

**Scenario Goals**

The scenario is complete when the Giant Piranha Pig and both Ancient Artilleries are dead. At the end of that round, read **64.1**.

**Introduction**

Sure, you've got nothing better to do except infuse all your garments with some horrendous stench. It's a perk of the job. The cartographer must've had a perky job too, given this desolate slice of coast. Instead of majestic cliffs or a nice sandy beach, you're greeted with precipitous hills and a ragged assortment of rocks. You find the cave, half by the cartographer's substandard directions and half by scent.

The entrance looks like a gap among broken teeth. Water flows in and out—more in than out, it appears. The tide is rising. You're loath to give up, but you'll have to hurry to make this trip worthwhile. Steering your dinghy in, you enter the cave and almost immediately sense something bumping the bow. A blood-orange fin splices the water. You shudder and shine your light further in.

There's more. A school of piranha pigs, swimming around contorted shapes. The place is littered with rusty machine parts. Those might be worth something, right? You hope you can salvage them before the tide recruits you to its watery graveyard.

Unfortunately, you have to contend with more than just the ocean. At the back of the cave, the mother of all piranha pigs, larger than your boat, waits smugly. She unhinges her jaw, displaying stacks of teeth below her deceptively cute snout. You wonder if she was once some Abael's beloved familiar. Or if she escaped slaughter for meat, and built her brood here. Either way, she's not overly fond of you two-legged folk. She lashes her tail and the water churns as her offspring dive toward you.

**Special Rules**

The Piranha Pig adjacent to the barrel is the Giant Piranha Pig. It has HxC hit points, 1, and a base move value of 1.

All hexes to the left of any water tiles are also treated as water (difficult terrain). When any character starts their turn in water, they suffer hazardous terrain damage.

Set up the Boss monster ability deck and initiative token. During ordering of initiative each round until the Giant Piranha Pig is dead, reveal one Boss card, then apply any Special effects listed below on the card's initiative.

If any Ancient Artillery is ever in water, it dies. If any overlay tile other than corridors is ever in water, it is destroyed. If the barrel is destroyed, the scenario is lost.

**Boss Special 1**

Move all water tiles two hexes to the right.

**Boss Special 2**

Move all water tiles one hex to the right. Then the Giant Piranha Pig (if alive) summons one Piranha Pig. It is normal for two or three characters or elite for four characters.

**Map Layout****Scenario Key**

Ancient Artillery	Lurker Mindsnipper	Piranha Pig	Cave Corridor 3	Dungeon Corridor 3	Large Cave Corridor 4	Large Dungeon Corridor 4	Water 7	Barrel 1	Debris 4	Large Debris 3
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**Loot**

x7
x3
x3
x3
x2
x1
x1

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