

Scenario Goals

The scenario is complete at the end of the twelfth round. At the end of that round, read **56.2**.

Introduction

With the final piece of the Leviathan scale in hand, you sail to the Fish King’s lair: a vibrant coral castle built into the side of a small, rocky island. Overjoyed, the Abael greedily snatches it from you and gurgles with glee.

“Well done, scaleless,” the Fish King says, then turns to address his subjects. “The time is almost at hand for us to ascend to greatness and claim this sea as ours. No more war... No more death! I will become the Eternal Leviathan. I will become a God!” The Abaeli roar as the Fish King joins the pieces of the scale together.

Instantly, you feel the chaotic energy beginning to build; a swirling, freezing darkness seeping along the floor, howling through the coral statuary. The Fish King’s body begins to pulse and expand; his newly sinuous limbs warping into the swirling aether. The Abaeli around him prostrate themselves, transfixed by their King’s metamorphosis.

Suddenly, an explosion deeper within the castle rocks the foundation and you hear the din of approaching battle. You briefly see fear in the Fish King’s eyes. “They are here to stop me! Go, my children! Protect me during the ritual!”

The Abeali rush out to face whatever attackers have come. You move to join them in the defense, but the Fish King beckons you closer. His eyes void-dark and his voice a strained, layered echo. “Please scaleless, stay with me and shield me from my enemies. I need you only once more, and then you will have the debt of a god!” With that, his focus returns solely to the ritual and the painful changes wracking his body. You ready your weapons and are pleased to see your trusty piranha pigs at your side for one final battle.

Special Rules

At the start of the scenario, spawn one normal Piranha Pig adjacent to each character. The Fish King and all Piranha Pigs are allies to you and enemies to all other monster types.

act, cannot be targeted by heal abilities, is immune to all conditions, and has an initiative of 01 for the purpose of focusing. If the Fish King is killed, the scenario is lost.

Divide the Fish King’s maximum hit point value by 2 (rounded down). Do not set up the Boss monster ability deck or initiative token. The Fish King does not

At the start of rounds 3, 6, and 9, spawn the following monsters at the listed locations based on player count:

Two Characters	Three Characters	Four Characters
a : One normal Algox Guard and one normal Algox Archer	a : One normal Algox Guard and one normal Algox Archer	a : Two normal Algox Guards and one elite Algox Archer
b : One normal Lurker Mindsnipper	b : Two normal Lurker Mindsnippers	b : Two normal Lurker Mindsnippers

All spawned Lurker Mindsnippers can be placed in water.

Section Links

At the start of the seventh round, read **105.4**.

Map Layout

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