


# Quest 5 - Into the Catacombs

## INTRODUCTION

Map tile 20A should be placed in the middle of map tile 5A, covering the central space. If you don't have map tile 20, just imagine it is there.

If you don't have the arachnos and xeno-beast cards replace them with both blue raiders and the  orc warrior.

Read 5.01 to begin.

### Standalone Quest Values

Soul points: 15xhero    Crowns: 250    Treasures: 7    Soul Weapons: 1

## ENEMY DECK



## EVENT DECK



# QUEST SETUP

Map Tiles: 9B, 10B, 11B, 12B, 17B, 18B, 19B, 16A, 13A, 5A, 6A, 20A



## TOKENS

											<b>SHADOW RESERVE</b> <b>2-3 Players</b>						
1	1	1	1	1	5	4	1	1	1		1	0	3	1	1	0	0
											<b>4-5 Players</b>						
3	1	1	1	1							1	1	4	2	2	0	0

<b>Book of Secrets</b>	
Waypoint 1	5.02
Waypoint 2	5.11
Waypoint 3	5.04
Waypoint 4	5.08
Waypoint X	5.06
Story Event 1	5.07

## **SPECIAL QUEST RULES**

Day: No additional effects.

## **BOOK OF SECRETS**

### **§5.01**

You meet with Claudius again after recuperating from your battle with the orc shaman. "Now that you're safe from the orcs' control, it's time end their attacks on Twin Wyrms!" He tells you. "Recently monsters have been spotted around the catacombs beneath the city, and I'm sure our enemies are plotting something there."

A short time later you find yourself trudging through the sewer to reach these catacombs, ready to hunt orcs once more.

### **§5.02**

It doesn't take long to find something suspicious in the catacombs. As soon as you break in you find a magically sealed door. Surely there are answers on the other side, but first you must find a way to open it...

If a hero at waypoint 1 has the magic key, proceed to 5.05. Otherwise continue playing.


### **§5.03**

Searching the fallen beast you are surprised to find a glowing key upon it. Gremlins are known for snatching things, but it's hard to imagine how this one found such a prize. Regardless, it is your prize now!

The active hero acquires the magic key.






### **§5.04**

Searching this alcove you're pleasantly surprised to find a pouch of valuables that somebody lost here.

The active hero acquires a .  
Remove Waypoint 3.

§5.05



The magic key turns easily in the lock, and the door swings open on its own. Within you see Sparrow, the woman that helped hide from the town guard, conversing with an orc. As soon as they see you the orc roars and they attack! Looks like this meeting won't be as friendly.

Remove the door, the magic lock, and the magic key.  
Do not draw a trap.  
Remove Waypoint 1.  
Place the  raider at location A. When the  raider is defeated remove it from the quest.  
Place the  orc warrior at location A.  
Spawn { - } additional enemies.

Continue playing until there are no enemies, then proceed to 5.10.





§5.06

You follow Sparrow's instructions and spit on the wall. It disappates like a cloud of smoke, revealing a hidden chamber!

Remove waypoint X.  
Connect map tile 16A to map tile 18B.  
Remove the  spawn gate.  
Open the  spawn gate.

§5.07






You find some sort of summoning circle inside the hidden chamber. But far more worrisome is the massive xeno-beast guarding it!

Spawn the  xenobeast at story event 1. If you dont have it use the  orc warrior instead. When it is defeated remove it from the quest.  
Spawn { - } - 1 additional enemies.

Continue playing until all the enemies are defeated, then proceed to 5.09.

§5.08

As your search leads you deeper into the catacombs you hear a familiar chittering sound behind you. You've been ambushed by gremlins!

Remove waypoint 4.  
Spawn the  gremlin. When it is defeated, remove it from the quest.  
Spawn the  gremlin pack. If it was already in play, restore both figures to full strength and place them at the  spawn gate.  
If there are 3 or more  spawn an additional enemy.  
Continue playing until the  gremlin is defeated, then proceed to 5.03.




§5.09

Victorious, you inspect the magic circle inscribed on the ground. It seems to be powered by an artifact on a nearby pedestal. You claim the artifact as a prize, and leave to tell Claudius what you discovered.

Quest complete!  
Reward: One act 1 soul weapon of the players' choice.

§5.10

Battered and broken, Sparrow lies in a pool of her own blood, but she still lives. As you approach she coughs and sputters at you. "Please... please don't kill me. I'll tell you everything. They're down here, in a hidden chamber. You have to spit on the wall at the west end. Please..." She trails off, passing out from blood loss. You decide to...


Soul Nature Choice		
 <b>Law</b>	Bind her wounds	5.12
 <b>Neutral</b>	Choose an option	
 <b>Chaos</b>	Loot her and leave her	5.13

§5.11

You search carefully, but find nothing here except a dead end.  
  
Remove waypoint 2.


§5.12

Despite her terrible deeds, you won't leave the woman to die. You provide what aid you can, knowing that justice is in the hands of the gods.

Gain 5 .  
  
If waypoint 2 is still in play remove it.  
Place waypoint X on map tile 18B.

## §5.13

Sparrow was carrying a lot of money. You take it with a grin before leaving her to rot.

The active hero acquires 2 .

If waypoint 2 is still in play remove it.

Place waypoint X on map tile 18B.