶), or obstacle, but they can enter traps, springing them and either applying their effects to any figure occupying that boat hex or springing them for no effect if the hex is unoccupied. Figures on boats suffer damage when entering hazardous terrain as normal.

Once a boat is moved by any character at least once, it will then move on its own. At the start of each round, each previously moved boat moves two hexes, focusing on moving toward and opening door ❶. Boat ⓐ moves before boat ⓑ.

Loot

⚡	x8
🥩	x4
🍃	x4
🔱	x1
🐟	x1

Section Links

When door ❶ is opened, read ▯ **170.2**.

Map Layout

16-B — 11-B — 10-B

Scenario Key

Lightning Eel	**Large Cave Corridor** 2
Living Bones	**Large Metal Corridor** 3
Living Spirit	✦ **Trap** 6
Lurker Wavethrower	✕ **Barrel** 2
Piranha Pig	✕ **Bookshelf** 1
Cave Door 1	**Treasure** 1
Dungeon Door 1	