183 A Beast in the Clouds

Requirements: None
Goal: Kill the Beast

Introduction:

"This is, once again, most wonderful news!" The lights flicker in what seems like excitement. "That you will slay the Beast is a great boon to us. This must be the Storm's will.

"Yes! The Beast is surely an agent against the Storm, and we will help you destroy it! Come, we will begin the hunt at once!"

Most of the remaining lights surround you and begin to lift you off their planet. Before you know it, you are flying back into the storm.

"Do not worry! The Storm favors us! We will protect you from the worst of its wrath." Sure enough, around you lightning cracks and the wind swells, but you continue your flight unharmed and undeterred.

After a few minutes, when all you can see around you is chaos, the lights stop.

"Yes, we can feel it! The Beast is near. It approaches! Prepare yourselves!" Some of the lights surrounding you disperse outward. As they move, the air around you becomes more calm until a large swath of the sky is free from wind and danger. You fan out, preparing yourselves until you see it through the clouds.

At first, there are only giant, glowing eyes, but then its elongated head emerges, with a numerous horns jutting out in all directions and a mouth with rows of dangerous teeth. The body behind it seems long and snake-like, stretching farther back than you can see.

The beast roars, clearly upset by your presence.

Special Rules:

At the start of the scenario, set up each character on any empty hex.

The Beast, represented by a series of dark pit tiles, has (20+7xL)xC hit points, an attack value of 4, a permanent "Retaliate 1, Range 2," and is immune to WOUND, POISON, IMMOBILIZE, DISARM, and STUN. It uses the Boss ability card deck to determine its actions and initiative.

On the Beast's turn, it will progress through three steps, which key off two specific hexes on the Beast's body, the head (a) and the tail (b):

1. Move: If there are less than six dark pit tiles on the board, take a new tile and place it on unoccupied spaces of the board such that the first hex of the tile is adjacent to the head and no other dark pit hex, and the second hex of the tile is adjacent to no dark pit hex and is as close as possible to an enemy. If there are multiple ways to place the tile to fulfill these conditions, chose the way that places the second hex as close as possible to hex (c). If there are still multiple ways, players decide.

If there are no valid ways to place the tile, first allow the first hex to be adjacent to other dark pit hexes, then, if that still doesn't allow for a valid placement, allow the second hex to also be adjacent to other dark pit hexes. If placement is still not possible because the head is surrounded by figures, perform "PUSH1" actions on the adjacent figure who acts earliest in turn order until there is a valid placement. Any figure pushed must move in such a way as to facilitate a valid placement and also suffers trap damage. There may be edge cases where, even following these rules, there is still no valid placement. Follow the rules as best as possible and make judgment calls when needed.

The Beast does not consider negative hexes when moving, but does trigger them if it moves on top of them. All spaces with a dark pit tile are considered occupied.

After moving, move the token representing the head to the second hex of the newly placed dark pit tile. If there are already six dark pit tiles on the board, remove the tile with the token representing the tail and place it as described previously, moving the tail token to the dark pit hex adjacent to the removed tile.

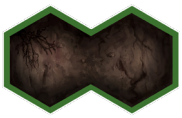
2. Channel lightning: The figure (ally or enemy) closest to the tail token suffers trap damage. If there are multiple figures the same distance away, the one who acts earliest in turn order suffers the damage.

3. Perform ability card actions: Ignore any Move actions on the ability card. All attacks are made from the head token.

Boss Special 1: Summon two Wind Demons adjacent to the character or character

Wind Demon

Treasure Tile (x1)


Dark Pit (x6)

summon closest to the tail token (ties broken by earliest turn order). The Wind Demons are normal for two characters, the first is elite for three characters, and both are elite for four characters.

Boss Special 2: Perform "Attack +0" with the following area of effect:

Any hex of the Beast can be used as a target hex to attack it, but it can only be targeted once per attack ability. Moreover, a character or character summon must always attack the hex closest to it, and this hex determines whether the attacker gains disadvantage on ranged attacks and suffers retaliate damage.

Section Links:

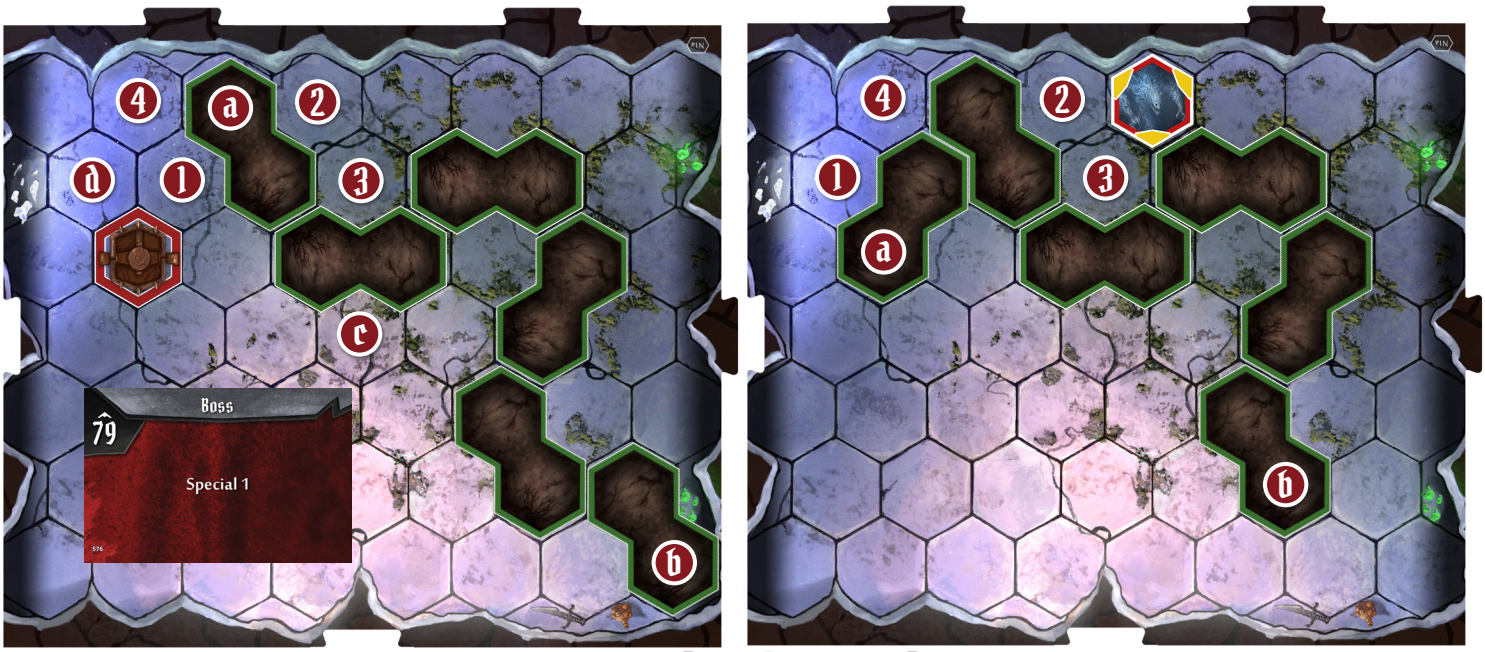
Read section 1 below for Beast turn examples.

When the treasure tile is looted adjacent to the Beast, read section 2 on page 3.

When the Beast is killed, read section 3 on page 3.

Section 1:

Example 1: Characters are represented by numbers, with initiative order the same as their numerical order. The Beast has two choices for placement, (d) and (e), which place its new head adjacent to an enemy. It chooses (d), because this also places its new head closer to (c). The Wind Demon suffers trap damage from channel lightning, and both characters (1) and (2) are attacked.



Example 2: The Beast has no valid movements, so it pushes (1) to (d), causing (1) trap damage. The Beast can then take its tail tile and place it as shown, springing the trap in the process. (3) suffers trap damage from channel lightning, then Wind Demons are then summoned adjacent to (3), but only one can be placed, so the other summon fails.

Section 2

An Alluring Glint :

A strange twinkle of light draws you close to the side of great creature as it flies through the clouds. The glinting is coming from a large sword wedged between two of its hardened scales. Drops of blood flow down the blade, falling off into the great storm below.

Without thinking, you grab the weapon as it passes within arm's reach, and you pull. The beast roars in anger as the sword comes free, increasing the flow of blood from its side.

Special Rules :

The character who looted the trasure tile gains "Storm Blade" (Item 078). The Beast suffers 5 damage.

Section 3

Conclusion :

With one final roar of outrage, the giant beast succumbs to its wounds. The life leaves its eyes, and it begins to slowly drift downward into the chaotic storm. Before it fades from view, however, the lights surround it, halting its descent.

"You have done it! Incredible!" the lights proclaim. "Surely there is enough sustenance contained within the Beast to keep you sated for a great while. We will bring you and it back to our home, where you can continue to exact the Storm's will on all our enemies!"

Rewards :

30 experience each

20 gold each