

EPIC SCENARIO 1: TRAPPED!

Game preparation.

This is a single chapter scenario, featuring an Epic Boss: O-Goryō Sama! Epic encounters are the showdowns against powerful enemies, which can only be handled by experienced heroes. These enemies usually have multiple phases with different behaviours, involving different mechanics and adding a few of their own ones.

Stage transitions are done without changing the boards, maintaining all the elements, heroes and yōkai, unless said otherwise. For example, in stages two to four, the boss Health is indicated 20*. That means that the boss should have at least 20 health at the beginning, because the transition between stages one and two occurred when his health went below that threshold. The Energy resource the Boss uses to cycle his abilities should be kept too.

This scenario can be included as an intermission during a campaign or be played individually. In the second case, is advised that each player draws two Treasure Cards before the scenario starts, with the possibility of freely trading between them: the encounter can be hard for unequipped heroes!

Finally, it is recommended to be played by 5-6 players! Don't dare trying this with less friends!!



Preface.

Lightning across the sky and thunders that made the earth tremble. The heroes were slowly advancing on the road under the heavy rain. "We must find shelter, the night is near" they said. After a curve in the road, a crossroads appeared. A sign was indicating a near location, "The Feudal Lord Raiun Castle". Seeing the possibility of shelter, the heroes headed there!

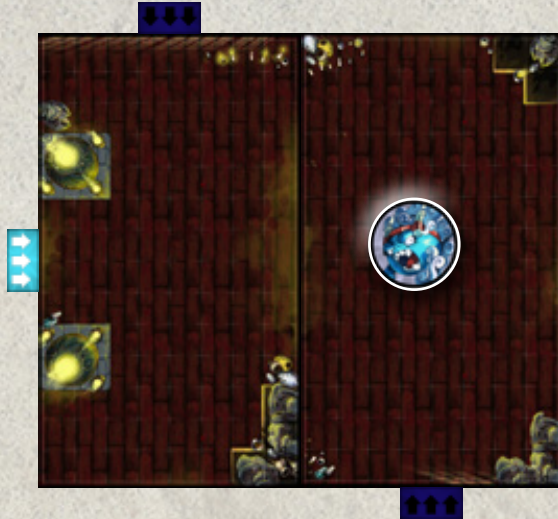
The shaky castle waited at the top of a small hill, barely standing under the howling winds. The heroes hastened inside across the opened gates, eager to escape from the rain and wind: the darkness surrounded them when the gates closed violently behind.

A great hall welcomed them. In the centre, a humongous figure slowly emerged: it was like a condensed storm cloud, with cracking lightning across his surface that lighted up the room. "You will pay... for your crimes... FOR YOUR BETRAYAL!"

STAGE ONE: The Storm Comes!

The heroes are in trouble, they have entered the lair of the powerful O-Goryō Sama! This yōkai seeks vengeance against everyone, because the treason he suffered when he was the Feudal Lord.

Stay close to him! If O-Goryō Sama has no heroes in melee, he will attack all the heroes with a powerful storm! Also, try to attract Hone Bushi and Karakasa to the area where he will attack with his NADARE ability; that way the damage will be minimized and heroes will get rid of some yōkai for free!



- Board: 6.7.8 (Indoor) Heroes Entrance: 1 Spawn Points: 2
- Stage Special: O-Goryō Sama Epic Boss.
- Treasure Deck: standard composition.
- Energy Deck: standard composition.
- Spawns: GoA1-6 (Hone Bushi, Karakasa)
- Stage Win conditions: O-Goryō Sama Health is 20 or less. At the end of the turn this happens, the transition occurs.
- Transition bonus: -
- Special achievement: 6 Karakasa defeated with the NADARE ability. Reward: extra Treasure Card.

O-Goryō Sama Abilities

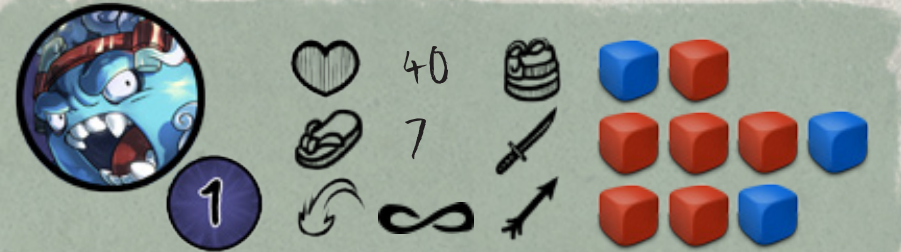
Nadare (Avalanche): O-Goryō Sama strikes the adjacent 3x3 tiles area, to the side where most heroes are affected. This ability attacks with 10 Red Dice, shared equally amongst all the heroes and yōkai affected (excess dice are assigned freely by players), and also putting a Stun Counter on the affected heroes. The boss consume 2 Energy when uses this ability.

Heikō ken (Simultaneous Punches): O-Goryō Sama hits twice against heroes in melee with his basic Melee Power. If there is more than one hero in melee, the attacks must be distributed. The boss gains 1 Energy when uses this ability.

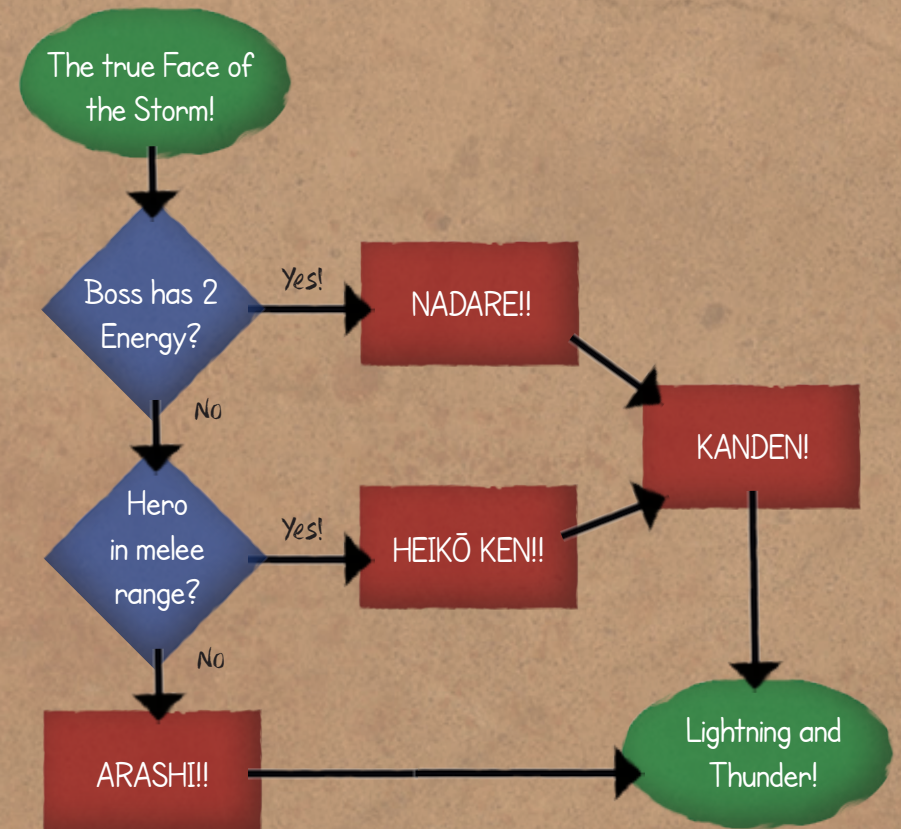
Arashi (Storm): When no heroes are near, O-Goryō Sama enrages and unleashes a storm. All the heroes on the board receive an attack with two Red Dice and two Blue Dice.

Kanden (Electric Shock): The boss launches a bolt of lightning against the hero with most amounts of energy counters and within Reach and Line of Sight. If another hero is at two or less tiles from the target, the lightning jumps attacking that hero too. These jumps repeat until there are no new targets at two or less tiles from the last one. All the targets receive an attack with Two Red Dice and a Blue Dice.

O-GORYŌ SAMA



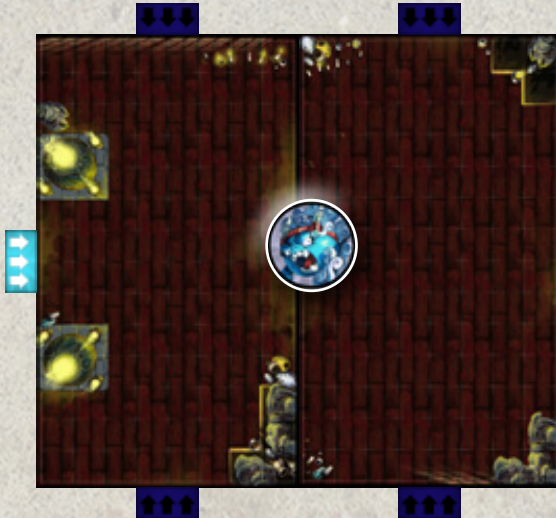
Behaviour Chart



STAGE TWO: The Storm Unleashed!

O-Goryō Sama infuriates: these insects dare hurt him! He moves to the centre of the hall and covers himself with an impenetrable shield of lightning. His yōkai minions will take charge of the heroes, and if not, the storms will do the job!!

Be ready to start running! First of all, O-Goryō Sama will position himself at the centre of the hall. Be careful! If you are on his way you are in danger! He will be invulnerable to any attacks, while covering extensive areas with lightning storms. Be sure to be in a safe area while you deal with the incoming Hone Bushi, Karakasa, Ghost and Obake. Maybe even Obake Dono! Don't worry; you will only need to bear this for 9 turns.



- Board: 6.7.8 (Indoor) Heroes Entrance: 1 Spawn Points: 4
- Stage Special: O-Goryō Sama Epic Boss.
- Treasure Deck: standard composition.
- Energy Deck: standard composition.
- Spawns: GoA1-8, EI-6 (Hone Bushi, Karakasa, Ghost, Obake, Obake Dono)
- Stage Win conditions: at least one hero is still on the board by the End Phase of turn 9.
- Transition bonus: -
- Special achievement: No heroes are affected by any Enkan no-Den. Reward: Every hero recovers two Health Counters.

O-Goryō Sama Abilities

Raiu Tate (Thunderstorm Shield): O-Goryō Sama covers himself with lightning. While this shield is up, he is virtually invulnerable, effectively throwing 10 additional Blue Dice in defence and removing any State Counters applied immediately.

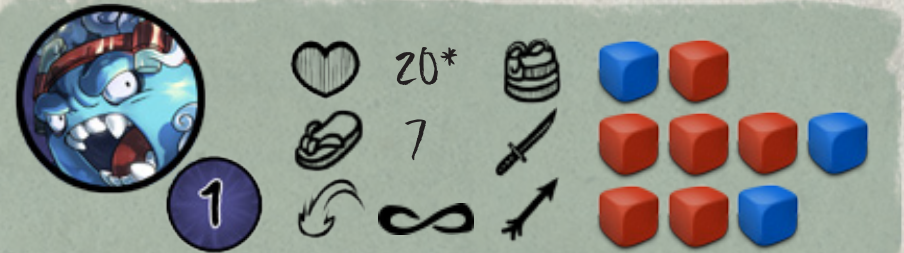
Also, if he is out of the position assigned, he will move towards that position following the shortest path possible. Any heroes or yōkai in his path will receive an attack with 4 Red Dice, being automatically defeated if they are occupying a tile where the boss is assigned to be placed during the stage.

Kinoe Enkan no-Den (First Electric Ring): All the heroes over the tiles at a distance from the boss from 1 to 3 receive an attack with 4 Red Dice. The boss gains 1 Energy when uses this ability.

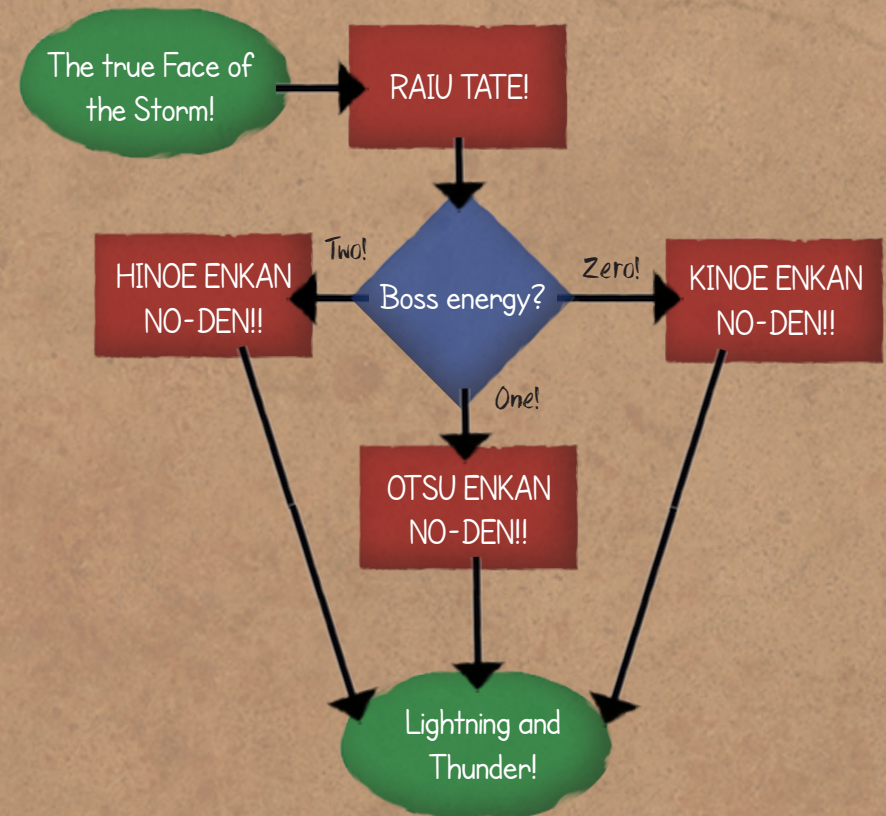
Otsu Enkan no-Den (Second Electric Ring): All the heroes over the tiles at a distance from the boss from 3 to 6 receive an attack with 4 Red Dice. The boss gains 1 Energy when uses this ability.

Hinoe Enkan no-Den (Third Electric Ring): All the heroes over the tiles at a distance from the boss from 6 to 12 receive an attack with 4 Red Dice. The boss consumes 2 Energy when uses this ability.

O-GORYŌ SAMA



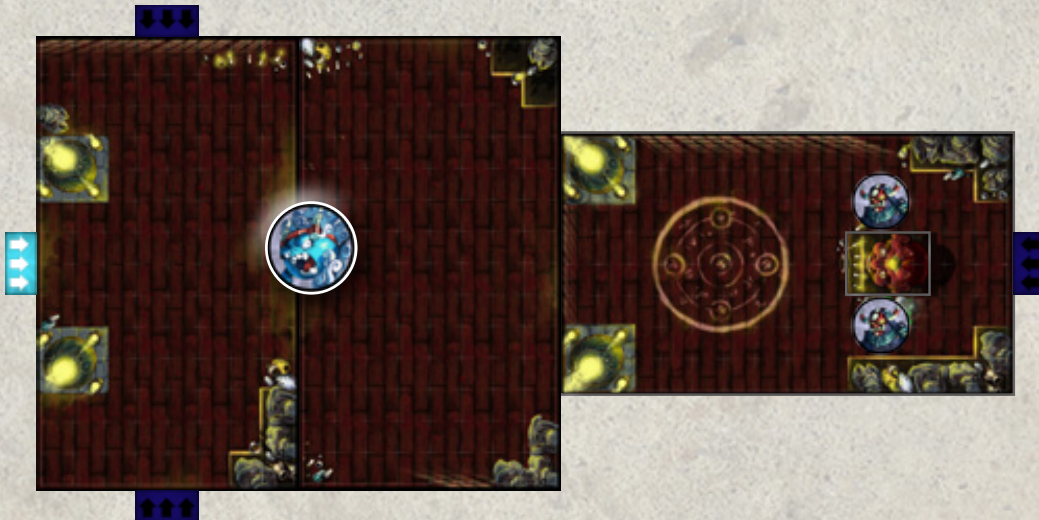
Behaviour Chart



STAGE THREE: Stop the Disaster!

"You useless minions! These worms are still crawling around... but this will end now!" O-Goryō Sama opens the chamber behind him, and starts drawing energy from the statue there: that seems to be an idol of great power!

If you thought you were in trouble before, now what?! That idol must be destroyed ASAP, or the boss will use all the energy gathered to unleash a devastating attack! Run to the end of the hallway while dealing with the numerous yōkai and the two Yoroi guardians, and destroy the idol before it's too late; you only have 6 turns to do it!



- Board: 6.7.8 (Indoor) Heroes Entrance: 1 Spawn Points: 3
- Stage Special: O-Goryō Sama Epic Boss. Yoroi x2
Idol of the Storms Defence: Health:4
- Treasure Deck: standard composition.
- Energy Deck: standard composition.
- Spawns: GoA1-8 (Hone Bushi, Karakasa)
- Stage Win conditions: The Idol of the Storms is defeated, or at least one hero is still on the board by the End Phase of turn 6.
- Transition bonus: If the idol is defeated, every hero recovers three Health Counters.
- Special achievement: Destroy the Idol of the Storms without defeating any of the Yoroi. Reward: extra Treasure Card.

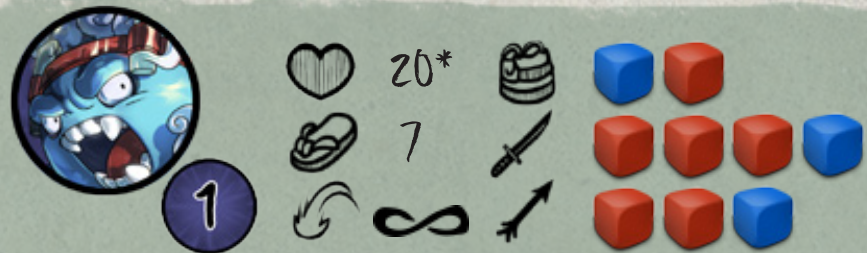
O-Goryō Sama Abilities

Raiu Tate (Thunderstorm Shield): Exact same mechanic as described in Stage Two.

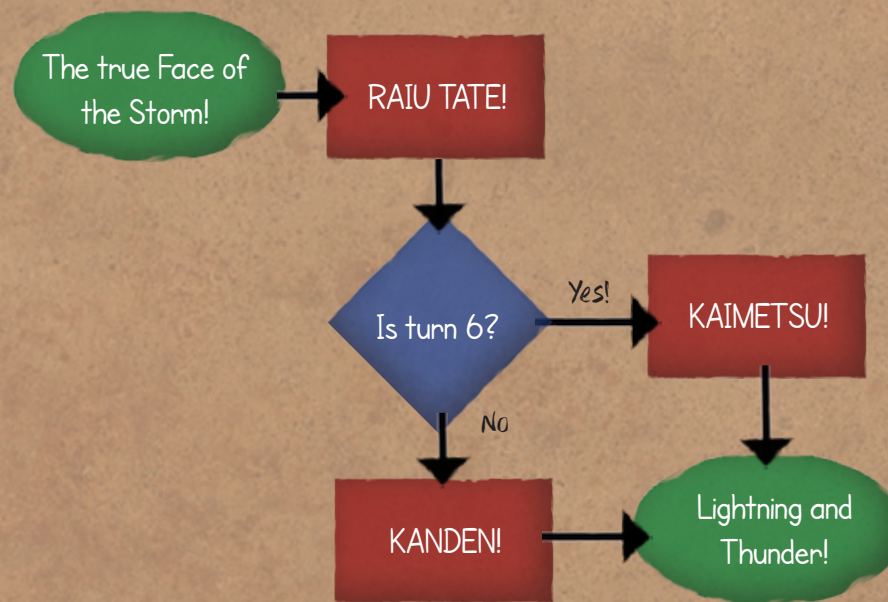
Kanden (Electric Shock): The boss launches a bolt of lightning against the hero with most amounts of energy counters and within Reach and Line of Sight. If another hero is at two or less tiles from the target, the lightning jumps attacking that hero too. These jumps repeat until there are no new targets at two or less tiles from the last one. All the targets receive an attack with Two Red Dice and a Blue Dice.

Kaimetsu (Devastation): O-Goryō Sama unleashes all the gathered power, attacking every hero and yōkai on the board with 3 Red Dice and 3 Blue Dice plus 3 Katana results.

O-GORYŌ SAMA



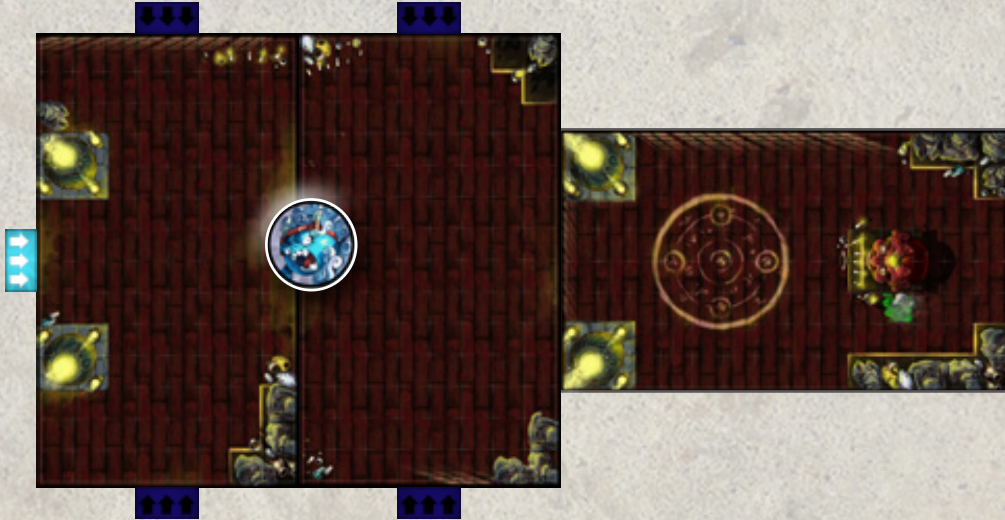
Behaviour Chart



STAGE FOUR: Electric Final!

"What!?!? You REALLY think you can escape from me? You really think you can WIN?!" O-Goryō Sama readies himself to fight face to face: he releases the impenetrable shield and raises his fists with knuckles like rocks.

You are almost there! The boss is vulnerable to attacks again, but... he will unleash everything he has!! He will move, pound the ground, release electric rings, throw lightning... and more yōkai will keep coming! Start using all your consumables and powerful attacks, and try to defeat the boss as quickly as possible!



- Board: 6.7.8 (Indoor) Heroes Entrance: 1 Spawn Points: 4
- Stage Special: O-Goryō Sama Epic Boss.
- Treasure Deck: standard composition.
- Energy Deck: standard composition.
- Spawns: GoA1-8, E1-6, F1-5 (Hone Bushi, Karakasa, Ghost, Obake, Obake Dono)
- Stage Win conditions: O-Goryō Sama is defeated. The Stage ends at the very moment this happens.
- Transition bonus: -
- Special achievement: Defeat O-Goryō Sama after 6 turns. Reward: Gold Medal.

O-Goryō Sama Abilities

Kinoe Enkan no-Den (First Electric Ring), Otsu Enkan no-Den (Second Electric Ring), Hinoe Enkan no-Den (Third Electric Ring): Exact same mechanics as described in Stage Two.

Nadare (Avalanche): O-Goryō Sama strikes the adjacent 3x3 tiles area, to the side where most heroes are affected. This ability attacks with 10 Red Dice, shared equally amongst all the heroes and yōkai affected (excess dice are assigned freely by players), and also putting a Stun Counter on the affected heroes.

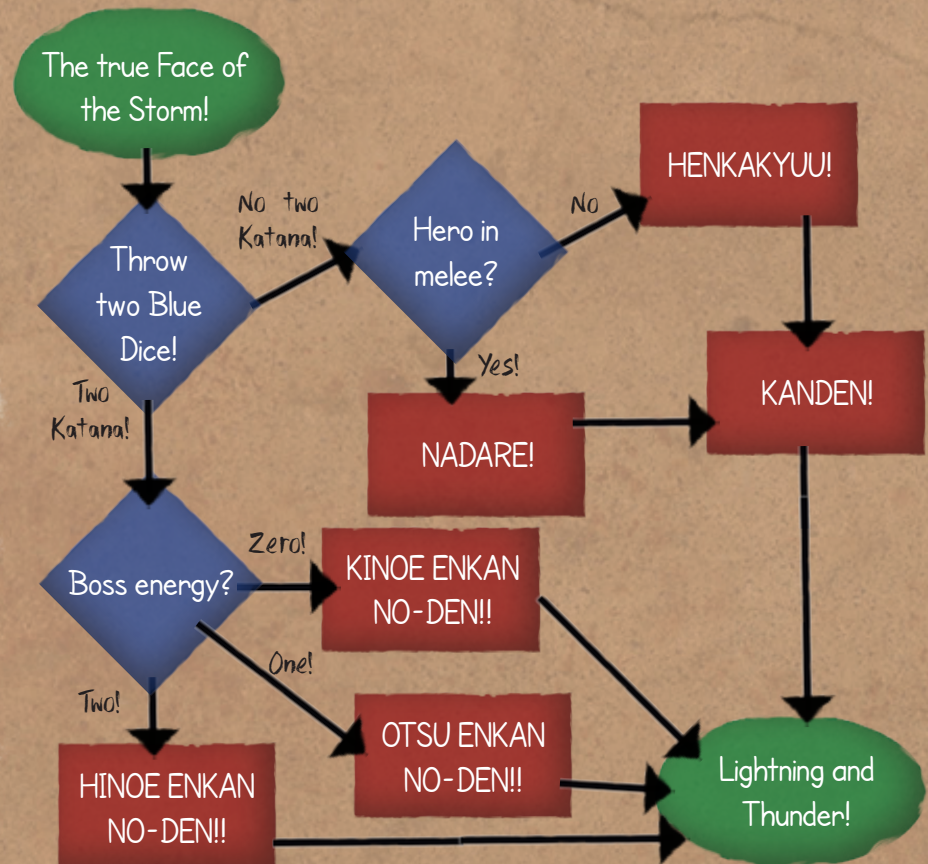
Henkakyuu (Breaking Ball): O-Goryō Sama rolls towards the closest hero with a natural movement, following the closest path possible. Any yōkai he needs to move over is automatically defeated. After the movement, he attacks the hero with 5 Red Dice.

Kanden (Electric Shock): The boss launches a bolt of lightning against the hero with most amounts of energy counters and within Reach and Line of Sight. If another hero is at two or less tiles from the target, the lightning jumps attacking that hero too. These jumps repeat until there are no new targets at two or less tiles from the last one. All the targets receive an attack with Two Red Dice and a Blue Dice.

O-GORYŌ SAMA



Behaviour Chart



Ending

"WHAT!?!? You think you have defeated me? This is merely a setback... I WILL COME BACK AND FINALLY TAKE MY REVENGE! MUAHAHAHAHA...!!" As the storms calm in the outside, the evil laugh of O-Goryō sama slowly fades.

The night is now quiet and peaceful, and the heroes can finally have some rest. They have earned some!

That's it! This is the first encounter where the heroes face the incredibly powerful O-Goryō Sama. But it won't be the last time, this yōkai is hard to beat that easily, so he will probably come back again with new abilities and resources to fulfil his unending vengeance!!!

See you in the next adventure!

