

ACT I

Quest 2 - The Sea Of Perils

INTRODUCTION


The Heroes venture out to the Sea of Perils in an attempt to locate Groont and uncover how the Talon Coast Rebellion might attack the King of the Northern Highlands and his trading systems. The Heroes pass many ships on their journey, but are unable to distinguish the symbols on the war ensigns due to the heavy fog concealing the ships.

The Heroes' ship stops moving suddenly. As the fog shifts, the Heroes see what has ceased their movement. Another ship lays before them, blackened by fire and conflict, and bearing the colours of the men from the Northern Highlands. The hair on the back of the Heroes necks rise and they feel goosebumps across their skin.


Then, battle cries erupt! Fireballs fly through the sky and hit your ship.
One of the heroes comment, 'I guess this isn't going to be smooth sailing after all'.

Go to the Book of Secrets, paragraph §2.1 Introduction.

Special Rules:

- ◆ Start with the night event card in play.
- ◆ Shadow tokens can only be revealed by entering onto the location and do not spawn enemies from the enemy deck, see
- ◆ Fire tokens on the floor can be removed by spending one  (this is relevant for both fire one and two tokens).

Special Locations:

- ◆ The waypoints in this journey represent locations the heroes can spend an  to travel to a neighbouring vessel or location. They have no other function and are not relevant in the Book of Secrets.
- ◆ Everytime a map tile is spawned into the game, it will spawn with the identifying number and letter on the bottom right of the tile.

Standalone Quest Values

Soul points: 4 Crowns: 50 Treasures: 3 Soul Weapons: 0


ENEMY DECK






EVENT DECK



SPECIAL LOCATIONS

Night - The fog only surrounds the heroes during the dead of night. Until the day card is turned over, all attacks that are made on the heroes vessel deal -1 .

Day - When the day card is first revealed, all heroes first  deal lethal 2.

- ◆ The quest fails if the last event card is discarded or all heroes are ghosts, see paragraph §1.11 if this occurs.
- ◆ Players may not visit the emporium before this quest begins as they are at sea. (note the emporium may be visited before this quest is set up)
- ◆ The   orc warrior is only to be put into the enemy deck if four or more heroes are active during this quest.

QUEST SETUP

Map Tiles: 4B,

Set Aside: 5B, 3A, 2A, 1B



TOKENS



SHADOW RESERVE

2-3 Players



4-5 Players



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Story Ev 1 Water! NOW	2.2

SPECIAL QUEST RULES


A maximum of two Waypoints only can be opened at anytime by the Heroes.









BOOK OF SECRETS

§2.1 Introduction

Parts of the ship begin to catch alight and the heroes and their fellow crew members make a valiant effort to extinguish the flames. The heroes are not focused on the potential dangers surrounding them, but avoiding the darned ship sinking before they reach their final destination. You shout out to the other Heroes, "We need to get this fire somewhat under control, grab some more buckets!" The heroes sheathe their swords and carry buckets filled with water towards the blazes which is spreading like wildfire. The adventure continues.

Immediately:

- ◆ Place fire two tokens on every location on the map besides the heroes starter location.
- ◆ Place 10 hit points on location A, these hit points represent the ships hull. If this ever reaches zero, the heroes immediately lose the game. See paragraph §1.11 if this occurs.
- ◆ Once per quest, heroes can patch the hull up by spending one . This heals the ships hull by one hit point. The ships hull can never rise above 10 health.
- ◆ The hull works defensively as a hero but is immune to all body conditions besides fire.
- ◆ Fire tokens deals x2 to the ships hull and has no limit to how many stacks of fire it can take on.

- ◆ Hull - 2 Magic Armour - 2 Blue Dice 
- ◆ If 2 - 3 , spawn { - } - 1. If 4+ , spawn { - } - 2. This is done at the  spawn gate.


Shadows:

- ◆ If you draw the champion enemy shadow token, see paragraph §2.3
- ◆ If you draw the civilian shadow token, see paragraph §2.4
- ◆ If you draw the quest shadow token, see paragraph §2.5
- ◆ If you draw the enemy quest shadow token, see paragraph §2.6
- ◆ Once you have revealed all the shadow tokens, see paragraph §2.7

§2.11 Shipwreck!

We have crashed the ship and she is going down, weather it was from our ship sinking or having no one left to sail it, this is the fate we are left with and these captains are not going down with the ship. The heroes are marooned on an island till they can acquire another ship and continue their journey to Groont at the Avalon Ruins.

Immediately

- ◆ Fail the mission and do not pick up any items or treasure on the ground.
- ◆ You may not visit the emporium after this quest is failed.
- ◆ Gain 1  per hero, this represent your time training on the island while waiting to find another ship.
- ◆ The first two enemies that spawns will have an additional enemy power when you next attempt to sail to avalon. The enemy is expecting your return as they know the heroes don't back down once they smell adventure.




§2.2 Story Ev 1 Water! NOW!

One of the heroes reach the bottom starboard side of the ship, curious what you may see once you have a clear view of what lies ahead. You see what is attacking you, it appears to be a small fleet of vessels bearing the colours of the Sea Wolf Mercs. Before you can properly warn the others, you see a catapult fling into action and the sky becomes filled with fire. On of your crew yells, TAKE COVER! But it is to late, the heroes ships is on fire, one of the heroes then screams out to the other heroes, WATER, NOW!!!



The hero at the front of the ship turns back to look at



the Sea Wolf Mercs Fleet, as the enemy fleet slowly encroaches on the heroes position, coming closer and closer to the heroes position. You notice something jumping in the water to your location. You yell out, scratch that boys, looks like its water and swords to the ready!



Immediately

- ♦ The fire clears the fog, place the day event card on top of the event deck. The night card must be placed into the discard pile if it is not already there.
- ♦ Place one fire two token on each area the heroes are not standing. The Hull receives one fire two token, regardless if there is a hero in this location or not.
- ♦ Spawn a  gremlin pack on the tile space Story Event 1 was on.
- ♦ Spawn a  gremlin pack on the  spawn gate.








§2.3 The Jolly Roger

Roger  : "Fire at those damn humies JOLLY!"

Jolly  : "Roger that lad, I'll make mush of dem boys."

Roger  : "Ain't no one getting to this darn Sea Wolf Merc boys treasure carrier ships, dis be ours boss! Let's slit some humies throats."

Immediately:

- ♦ Cannon fire aims towards the hull of the Heroes' ship. The hull must make a defence roll against 3  plus 1 fire one token.
- ♦ Place the 2A tile on the board. This tile will not be connected to the Heroes' ship.
- ♦ Place Waypoint 5 or X (whichever is available) on the reverse side onto the bottom right of the 2A map tile. This is the location where you are able to transport to the freestanding 2A tile. The transport movement cost one .
- ♦ Place the  spawn gate in the bottom left corner of the 2A tile space.
- ♦ Spawn one   orc warrior in the top right corner of the vessel (2A tile).
- ♦ Spawn one   orc warrior in the top left corner of the vessel (2A tile).
- ♦ Once the two orcs are defeated, remove them from the game and see paragraph §2.31.

§2.31 Jolly? Roger?

Jolly: "Roger... Roger where are you? I... I am scared."

A blade cuts off Roger's head and it slowly rolls to Jolly's feet


Jolly: "Noooooooo, ROGER!!!"

Tears slowly drip down the orc's eyes and he falls to his knees.

The orc cannot handle the idea of not having his ship mate anymore, and with the rest of his strength, plunges his axe through his chest.

The Heroes sack the ship and turn away to continue battling.


Immediately:

- ♦ The Hero who killed Jolly gains 1 treasure card from the treasure deck.
- ♦ The Hero who killed Roger gains 1 treasure card from the treasure deck.
- ♦ Teleport any Heroes and their companions from The Jolly Roger to the beginning location on the Heroes' vessel. Remove any fire tokens that may be on this location without damaging the Heroes.
- ♦ Remove The Jolly Roger from play (Tile 2A).
- ♦ Remove the  spawn gate from play.

§2.4 A Friendly Face

A Hero perched in the Crow's Nest shouts that there is another ship ahead. Those standing below observe a merchant ship moving closer. There is a person on the deck of the ship trying to draw the Heroes' attention. Once the ships are alongside each other, the person identifies herself as Molly, the Merchant of the High Seas. She was chased away by the orcs earlier and believes the Heroes actions have saved her. She offers an exchange or purchase of goods, even under such dire circumstances.

Immediately:

- ♦ Place a  on the beginning location of your vessel. This item represents the merchant.
- ♦ Each Hero can access all features of the Emporium for a free action (once only) when standing in the same location as the merchant.
- ♦ Remove this item in two time phases.









§2.5 Marooned

The Heroes' ship drifts by an island where there appears to be a gathering of shamans. The shamans combine all of their spell power and utter rites to cease the ship's movement. The Heroes' ship comes to a staggering halt and you feel a crack under the pressure of the shamans' strange black magic.

One of the shamans appears on the ship's deck. Dark words are whispered in the Heroes' ears. The

darkness is overpowering... the words speak the intent of the shamans to kill the Heroes and claim the ship as their own.

Immediately:

- ◆ The Heroes' ship (hull) takes 2  ignoring magical armour.
- ◆ Place the 5B map tile in play. This tile will not be connected to the Heroes' ship, it represents the island.
- ◆ Place Waypoint 5 or X (whichever is available) on the reverse side onto the bottom right of the map tile (5B). This is the location where you are able to transport to the freestanding 5B tile. The transport movement costs one .
- ◆ Spawn a   shaman on the top right corner on the marooned crew members island (5B tile).
- ◆ Place a locked door on the entry to the hut, this door reveals two traps instead of one.
- ◆ Spawn a  shaman on the  spawn gate.
- ◆ When any shamans are defeated, remove them from the game.
- ◆ Once the   shaman is defeated, see paragraph §2.51.



§2.51 No Wonder They Survived!

As the most powerful shaman falls, the Heroes take the opportunity to raid the shamans' hut for any supplies that may assist the Heroes in their journey. One hero thinks to himself, 'no wonder they could survive on this forsaken island', as he looks at all of the items piled within the hut.

The ground starts rumbling as black magic flows around them. The shaman must have cursed the land before the Heroes arrived... The Heroes hastily grab what they can and move towards their ship before the island collapses into the bottomless ocean of the Sea of Perils.

Immediately:









- ◆ Gain a small bandage or a healing potion per hero, to be distributed in any available bag spaces between the Heroes.
- ◆ The hero who killed the shaman may visit the Emporium immediately and take one consumable for free (must be the less expensive version of the item). If that Hero does not have sufficient backpack space, they are able to drop the chosen item onto the beginning location of your vessel.
- ◆ Teleport all Heroes and their companions on the island to the beginning location of the Heroes' vessel.

- Remove any fire tokens that may be on this location.
- ◆ The black magic empowered the shaman that remains on-board your vessel. This shamon gains one . If the shaman is already dead, deal 1  to the ship's hull.
 - ◆ Remove the island the shamans were marooned on from play (Tile 5B).



§2.6 Captain Blackstone

Blackstone: "I am Captain Blackstone and I will not fall easily. There is a reason why the Talon Coast fears the Sea Wolf Mercs. I have slain warriors who have been twice your size. I AM NOT GOING DOWN UNLESS IT'S WITH MY SHIP! LOAD THOSE BLOODY CANNONS YOU DIRTY DOGS!"
Crew: "Aye Captain, yes sir."

Immediately:

- ◆ The Captain's crew fire! Three  hit the Heroes' vessel (the hull). For each encounter card drawn, Blackstone's crew will fire their cannons for 2  if there is no hero on Blackstone's ship.
- ◆ Place the 3A map tile into play. This tile will not be connected to the Heroes' ship.
- ◆ Place Waypoint 5 or X (whichever is available) on the reverse side onto the bottom right of the 3A tile. This is the location where you are able to transport to the freestanding 3A tile. The transport movement cost one .
- ◆ Place the  spawn gate on the top right corner of the 3A tile.
- ◆ Spawn Blackstone (  raider) on the top left corner of the ship (3A tile) and place a treasure chest in his location.
- ◆ Spawn Blackstone's right hand man, Skullsplitter (  raider), in the bottom left corner (3A tile).
- ◆ Once defeated, these enemies are removed from the game.
- ◆ See the below Soul Nature choice once Captain Blackstone and Skullsplitter are defeated.

Soul Nature Choice

	BURN HIM!	2.61
	OFF WITH HIS HEAD!	2.62

§2.61 BURN HIM!



The Heroes decide Captain Blackstone shall meet the same fate that the Sea Wolf Mercs fleet were trying to bestow on them. The wounded captain is tied to the

mast and vials of living fire are thrown onto the enemies ship deck as the Heroes retreat to the safety of their own ship.

One of the heroes chuckles as he says, 'you got what you wished for Blackstone, the Captain goes down with his ship'. Blackstone's screams become distant gurgles as the ship collapses into the depths of the Sea of Perils.

The Admiral of the Sea Wolf Mercs fleet is located on a ship nearby, watching the Heroes fight. He quickly drenches himself with water in preparation of a fight if the Heroes reach his vessel.

Immediately:

- ◆ This was a great victory for the Heroes and morale has increased. Each hero will heal two hit points and gain x1  per hero.
- ◆ Teleport any Heroes and their companions from Blackstone's sunken ship to the beginning location on the Heroes' vessel. Remove any fire tokens that may be on this location.
- ◆ Remove Captain Blackstone's vessel from play (tile 3A).
- ◆ Remove the  spawn gate from play.

§2.62 OFF WITH HIS HEAD!


The Heroes decide Captain Blackstone shall lose his head for his crimes against the Talon Coast. The Heroes demand the Captain and Skullsplitter kneel as the Heroes prepare to chop off their heads. One of the heroes swiftly slices through Skullsplitter's neck and chops his head off in one clean strike. Skullsplitter's head drops and rolls towards his Captain.


Spooked by this display, the Captain jumps up and attempts an escape. Before he takes his third step away, a silver blade hits him in the back of the neck. The Hero who had thrown the blade screams, "Bullseye! That's gotta be a critical shot!"

The Admiral of the Sea Wolf Mercs fleet notices how the Heroes fight and prepares his heavy armour for battle. He knows now that the Heroes like to strike for critical shots and takes cautionary measures to avoid this happening to him.

Immediately:

- ◆ This was a great victory for the Heroes and morale






has increased. Each hero will heal two hit points. Gain 1  per hero.

- ◆ Teleport any Heroes and their companions on Blackstone's sunken ship to the beginning location on the Heroes' vessel. Remove any fire tokens that may be on this location.
- ◆ Remove Captain Blackstone's vessel from play (Tile 3A).
- ◆ Remove the  spawn gate from play.




§2.7 Admiral Gremlin Deathbane

The heroes see a larger ship come closer and closer to their vessel. In comparison, the heroes ship looks miniscule compared to the admiral's grand vessel. The heroes hear shouting from aboard the admirals ship but can bearly make out any words due to strong winds that appear to be steadily rising. The only thing the heroes hear are 'You', 'Blade', 'Admiral Gremlin Deathbane'. Before the heroes know it, the largest ship in the enemy fleet has rammed them and the heroes can't even see aboard this ship yet due to its size of the admiral's vessel.

Immediately

- ◆ Spawn 1 enemy at the  spawn gate.
- ◆ Due to being rammed, the heroes ship suffered heavy losses, inflict 2  to the heroes ships hull every time phase.
- ◆ Do not play out the Soul Nature choice until a hero has made it aboard the admirals ship.
- ◆ A hero must spend 1  to boared the admiral's vessel by using the ropes to swing from ship to ship (remember, way points represent locations you can swing from ship to ship).
- ◆ Heroes must successfully role a save on a  in order to safely make it onto the Sea Wolf Mercs lead ship. If a hero fails this, he will recieve 2 .
- ◆ If you have destroyed Blackstone and his crew, apply the effects of either §2.61 BURN HIM! (Admiral is immune to fire damage) or §2.62 OFF WITH HIS HEAD! (Admiral is immune to crital hits).

Soul Nature Choice

 Law	Capture The Admiral	2.71
 Neutral	Pick the Law or Choas option	
 Chaos	Burn Down The Ship	2.72

§2.71 Capure Him!!!

Admiral Gremlin Deathbane: You dare enter my vessel, do you not know what colours I fly you FOOLS! We are the feirce Sea Wolf Merc, we earn't this name because of our ability to fight on the high seas with no mercy. DO YOU REALLY THINK YOU CAN DEFEAT ME AND MY MEN! I have had enough of this fooling around, GREMLINS! sick em.

The heroes look to one another and decide that this Sea Wolf Merc is better dead then alive, they decide they must capture him to try obtain vital information for when the heroes raid the avalon ruins.

Immediately

- ◆ Spawn the 1B tile into play.
- ◆ Place a way point on the blue side facing up on the bottom right of the map tile. This is the location you travel to from any way point from the heroes vessel
- ◆ Spawn Admiral Gremlin Deathbane (ⓇⓇ raider) in the top right corner of the map. Deathbane has an additional charge when he enters play.
- ◆ Spawn a Ⓢ gremlin pack and a Ⓡ gremlin in the top left corner of the map. These enemies are added to the enemy discard pile when slain.
- ◆ See paragraph §2.81 when the admiral is defeated.

§2.72 Going Down With The Ship

Admiral Gremlin Deathbane: You dare enter my vessel, do you not know who me and my men are. We are the feirce Sea Wolf Merc, we earn't this name because of our ability to fight on the high seas. DO YOU REALLY THINK YOU CAN DEFEAT ME! I have had enough of this fooling around, GREMLINS! sick em.

The heroes look to one another and decide that this Sea Wolf Merc vessel must be sunken as it has caused to much havoc on the Northern Highland supply lines. We must do anything we can to stop these attacks as soon as possible.

Immediately

- ◆ Spawn the 1B tile into play.
- ◆ Place a way point on the blue side facing up on the bottom right of the map tile. This is the location you travel to from any way point from the heroes vessel
- ◆ Spawn Admiral Gremlin Deathbane (ⓇⓇ raider) in the top right corner of the map. Deathbane has an additional charge when he enters play.
- ◆ Spawn a Ⓢ gremlin pack and a Ⓡ gremlin in the top left corner of the map. These enemies are added to

the enemy discard pile when slain.

- ◆ Place 15 hit points in the bottom left corner of the map, this represents the ships hull.
- ◆ The admiral's vessel acts as a hero when defending. It has 1 Ⓢ and one magical Ⓢ. When focusing attacks on the ships hull, the ship recieves 2 Ⓢ instead of 1 Ⓢ.
- ◆ If the admiral is slain, remove him from play and cease any spawning of enemies for the rest of the quest.
- ◆ See paragraph §2.82 when you have destroy the ship.

§2.81 Got Him! To Avalon!

The admiral is knocked unconscious and the Sea Wolf Mercs fleet is in total disarray. They all scatter and retreat to the closest island to wait out the heroes passing. One of the heroes takes the admiral to the cells of the heroes ship and place him their for safe keeping. You decide that you will interigate him when he wakes up. The heroes look to each other, happy with what they have achieved and shocked that they made it out alive. One of the heroes chants, 'we got him, now off to the Avalon Ruins we go'.

Remebmer this ending §2.81 for Act 1 - Quest 3 as it will have an impact on the story line.

§2.82 Watch That Ship BURN!

The Sea Wolf Mercs fleet is in total disarray. They all scatter and retreat to the closest island to wait out the heroes passing as they watch their mother ship sink to the bottom of the ocean. The heroes take a second to sit back and admire their achievements. The heroes look to each other, happy with what they have achieved and shocked that they made it out alive. One of the heroes chants, now that this fleet burns and the people of the Northern Highlands are a little bit safer, it is off to the Avalon Ruins we go.

Remebmer this ending §2.82 for Act 1 - Quest 3 as it will have an impact on the story line.