

Quest 2- Welcome to Twin Wyrms

INTRODUCTION

If you don't have spine critter cards replace them with gremlins.

Note that the heroes will have line of sight between the entrance and exit spaces of tile 2A.

Day: When this event is drawn all 🧑 recover 1 health in addition to the normal effects.

Read 2.01 to begin.

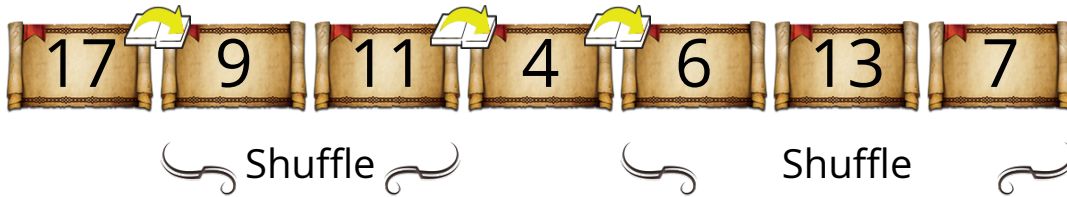
Standalone Quest Values

Soul points: 2xhero Crowns: 70 Treasures: 2 Soul Weapons: 0

ENEMY DECK



EVENT DECK



QUEST SETUP

Map Tiles: 1A, 4B, 7A, 19A, 11A, 2A, 15A, 10A, 16A, 18A

Wall Tiles: 16A-11A




TOKENS



Book of Secrets	
Story Event 1	2.03
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SPECIAL QUEST RULES





Day: All  recover 1 health in addition to the normal effects.

BOOK OF SECRETS

§2.01

Entering the city turns out to be just as easy as the orc king suggested, and you're able to travel amongst the citizens and purchase goods freely. But the orc's magical compulsion is relentless, and soon you find yourself asking about High Wizard Claudius. You discover that he has a meeting at dawn in the manor of Lord Windsor.


The next day you find yourself rising before the sun and traveling to Lord Windsor's home. Bluffing your way past the guards is surprisingly simple, and you arrive in the audience hall to lay eyes on your target for the first time. However the elderly wizard proves more canny than the guards. As soon as he sees you he points a gnarled finger. "Traitors! Assassins!" Then he casts a spell, vanishing before your eyes with an audible pop. Lord Windsor turns to you drawing his sword. "I don't know who you are, but if you throw down your weapons now we can sort this out peacefully." The nobleman's offer of mercy is alluring, but the enchantment upon you offers no choice. You won't be able to kill the High Wizard from a prison cell. You draw your weapons and prepare for battle.

Spawn { - } enemies. These enemies all appear at the  spawn gate.
When the  raider is defeated proceed to 2.02.

§2.02





Lord Windsor proves to be a capable warrior, but you leave him in a pool of blood. However alarm bells are now ringing all over the manor, and you hear more guards and their hounds approaching. Escaping the

manor will not be easy.

The active hero draws an additional  looting the wealthy nobleman.



§2.03

Exiting the manor you see the marketplace nearby, just beginning to fill with the day's bustle. Hiding amongst the crowd may be the only way for you to escape growing number of city guards appearing in the streets. Unfortunately some of them are already between you and the market. (Waypoint 3)

Remove the  spawn gate.
Open the  spawn gate.
Open the second resurrection shrine.
Spawn { - } - 1 enemies.
Place the Story Event 1 card on top of the event deck.

§2.04

You breathe a sigh of relief as you arrive at the marketplace, but you know the guards are close behind. Nearby you see several areas that might allow you to escape unnoticed. You also see some unattended boxes that look tempting, but do you dare stop to loot while the city guards are mobilizing?

Remove Waypoint 3.
Retrieve 2  shadow tokens and 1 quest shadow token. Randomly assign them to locations A, B, and C. These tokens are only revealed when a hero moves into their space and spends an action to investigate.
If a  token is revealed spawn an enemy in that space.
If the quest shadow token is revealed proceed to 2.7.

§2.05

In Lord Windsor's chapel you see an impressive golden statue sitting on the altar. It looks valuable, but are you willing to risk the gods' ire taking it?

Any hero may, while standing in this space, spend a free action to grab the statue. If someone does proceed to 2.08.

§2.06

Remove the  spawn gate.
Remove Waypoint 2.


§2.07

You see the guards moving to surround the market,

and you're beginning to feel desperate when someone grabs you! You turn to attack, but are surprised to see a short unarmed woman. "Stay Calm!" She hisses. "We have friends in common. I was told to look out for you. Follow me if you want to escape. Quickly!"


Quest complete!


The heroes may not search any remaining loot tokens as they hurry away.


Reward: 2 .

§2.08

Add the Golden Idol quest item to the active hero's inventory.

Roll 1  to see if you are punished by the gods.

If you are a  hero you may reroll the die.

: The active hero's turn ends immediately, and the hero is blinded.

Remove Waypoint 1.