



### Scenario Goals

Unknown at this time.

### Scenario Effects

Each character suffers ⚡2 and gains 🔥.

### Introduction

You are playing cards with the deckhands of the Cinnabar, losing what little coin you have left, when a strange mist surrounds the ship, and the once tranquil waters turn violent. Enormous waves propel the ship into the jagged rocks of a shoal, brutally ripping the Cinnabar to pieces.

You and the crew are cast overboard to fend for your lives among the rocks and debris. You gasp for air as you're submerged deep into the icy water, your muscles spasming against the freezing pain. You surface moments later, hungrily gulping in fresh air. Luckily, the strange storm subsided almost as quickly as it came, and in the new calm, you look around at the carnage. The crew is nowhere to be found, and the only thing left intact is the Cinnabar's jolly boat, run aground on a small patch of rocks on the far side of the field of flotsam. The debris should provide a respite from the icy waters and ease the swim towards the jolly boat. Unfortunately, quite a large number of Abaeli and their marine minions have shown up on the scene as well. You'd rather have the warmth of a fire than the heat of battle, but it'll have to suffice until you reach the boat and can get dry.

### Special Rules

All hexes in the scenario without overlay tiles are treated as water (difficult terrain). They are still treated as empty when unoccupied and free of overlay tiles.

Any character occupying a supply shelf, bookshelf, or barrel when entering any unoccupied water hex, may move the tile they occupy with them. If they do so, the movement costs only 1 movement point. Whenever any 2-hex tile is moved in this way, the tile's other hex enters the one the character exited, along with any figures, tokens, and non-corridor overlay tiles in the same hex.

### Section Links

When any door ① is opened, read **28.3**.

### Map Layout



### Scenario Key



### Loot

⚡ x9  
 🔥 x5  
 ⚡ x3  
 🔥 x2  
 🔥 x1

