

ACT I

Quest 5 - Head Of The Snake

INTRODUCTION

The heroes march through the gate towards the Orc King and split up with Captain Anne's men as they need to clear a path for Captain Anne's reinforcements. The heroes push on and all they can hear from behind the walls is 'I am Groont!' Some raiders who got past the first wall who were not allowed in the second turn to face the heroes. Before the heroes charge forward to deal with the raiders ahead, they throw the opal shaped stones on the fire. Nothing seems to happen and the heroes become worried that the raiders information was untrue. Suddenly arrows fly towards the heroes and narrowly miss the heroes, the heroes know they must go fight Groont now before they are overwhelmed by any reinforcements the Sea Wolf Mercs might have.

Standalone Quest Values

Soul points: 13 Crowns: 300 Treasures: 10 Soul Weapons: 1

ENEMY DECK



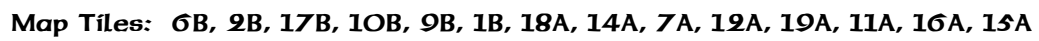
EVENT DECK



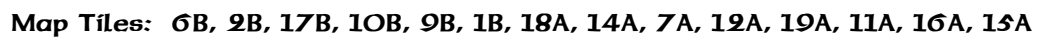
SPECIAL LOCATIONS

- ◆ Night - No effect.
- ◆ Day - No effect.
- ◆ The quest fails if the last event card is discarded or all heroes are ghosts, see paragraph §5.3 if this occurs
- ◆ If the quest references 'AP', it refers to a segment of the game requiring the Arcane Portal expansion.
- ◆ If the quest references 'IS', it refers to a segment of the game requiring only the Immortal Soul base game.

Map Tiles: 6B, 2B, 17B, 10B, 9B, 1B, 18A, 14A, 7A, 12A, 19A, 11A, 16A, 15A



Map Tiles: 6B, 2B, 17B, 10B, 9B, 1B, 18A, 14A, 7A, 12A, 19A, 11A, 16A, 15A



BOOK OF SECRETS

§5.1 Story Ev 1 Ash To Stone

The blaze the heroes throw the opals on appears to be rapidly moving towards the heroes and the gate. The heroes are burned by the fire and the wall comes thundering down onto the raiders that lay in front of it. Once the walls toples down, the heroes see Groont behind the wall. The heroes see Groont's viens beeming a red firey glow and wonder what this means for the heroes. The heroes can see how the King of The Northern Highlands made the mistake of Groont being the leader. Groont starts charing towards the heroes and one of the heroes yelles, 'Guys, that is one damn angry looking orc. '

Groont: I.... I..... I'M..... GROOONNNNNNTTTTTT.....

As the heroes move towards Groont to commence the battle, one of the raiders turns to ash and becomes what appears to be some shinny peice of rock or stone. Groont's men hardly looked phased, I wonder what lies ahead.


Immediately



- ♦ Remove the wall and fire token on 6B
- ♦ IS - Pick up the Golden Idol with the active hero.
- ♦ AP - Pick up the Shivan Stone with the active hero.
- ♦ Remove the ⑥ raider as he has been turned from ash to stone.
- ♦ Place a fire 1 token on every hero and raider currently in play.
- ♦ Spawn a ⑧ ⑧ red orc warrior on location A, he will represent Groont.
- ♦ Activate the ⑤ spawn gate.
- ♦ See paragraph §5.11 when Groont dies.

§5.11 How Should We Do It?

The orcs arm is swiftly removed from one of the heroes blows and a firey blood starts emerging from his arm and seeps into the ground, disappearing as if nothing ever happened. The orc rises and looks at the hero, almost desperatly looking towards the heroes for help.

Soul Nature Choice

Neutral 	AP - Swifty Cut Off The Head	5.12
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 Neutral	AP - Take Pity In The Beast	5.13
 Neutral	IM - A Sword To The Heart	5.14

§5.12 - Swifty Cut Off The Head

The heroes swifty cut the head of Groont and Groont's body lights on fire. Groont's eyes turn a fiery red and a dark voice comes out. 'I AM NOT GR.....' before Groont could finish his sentence as Captain Anne squished the head of Groont. The head of Groont exploded and a fire spread around the heroes. The Captain panics but quickly gets the fire under control with the assistance of her rangers, she looks to the other heroes and says, 'I hope that won't come back to haunt me or my men'.

Immediately

- ◆ Remember the discussion, 5.12 - Swifty Cut Off The Head
- ◆ Place one fire token on every hero within 1 area of the location where Groont died.

§5.13 Take Pity In The Beast

The heroes see the desperate look in Groont's eyes and feel pity for the beast. They feel whatever monstrosity is left in the beast must have slipped into the ground. The heroes let Groont free as it is clear he is not the threat.

Moments later Captain Anne comes up to the heroes and gets extremely angry as the heroes let Groont escape. After yelling at the heroes for their foolish behaviour, she decides to chase Groont as she remains convinced that Groont is the main threat to the King of the Northern Lands. *Captain Anne and her men leave the Fortress to go chase Groont*

Immediately

- ◆ Remember the discussion, 5.13 - Take Pity In The Beast

§5.14 A Sword To The Heart

One of the heroes strikes down what is left of the orc warrior and are glad to be finished with the orc. Captain Anne and her men come up from behind to meet the heroes and are glad with the news of Groont's death. Captain Anne advises the heroes that she will help them later on in their ventures if she gets the chance but has other matters to deal within the

castle. The heroes and Captain Anne go their separate ways and the adventure continues.

Immediately

- ◆ Remember the discussion, 5.14 - A Sword To The Heart

§5.2 Way Point 1

If you decided to go with option 5.12 - AP - Swifty Cut Off The Head, see paragraph §5.21

If you decided to go with option 5.13 - AP - Take Pity In The Beast, see paragraph §5.22

If you decided to go with option 5.14 - IM - A Sword To The Heart, see paragraph §5.23

§5.21 Faramir

The heroes and Captain Anne meet up with the Ranger, Faramir. The ranger tells the heroes that he is concerned there is something slowly forming in the armoury as a red glow has been becoming more and more prominent over the past half hour. Faramir goes on to warn the heroes that it might not be worth venturing into the armoury as he has no idea what will happen if you go into that room.

§5.22 Dead Rangers

The heroes turn the corner and find one of Captain Anne's men lying dead on the ground, burnt to a crisp below the hip. It looks like Faramir's reinforcements never arrived as planned.

§5.23 Ranger Down

The heroes turn the corner and see a wounded ranger around the corner, it is none other than Faramir. He can barely speak due to his grave injuries he had sustained from the fighting. The injured ranger hands the heroes what is left of his medical supplies as he knows there is no saving his life now.


Immediately

- ◆ The active hero obtains 2 x bandages.


§5.3 Are We All Dead


The heroes were struck down by the enemy, the heroes are dead and the quest ended.


If the heroes died before revealing Way Point 1, the heroes must start the quest again.

- ◆ Gain 1 treasure token
- ◆ Gain 1 x  per hero

If the heroes died after revealing Way Point 1, the heroes must start the quest at if they revealed Way Point 1.

- ♦ Gain 1 treasure token
- ♦ Gain 3 x  per hero

If the heroes died after revealing Way Point 2 and killing the blue  shaman, the heroes must start the quest at if they revealed Way Point 2.

- ♦ Gain 3 treasure token
- ♦ Gain 3 x  per hero

§5.4 Story Event 2



If Way Point 2 has been revealed on the map, see paragraph §5.41 (IS)

If Way Point 2 is yet to be revealed on the map, see paragraph §5.42 (IS)

If Way Point 2 has been revealed on the map, see paragraph §5.43 (AP)

If Way Point 2 is yet to be revealed on the map, see paragraph §5.44 (AP)



Immediately

- ♦ Remove the  spawn gate from the game if it is still active in play.
- ♦ Activate the  spawn gate and place it in play.

§5.41 The Final Fight

The Heroes enter the Orc King's domain and see he is all by himself, the heroes know that they took the right option by defeating all of the Sea Wolf Mercs before entering the final room. The Orc King appears to be ready to start some large speech about how powerful and how doomed the heroes are but before he starts the speaks, the heroes have already began to engage him. Shocked by this the Orc King is knocked down, only for a second through as he gets back up and meets the heroes in their charge forward.

Immediately

- ♦ Place the Purple Orc King in play on location E with - 10 health points with three plus 1  and under heroes and - 20 health points for four and over heroes plus 1 .
- ♦ Place a stun token on the Orc king for the next two encounter phases, whether he is activated or not (he is not immune to this stun, it represents his shock of the heroes attack).
- ♦ Remove all shadow tokens from the map as you have already dealt with all the enemies in the game.
- ♦ When the Orc King reaches 15 health, see paragraph

§5.45





§5.42 Overwhelmed

The Heroes enter the Orc King's domain and see he is all by himself however, as soon as the heroes enter, so to does the shaman of the armoury. You see the room, filled with humanoids everywhere and know this may be a fight you are not able to win. The orc kill lets out a laugh which bellows from the depths of his stomach as the heroes have rushed forward before dealing with the men in the armoury.

The orc shaman also places a buff on the Sea Wolf Mercs men of the armoury and you see the viens of these men light up as there eyes become fiery and enraged.

Orc King: This..... Will..... Be..... Your.... Doom.....



Immediately

- ♦ Place the Purple Orc King in play on location E with - 10 health points with three plus 1  and under heroes and - 20 health points for four and over heroes plus 1 .
- ♦ When the Orc King reaches 15 health, see paragraph §5.45
- ♦ Spawn a red  orc shaman at half health rounding up on location D.
- ♦ All shadows revealed in the courtyard to the left of the armoury will spawn with three less health points but an additional .

§5.43 How Did You Beat My Men!

The Heroes enter the Orc King's domain and see he is all by himself, the heroes know that they took the right option by defeating all of the Sea Wolf Mercs and those bloody demons before entering the courtyard. The Orc King appears to be ready to start some large speech about how powerful and how doomed the heroes are but before he starts the speaks, the heroes have already began to engage him. Shocked by this the Orc King is knocked down, only for a second through as he gets back up and meets the heroes in their charge forward.

Immediately

- ♦ Place the Purple Orc King in play on location E with - 10 health points with three plus 1  and under heroes and - 20 health points for four and over heroes plus 1 .
- ♦ Place a stun token on the Orc king for the next two

encounter phases, whether he is activated or not (he is not immune to this stun, it represents his shock of the heroes attack).

- ◆ Remove all shadow tokens from the map as you have already dealt with all the enemies in the game.

- ◆ When the Orc King reaches 15 health, see paragraph §5.46



§5.44 Effet Arise!

The Heroes enter the Orc King's domain and see he is all by himself however, as soon as the heroes enter, so to does the shaman of the armoury. The Shaman waves his strange shaped stick around and slowly spits out words in orcish and you see the room begin to fill with Effets everywhere. The heroes know this may be a fight you are not able to win. The Orc King lets out a laugh which bellows from the depths of his stomach as the heroes have rushed forward before dealing with the demons of the armoury.


The orc shaman also places a buff on the Sea Wolf Mercs demons of the armoury and see the flames of these Effet become enraged turning these flaming spirits into a destructive blaze of rage.

Orc King: This..... Will..... Be..... Your.... Doom.....


Immediately

- ◆ Place the Purple Orc King in play on location E with - 10 health points with three plus 1  and under heroes and - 20 health points for four and over heroes plus 1 .

- ◆ When the Orc King reaches 15 health, see paragraph §5.46

- ◆ Spawn a red  orc shaman at half health rounding up on location D.

- ◆ Remove the enemy deck and replace it with 2 green effets and 2 blue effets. Shadows and spawn will now be drawn out of this deck.

- ◆ All shadows revealed in the courtyard to the left of the armoury will spawn with three less health points but an additional .


§5.45 Counter Attack

The Orc King Screams in pain as he takes more and more blows from the heroes. As he becomes more and more enraged, his viens start to let off a red glimmer. He turns around and decides to use one of his dragon plated arrows which was stolen off one of the trade ships from the Northern Highlands. He knocks the arrow into his bow and takes aim, the

arrow shoots across the courtyard, striking every hero and ranger in sight. The orc smirks and laughs to himself, glad he had invested all of his attention to those raids.

Immediately

- ◆ Skip drawing the next 2 encounter cards.

- ◆ The Orc Kings elven arrow does 4  to each hero within three areas of his current location.


- ◆ When the Orc King dies, see paragraph §5.5.

§5.46 Flames Ablaze

Anger overcomes the Orc King as he continues to take blow after blow. The tips of his fingers turn into fire and he smashes his hands into the ground below. Some red flames come from the ground and arise an Effet who rushes to join the fight against the heroes. The Orc King smirks as the reinforces of fire rush to his aid and the battle continues.

Immediately

- ◆ Skip drawing the next encounter card.

- ◆ Place a red  Effet in play at half health rounded up at location D (Do not place this card on the enemy discard pile once defeated).

- ◆ When the Orc King dies, see paragraph §5.5.

§5.5 It Is Done

If you would like to end the campaign or not have AP, please see paragraph §5.51, otherwise, if you would like to continue, see below.

One of the heroes lays a final blow to the orc and he tumbles to the floor. The heroes hold the huge orc at knife point and demand to know how the raids were commencing with such success. The Orc spits at the heroes while his mouth bubbles with blood. Blood splatters on the main hero interrogating the orc, in rage the hero plunges his blade into the Orc Kings back leg. The Orc Kings viens start glowing a fiery red and panic enters his eyes.

The Orc King, in his terrified state begs the heroes for his life if they cut his left leg off right now. The heroes look to the orcs leg as it slowly begins to to glimmer a red glow. The temperature starts to heat up the courtyard. One of the heroes swiftly strikes the leg of the orc and the sky turns to a fiery blood red glow. What remains of the orcs leg begins to catch fire and is burnt to a crisp. The heroes notice the orcs leg becomes a opal colour, of the of heroes kick the burnt

leg and it begins to crumble. All that is left now appears to be the second Shivan Stone.

The Orc King thanks the heroes for saving him and still looks completely shattered as if he has no idea what his existence even means. He informed the heroes that while he did form the Talon Coast Rebellion, he and most of the leaders of the Talon Coast Rebellion are taken over by members of the Inferno Cult. The heroes question the orc as to why any demon fire cult may be interested in the King of the Northern. Before the Orc King has the chance to answer the heroes question, he erupts in flames and is burnt to a crisp.

The heroes look past the fortress of Avalon and see a beam shoot towards the centre of the Avalon Ruins. The heroes know the answers they seek are towards that red beam at the Avalon Ruins.

§5.51 Saviour Of The Highlands

The Orc King's viens become fiery red, he overloads with power and explodes in flames. A spirit arises from the Orc King and flies off. The surrounding Sea Wolf Mercs quickly put their leader's flames out. The burn damaged orc looks towards the heroes and speaks. The Orc King, barely able to speak, whispers to the heroes that he and his leading men were possessed by the flames. He claimed the fire spirits wanted to try use the King of the Northernlands access to tar to further empower there spells potential. That was why the trade roots were being hit so often, while the spirit may be defeated, the gods of fire are likely to return.

The heroes are proud of there accomplishments for defeating the flames and members of the Talon Coast Rebellion. While they not threats will again attack this land, they are safe for now and can continue venturing other other parts of a the Talone Coast. Somone will always need saving, The heroes look to each other and continue to walk off from the fortress of the Sea Wolf Mercs and to inform the King of the Northern Highlands to inform him of their findings.

§5.6 Way Point 2

Immediately activate the ★ spawn gate and remove the 🛡️ spawn gate.

Activate the shrine on tile 1B and remove the old spawn gate.

Depending your prior decision in Story Event 1, see the relevent paragraph.

If you decided to go with option 5.12 - AP - Swifty Cut Off The Head, see paragraph §5.61

If you decided to go with option 5.13 - AP - Take Pity In The Beast, see paragraph §5.62

If you decided to go with option 5.14 - IM - A Sword To The Heart , see paragraph §5.63

§5.61 Reinforcements

The heroes, Captain Anne and Rangers barge through the glowing door of the armoury. They see the armour room has been turned into a room for demon cultists to practice their experements on. You see the cultists placing their hand on leaders of the Sea Wolf Mercs, slowly drawing fire from the ground and into the eyes of the enemy Sea Wolf Mercs. These men that are touched with the hand of fire appear possessed and almost filled with a rage that the heroes do not understand. Before the heroes can interrupt this ritual, Captain Anne and her men have already began knocking arrows and firing them into the enemy. The battle continues.









Immediately

- ♦ Captain Anne and her men shoot arrows into the enemy. Every enemy in L.O.S will be hit with 4 Blue Dice. ⚡ or ★★ = roll an additional 1 🎲.
- ♦ Spawn an enraged blue 🐉 shaman on location C with an additional 🌀 as he was recently possessed.
- ♦ Spawn a blue 🐉 demon cultist on location C.
- ♦ If there are 4 or more heroes in the game, spawn 2 green demon cultists on location D.
- ♦ Gain 1 x 🕯️ per hero and 1 living fire consumable from the tresure deck once the 🐉 demon cultist is defeated.

§5.62 The Armoury

The heroes barge through the glowing door of the armoury. They see the armour room has been turned into a room for demon cultists to practice their experements on the foolish orcs. You see the cultists placing their hands on leaders of the Sea Wolf Mercs, slowly drawing fire from the ground and into the eyes of the enemy Sea Wolf Mercs. These men that are touched with the hand of fire appear possessed and almost filled with a rage that the heroes do not understand. Before the heroes can interrupt this ritual, the enemy turn to face the heroes and lauch their attack. Fire shoots towards every corner of the map as the armoury is engulfed in flames.















Immediately

- ◆ Place a fore 1 token on every location of the 1B map tile.
- ◆ Spawn an enraged blue   shaman on location C with an additional  as he was recently possessed. (Do not add this card to the enemy deck once defeated).
- ◆ Spawn a blue   demon cultist on location C. (Do not add this card to the enemy deck once defeated).
- ◆ If there are 4 or more heroes in the game, spawn 2 green demon cultists on location D. (Do not add this card to the enemy deck once defeated).
- ◆ Gain 1 x  per hero and 1 living fire consumable from the treasure deck once the   demon cultist is defeated.

§5.63 Hide The Truth

The heroes, Captain Anne and Rangers barge through the door of the armoury. They see the room has turned into what appears to be the ventures of loot from the orcs raids to the Northern Highlands. The Orcs see you enter the room and begin to grab the exotic weapons around the room and turn them on the heroes. Suddenly there is a large amount of Sea Wolf Mercs facing the heroes, ready to protect their treasure. Before the orcs begin their charge, Captain Anne draws her bow back and volleys of arrows land onto the enemy. The battle continues as the orcs charge the heroes.

Immediately

- ◆ Captain Anne and her men shoot arrows into the enemy. Every enemy in L.O.S will be hit with 4 Blue Dice.   or   = roll an additional 1 .
- ◆ All enemies spawns on tile 1B spawn with an additional  due to the exotic weapons of the Sea Wolf Mercs.
- ◆ Spawn an enraged blue   shaman on location C.
- ◆ Spawn a red   orc warrior on location C.
- ◆ If there are 4 or more heroes in the game, spawn 1 pack of blue gremlins. This enemy spawns with 2 additional .
- ◆ Gain 1 x  per hero and 2 treasure from the treasure deck once the   shaman is defeated.