



BLACKSTONE FORTRESS

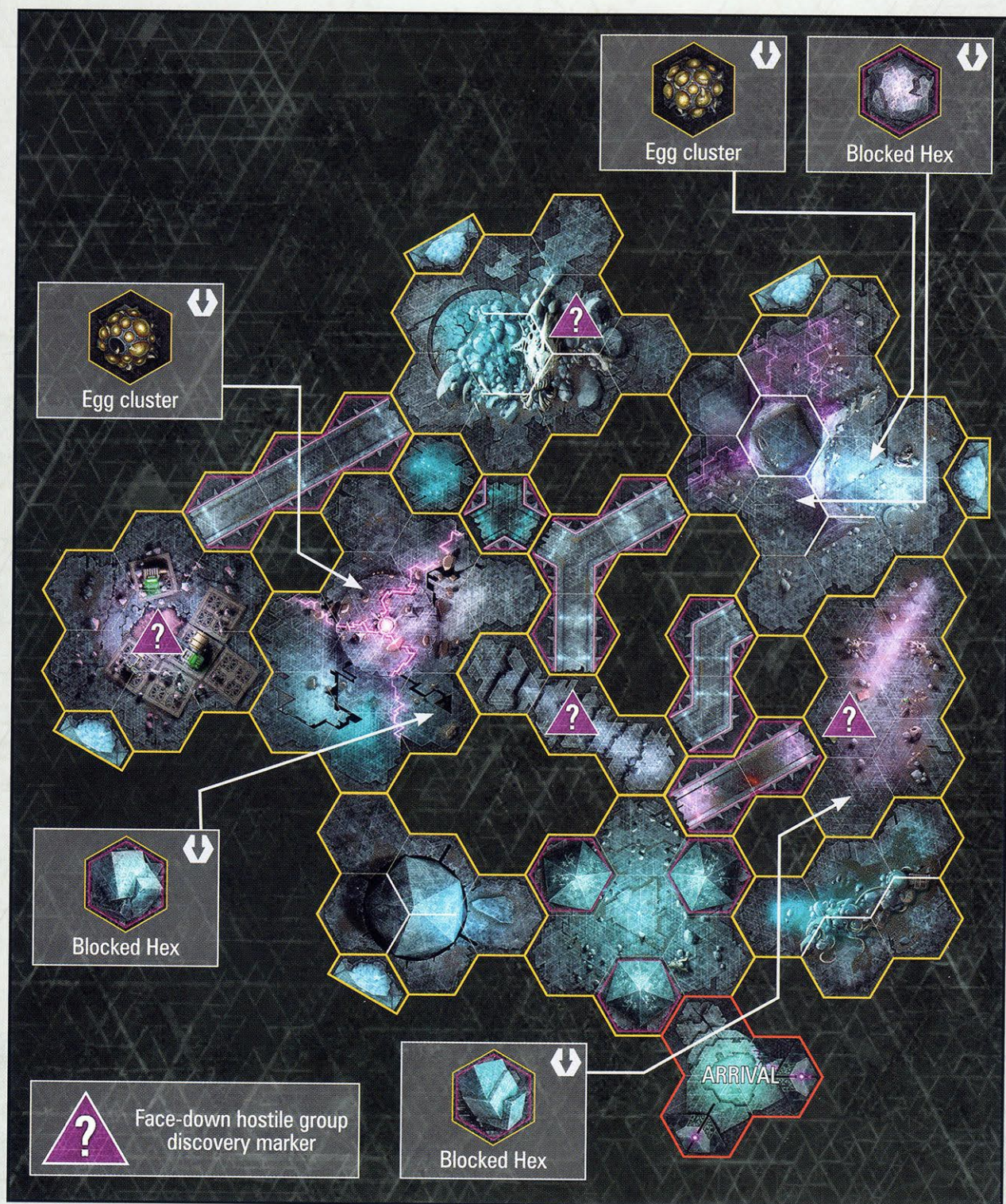
THE LAIR OF THE BEAST

"There is great danger in this place. We must tread lightly and be one with the darkness, for as long as we are able."

- Amallyn Shadowguide

THE LAIR OF THE BEAST

As the maglev transport doors slide open, a sickly smell tells you that you have arrived at the beast's nest. Shed Borewurm and rad-maggot husks litter the floor, and echoing in the distance you can hear the unmistakable movement of a vast creature. You must proceed with caution...



ACCESS ROUTE

Shuffle all of the Blackstone Fortress exploration cards and deal out four to create the access route exploration deck. The explorers reach the Lair of the Beast after the fourth exploration card has been resolved.

HOSTILE GROUPS

-  1 Ambull
-  2 Borewyrms Infestations
-  4 Spindle Drones
-  4 Ur-Ghuls

LAIR OF THE BEAST RULES

Unclear Signals: After setting up the Lair of the Beast, but before the first turn begins, take the four discovery markers, place them face down, and shuffle them around so that the players do not know which is which. Then, keeping the markers face down, place one in each of the hexes indicated with a  on the map.

Revealing the Hostile Groups: The hostiles in a hostile group are deployed when the corresponding discovery marker is revealed. A discovery marker is revealed when an explorer enters a hex from which they have an unblocked line of sight to the hex with the marker. When this happens, the explorer's activation is paused, the discovery marker is flipped over, and the hostiles from the corresponding group are deployed as described below. The explorer's activation then continues. After the second discovery marker is revealed, reveal all the remaining discovery markers.

Deploying the Hostile Groups: The first hostile from a group must be placed in the hex with the corresponding discovery marker. Other hostiles from the group must be placed in the same hex as the discovery marker, or in a hex adjacent to the discovery marker. If there is a choice of hexes in which a hostile can be deployed, you must deploy it in a hex that puts it in cover from any explorers in preference to one that does not.

Securing the Ambull eggs: When setting up the Lair of the Beast, place 2 Ambull egg counters in each of the egg cluster hexes.

To pick up an Ambull egg, an explorer must take an Extract (4+) action while in a hex with any Ambull egg counters. Each time the action is taken, that explorer takes 1 Ambull egg counter from that hex and places it on their character card so it covers one of the activation dice spaces. This prevents that activation dice being rolled in the initiative phase in the same manner as a wound or grievous wound counter. At the start of the initiative phase, before rolling activation dice, an explorer can drop 1 or more Ambull eggs they are carrying. If an explorer is taken out of action, they immediately drop all the Ambull eggs they are carrying. Place dropped Ambull egg counters in the closest egg cluster hex, until that hex has a maximum of 2 Ambull egg counters in it, then place any remaining in the other egg cluster hex.

Elimination Protocols: Spindle Drone hostiles are always treated as being on Threat Level 3 in the Lair of the Beast.

Roused to Fury: Use the Ambull Enraged hostile reference card for the Ambull in the Lair of the Beast.

LAIR OF THE BEAST EVENT TABLE

ROLL	EVENT
1	All Is Dust: Each explorer loses 1 inspiration point, to a minimum of 0.
2-3	Unfulfilled Destiny: Do not make a destiny roll at the start of the next turn.
4-6	Surprise Attack: The leader must pick an unrevealed discovery marker, and reveal it. If this is not possible, the leader must instead pick one hostile that has been slain during the combat and has not returned to the battlefield, and then deploy them as close to an explorer as possible.
7-10	Squirming Larvae: Each explorer must roll an activation dice for each Ambull egg counter they are carrying. On a 1, they drop that egg.
11-14	Newborn: Place a Borewyrms Infestation model in the egg cluster hex that is closest to an explorer. If this is not possible, nothing happens.
15-17	Inspiration: The leader picks an explorer. That explorer gains 1 inspiration point.
18-19	Heroic Effort: The leader picks an explorer that is out of action. Deploy the explorer in the same hex as another explorer or as close to another explorer as possible, and then make a vitality roll for them. If no explorers are out of action, the leader picks an explorer. Make a vitality roll for that explorer.
20	Lucky Find: The leader picks an explorer. That explorer draws a discovery card.

CONQUERING THE LAIR OF THE BEAST

The Lair of the Beast ends when all the explorers who have not been taken out of action are in a maglev escape chamber at the start of the event phase, and there are no hostiles in the maglev escape chamber. If at least 3 Ambull egg counters are being carried by the explorers in the maglev escape chamber, the explorers have conquered the Lair of the Beast. If the explorers in the maglev escape chamber are carrying 2 or fewer Ambull egg counters, the quest is a failure.

REWARDS

If the explorers conquer the Lair of the Beast, they can open the Lair of the Beast envelope.

