

Quest 3 - Wizard's Sanctum

INTRODUCTION

This quest uses the extra kickstarter components extensively, but if you're playing through the campaign and you don't have them you can still make substitutions. To build the map just use the tiles you have to make something as close as you can. It won't matter if your Wizard's Sanctum isn't symmetrical, or the areas are shaped a bit differently. For the enemy deck use all the green and blue raiders, the green gremlin pack, and the blue gremlins.

To begin read 3.01.

Standalone Quest Values

Soul points: 4xhero Crowns: 200 Treasures: 5 Soul Weapons: 0

ENEMY DECK



EVENT DECK



QUEST SETUP

Map Tiles: 21B, 23B, 24B, 26A, 25A, 27A, 28B, 29B, 30A, 31B, 32B



TOKENS



1 1 1 1 1 1 4 3 1 1



1 1 2 1 2 3 1



SHADOW RESERVE

2-3 Players



0 1 3 0 1 0 0

4-5 Players



0 1 4 1 2 0 0



Book of Secrets	
Waypoint 1	3.06
Waypoint 2	3.08
Waypoint X	3.10
Story Event 1	3.09
Story Event 2	3.11
Story Event 3	3.17

SPECIAL QUEST RULES

Day: No additional effects.
Night: No additional effects.

BOOK OF SECRETS

§3.01

After a harrowing run through the back alleys of Twin Wyrms you find yourselves in a seedy tavern called the Tippy Transmuter. Your saviour introduces herself as Sparrow before leaving you to rest and regain your strength.
Hours later she returns. "I know why you're here." She says without preamble. "And I can help you. Now that the High Wizard knows you are after him he will be hiding in his home, and catching him will be much harder. I can lead you to the lair, but reaching the sanctum inside will not be easy. We can leave whenever you're ready, but I'm sure you have questions."

To ask for more details about the wizard's defenses go to 3.03.
To ask about accessing the sanctum go to 3.05.
To ask how Sparrow knows where to find the wizard go to 3.07.
To ask why Sparrow works for the orcs go to 3.13.
To gather your party and venture forth go to 3.12.

§3.02

As you hold up the empowered magic key it and the door in front of you both seem to dissolve. The path into the High Wizard's sanctum is clear!

Remove the magic key from the quest.
Remove the magic lock and the attached door from the quest. Do not draw a trap card.
Remove Waypoint 2.

§3.03

"There is some sort of ethereal beast guarding the door. Noone I know has ever been past it, but rumor has it the rest of the place is full of Aracnos, horrible monsters created by magic. I hope you are good in a fight."

To ask about accessing the sanctum go to 3.05.
To ask how Sparrow knows where to find the wizard go to 3.07.
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§3.04

Fnord.




§3.05

"Within the lair there must be a safe area where the wizard lives, and the monsters cannot go. It is probably sealed with a magical lock that opens in some fashion too complex for the monsters to manage. I don't know for certain. But the whole place is a pocket dimension, and such a lock only works if the key is in the same realm. It can't be kept too far from the door."

To ask for more details about the wizard's defenses go to 3.03.
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§3.06

This alcove is full of clutter. Any hero may use an action to search it.

To search roll 1 .  heroes may reroll the die.
If a hero rolls a  proceed to 3.14.

§3.07

"The wizard has lived in the same house for decades, it isn't much of a secret. But nobody ever goes past the front door without his blessing. The inside of the house is a pocket dimension and there is a strange tentacled creature at the entrance that keeps any unwanted visitors away."

To ask for more details about the wizard's defenses go to 3.03.

To ask about accessing the sanctum go to 3.05.

To ask why Sparrow works for the orcs go to 3.13.

To gather your party and venture forth go to 3.12.



§3.08


If the active hero has the magic key and both Story Events 1 and 2 have been removed from the map, proceed to 3.02.


§3.09


A Pool of elemental fire burns without fuel in a font here. If the active hero is carrying the magic key proceed to 3.15. Otherwise nothing happens. Leave the Story Event card on the map.


§3.10

Whenever a hero enters this space from the other half of tile 29B the ethereal monster attacks with its tentacles. Roll a  to see what happens.  Heroes may reroll the die.

: You carefully time your jump and manage to pass over the beast without touching any tentacles. Nothing happens.

: One of the tentacles brushes your leg and it feels like you were stabbed! Suffer 1 damage.

: Two of the tentacles sweep through your body and you are overcome with nausea. Poison 1.

: One of the tentacles momentarily solidifies and smashes you into the floor! Suffer 2 damage and K.O.

§3.11

A clear pool of water swirls in this font without any apparent impetus. If the active hero is carrying the magic key proceed to 3.16. Otherwise nothing happens. Leave the Story Event card on the map.

§3.12

You leave at sunset, following Sparrow through back alleys until you arrive at an unremarkable house. "In there." She says, pointing at the front door. Then Sparrow slips away into the shadows.

Entering the house you find yourself instantly transported to a strange realm. The walls and floor are made of an unusual blue stone, and the air is much cooler than it was outside. But the strangest part is the beast right in front of you. Glowing eyes peer out of a crack in the floor, and ethereal tentacles lash the air above it. Ahead you see a door leading further in, but to reach it you will have to jump past

this eldritch creature.

§3.13

"Why does anyone do anything? For coin. You've seen their horde, and they are smarter than anyone credits. Someday not too far off they'll take this city, and I'll be allowed to leave and become a rich noble somewhere else while the rest of these fools burn."

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To ask about accessing the sanctum go to 3.05.

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§3.14

Amongst the trash and knick knacks you find a magical key! However it seems to be dormant. You will need to empower it somehow.


Add the magic key to the active hero's inventory.



Remove Waypoint 1.



§3.15



The key in your hands seems to pull towards the flames. On a whim you swipe it within, and the key absorbs the fire! It throbs with energy as the flames go out, but you hear a roar behind you. Dousing the font seems to have summoned something.




Place Story Event 1 on top of the event deck.





Move any monsters currently on the map to the  spawn gate.

Spawn the   spine critter at location A.

Spawn the   spine critter at location A. Give it an enemy power.

If you don't have them, use the   gremlin and make the next random enemy that spawns appear in the same space.

Spawn  -  enemies. These enemies all appear at the  spawn gate.

When the   Spine Critter and the   Spine Critter are defeated remove them and their cards from the quest.

§3.16

The key in your hands seems to reach towards the pool. On a whim you swipe it within, and the key appears to soak up the water! It throbs with energy as

the pool empties, but you hear a roar behind you. Drying the font seems to have summoned something. Place Story Event 2 on top of the event deck. Place any active monsters on the map at the ⚡ spawn gate. Spawn the ⑥⑥ xeno-beast at location B. If you don't have it use the ⑧⑧ orc warrior instead. Spawn {👤 - 🐉} - 1 enemies. These enemies all appear at the ⚡ spawn gate. When the ⑥⑥ xeno-beast is defeated remove it and its card from the quest.

§3.17

Entering the sanctum you see High Wizard Claudius standing in a circle in the center of the room chanting. Wisps of eldritch energy swirl around him as he performs some sort of magical ritual. Pushed on as ever by the orcish enchantment you ready your weapons and advance. However you only get a few steps into the room before there is a blinding flash of light. As the stars clear from your eyes you see the old wizard smiling at you, and you realize you no longer feel compelled to slay him!

"Welcome friends." he says. "I'm sorry your path here was so difficult, but I needed time to prepare before I could free your minds. I think we have a mutual problem. I'm tired of orcs trying to kill me. Whether you are motivated by justice or revenge, I'm sure you'll agree punishment is due. Let us work together. I even have an artifact I can give you, which will surely be of use in the coming battles."

Quest Complete!

Rewards: 2🌀 and the Glacial Blade soul weapon. If no heroes would use the Glacial Blade take the Golden Mirror instead.