

ENCOUNTER W1

The heroes battle water wolves in an elemental cave.

W1 Groups

Group	Creatures
1	Essence of change
2	Two sudden downpours
3	Four flows of the river (minion squad) Four flows of the river (minion squad)
4	Four flows of the river (minion squad) Four flows of the river (minion squad)

ENCOUNTER ADJUSTMENTS

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

- For six heroes, add **two sudden downpours**.
- For four heroes, remove **eight flows of the river**.
- For three heroes, remove **both sudden downpours** and **eight flows of the river**.

RIVER

The river flows west to east at a rapid pace and is only five feet deep. A creature without a swim speed who enters the water or starts their turn in it must make a Might test:

- **≤11:** The creature is pushed 3 squares to the east and their speed becomes 0 for the rest of this turn.
- **12-16:** The creature is pushed 3 squares to the east.
- **17+:** No effect.

Creatures pushed into a stone or cave wall takes damage from the forced movement as normal. The river flows through an opening on the east wall that is too small for any creature to be forced through.

If a creature can't automatically swim at full speed while moving, their power rolls take a bane while they are fully submerged in the water.

If there are no enemies here, the heroes can cross the river carefully without needing to make any tests.

TACTICS

The wolves do everything they can to move and keep the heroes in the water, so that the heroes take banes on their power rolls for being submerged and must contend with the river moving them. The use Pack Formation to keep up with heroes who are pushed down the stream, and stick together to gain the benefit of their Pack Strong trait.

The wolves don't pursue heroes who leave this chamber without defeating them, but they do stay on guard and attack again if the heroes re-enter.

ENDING THE ENCOUNTER

When the heroes the essence of change is defeated, the other water wolves disappear, magically fleeing to Quintessence, and each hero earns 1 Victory.

STAT BLOCKS

WATER WOLF MALICE

MALICE FEATURES

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

Change Course ♦ 3 Malice

A water wolf acting this turn pours a 5 consecutive square river from their mouth in any 1 square wide arrangement. Each enemy in an affected square slides up to 5 squares along the river until they reach an unaffected square at the end. The river then evaporates.

Pack Formation ♦ 5 Malice

All water wolves shift up to their speed. Each water wolf can use their water weird feature during this movement.

Step of the Mist ♦ 7 Malice

The encounter map becomes misty until the end of the round, with visible droplets of water suspended in midair. All water wolves can move across the mist as if they had the flying keyword and can force move targets an additional 2 squares.