

# ACT I Training Room

## INTRODUCTION

As brave hero you have to be always ready for venture.

You open the room gate where magic flows and create copies of your enemies. Torchs bright over the solid walls where pilons wait to be activated to do their job.

Knowing that it will be so dangerous as you want it to be, you take your equipment and enter into the Room...

### ***Standalone Quest Values***

Soul points:

Crowns: 10 x Hero

Treasures:

Soul Weapons:

### **ENEMY DECK**

No enemy cards selected!

### **EVENT DECK**



Shuffle



Shuffle

### **SPECIAL LOCATIONS**

There are three enemy decks

Waypoint 1: All green enemy cards

Waypoint 2: All blue enemy cards.

Waypoint 3: All red enemy cards.



# QUEST SETUP

Map Tiles: 21B, 20A



## TOKENS



1 1 1 1

### SHADOW RESERVE 2-3 Players



0 0 0 0 0 0 0

### 4-5 Players




0 0 0 0 0 0 0



## SPECIAL QUEST RULES

♦ Place 20 tile on map.

♦ All waypoints can be activated unlimited times per round spending . When you activate a waypoint draw a card from the matching deck.


♦ Spawn enemies in 20A tile.


♦ Remove "Follower" from enemy power deck.

♦ Ignore all spawns dictated by event cards.


♦ Reshuffle event and enemy decks when empty.

♦ When a hero kills an enemy that enemy drops an additional treasure card for each power that it has.

♦ When any hero reaches level V that hero can roll  at the beginning of his/her turn to summon a Master enemy with matching icon.

: Orc king

 or : Troll

♦ Any hero can spend 1 soul point to heal himself 2 HP at shrine by using .

♦ Resurrected enemy cards have to be taken from the same deck that source come from otherwise, take it from next deck using clockwise.

♦ Victory Conditions: At your choice (ex. reach level 6,7...,kill all enemy types once, not to die never, running out of event cards once...)

♦ Defeat Conditions: When you cannot resurrect more