

ACT I

Quest 1 - The King's Letter

INTRODUCTION

Captain Ann delivers a letter to the inn you have been resting in. You observe that the letter has the seal from the King of the Northern Highlands. The letter contains instructions for your next journey.

The contents of the letter read - I require the Heroes assistance to guarantee the safe transport of a visitor to my kingdom. I have experienced difficulties with the orc scourge interfering with my incoming and outgoing transport arrangements for many years. I believe that one of our enemies hold information that is key to ending the war between man and the Sea Wolf Mercs. I need you to find the enemy known as Groont, one of Jack Crow's loyal followers.

Captain Ann advises that the King has presented the Heroes with an offer - 100 Crowns and one soul weapon - may be chosen should you wish to accept the quest of the King. If the Heroes choose to accept, visit the Emporium to obtain and use the King's incentives (Crowns and weapon) prior to commencing your journey. Then proceed to the dock, the last known location of Groont.

Start with the night event card in play.

The Heroes approach the dock. They look over and watch as the orcs are loading supplies into one ship. There is a second ship, that appears to be covered in guards. The Heroes need to make a choice if they want to enter battle and win 🏆 before their journey to the Northern Highlands begins.

♦ If the Heroes decide to wait and investigate whether Groont is present, go to the Book of Secrets, §1.1.

♦ If the Heroes decide to follow the possibility of more treasure, go to the Book of Secrets, §1.2.

Standalone Quest Values

Soul points: 2 Crowns: 100 Treasures: 1 Soul Weapons: 1

ENEMY DECK



2 2 2

EVENT DECK



SPECIAL LOCATIONS

♦ Night - For the first two Time phases, all attacks do -1 🏹

♦ Day - No effect

♦ Visit the emporium before this quest begins.

QUEST SETUP

Map Tiles: 2A, 11B, 13A, 14B, 3A, 18B, 17A, 1B, 15B, 6A



TOKENS



SHADOW RESERVE

2-3 Players





4-5 Players



Book of Secrets	
Introduction	1.1
Introduction Side Track	1.2
Waypoint 2	1.3
Story Event 1	1.5
Story Event 2	1.6
Waypoint 3	1.4

SPECIAL QUEST RULES

- ◆ Place Story Event 1  and 2  on the map.
- ◆ The quest fails if the last event card is discarded or all Heroes are ghosts, see 1.11 if this occurs.

BOOK OF SECRETS

§1.1 Introduction

You wait at the docks to hear whether the orcs or soldiers mention Groont's location. A few of the men are talking. One boasts of Groont's plans for conquest. The soldier speaks of Groont stepping up from his position of Jack Crow's second man to being a leader of the Talon Coast Rebels, in some areas known as the Sea Wolf Mercs. The soldiers quieten down as some orcs walk past. They whisper of Groont and his followers being some of the brave few who have crossed the Sea of Perils, entered the Northern Highlands, and returned to this land alive.

Determined to capture Groont as requested by the King, the Heroes wait until day.

Immediately:

- ◆ Place a wall in between tiles 14B and 15A.
- ◆ Remove the magic lock and locked door from the game.
- ◆ Remove the wall in between 17A and 14B.
- ◆ Remove the event cards from the event deck to the discard pile until the DAY event is the active event. Ignore this effect if the DAY event card is or has already been in play.

§1.11 They Got Away (Ending)

As the last of the Heroes fall, they struggle to move as they slowly drift into soul form. They watch as the ship drifts away and the last Heroes corpse is thrown overboard.

The Heroes have failed the quest, and failed the King

of the Northern Highlands.

The quest must be started again and the Heroes cannot move on until the quest is successful as failure means you cannot secure what the King needs.

§1.2 Greed is Our Need

The Heroes find a strange shaped magical key in the envelope sent from the King. Something catches one of the Heroes attention as he looks up from the docks to see on of the ships cabins emitting a golden glow. He points this out to the other Heroes. The Heroes decide it is worth the risk to gather extra treasure and it may assist in preparing to travel the Sea of Perils. Curious by what awaits, the Heroes sneak their way towards the sparkling cabin. One Hero comments, "I wonder whose crew is inside".









Immediately:

- ◆ Obtain the magical key.

§1.3 WP 2 - What's that Smell?

The Heroes have entered a ship that is labelled at the 'Royal Fortune'. There is hesitation before entering as the smell of rotten corpses wafts through the main entryway. The team looks worried and start to wonder if the treasure is worth the risk. Cries for help are heard, which are quickly met with the sound of grinding bones and a deafening silence.

Immediately:

- ◆ Due to the fear the treasure tomb room has created, Heroes have -1  when fighting goblins until the next time phase.
- ◆ Spawn 1 Red Goblin  at location A.
- ◆ Spawn { - } - 1 Blue  Goblins at location B.
- ◆ Place Waypoint 3 on tile 17A. This waypoint cannot be activated until the Red Goblin is defeated.
- ◆ The Red Goblin drops three additional  and one additional  per .

§1.4 WP 3 - I Call Worth

You look at your fellow Heroes, covered in blood and prepared for more battle in the adventures ahead. This fight reminds you of a quote you overhead one of the Mercs saying back at the docks and you understand, 'Do what you love and the money will follow'. You smirk to yourself before pushing over some crates. The Heroes take a quick rest before the adventure continues.

Go to §1.1 Introduction when you are ready to

continue your quest.

§1.5 StoryEv 1 Decision time

Your time waiting has proven worthwhile. The orcs and guards in the second ship speak of preparations needing to be made for Groont and his followers to travel across the Sea of Peril again. The ship may hold Groont's private quarters and potentially him with the information that the King wants.



The Heroes walk closer to the plank under the disguise of night. The guards appear to be in a drunken slumber.

The Heroes realise a decision needs to be made.

Immediately:

- ♦ Close the Shield spawn gate.
- ♦ Open the Star Spawn gate.
- ♦ Close shrine on 2B.
- ♦ Open shrine on 1B.
- ♦ Open the door in front of Story Event 1.
- ♦ Place the Story Event 1 card (revealed side) on top of the Event deck.

Soul Nature Choice

 Neutral	Taunt Groont to fight.	1.8
 Neutral	Sneak into Groont's quarters.	1.9







§1.6 StoryEv 2 It Isn't Groont?


The Heroes enter the Captain's private quarters. You look at the orc figure and realise this isn't Groont that you faced at the Shadow Thieves Guild. One of the Heroes demand answers and ask where Groont is. All the Heroes receive in response is a maniacal laugh. His laugh sounds so sickening, it places a curse on the Heroes. The Orc is in fact a Shaman, not a warrior.

The Heroes cannot leave without answers and need to interrogate the shaman in order to capture Groont and complete the quest.

Immediately:

- ♦ Place one blue orc (B) Shaman on location C.
- ♦ The Shaman's curse has been placed on the Heroes, the following applies until the Shaman dies.
- ♦ Place the Story Event 2 card (revealed side) on top of the Event deck.

 = +1  & -1 
 = +1  & -1 

 = no effect

If the Ending Choice was "Quest 1.8/En garde Groont!", the Shaman revives Sergeant Pane (Blue Raider (B)(B)) two health and place him on location D.

If the Ending Choice was "Quest 1.9/Not a Sound", place Sergeant Pane (Blue Raider (B)(B)) on location D.

Resume play until the Shaman and Sergeant Pane are slain, then remove them from the Quest. Go to §1.7.

§1.7 The Ship is Ours (Ending)

The Shaman falls down crippled by your last lethal blow. He continues to laugh while his life gradually windles away. He refuses to speak even in his last moments. The Heroes search the dead Orc and locate a map. The map appears to lead to the Sea Wolf Mercs stronghold near the Avalon Ruins.


One of the Heroes speak, "This may be our best chance of finding Groont". After a quick paint job of the sails and a trip to the emporium, the Heroes board the ship for their next journey to the Avalon Ruins.

§1.8 En garde Groont!

The Heroes run aboard the ships deck, taunting Captain Groont of the Sea Wolf Mercs, to come out and battle. You observe an orc turn and quickly run into the Captain's private quarters. A different figure comes out of the quarters.

The figure speaks, "I am Sergeant Pane, Groont's second in command. Let me tell you something ass eyes. Let me tell you all something, you will regret coming here today! You know what they say, there's no good hero like a dead hero."

Immediately:

- ♦ Spawn one blue (B) Raider to represent Sergeant Pane on tile 1B in the same space as the treasure chest.
- ♦ If the game has more than three , spawn one green (G)(G) Raider at the Star spawn gate.






Remember your decision - Quest 1.8/En garde Groont! for Story Event 2.

§1.9 Not a Sound

The Heroes slowly enter the ship unnoticed. The coast seems clear, until one of the Heroes slips and falls

onto the ground, landing with a large thud. The Heroes glance at the crewmen on the deck and notice only a few have moved to investigate the disturbance.

Immediately:

- ♦ Draw a trap card and apply the effects.
- ♦ Each Hero must roll a . For every Hero that fails to roll a , spawn an enemy from the top of the enemy deck at the Star spawn gate. OR
- ♦ If the Heroes indulged in their greed earlier through Quest 1.3 - What's that Smell?, they must each roll two . For each Hero that fails to roll two  results, spawn the equivalent amount of enemies from the top of the enemy deck at the Star spawn gate. OR
- ♦ If each member of your team successfully rolled  results, remove the shadows from tile 1B.

Remember your decision - Quest 1.9/Not a Sound for Story Event 2.