

ACT I

Quest 4 - The Hunt

INTRODUCTION

If the quest directs you to spawn an enemy that is already in play, move it to the specified location and remove all wounds and body conditions.

Set aside the Story Event 3 card for use in the quest.

If you don't have the kickstarter components replace map tile 23A with 3A. Use the blue raiders and blue gremlin pack instead of the arachnos.

To begin read 4.01.

Standalone Quest Values

Soul points: 6xhero Crowns: 200 Treasures: 6 Soul Weapons: 1

ENEMY DECK



EVENT DECK



QUEST SETUP

Map Tiles: 23A, 3B, 8B, 2B, 6B, 15B, 14B, 18A, 7B, 12A, 16B, 9B



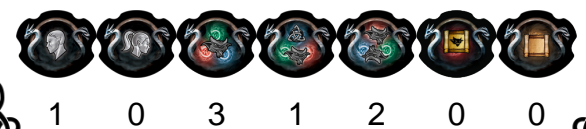
TOKENS



SHADOW RESERVE 2-3 Players



4-5 Players



Book of Secrets	
Story Event 1	4.03
Story Event 2	4.04
Story Event 3	4.05
Waypoint 1	4.02

SPECIAL QUEST RULES

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

BOOK OF SECRETS

§4.01

After some time recuperating from your ordeals, Claudius explains the next step in your quest. "You should know that I was not able to dispel the orc's magic upon you." He says. "Removing the enchantment would have returned you all to the grave. Instead I devised a spell to suppress the compulsion. To make sure the orcs cannot regain their control, our next step must be slaying the shaman that enslaved you. I have used a divination to ascertain his location. He is in a building close to the Fornald, a nearby stream. Search for him there, but beware! Rumors speak of Aracnos in the area, probably summoned by the shaman, and the orcs have allied themselves with fierce Xeno-beasts. I'm certain the shaman will not be easy prey."

A short time later you find yourself in the wilds outside Twin Wyrms once more. The hunt begins!

§4.02

Open the 2nd Resurrection Shrine.
Open the ☆ spawn gate.
Remove the 🐾 spawn gate.
Remove Waypoint 1.

§4.03

You charge into the hut and there is indeed an orc shaman inside! However you quickly realize this isn't the one you saw the day you were revived in the orcs' fort. Your hunt continues, but first this shaman must be dispatched!

Spawn the 🐉🐉 orc shaman at location D. When this shaman is defeated remove it and its card from the quest.

Spawn the 🐉 aracnos at the Story Event 1 location. If you dont have it spawn a random enemy instead.
If there are 4-5 🧟 spawn an additional enemy.
Place the Story Event 1 card on top of the Event deck.

§4.04

As the door swings open you see your target, the shaman that resurrected and ensorcelled you. He turns toward you with the same malevolent smile you saw that day. "Ah, there you are! Fools, you may think you are free, but soon you will be my minions once more." Then with a wave of his hand the shaman vanishes through a portal! But just before it closes you see torchlight glinting off of wet natural stone. There was a cave you saw just across the Fornald. Perhaps it isn't too late to catch the shaman?

Place the Story Event 3 card at location B.
Spawn the 🐉 Orc Warrior at Story Event 2. When this orc is defeated, remove it and its card from the quest.
Spawn the 🐉🐉 Aracnos at location A.
If there are at least 3 🧟 spawn the 🐉 Aracnos at location A.
If you dont have the aracnos use green raiders instead.
If there are at least 5 🧟 also spawn a random enemy at Story Event 2.
Place the Story Event 2 card on top of the event deck.

§4.05

Peering into the cave you spot the evil shaman looking back, but he doesn't look surprised to see you. He shouts a guttural orcish word, and too late you realize he prepared an ambush! A xeno-beast leaps to attack you from the shadowy cave entrance.


Place the 🐉 xeno-beast at Story Event 3.
Spawn the 🐉🐉 orc shaman at location C. If there are only 2 🧟 don't give the shaman an enemy power.
Spawn the 🐉 xeno-beast at Story Event 3. If you dont have it, instead use the 🐉 orc warrior and replace the 🐉🐉 orc shaman with the 🐉🐉 orc shaman.
Spawn {🧟 - 🐾} enemies.
Place the Story Event 3 card on top of the event deck.

When all the enemies are defeated, go to 4.06.

§4.06

After a harrowing fight the shaman and his lackeys lie dead. You head back to Twin Wyrms victorious!

Quest Complete!

Reward: 3 .