

Scenario Goals

The scenario is complete when all enemies in it are dead and both hallways have been blocked. At the end of that round, read **147.5**.

Introduction

It takes some time, but with Lihrey in tow, you pinpoint the location of the Fish King: a vibrant coral castle built into the side of a small, rocky island. Thankfully, it's only partially submerged, so not too much swimming should be required to gain entrance. Lihrey insists on going with you, but you refuse in his injured state. Eventually, he relents but hands you a number of metal cylinders with fuses.

"Explosives of my own design," he says. "Just in case." You nod and dive into the freezing water. You swim toward an opening in the side of the castle and then up into an air pocket. The water at your waist seems alive, swirling with chaotic energy flowing and roiling unnaturally. A deep sense of foreboding takes hold of you. You expected Abael defenses, but this is something different. You rush forward, resolved to break through anything that gets in your way.

Special Rules

If any character ends their turn on any water hex in the scenario, they suffer **★ L/2** (rounded up).

Section Links

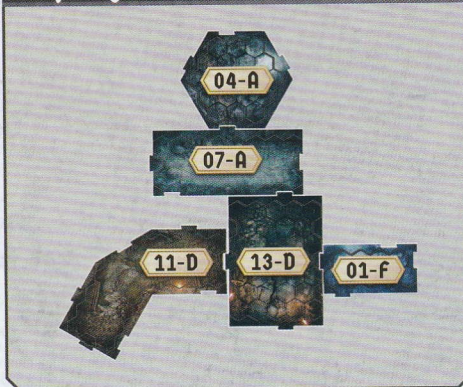
When door **1** is opened, read **99.2**.

When door **2** is opened, read **81.2**.

When either door **3** is opened, read **163.2**.

When door **4** is opened, read **177.2**.

Map Layout



Scenario Key

Abael Herder	
Abael Scout	
Chaos Demon	
Frost Demon	
Lightning Eel	
Piranha Pig	
Cave Door	1
Dungeon Door	4
Trap	4
Large Water	4
Water	5
Debris	2
Ice Pillar	4
Stalagmites	2
Treasure	3

Loot

	x8
	x2
	x5
	x1
	x2
	x1