

Quest 4 Onslaught At The Gate

INTRODUCTION

The Heroes go to make camp a few hundred metres from the Sea Wolf Mercs Fortress. The heroes notice something over to the left of their camp, it is a man who appears to talk as if he was silence itself, passing like grey or green shadows under the old trees, their feet making no sound; the man approaches and identifies himself as one of Captain Anne's men, Faramir. He informs the heroes that the wall is up and in full strength. He informs the heroes that Groont himself appears to be deep inside the fortress, the outer defenses must be defeated before they find Groont. Faramir reaches into his backpack and gives the heroes some tools to deal with the wall and the battle ahead. The heroes gather and determine that there is no ime to await, they must attack now.

The rangers hands the heroes 2 x Living Fire consumables.

When the door on tile 2B or 13B is opened, see paragraph §4.1

Standalone Quest Values

Soul points: 8 Crowns: 300 Treasures: 8 Soul Weapons: 1

ENEMY DECK



2

1

EVENT DECK



Shuffle

Shuffle



Shuffle

SPECIAL LOCATIONS

- ◆ Night - No effect
- ◆ Day - When the Day card is drawn, all fire damage to the gate will place double the amount of fire tokens as fire burns better in the day.
- ◆ The quest fails if the last event card is discarded or all heroes are ghosts, see paragraph §4.3 if this occurs.

QUEST SETUP

Map Tiles: 1A, 2B, 19B, 18B, 12B, 11B, 13B, 15B, 7A, 17A, 3B, 10B, 4A



TOKENS

1	1	1	1	1	3	1	1	1	1	1

3	1	3	1	3

SHADOW RESERVE

2-3 Players

0	0	0	0	1	0	0	0

4-5 Players

0	0	1	2	1	0	0	0




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BOOK OF SECRETS

§4.1 That's One Big Wall!

The heroes open the initial breach door only to be met with a sky full of arrows. The heroes duck for cover but it is too late, wounds are suffered but the battle has only just begun. You hear yelling from atop the fortress, you know you have to get into the gate quick before more reinforcements come to the front gate. The heroes know now is the time to charge the gate and I hear this baby doesn't like fire.

Immediately





- ◆ Every hero within 1 area of the door locked breach door that was open now rolls a , this dice result is not a , the hero will have to take a random red critical wound. This roll may be rerolled once if the hero has any save throw modifiers.
- ◆ Place 25 health on the board to represent the wall's health.
- ◆ The wall has 3 Magic Armour and no .
- ◆ Whenever placing a fire token on the gate, place double the amount of tokens you may normally place on an enemy.
- ◆ Heroes and enemies may attack over the wall freely but may not pass over the wall till it is destroyed.
- ◆ See paragraph §4.11 immediately when the gate reaches 5 hit points.

§4.11 Bigger Wall, Bigger Fall

The wall slowly starts to crumble and the raiders behind the wall begin to panic. They start running as they have never seen the wall be dented, let alone burning like a bonfire. As the raiders run, a voice behind the wall begins to BOOM commands. The Commissioner: 'You pathetic wastes of flesh, I would rather have dead honourable men than cowards like you', *the commissioner raises his sword and swiftly chops the head of the closest raider*. The other raiders

looked shocked but knew this would be their fate if they run, they turn their weapons back to the heroes and continue the fight. The commissioner smirks and slowly walks towards the heroes.



Immediately

- ◆ Remove the lowest rank raider from play as he was killed for being a coward.
- ◆ Place the   red raider on the location A space on the map, this raider represents the commissioner.
- ◆ If there are 4 or more heroes, add the commissioner's right hand man in play on location A, Private Jessie Jones. Jessie Jones is a  green orc warrior with 1 .
- ◆ Move every raider in place north one location.
- ◆ See paragraph §4.12 once the wall has fallen.

§4.12 We're Through Lads!

The wall comes toppling down and many of the raiders are caught in the blaze of the walls falling. The heroes now have a chance to finally get inside and find Groont. One of the heroes yells 'today is the day the Sea Wolf Mercs will perish'.

Immediately


- ◆ Remove the wall components from the map as the wall has fallen
- ◆ Place one fire 2 token on every raider within 2 spaces from the wall
- ◆ Remove the magical lock from play, the prisoners' cells door was damaged as the wall fell.
- ◆ See paragraph §4.13 once the   red raider is killed.

§4.13 A Worthy Opponent.



The Commissioner: 'Finally, a good fight, it's a shame I know it will be my last. If only these bloody stupid men could fight anything like you lads. It's a shame we ended up on different sides, you know aye.... it's not too late to join forces..... I may be harsh but I am a man of honor.... Let me join you and I can help, it would be an hour to fight with such heroes as yourself.'

The heroes need to make a decision.

Immediately

- ◆ Skip the next two encounter cards as the men cannot believe their eyes that someone has defeated their commissioner.
- ◆ Remove the  spawn gate from play.



Soul Nature Choice

 Neutral	He Could Be Useful	4.14
 Neutral	We Saw What Happened Last Time	4.15

§4.14 Honourable Death

The Commissioner: 'I thank you heroes for the opportunity to prove myself and I can't wait to serve by your side and start killing some of these gits who have no discipline. This is going to be a fun little run as I feel I will not be able to make it out of this castle alive, I feel the men hate me now more than they fear me. Let me give you some advice before I die my honourable death, there are some keys around a beast in the north west part of the Sea Wolf Mercs Fortress entry, I recommend we slay it, that would be one hell of a fight'

Immediately




- ♦ Every enemy in play has - 1  and + 1  as they become blinded by rage at the opportunity to kill The Commissioner
- ♦ All enemies this round ignore reaction attacks and charge straight for The Commissioner at the next encounter phase. If the commissioner is not in range, play these enemies as normal.
- ♦ The Commissioner joins the heroes side but is on 5 health due to his injuries sustained in battle.
- ♦ The raider acts as a companion, the hero who dealt the blow that knocked out the admiral in the prior quest will control this character throughout the quest.
- ♦ The Commissioner may move four spaces when activated if he is not in combat.
- ♦ The hero controlling The Commissioner may never end his turn more than three spaces away from Commissioner as the Commissioner has not earned the heroes trust yet.
- ♦ See paragraph §4.16 if The Commissioner obtains his honourable death.

§4.15 Off With Ya Head.

Before The Commissioner can further try manipulate the heroes, one of the heroes slices off his head. His head topples to the ground and the enemy scatter as they can't believe someone killed the most feared man they knew.

The heroes know they must head to the north east part of the gates entry in order to find more answers the awesome they need to progress to Groont.

Immediately

- ♦ Remove any enemy powers  from any enemies on the 1A map tile.
- ♦ Move all enemies 2 spaces away from dead Commissioner.
- ♦ Remove the  The Commissioner from play.
- ♦ The heroes receive 2 x  per hero

§4.16 Rest In Peace

The Commissioner falls, finally brought down, he is unable to talk as blood gurgles from his mouth and his eyes roll to the back of his head. Even though he appears to be in a lot of pain, a smile can be briefly seen before he passes on. The heroes receive 100 crowns and one treasure card from the treasure deck.

§4.2 Story Event 1

You open the door which appears to lead to an underground tunnel, you hear a rumble come from deep within the tunnels depths.

Depending on the decision made throughout the quest, see below.

If you chose §4.14 Honourable Death and The Commissioner is still alive, see paragraph §4.21

If you chose §4.15 Off With Ya Head or The Commissioner is dead, see paragraph §4.22.

Place this card face up on top of the event deck.

Activate the shrine on the 7A tile and remove the last active shrine from play.

§4.21 You Slimmy Git!




A Troll slowly emerges from the deeper parts of the caves depths. The Troll roars and becomes enraged after seeing The Commissioner. Enraged Troll: YOU... HUMMIE SCUM..... DARE ENTER DIZ CAVE... EV WORSE WIT DA TRAITOR..... YOU SHALL ALL DIE, DIE NIC AN SLOW.

The heroes see a opal shaped stone in the form of the key around the Trolls neck, they know they must slay the beast to obtain this key. While the heroes don't know what the key does, it looks important.

Immediately

- ♦ Spawn the  Enraged Troll in location C. The

Enraged Troll spawns with 1 .







- ♦ If there are four or more players, spawn a  Blue Goblin Pack in location C.
- ♦ Once the  Enraged Troll reaches 10 health, see paragraph §4.23.
- ♦ Once the  Enraged Troll is slain, see paragraph §4.24.

§4.22 This Will Be Fun

A Troll slowly emerges from the deeper parts of the caves depths. The Troll almost jumps with glee at the opportunity to wetten his claws with the blood of humanoids. The scent of fresh flesh excites the troll, he can no longer wait and bursts out of the cave.

The heroes see a opal shapped stone in the form of the key around the Trolls neck, they know they must slay the beast to obtain this key. While the heroes don't know what the key does, it looks important.



Immediately

- ♦ Spawn the  Troll in location D
- ♦ Spawn one   green gremlin on location C.
- ♦ If there are four or more players, spawn a  Blue Goblin Pack in location C.
- ♦ Once the  Troll reaches 10 health, see paragraph §4.23.
- ♦ Once the  Troll is slain, see paragraph §4.24.

§4.23 I Think We Pissed It Off!

Sea Wolf Mercs Troll: You FILTHY git! You really think this will end with you alive and me dead. You are all going to die, even if I have to take you down with me. The troll starts yanking on the reinforcement beams of the fortress and cave, this start to come appart and multiple parts of the structure and cave start collapsing. The heroes and enemies a like take a heavy blow from boulders falling from the ceiling.

Immediately

- ♦ Each hero, enemy and the Troll charcter within 3 spaces of the Troll are struck with boulders from the roof top. This inflicts 5  for firgures within 0 or 1 spaces from the troll and 3  for figures within 2 or 3 spaces from the troll.
- ♦ An encounter card will not be drawn till the beggining of the next time phase.

§4.24 Down She Goes!

The Troll falls and the rest of the Sea Wolf Mercs scatter to the inner section of the fortress. You look to

the Trolls body, The Commissioner's crushed body and some of the higher ranking members of the Sea Wolf Mercs bodies, they all have the same opal coloured shaped key. One of the heroes remembers seeing someone running to the north east part of the Fortress with the same key, I think we better make chase.

The heroes make chase to the remaining Sea Wolf Mercs who are fleeing for their life, you cut down a few of them who could not get through the final door. You come to one cowardsome raider who begs for his life. The heroes strike a deal for his life and the raider goes on to leak informaion.

Raider: I don't agree what has been going on around here of recent times, the Orc King who leads the Talon Coast Rebellion and founder of the Sea Wolf Mercs has been speaking with some strange spirits lately. Groont was just the face of the raids to the Northern Highlands, almost like a body guard to the fire elements when attacking the supply lines. I have no idea how they convinedced the spirits to join our ranks but it sure is messed up and this has all gone to far now. Now can I go?

One of the heroes: Ofcourse, we appreciate your help.


Raider: One more thing, those opal stone keyes everyone has. If you place a bunch of them over fire, you get some wierd effect with a tone of smoke. I think it might help fight those wierd spirit things.

The heroes adventure continues onto the next quest.

§4.3 We Couldn't Break Them

Stop playing the quest immediately.

We tried our best heroes, I think we need to meet back up with Ferimir and try attack the gate again. Don't worry lads, we will get them.

When starting the quest again, all heroes will earn 1 x  and the front gate will spawn with only 15 hit points.

§4.4 WP 1 - Prisioneer Cells



It seems there are some prisioneer, treasureand guards inside these cells. We can't get inside until this darn magical lock is broken. Not sure how this is going to go down.

§4.41 Story Event 2

Place this card in the event discard deck.

The heroes have to make a choice, there is next to no time to break through the fortress and fulfill the King of the Northern Highlands mission and save people.





Soul Nature Choice

 Law	Save The Prisoners	4.42
 Chaos	Head Towards The Fortress	4.43

§4.42 Save The Prisoners

The heroes smash through the gate in order to save the prisoners, some guards from inside the cell come out to face the heroes. The heroes need to act and act fast as the guards are killing the prisoners by the second.

Immediately

- ♦ Spawn the   blue orc on location B.
- ♦ Spawn a green gremlin pack on location B
- ♦ Blue a fire 2 token randomly on tile 4A every time the   blue orc (prison guard) is activated. Do this until this orc is engaged in combat.
- ♦ Activate prison guard.
- ♦ Once the prison guard dies, see paragraph §4.44





§4.43 So Much To Do But No Time

There heroes enter the cell quickly, they notice there are so many prisoners in here but most of the guards have not yet been alerted. The active hero decides it just isn't worth our time, turns around and heads back towards fighting the battle at the fortress.

§4.44 Prison Guard Down!

The orc falls onto his own fire and bursts into ashes. The sparks have the whole party and some of the prisoners running from the burning cells. Some of the heroes and prisoners appear to have caught fire but for the most part, everyone made it out unscaved.

One of the prisons is a known cleric and he heals every member of the party for 3 health each



Due to the fire, everyone who was in the prison cell tile space when the   orc died and caught on flames must roll a  dice to determine if they also caught fire. If the hero does not achieve a  result on

this dice, he will receive a fire two token.

§4.5 WP 3 Eagerness = Death

The heroes head towards what appeared to be the entry into the centre of the Sea Wolf Mercs fortress. Just before they get there, the centre fortress gate is slammed shut and some weird rock like slot opens up on the door. The heroes have got to eager to move forward to quickly, I think this is a trap.

Immediately

- ♦ Place a wall on the most northern point of the 10B map tile.
- ♦ Spawn the two guardians of the door, two blue shamans into play on the  spawn gate.
- ♦ Play 2 trap cards from the trap deck.
- ♦ Activate the  spawn gate.

Guardians of the door: You have no opal! You have no pass! You fools shall die and you are not welcome! Be GONE!!!