



Biting Sea

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**Scenario Goals**

The scenario is complete when the Fish King is dead. At the end of that round, read **173.4**.

**Scenario Effects**

Each character gains .

**Introduction**

The Fish King's apotheosis is nearly complete, and you are all that remains to stop his metamorphosis into the Leviathan.

"What is this?" The Fish King bellows as you prepare to strike him down. He spasms as raw power courses through him, and you see his jaw clench in pain. "You are just a speck of sand in front of a tidal wave. You are nothing, scaleless. I will—" Whatever he was about to say is cut off with another jerk of pain. The squall is deafening as elemental wind swirls about you, quickly filling and reshaping the very reality of the room. Perhaps you can counter this chaos with some elemental power of your own.

**Special Rules**

The Fish King occupies all three ice spikes. He cannot perform any move abilities and is immune to forced movement.

There is no line-of-sight between map tiles, and no figure can teleport or find a focus between them.

**Boss Special 1**

The Fish King performs:

+0

-1, all adjacent enemies, 2

Then it summons one Piranha Pig. It is normal for two characters or elite for three or four characters.

**Boss Special 2**

The Fish King focuses on the farthest attackable enemy and performs:

+0

+0, 5, 4,

Then it kills the closest Piranha Pig, and all enemies adjacent to the hex the Piranha Pig occupied suffer trap damage.

**Section Links**

The first time the Fish King is reduced to at most three-quarters of its maximum hit point value (rounded up), read **131.2**.

The first time the Fish King is reduced to at most half of its maximum hit point value (rounded up), read **102.2**.

The first time the Fish King is reduced to at most one-quarter of its maximum hit point value (rounded up), read **165.2**.

**Map Layout****Scenario Key**

Fish King



Ice Spikes



3

Frost Demon



Rubble



3

Night Demon



Dark Fog



4

Piranha Pig



Debris



3

Wind Demon



Glowing Orb



1

**Loot**

x4

x2

x2

x2

x2

x2

x1

