

ACT I

Quest 1 - Minions

INTRODUCTION

Each hero begins the quest with up to 3 items from the stash equipped.

For thematic purposes Spine Critters are called spine hounds, and are like war dogs used by both humans and orcs. Just go with it.

If you don't have Spine Critter cards use blue Gremlins instead.

When the Day card is drawn spawn {👤 - 🐾} - 1 monsters in addition to its normal effect.

Read 1.01 to begin.

Standalone Quest Values

Soul points: 0 Crowns: 0 Treasures: 0 Soul Weapons: 0

ENEMY DECK



2



2

EVENT DECK



Shuffle

QUEST SETUP

Map Tiles: 15B, 8B, 14B, 16B, 1B, 6B

Wall Tiles: 1B-8B



TOKENS



Book of Secrets	
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SPECIAL QUEST RULES

Day: spawn {👤 - 🧙} - 1 monsters in addition to the normal effects.

BOOK OF SECRETS

§1.01

You woozily awaken to the sound laughter. "These 'invincible heroes' will do my bidding? They will be my minions?" Opening your eyes you see that the speaker is a massive orc wearing red plate armor and a crown. Orcs are all around you, staring at you with malice. One of them, holding a staff adorned with skulls, responds. "Yes, my king. Their souls are bound to us, and they will do anything you say, unable to disobey even in death until you release them." The king laughs again, looking down at you. "Kneel, minions!" He commands. To your horror, you find yourself unable to resist his order. Clambering to your knees you survey the orcish fort. Many orc warriors are watching you but they do not come near. However you do see cages full of gremlins and slaving spine hounds nearby, eyeing you hungrily.

"Let us see if these minions are of any use." The king says. "You will fight for your lives, but harm no orcs! Release the beasts!"

If there are 2-3 👤 spawn {👤 - 🧙} enemies.
Otherwise spawn {👤 - 🧙} - 1 enemies.

§1.02

If there are no enemies in play proceed to 1.5. Otherwise continue play until there are no enemies, then proceed to 1.05.

§1.03

You see a human scout traveling with a massive spine hound on the other side of a small creek. Obeying the orc king's orders you immediately draw your weapons

and move to attack.

Remove Waypoint 2.

Place the 🧙 raider at Waypoint 3.

Place the 🧙🧙 spine critter at Waypoint 3. If there are only 2 👤 do not give it an enemy power. If you dont have it use the 🧙🧙 gremlin instead.

Open the second resurrection shrine.

Spawn {👤 - 🧙} - 1 enemies.

At the end of current player's turn, activate the 🧙🧙 Spine Critter instead of drawing an encounter card.

§1.04

If there are no enemies in play proceed to 1.06.

§1.05

"Yes, well done!" The orc king calls out as you slay the last of the hounds. "Minions, my shaman tells me you were once heroes, risen from the grave. But I do not care what you were. Now you are assassins! The human city of Twin Wyrms has resisted our horde for too long because of their High Wizard, Claudius. He rains spells on our armies from afar, beyond the reach of any orc. But you minions look like the humans. You can reach him. Go forth to their city, and slay the High Wizard! Harm no orcs, and tell nobody of your mission. Then return to me when you are done. And if you see any human scouts slinking about our lands along the way, kill them too! Now go!"

Remove the wall token between 1B and 8B.

Remove the 🧙 spawn gate.

Remove the 🧙 spawn gate.

Open the 🧙 spawn gate.

§1.06

With the scout and his hound defeated, the way to Twin Wyrms is clear. You claim a hefty gold pouch he was carrying and reluctantly continue onwards to the city.

Quest Complete!

Rewards: 60 crowns, 3 🧙.

§1.07




Internally you rage against the orc king's commands, but inexorably you find yourself obeying, and traveling towards Twin Wyrms. As you exit the orc's fort you see the shaman that resurrected you looking down from the walls. "Serve well, minions. Bring me honor




with your successes, and perhaps someday I will free you." He calls down to you with a malevolent smile. Then he casts an orcish blessing on you before you leave the fort behind.

All heroes recover 1 health.

Remove Waypoint 1.

§1.08

If there are 2-3  spawn { - } enemies.

If there are 4 or more  spawn { - } - 1 enemies.

Immediately discard Story Event 1.