●●○ Biting Sea

## Scenario Goals

The scenario is complete when seven damage tokens are on snow rock **a**. At the end of that round, read 📖 **4.1.**

## Introduction

Out on the water, the shard's pull is stronger than ever. You let your mind ease and allow the shard to guide the way, steering your small crew farther and farther out to sea. It isn't until just before sundown that you spot your destination: a sparse group of rocky crags jutting out of the surf. The shard hums in excitement—you're close.

The deck lurches as salt sprays over the deck, but the hull is sturdy and handles the chop with ease. You anchor near the smallest of the rocks and then disembark

to wade toward where the shard directs. Suddenly a shape dashes in your peripheral vision—something coming from the water.

Fish creatures, squat things with four legs and vicious teeth, crawl from the ocean with hunger in their eyes. But your attention is drawn elsewhere as the shard draws you forward. Its pull is incredible.

You run, leaping over crags until you find a small flooded hole surrounded by jagged stones. Peering into the murky water, you

can feel, rather than see, that another shard of coral is stuck deep within. It will take some time to pry out… longer than you have. The amphibious predators have caught up, and now they close in, teeth bared.
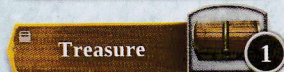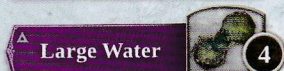
## Map Layout



## Special Rules

At the end of the round, if there is at least one character adjacent to snow rock **a**, place one damage token on it.

At the start of each listed round, spawn the following monsters at each listed location based on character count:

| Round | Two Characters | Three Characters | Four Characters |
|---|---|---|---|
| Odd | **b**: One normal Piranha Pig<br>**c**: Two normal Lightning Eels | **b**: One elite Piranha Pig<br>**c**: Two normal Lightning Eels | **b**: One elite Piranha Pig<br>**c**: Two elite Lightning Eels |
| Even | **d**: One normal Piranha Pig<br>**e**: Two normal Lightning Eels | **d**: One normal Piranha Pig<br>**e**: Two elite Lightning Eels | **d**: One elite Piranha Pig<br>**e**: Two elite Lightning Eels |

## Scenario Key

| | |
|---|---|
| **Abael Herder** | |
| **Lightning Eel** | |
| **Piranha pig** | |
| **Large Snow Corridor** | 2 |
| **Snow Corridor** | 2 |
| **Huge Water** | 2 |
| **Large Water** | 4 |
| **Water** | 10 |
| **Large Snow Rock** | 4 |
| **Snow Rock** | 2 |
| **Treasure** | 1 |

## Loot

| | |
|---|---|
| 💰 | x7 |
| 🪨 | x4 |
| ⚒ | x2 |
| 🎒 | x5 |
| ⚡ | x2 |