



ACT I

Revenge!

INTRODUCTION

The night card (event 5) starts in play.

Place map tile 20A in the upper left corner of map tile 3B, covering the space there. If you don't have map tile 20 just imagine it is there.

During this quest ignore all instructions on event cards for spawning enemies. Instead, whenever a new event card is revealed, if there are 2-3  spawn 1 enemy. If there are 4 or more , spawn 2 enemies.

If you don't have the kickstarter bonus monsters build the enemy deck using all the green and blue orc warriors and orc shamans instead of the listed enemies.

Read 6.01 to begin.

Standalone Quest Values

Soul points: 20xhero Crowns: 300 Treasures: 8 Soul Weapons: 2

ENEMY DECK



EVENT DECK



QUEST SETUP

Map Tiles: 3B, 20A



TOKENS



SHADOW RESERVE 2-3 Players



4-5 Players



SPECIAL QUEST RULES

Night: No additional effects.


BOOK OF SECRETS

§6.01

Claudius grows excited when you tell him about the circle you discovered in the catacombs. "This is a perfect opportunity to strike at the orcs!" He says. "That circle can create a portal that they were surely planning to use in a surprise assault on the city. But now we can use it to against them. They probably don't know that the orcs in the catacombs have been wiped out. I can empower the circle, allowing you to pass through and launch a surprise attack in their base. Do as much damage as you can, and when you need to retreat come back through the portal. Then we will destroy the circle so it can never be used again."

That evening you find yourself in the catacombs once more to launch your assault. The plan seems like a good one, but it's forgotten the moment you step through the portal and find yourself face to face with the orc king! "My minions!" The king flashes a malicious grin when he sees you. "I know you killed my favorite shaman. I will enjoy crushing you to goo. Orcs, to arms!" He shouts.

The portal shimmers behind you, but nobody considers retreating. It's time to get some revenge.

If there are 3 or more  spawn 1 enemy.

Continue play until the orc king is defeated, then proceed to 6.02.

§6.02

With a final blow you decapitate the orc king. Seeing their monarch dead, the remaining orcs flee.

You bring the orc's head back to Twin Wyrms, and soon the entire city rejoices as the orc army disbands. You quickly become famous for your exploits throughout the region. In addition, you are each given an item of your choice from the city treasury.

Reward: Each player may choose one item from the treasure deck or the remaining Act 1 soul weapons.

Congratulations! The Minions! campaign is complete.
I hope you enjoyed it.