

# TAKING A SWIM

The heroes fight clawfish as they approach Fort Forsaken.

## Taking a Swim Groups

| Group                 | Creatures                     |
|-----------------------|-------------------------------|
| 1                     | One human archer (Skewra)     |
| 2                     | Eight clawfish (minion squad) |
| 3<br>(Reinforcements) | Eight clawfish (minion squad) |
| 4<br>(Reinforcements) | Eight clawfish (minion squad) |
| 5<br>(Reinforcements) | Eight clawfish (minion squad) |
| 6<br>(Reinforcements) | Eight clawfish (minion squad) |
| 7<br>(Reinforcements) | Eight clawfish (minion squad) |

## REINFORCEMENTS

At the start of each round a hero appears in the water, another **eight clawfish** appear until all clawfish are dead or a total of forty-eight clawfish have appeared.

## ENCOUNTER ADJUSTMENTS

If this encounter has more or fewer than five heroes, make the following adjustments:

- For six heroes, add **eight clawfish** at the start of the encounter.
- For four heroes, remove **eight clawfish** from the start of the encounter.
- For three heroes, remove **eight clawfish** from the start of the encounter and only **four clawfish** appear at the start of each round.

## TACTICS

The clawfish rush the nearest hero and attack, fighting to the death!

If Skewra wakes and sees the heroes approaching on a raft, she lights a torch, lights an arrow, and shoots it toward the raft, hoping to ignite it. She then continues peppering the heroes with arrows until at least two of them make it to the shore, then she runs toward the gate to try to raise the alarm.

## ENDING THE ENCOUNTER

When the heroes get safely to the island, they earn 1 Victory each.

## STAT BLOCKS

### HUMAN MALICE

### MALICE FEATURES

At the start of any human's turn, you can spend malice to activate one of the following features.

**Chemical Device** (Maneuver) (Non-minion) ♦ 2d10 + 2 ♦ 3 Malice

**Keywords** Area, Magic, Ranged

**Distance** 3 cube within 10      **Target** Each enemy in the cube

♦ ≤11 **4 corruption damage; A<0 slowed (save ends)**

★ 12–16 **6 corruption damage; A<1 slowed (save ends)**

\* 17+ **9 corruption damage; A<2 restrained (save ends)**

### Exploit Opening

♦ 5 Malice

Until the end of their turn, each human acting this turn has an edge on their abilities, or a double edge if their ability targets an enemy affected by a condition.

### Staying Power

♦ 7 Malice

Each non-minion human in the encounter regains Stamina equal to 5 times their level.

### CLAWFISH

### LEVEL 1 MINION BRUTE

Angulotl, Animal      EV 3 for four minions

**Stamina** 5      **Immunity** lightning 3, poison 2

**Speed** 5 (swim, climb)      **Size** 1S / **Stability** 0

**With Captain** Edge on strikes      **Free Strike** 2

**Might** 0    **Agility** +2    **Reason** –3    **Intuition** –2    **Presence** +1

**Hookclaw** (Action) ♦ 2d10 + 2 ♦ Signature

**Keywords** Melee, Strike, Weapon

**Distance** Melee 1      **Target** 1 creature or object per minion

♦ ≤11 **2 damage**

★ 12–16 **4 damage**

\* 17 **5 damage; grabbed**

**Effect** A target grabbed by this ability takes 2 lightning damage at the start of each of their turns.

### Shocking

The clawfish deals 2 lightning damage to each wet enemy within 2 at the start of each of the clawfish's turns.

### HUMAN ARCHER

### LEVEL 1 MINION ARTILLERY

Human, Humanoid      EV 3 for four minions

**Stamina** 3      **Immunity** Corruption 1, Psychic 1

**Speed** 5      **Size** 1M / **Stability** 0

**With Captain** Ranged distance +5      **Free Strike** 2

**Might** +0    **Agility** +2    **Reason** +0    **Intuition** +0    **Presence** +0

**Crossbow** (Action) ♦ 2d10 + 2 ♦ Signature

**Keywords** Ranged, Strike, Weapon

**Distance** Ranged 10      **Target** One creature or object per minion

♦ ≤11 **2 damage**

★ 12–16 **4 damage**

\* 17+ **5 damage**

### Supernatural Insight

The archer ignores concealment if it's granted by a supernatural effect, or the target is supernatural.