

## ACT I

# Quest 3 - The Road To Avalon

## INTRODUCTION

The heroes vessel slowly pulls into the port under the veil of the night sky. One of the heroes mentions, these docs are oddly quiet and have minimal defenses for a port that knew it was about to be assaulted. This worries the heroes but they know they must pursue their agenda either way. The heroes quickly walk onto the dock and begin their mission.

If you decided to go with §2.81 Got Him! To Avalon! during the last quest. See paragraph §3.1 Looks Like Your Coming Along.

If you decided to go with §2.82 Watch That Ship BURN! during the last quest. See paragraph §3.11 It's Quiet, Too Quiet.

### Special Rules

- ♦ Start with the night event card in play.
- ♦ Players may visit the emporium, stash and buildings before this quest begins as Mandy the Merchant ventured to the same port as the heroes.

### Standalone Quest Values

Soul points: 4   Crowns: 200   Treasures: 5   Soul Weapons: 1

## ENEMY DECK



## EVENT DECK



## SPECIAL LOCATIONS

- ♦ Night - Once the enemy shadows are revealed, heroes will inflict critical on their first 🧛.
- ♦ 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 §3.12 if this occurs.
- ♦ Activate Way Point 1 when the locked door is opened on tile 11B.
- ♦ Only add the ⓑ raider to the enemy deck if there are 4 plus players.
- ♦ See paragraph §3.23 when all of the shadows have been revealed during the mission.



## QUEST SETUP

**Map Tiles:** 4B, 12B, 18B, 2B, 10B, 6A, 9B, 17B, 19B, 11B,

**Set Aside: 45A**



# TOKENS



## SHADOW RESERVE

### 2-3 Players



### 4-5 Players







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## BOOK OF SECRETS

### §3.1 Looks Like Your Coming

Just as the heroes go to venture out of the ship and into the Avalon Ruins coastline, the heroes hear yelling from below the ships dock, near by were the ship holds its prisoners. Deathbane: You gitz should take me with you, i'd rather fight for some scummy humans then be locked away in this cage forever. I promise I don't bite, besides, im practically useless without my gremlins. The heroes looks to each other and decide it might be useful to take this raider with them in an effort to try uncover more secrets about Groonts undertakings.

Immediately

- ◆ Place the blue raider   in play in the same location as the heroes, this figure represents Admiral Gremlin Deathbane.
- ◆ The raider acts as a compaion, the hero who dealt the blow that knocked out the admiral in the prior quest will control this character throughout the quest.
- ◆ Admiral Deathbane may move three spaces when activated if he is not in combat.
- ◆ The hero controlling Deathbane may never end his turn more then three spaces away from Deathbane as Deathbane has not earn't the heroes trust yet.
- ◆ Enemies will always prioritise heroes, even if Deathbane is engaged with the enemy.
- ◆ Deathbane will always use his primary weapon when making an attack.

### §3.11 It's Quiet, Too Quiet


As the heroes step onto the deck, you feel you know this is a trap. One of the heroes mention, 'we never saw Admiral Gremlin's Deathbane's body come afloat did we, maybe he didn't drown after all the bloody scoundral'. Just as the heroes finish talking, they hear a voice which sounds like Deathbane's. Deathbane: 'Turn back now ya fithly lads, we know you are here, there is no point pushing forward, my boiz are ready for you!'.

Immediately

- ◆ Draw two trap cards and resolve them both of them immediately.

### §3.12 Those Who Run, Live

The Sea Wolf Mercs have successfully defeated the heroes and the day is lost. You have suffered heavy injuries but hopefully you will learn from your mistakes. The heroes will have to try attempt to attack the fortress again if they have any hope of progression.

- ◆ No matter what your choices were made in Quest 2, the mission must now be redone and completed with the rules from §3.11 paragraph.
- ◆ Every heroes will also start the quest with a random permanent body condition drawn from the critical bag.
- ◆ The Heroes learn from their mistakes, 3 x  per hero before begining the next quest
- ◆ You may not visit the emporium as Mandy the Merchant has moved onto the next port.

### §3.2 Way Point 1

Once opening the locked door, the heroes must resolve a trap card.

Depending on the decision you made in Quest 2 will determine the enemies actions.

If you have began the quest with §3.1 Looks Like Your Coming, see paragraph §3.21 immediately.

If you have began the quest with §3.11 It's Quiet, Too Quiet, see paragraph §3.22 immediately.



### §3.21 Traitor!

You bust open the door, everyone looks startled to see you here as the Sea Wolf Mercs were under the



opinion that the heroes had been defeated during the naval battle over the Sea of Perils. The enemy look even more startled to see their former admiral fighting side by side with the heroes. The enemy become enraged by this and the thought of killing a traitor excites the Sea Wolf Mercs more then slaying any hero.





Immediately

- ◆ Turn over every shadow in the 2B map tile.
- ◆ The enemy is enraged, every enemy revealed by shadows gains an additional .
- ◆ As the heroes caught the enemy of guard, all of your attacks deal + 1  until the next time phase deal.

### §3.22 I Was Expecting You!

The heroes attempt to bash open the door but it appears to have higher levels of reinforcement so nothing happens. You suddenly here yelling and battle cries from the other side of the door and worry what might be ahead. Without the heroes intervention, the door swings open and a second trap is released and the enemy come charging forward. One of the heroes yells, 'there is just to bloody many of them, not killing deathbane is really going to screwed us over'.

Immediately

- ◆ Draw and resolve a trap card from the trap deck.
- ◆ All the heroes within 1 area of the locked door are K.O'ed (gain a K.O token).
- ◆ Spawn 1  green gremlin pack from the  spawn gate. Do not place this card in the enemy deck or discard pile once they are defeated.
- ◆ If there are four or more heroes in play, spawn 1  blue orc from the  spawn gate. Do not place this card in the enemy deck or discard pile once they are defeated.
- ◆ Turn over every shadow in the 2B map tile.

### §3.23 The Sun Be Shinning

The heroes stop for a moment to see the sun rise.

Immediately

- ◆ Place the Day Event Card on top of the event deck and resolve its effect.


### §3.3 Story Event 1

Depending on the decision you made in Quest 2 will determine the enemies actions.

If you have began the quest with §3.1 Looks Like Your

Coming, see paragraph §3.31 immediately.





If you have began the quest with §3.11 It's Quiet, Too Quiet, see paragraph §3.22 immediately.

- ◆ Remove the  spawn gate from the game.
- ◆ Remove the active shrine from the game.
- ◆ Activate the shrine on location tile 9B.

### §3.31 You Have Been Fooled

Admiral Gremlin Deathbane: You stupid heroes, do you really think I would ever join your side. I mean come on, how dumb are you. The fate of the Talon Coast is truley doomed if they are leaving it up to you to defend. I only submitted to being knocked out and captured in order to learn your ways to become even more powerful. You are all going to die, right..... wait for it..... NOW! Sick em my pets!




Immediately

- ◆ Place Admiral Gremlin Deathbane on location D at full health. He also has two additional  as he has learnt a lot from spending time with the heroes. Activate Admiral Gremlin Deathbane immediately.
- ◆ Spawn 1  red gremlin on location B.
- ◆ Spawn 1  blue gremlin on location A.
- ◆ Spawn 1  green gremlin on location C.
- ◆ Do not place any gremlins or deathbane in the enemy discard deck or enemy deck once they die.
- ◆ See paragraph §3.4 once all the gremlins and the admiral are defeated.

### §3.32 Right Into My Trap

Admiral Gremlin Deathbane: You should have killed me when you had the chance, you stupid heroes. Always more focused on the greater good and not actually being aware of what you need to do to survive in this world. I have a knife marked with each one of you fools name on it and lucky for you, my pets love the taste of over zealous humanoids. This is going to be way to much fun, you know how much my pets like playing with their food.

Immediately


- ◆ Draw and resolve one trap card from the trap deck.
- ◆ Place Admiral Gremlin Deathbane on location B. Activate Admiral Gremlin Deathbane immediately, all his attacks from this activation inflict critical.
- ◆ Spawn 1  red gremlin on location B.
- ◆ Spawn 1  blue gremlin on location A.
- ◆ Spawn 1  green gremlin on location C.



- ♦ Do not place any gremlins or deathbane in the enemy discard deck or enemy deck once they die.
- ♦ See paragraph 3.4 once all the gremlins and the admiral are defeated.

### §3.4 Sea Wolf Mercs Territory

As the Admiral falls, he murmurs something. The heroes come closer to him, only to receive a facefull of blood filled spit. He looks at one of the heroes and says, 'we had a good run aye, nothing like the proper death of a warrior to help the soul rest, if you are looking for Groont, you will have to get through the Orc King and his men at the fortress just south east of the Avalon Ruins. Make no mistake heroes, you are still my enemy but I will die happier knowing you were slaughtered by the orc king, your death will unite all the Sea Wolf Merc captains and make for a better world for the Talon Coast Rebellion.' Deathbane runs out of breath and you see the life fall from his body. The heroes look to each other, they know the battle is won but the war is not over. They are worried about potentially uniting the clans but they know failure is not an option.

- ♦ The heroes discover all this strange treasure surrounding the gremlin's den. Draw five treasure cards immediately.
- ♦ This battle taught the heroes a lot. Gain 1  per hero.
- ♦ If you have the Arcane Portal Expansion, proceed to paragraph §3.41. If you only own Immortal Souls, proceed to the next quest.








### §3.41 Whats That Sound

A door slowly rises with a screeching sound appears, the heroes are stunned as they thought the fortress had been successfully destroyed. The back wall of the fortress catches ablaze and the screeching becomes louder. Curious to see what lays ahead, the heroes venture closer to what appears to be a fiery passage. A demonic voice screams across the room which must have been heard by everyone on the Talon Coast. Demonic voice: Who DARES enter my domain, you are not one of the MERCS, identify yourself fool!

The heroes look to one another and know something has to be done and done quick before the demonic voice comes into sight. They see some weapons on the side of the passage and sense that this will help them in their upcoming efforts. On the floor lay a Frost Tooth axe and an Astral Cape. The heroes pick

up these items and immediately what looks to be the lead night walker comes into sight. The night walker lets out a screech and the battle begins. The heroes have never faced anything like this before and are unsure of what is to come.

Immediately

- ♦ Place the Frost Tooth axe and Astral Cape into the backpacks or equipment slot of any select hero. If you already possess these items, draw 1 x treasure per owned item.
- ♦ Place the 45A map tile into play but disconnect it from the other map locations, there is no way to return to the old map. The 45A identifying mark will be in the bottom left of the map tile when placed into the game. This will represent the bottom right location.
- ♦ Place all of the heroes in the bottom middle location of the 45A map tile.
- ♦ Place a red  Nightwalker in the top middle location of the 45A map tile.
- ♦ Place a blue  Efreet and the  spawn gate in the top left location of the 45A map tile.
- ♦ Place a green  Demonic Cultist and the  spawn gate in the top left location of the 45A map tile
- ♦ Remove the entire old enemy discard pile and deck from the game.
- ♦ Create a new enemy deck containing two green Efreets and two green Nightwalkers
- ♦ Heroes are unable to respawn if they die during this battle.
- ♦ Place Event 25  on top of the event deck. Then place Event 23  on the event deck and resolve immediately.
- ♦ Once the red Nightwalker is destroyed, see paragraph §3.5
- ♦ The failure text has now changed, old losing rules still apply and if you fail the quest, see paragraph §3.51

### §3.5 The Truth Draws Closer

The heroes strike down the massive demon and suddenly the environment changes. They see a flaming sword laying on the ground where the Nightwalker fell. So many unanswered questions have emerged from this encounter but the heroes thirst for knowledge will have to wait as they can almost smell Groont. One of the heroes picks up the flaming sword and puts it in their inventory, they feel this weapon may be useful in the journey to come (remove this item from the treasure deck, if the heroes already have this item, the heroes may draw an additional



treasure card).

Is Groont involved with the demons?  
Why were they expecting orcs?

I wonder what there involvement is with the Sea Wolf Mercs and how the rebellion has linked into such a powerful dark magic. We must be prepared for what ever lay ahead at the fortress, I have a bad feeling about this.

### §3.51 Where Did They Go

Even though we have fallen, the heroes know their quest was partailly a success as we have the information we need to keep venturing onto the orc fortress. I can't help but be concerned of what Groont involvment is with the demons? Why were they expecting orcs? How could any enemy even defeat united heroes?

I wonder what there involvement is with the Sea Wolf Mercs and how the rebellion has linked into such a powerful dark magic. We must be prepared for what ever lay ahead at the fortress, I have a bad feeling about this. (Heroes do not have to redo the quest, move onto the next quest).