

IMMORTAL SOULS



Book
Of
Secrets

S&S ACT 1 - IMMORTAL SOULS






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PROLOGUE




§1.1 (Story Event 1)

The heroes reach the city at the first light of the sun. Beyond the gates, a vision of blood greets them. Swarms of gremlins are attacking buildings and people alike, starting fires everywhere.

- ◆  Place Event 4 in play and resolve it.
- ◆ Place two **Fire 2** tokens: one on Location C and one on D.
- ◆ Remove the  **Spawn Gate** from the Quest.
- ◆ Open the  **Spawn Gate**.
- ◆ Place the Story Event 1 card (revealed side) on top of the Event deck.




The entrance to the Cathedral is clearly visible to the heroes; yet, as they walk toward it, something attracts their attention. Some dangerous-looking humans, clad in heavy leather armor carved with strange symbols and wielding curved blades, are opening a chest on a cart – but as one, they turn toward the heroes!

Soul Nature Choice

Law 	Drive away the raiders...	Go to §1.6
Neutral 	Walk away...	Go to §1.7
Chaos 	Fight the raiders to steal the chest...	Go to §1.8

§1.2 (Story Event 2)

The Cathedral's entrance is a battlefield, the bloody floor strewn with the bodies of the guardian clerics and the gremlins. Near the Sacred Altar, High Cleric Claudius is surrounded by gremlins, but before anyone can react, one of the creatures lashes out, driving its claws deep into the old cleric's chest! The light in the eyes of this gremlin is bright and wickedly alive, betraying a malevolent intelligence that marks it as a chief. The heroes cannot do anything but avenge the High Cleric and kill the abomination...

- ◆  Place the **Red Gremlin** in the Story Event 2 area.
- ◆ Open the **Shrine** in Waypoint 2 area.
- ◆ If there are more than 3 heroes, spawn one enemy in the Story Event 2 area.
- ◆ Spawn {  -  } enemies in the Waypoint 2 area.
- ◆ Place the Story Event 2 card (revealed side) on top of the Event deck.
- ◆ Resume play until the **Red Gremlin** dies, then go to §1.12.

§1.3 (Waypoint 1)

Some old weapons lie near the altar...

- ◆ **Once per Quest**, each hero moving over this Waypoint can spend one Action to draw and equip up to three Item cards of his choice from the **Stash** deck.

§1.4 (Waypoint 3)

Some strange noises warn you of the imminent peril... it's a Trap!

- ◆ The active hero draws and applies a **Trap** card.

- ◆ Remove the Waypoint 3 from the Quest.

§1.5 (Waypoint 4)




An errant vendor escorted by 2 guards ask for your attention.

“War is my business, and judging by your equipment, you need my services, don’t you?”

- ◆ Any hero moving over this Waypoint can visit the **Emporium** by spending an Action.




§1.6 (Story Event 1)

The hero notices a wounded merchant lying near the cart. The raiders, knowing they have been discovered, prepare their weapons for combat!

- ◆  Place one **Green** Raider in the Story Event 1 area, or two **Green** Raiders **if** there are more than 3 heroes.
- ◆ Spawn {  -  } -1 enemies.
- ◆ In the next Enemy Turn activate all Raiders, instead of drawing an Encounter card.
Note: When any **Green** Raider dies, remove it from the Quest.
- ◆ Resume play until no more Raiders are in play, then **go to §1.9**.





§1.7 (Story Event 1)

After a quick glance, the hero decides the quest is more important than this minor accident. Turning away and continuing onward, the heroes leave the humans to their destiny, whatever it might be.

- ◆  Shuffle one **Green** Raider in the Enemy deck, or two **Green** Raiders **if** there are more than 3 heroes.
Note: When any **Green** Raider dies, remove it from the Quest.
- ◆ Spawn {  -  } -1 enemies.


§1.8 (Story Event 1)

Assessing the situation, the hero quickly decides whatever is in the chest may be helpful to their mission. The raider, knowing he’s been discovered, throws a dagger at the hero and then disappears among the flames.

- ◆ The active hero is attacked by 2 , **Poison 1**.
- ◆  Shuffle one **Green** Raider in the Enemy deck, or two **Green** Raiders **if** there are more than 3 heroes.
Note: When any **Green** Raider dies, remove it from the Quest.
- ◆ Spawn {  -  } -1 enemies.
- ◆ If you still want to open the chest, **go to §1.10**.

§1.9 (Story Event 1)

With the help of the heroes, the merchant manages to scramble to safety along with his goods, but not before rewarding them for their help.

- ◆ Place a  in the Story Event 1 area.

§1.10 (Story Event 1)

Ignoring the fleeing enemy, the hero opens the chest.

- ◆ The active hero draws and applies a **Trap** card.
- ◆ Place a Treasure card in the Story Event 1 area.

§1.11 (Waypoint 2)

An ancient marble altar to the three Gods – Aneres, Enomis, and Mir – lays here. As proof of your immortal soul, it starts to radiate a purple light when you touch it.

- ◆ **Once per Round**, the active hero can spend one Action to heal 1 **HP** to self.


§1.12 (Ending)

With his last breath, High Cleric Claudius tells the tale of the mysterious death of the king.

“His body appeared strangely light and pale as he lay dead.... And to make matters worse, the royal heir has also disappeared.”

He continues weakly, *“Darkness invaded these lands. Count Dalv and his guards fight in vain, because the Evil forces they are facing are not of this world... You are now our only hope. The ritual required the sacrifice of our most precious relic, but here you stand, your souls contained in the gems you carry, bound to the will of the spell.*

You cannot completely die, but neither shall you be completely free, until you will defeat this Evil. I am ashamed of this coercion, but to save the Realm, I choose to curse my soul. The Spell of Recall will give you back your strength as you kill the evil forces, while guiding you closer and closer to your aim. My life is over, now... but I pass away knowing my destiny is accomplished. Now everything depends on you. The Cleric Marcus... he will guide you. He will answer your questions... Farewell, Heroes. Save... this... realm...”

Rewards: The party gains 50 **Crowns**; in addition each  hero gains 1 Healing Potion from the **Emporium**.

Next Quest: Proceed to Quest 2.

§1.13 (Ending)

Any hope for the Realm dissolves in the smoke whirling from the ruins of the razed city.

Rewards: None.

Next Quest: Play Quest 1 again.



§2.1 (Introduction)

- ◆ If you want to ask Captain Ann about the attack, **go to §2.2.**
- ◆ If you want to ask about the men with strangely carved leather armor, **go to §2.3.**
- ◆ If you don't want to ask more questions and you want to start investigating directly, **go to §2.4.**

§2.2 (Introduction)

"The attack began about at the same time the High Priest was conducting the ritual in the Temple," says Ann.

"The gremlins might have entered the town through some underground tunnels hitherto unknown to us, but perhaps known to the underworld of our city."

- ◆ **Go to §2.1.**

§2.3 (Introduction)

"Those men... they probably belong to the Guild of the Shadows," says the Captain. "It's a crime syndicate spread throughout the whole realm."

- ◆ **Go to §2.1.**

§2.4 (Introduction)

"Should you be willing to investigate the matter, you have my blessing. Any help is welcome at this moment," says Captain Ann.

"I would suggest you wait until dusk and start with Jack Crow, in the Black Pearl tavern. He may give you some hints, but you'll have to be... convincing. You should be careful, the city is still a dangerous place. But, after all, you're our heroes, aren't you? Good luck out there."



The adventure begins!

§2.5 (Waypoint 3)

- ◆ **Once per Quest**, each hero moving over this Waypoint can spend an Action to roll 3 **Red** dice.
- ◆ If a **2S** result is rolled, **go to §2.6.**
- ◆ **Otherwise**, nothing happens.
- ◆ A **▶** hero may reroll the dice once after the first attempt.
- ◆ If the hero cannot or does not want to spend an Action, resume play.

§2.6 (Waypoint 3)

The hero finds a secret door!

- ◆ Remove the Wall token from the **18B** map tile.
- ◆  Place and connect the **17B** map tile to the **18B** map tile so that the Sight Mark is close to **18B**.
- ◆  Place a Chest token on the **17B** map tile.
- ◆ Remove the Waypoint 3 from the Quest.

§2.7 (Story Event 1)

The tavern is filled with the mouth-watering scent of roasted meat. The smile on the lips of the landlord, however, fades as he notices the weapons hanging from the belts of the newcomers. He warns, *“Strangers are always welcome, be they heroes or not, as long as they aren’t here for trouble.”*

- ◆ If the heroes ask about “Jack Crow”, go to §2.8.
- ◆ If the heroes just ask to drink and eat, go to §2.9.

§2.8 (Story Event 1)

Warily, the party approaches the counter, asking for *“Jack Crow.”*

The face of the landlord darkens, and a voice resonates, *“You mean CAPTAIN Jack Crow!”*

The heroes turn toward the voice, which comes from a group of shady figures, with drawn weapons, who look anything but friendly. Among them stands a dark-haired man with fancy clothes, wielding a cutlass... Jack.

- ◆ Go to §2.10.

§2.9 (Story Event 1)



The heroes sit down drinking ale and pretending to be uninterested in the other patrons, but soon they find themselves surrounded by a group of shady figures, with drawn weapons, who look anything but friendly. Among them stands a dark-haired man with fancy clothes, wielding a cutlass... Jack.

- ◆ Go to §2.10.

§2.10 (Story Event 1)












The pirate eyes the heroes, and boldly continues. *“Heroes, indeed your reputation precedes you. I know you are looking for me, so...”*

Soul Nature Choice

 Law	Tell Jack you are on a mission for the City Guard...	Go to §2.11
 Chaos	Tell Jack you have good gold in exchange for information...	Go to §2.12


§2.11 (Story Event 1)

“... I don’t think you’ll be coming out of this alive. Slay them!!” As he gives the order, Jack throws blinding powder in the eyes of the hero, then attacks.

- ◆  Place the   Blue Raider in the Story Event 1 area.
- ◆ If there are more than 3 heroes, spawn one Green Raider in the same area.
- ◆ **Note:** When the   Blue Raider dies, set it aside .
- ◆ Spawn {  -  } enemies.
- ◆ The active hero must roll a **Save**, otherwise he becomes **Blinded**.
- ◆ Immediately activate the   Blue Raider.
- ◆  Take the Story Event 1 card and set it aside.
- ◆ Resume play until no more Raiders are in play, then go to §2.13.

§2.12 (Story Event 1)

“... let’s say twenty Crowns... and I will allow you to go away with both what you need to hear and your head still firmly attached to your shoulders. What about that? The alternative, on the other hand, could be a bit more... painful.”

- ◆ If the heroes accept Jack’s offer:
 - ❖ Discard **20 Crowns**.
 - ❖  Take the Story Event 1 card and set it aside.
 - ❖ **Go to §2.14.**
- ◆ If the heroes don’t accept the offer (or don’t have enough to pay):
 - ❖ **Go to §2.11.**

§2.13 (Story Event 1)

Defeated, Jack surrenders to the heroes, and agrees to tell them what they need to know while the other bandits fade away.

- ◆ Discard any enemy in play.
- ◆ **Go to §2.15.**

§2.14 (Story Event 1)

Jack swiftly puts the gold in a pouch, hides it under his corslet, then starts to talk.




- ◆ **Go to §2.15.**

§2.15 (Story Event 1)

“The ones you look for, they live in the shadows,” Jack sighs.



“Yet, they often patrol the underground entrance to the city. What you’re looking for, is the sewer gate at the border of the city. Here’s a map. There’s a secret underground passage in the cellar of this tavern. Go ahead, and I’m sure that if you stick your nose around there, ‘twill be they that’ll find you first. Farewell!”

A strange quick movement distracts the heroes, and then Jack Crow is no longer in the tavern. The heroes, with the strong feeling that there is something more than meets the eye in that pirate, look at the map.

- ◆ Areas containing Waypoints 1 and 2 are now considered to be adjacent, heroes and enemies can move through them.
- ◆ Remove the  **Spawn Gate** from the Quest.
- ◆ Open the  **Spawn Gate**.
- ◆ Open the **Shrine** in 10A map tile.
- ◆ If the party has fought against Jack Crow:
 - ❖ **Go to §2.16.**
- ◆ **Otherwise:**
 - ❖  Place the Story Event 1 card (revealed side) previously set aside on top of the Event deck.

§2.16 (Story Event 1)

The landlord, looking at what has happened in his tavern, congratulates the heroes. *“Well done, strangers. Few people have the courage to face Jack and his crew. But now you look tired. Do you wish to rest in my tavern? As a special treat, I can offer you a clean room and some good food for only 10 Crowns...”*

- ◆ If the heroes accept landlord’s offer:
 - ❖ Discard 10 **Crowns**.
 - ❖ Discard all **Body Conditions**.
 - ❖ Return all heroes to full health state.
 - ❖ Refresh all heroes’ powers.
 - ❖ Each hero may visit once the Tavern **Building** at the **Emporium** by discarding 5 **Crowns**.
 - ❖  Discard the Story Event 1 card previously set aside.
- ◆ **Otherwise:**
 - ❖  Place the Story Event 1 card (revealed side) previously set aside on top of the Event deck.

§2.17 (Waypoint 1)

The cellar of the tavern is full of barrels, crates, jars and more. There is barely enough space to move around.

§2.18 (Waypoint 2)

The narrow secret passageway to the cellar of the tavern, clearly visible from this end of the tunnel, ends with this underground cave.

§2.19 (Story Event 2)

As the heroes enter the underground area, they realize they’re not alone! A man, wearing an outfit they saw during the attack on the city, appears at the end of the tunnel and calls out, *“The Shadow Guild likes not unexpected visitors. This will be your grave!”* As he speaks, he drops a long leather leash, releasing a large gremlin with spirited eyes, and moves away down the corridor. At the same moment, an iron grate falls down from the ceiling, isolating the room while other gremlins emerge from the walls! The heroes immediately realize they must annihilate these beasts to be able to follow that man to his hiding place...

- ◆  Place the **Red Gremlin** in the Story Event 2 area.
Note: When the **Red Gremlin** dies, remove it from the Quest.
- ◆ If there are more than 3 heroes, spawn one Gremlin in the Story Event 2 area.
- ◆ Spawn {  -  } Gremlins (up to a maximum of 3) placing one in each area of the **6A** map tile, in clockwise order starting with the top-left area.
- ◆ Place a **Locked Door** on the connecting edge between **6A** and **12B** map tiles.
- ◆ Open the  **Spawn Gate**.
- ◆ Remove the  **Spawn Gate** from the Quest.
- ◆ Place the Story Event 2 card (revealed side) on top of the Event deck.


§2.20 (Story Event 3)

The heroes finally reach an underground hall, a room completely carved in the stone. From the shadows created by the flames of the bracers, a group of raiders appear. One of them, possibly one of their leaders, speaks to the adventurers with a softly threatening voice: *“Seems like the High Priest resurrected you all just to grant us the possibility to kill you again... The matters of the guild are not your business. Heroes or not, you will die!”*

- ◆ Open the ⚡ **Spawn Gate**.
- ◆  Place the  **Blue Raider** in the Story Event 3 area.
- ◆ Spawn the  **Green Raider** in the ⚡ **Spawn Gate** (if it is already in play, discard all its wounds and **Body Conditions** and move him over the ⚡ **Spawn Gate**.)
Note: When the  **Green Raider** or the  **Blue Raider** dies, remove it from the Quest.
- ◆ Immediately activate both Raiders.
- ◆ If there are more than 3 heroes, spawn one additional Raider in the Story Event 3 area.
- ◆ Spawn {  -  } enemies.
- ◆ Place the Story Event 3 card (revealed side) on top of the Event deck.
- ◆ Resume play until the  **Green Raider** and the  **Blue Raider** die, then go to §2.21.

§2.21 (Ending)

When the guild's champions are defeated, one of the Raiders cravenly throws his weapons to the floor and falls to his knees, pleading with the heroes. *“Please! Please! Spare me! I will help you enter the Guild! Take my belongings. I will tell you how to find the guild headquarters...”*

Rewards: The active hero gains 1 .

Next Quest: Proceed to Quest 3.

§2.22 (Ending)

The darkness projected by the guild of shadows is able to obscure even the brightest light. After the fall of the heroes, corruption and cruelty will continue to rule the Kingdom...

Rewards: None.

Next Quest: Play Quest 2 again.



§3.1 (Introduction)

You wonder where you can find the key to the magic door, and you question the Guild champion about it.

“Normally, the Keymaster hangs around in the Market Square (Story Event 1). He has the special key you will need to enter the guild.”

- ◆ Go to §3.5.

§3.2 (Introduction)

You don't have any more time to waste; you let the champion go, and he scrambles away. *“What a coward,”* you think.

The adventure begins!

§3.3 (Introduction)

“To open the door,” says the champion, *“You must pull the second lever in the tunnels at the same time as you use the key, otherwise the key won't work. The good thing for you is that the special key will also open a false wall, so people operating the lever may also get inside the Guild.”*

- ◆ Go to §3.5.

§3.4 (Introduction)

“The boss should be in the training room (Story Event 3). You'll probably be slaughtered at that point, but it's none of my business. I've told you what I know, now please let me go!”

- ◆ Go to §3.5.

§3.5 (Introduction)

You realize the Guild champion has not told everything he knows yet...

- ◆ If you want to ask the Guild champion about the key, **go to §3.1.**
- ◆ If you want to ask the Guild champion about the door, **go to §3.3.**
- ◆ If you want to ask the Guild champion about the leaders of the Guild, **go to §3.4.**
- ◆ If you do not want to ask more questions, **go to §3.2.**

§3.6 (Waypoint 1)

A big lever is visible in the wall of the tunnel, probably connected to some hidden mechanism.

- ◆ If you want to spend one Action to pull the lever, **go to §3.7.**

§3.7 (Waypoint 1)

You pull the lever with all of your strength and it slowly gives way. You hear the mechanism moving, and a far away noise echoing in the tunnels.



- ◆ Remove the Wall token in the 5A map tile.
- ◆ Remove the Waypoint 1 token from the Quest.

§3.8 (Waypoint 2)

A big lever is visible in the wall. You remember what the Guild champion told you - at least one hero must be here, to allow another hero to open the Guild door using the magic key.

§3.9 (Story Event 1)

The market square is very busy, and the heroes immediately realize that finding the Keymaster among the town folks is not going to be an easy task...

- ◆      Take four Shadow tokens: 2 Citizens, 1 Enemy, 1 Quest (representing the Keymaster). Flip them face down. Randomly place them over Locations A, B, C, and D (in the **1A** map tile).
- ◆ These 4 Shadow tokens **can be revealed only at {0}** (i.e. by a hero in the same area).
- ◆ Whenever a Shadow token is revealed, **go to §3.10**.
- ◆ Spawn one enemy on the  **Spawn Gate**.
- ◆ Place the Story Event 1 card (revealed side) on top of the Event deck.

§3.10 (Story Event 1)

The hero searches among the crowd in the market square, looking for the Keymaster...

- ◆ If a Citizen token is revealed, **go to §3.11**.
- ◆ If the Enemy token is revealed, **go to §3.12**.
- ◆ If the Quest token is revealed, **go to §3.13**.

§3.11 (Story Event 1)

The citizen is a merchant, interested in selling his wares to the heroes.

- ◆ The Citizen Shadow token remains in play until the next Time Phase. Any hero in this area, if not engaged in combat, may visit the **Emporium** as a Free Action, but cannot use **Buildings** or **Stash**.








§3.12 (Story Event 1)




The citizen is affiliated with the guild. He recognizes you and shouts, raising an alarm!

- ◆ Spawn one enemy in the Enemy Shadow token area.
- ◆ Remove the Enemy Shadow token from the Quest.

§3.13 (Story Event 1)

Despite the crowd, the heroes identify the Keymaster, but he is not willing to surrender the key without a fight!

- ◆  Place the   **Blue Raider** (representing the Keymaster) in the Quest Shadow token area and place the Magic Key token on its Enemy card. **When this enemy dies, place the Magic Key token in its area. Any hero may pick up it as a Free Action.**
- ◆ If there are more than 3 heroes, draw a random Enemy Power and assign it to the   **Blue Raider**.
- ◆ Remove the Quest Shadow token from the Quest.
- ◆ The active hero must perform a **Save**. If he fails, immediately activate the   **Blue Raider**.

- ◆ Spawn { - }-1 enemies on the  **Spawn Gate**.

§3.14 (Story Event 2)




The heroes see tall flames blazing from a nearby building (Waypoint 3, in the 13A map tile). Shouting and cries for help come from its inside. While the heroes consider what to do, they notice some dangerous cutthroats in the proximity of the guild secret entrance!

- ◆ Place the Story Event 2 card (revealed side) on top of the Event deck.

§3.15 (Waypoint 3)



A blacksmith screams for help, as his wife is trapped in the raging inferno that until a few moments ago was his forge...

Soul Nature Choice

Law 	Rescue the woman...	Go to §3.16
Neutral 	Walk away...	Go to §3.17
Chaos 	Take advantage of the situation...	Go to §3.18

§3.16 (Waypoint 3)

The hero reassures the smith, and then plunges into the flames to save the woman!

- ◆ The active hero must roll 1 **Blue** die, +1 die if he is a  hero.
- ◆ If he rolls at least one  result, he succeeds, **go to §3.19**.
- ◆ **Otherwise**, any other result is a fail and causes **Fire I** to the hero.
- ◆ In case of failure, the hero may make up to two additional attempts following the same rules. If all three attempts fail, or if the hero quits trying, **go to §3.20**.
- ◆ Remove the Waypoint 3 from the Quest.





§3.17 (Waypoint 3)

The hero realizes he cannot risk his own life in a futile rescue attempt, and stopping the Shadow Guild is going to save many more lives anyway. As sorry as he may be, he walks away from the fire.

- ◆ Remove the Waypoint 3 from the Quest.

§3.18 (Waypoint 3)

As the hero enters the forge, he realizes saving the woman is beyond his power. However, as he heads back toward the exit, he notices a precious chest nearby... perhaps the flames can be challenged for a bit of personal gain...

- ◆ The active hero must roll 1 **Blue** die, +1 die if he is a  hero.
- ◆ Place a  in the area for each  rolled.
- ◆ The hero suffers **Fire I** for each  rolled.
- ◆ Remove the Waypoint 3 from the Quest.

§3.19 (Waypoint 3)

Coughing and singed, the hero exits the blazing forge with the woman in his arms. In gratitude, the smith offers to sharpen the hero's weapon with a special stone, a family inheritance.

- ◆ Flip one of the Hero's equipped weapons to the **Forged** side until the end of the Quest.

§3.20 (Waypoint 3)

The fire roars as the beams give way because of the heat, and the main room collapses in fire. Then, the hero only hears the voice of the fire... the woman is beyond help. As he escapes the raging fire, he goes straight to the smith to give him the terrible news.

§3.21 (Waypoint 4)

It looks like the coward raider questioned by the heroes told the truth. You are in front of what, at first sight, looks like a common town wall but after careful examination is revealed to be a concealed door.

- ◆ If the hero has the Magic Key token on him, **and** there is at least one hero in Waypoint 2 area (12B map tile), **go to §3.32.**
- ◆ **Otherwise**, nothing happens.

§3.22 (Waypoint 5)

The structure inside is built with long wood planks and is poorly lit by a few torches which create shadows everywhere. Hearing some noises coming from a nearby room, the heroes realize the possible presence of another secret door giving access to the halls of the shadow guild.

- ◆ **Once per Quest**, each hero moving into this area can spend a Free Action to search for the entrance, roll 3 **Red Dice**:
- ◆ If a **8S** result is rolled, **go to §3.33.**
- ◆ **Otherwise**, nothing happens.
- ◆ A **▶** hero may reroll this attempt once.

§3.23 (Story Event 3)

The heroes reach the main hall of the Shadow Guild. Strangely, the chief looks like he was expecting them. The rogue gestures from his lofty chair, removing his tricorn hat and revealing his face. *"And so, in the end, we meet again!"* The voice of Jack Crow, the pirate, echoes through the hall as he rises from the chair, hat dangling from his left hand. *"You see, to the whole city – and above all, to the beauty that is Captain Ann – I am a mere scumbag. A charming one, rest assured, but scumbag none the less, who happens to have a lot of contacts. But here, in the Shadows, I rule. Too bad you must now discover how... diverse my abilities are in combat. GROONT, oblige the pact with your clan and fight by my side!"* At this, an orc warrior with a very unfriendly attitude emerges while screaming, *"I am Groot!"*

- ◆ If the heroes want to question Jack about his motivations, **go to §3.24.**
- ◆ **Otherwise**, **go to §3.25.**




§3.24 (Story Event 3)

Jack replies with a slight smile, *“It’s a matter of balance, my revenant friend. There are forces never to be challenged, even if you belong to a guild spread throughout the entire realm. We survive because we are very careful about that balance. Now, I am sorry. Nothing personal, but I have to kill you.”*







- ◆ Go to §3.25.

§3.25 (Story Event 3)

The fight begins. The heroes realize it is time to end the reign of Captain Jack, or die trying...

- ◆  Place the **Red Raider (Jack Crow)** in the Location E area.
- ◆ If there are fewer than three heroes:
 - ❖  Place the **6 Green Orc Warrior** in the Location E area.
- ◆ **Otherwise:**  Place the **6 6 Green Orc Warrior** in the Location E area.

Note: When the **Green Orc Warrior** dies, remove it from the Quest.



- ◆ Place the Story Event 3 card (revealed side) on top of the Event deck.
- ◆ Open the  **Spawn Gate**.
- ◆ Spawn {  -  } -1 enemies in the  **Spawn Gate**.
- ◆ Remove the  **Spawn Gate** from the Quest.
- ◆ Activate the  of the **Green Orc Warrior**.
- ◆ In the next Enemy Turn activate all Raiders, instead of drawing an Encounter card.
- ◆ Resume play until the **Red Raider** dies, then go to §3.26.

§3.26 (Ending)

The combat ends as soon as Jack falls under the heroes’ blows. The surviving members of the guild disappear into the shadows, leaving their dying chief in the hands of the heroes. The hero speaks to Jack. *“Why? Why did you raze your own city? Why an alliance with the Gremlins and the Orcs? Speak now!”* Jack rasps out some words. *“I am sorry, but I still fear neither death nor you. Your enemy, however, terrorizes me, even in my... current condition...”*

- ◆ The active hero must decide if they:

Soul Nature Choice

Neutral 	Let Jack live...	Go to §3.27
Neutral 	Deal a mortal blow to Jack...	Go to §3.28

§3.27 (Ending)

The hero helps Jack to stand up, with the intention to let him live to assure he will face justice... As he rises, Jack pulls a hand out of his jacket and throws a handful of thin dust up in the air.

- ◆ Take note of the choice **“Quest 3/Mercy”** for future reference.
- ◆ Go to §3.29.

§3.28 (Ending)

The hero prepares the final blow; leaving an adversary alive is always a bad choice! But with a swift move, Jack pulls a hand out of his jacket and throws a handful of thin dust up in the air.

- ◆ Take note of the choice “**Quest 3/Final Blow**” for future reference.
- ◆ Go to §3.29.

§3.29 (Ending)

With a flash of light, Captain Jack fades away in a white mist, leaving to the heroes his last words, “*I will remember your choice... Lok'tar!*”

- ◆ Go to §3.30.

§3.30 (Ending)

The Heroes leave the guildhalls and hurry to Captain Ann to relate what happened, including the strange last words uttered by Jack.

Surprised and a bit humbled by the heroes’ feat, Ann explains “*Lok’Tar*” is a orcish word, used before the battle by some orc clans.

While Captain Ann rewards them for their feat, they remember what Jack said before and after the battle, and think about why he used an orc word as a greeting... Is it possible that, in his own twisted way, Jack really cares about this city, and he is somehow trying to point them in the right direction?

Rewards: The party receives 100 **Crowns** + 1 Treasure card.

Next Quest: Proceed to Quest 4.

§3.31 (Ending)


Defeated and humiliated, the heroes watch powerlessly the Captain of the Guild leaving the guildhalls, taking the seeds of a dark future with him.

Rewards: None.

Next Quest: Play Quest 3 again.

§3.32 (Waypoint 4)

The strange key opens a perfectly invisible door in the middle of the wall, revealing the shadow guild secret entrance. With an additional click of the key, the false wall on the opposite side disappears, and the heroes pulling the lever can finally rejoin their comrades.

- ◆ Remove the Locked Door and the Magic Lock from the Quest.
Note: Do not draw a **Trap** card when opening this locked door.
- ◆ Remove the Magic Key from the Quest.
- ◆ Remove the Wall token located between the **4A** and the **12B** map tiles from the Quest.
- ◆ Open the **Shrine** in **4A** map tile.
- ◆ Remove the  **Spawn Gate** from the Quest.
- ◆ Remove Waypoints 2 and 4 from the Quest.

§3.33 (Waypoint 5)







The secret door is found! A hidden knob in the wall is pushed, and a section of the wall swings open, revealing the entrance to a large hall.

- ◆ Remove the Wall token and the Waypoint 5 from the **4A** map tile.

LET'S HUNT SOME ORCS!



§4.1 (Introduction)

The Heroes can visit several different places in the city to find out more information, yet time flies...

- ◆ The active hero must take an unused Power card (no matter the owner) and place it face down with the  icon on top, near the Event deck to indicate the flow of time. Each time a Paragraph shows the Hourglass  icon, that Power card must be rotated 90° degrees in counterclockwise order. When the card returns to the Refresh icon on top, **the time is over.**
- ◆ If you want to visit the Market, rotate the  and go to §4.2.
- ◆ If you want to visit the City Library, rotate the  and go to §4.3.
- ◆ If you want to visit the Slums, rotate the  and go to §4.4.
- ◆ If you want to visit the Royal Palace, rotate the  and go to §4.5.
- ◆ If the time is over **or** if you do not want to spend more time finding information, go to §4.12.





§4.2 (Introduction)

The city's market is always crowded with buyers and sellers from every race.

- ◆ Each hero must roll 3 Red dice.
- ◆ If at least one hero has rolled a :
 - ❖ Go to §4.6.
 - ❖ The party may decide to rotate the  to reroll the attempts.
- ◆ Otherwise, go to §4.9.



§4.3 (Introduction)

The Twin Wyrms' library has quite a few books and ancient scrolls, some of which detail traditions and legends of the races of the Talon Coast.

- ◆ Each hero must roll 3 Red dice.
- ◆ If at least one hero has rolled a :
 - ❖ Go to §4.7.
 - ❖ The party may to reroll the attempts if there is at least one  hero.  or
 - ❖ The party may decide to rotate the  to succeed at the attempt.
- ◆ Otherwise, go to §4.9.

§4.4 (Introduction)

Searching the slums becomes a very uneasy experience, due to the increasing number of rumors about the Heroes and their clash with the Shadow Guild. Suspicious gazes and side-glances come from every doorway and the few open windows...

- ◆ Each hero must roll 3 Red dice.
- ◆ If at least one hero has rolled a :
 - ❖ Go to §4.8.
 - ❖ The party may reroll the attempts if there is at least one  hero.
- ◆ Otherwise, go to §4.9.

§4.5 (Introduction)

After some waiting, the Heroes are welcomed by the Master of the Mint, the highest-ranking officer in the palace, a middle-sized man named Petyr Longfinger. Petyr says he never heard that word hitherto, and adds, *“It is quite possible that count Dalv may be of some help in your quest; unfortunately he is out patrolling with his escort, although he is expected very soon, perhaps even today. The count cares for this city like no other, and he is often the first in line in many a duty. I am sorry to cut this chat so short, but my work is not finished for today and I have a whole palace to run. Good luck with your journey!”*

- ◆ Go to §4.1.

§4.6 (Introduction)

One of the Heroes notices that the huge assistant to a weapon dealer in the market looks remarkably inhuman. When cornered, the man, named Rollo, admits to be a half-orc, and to know some of the Orcs traditions and customs, even though he has never actually lived among them, being considered a weakling halfblood. The word *“Lok”Tar* is used by the Fang clan, which lives in the Eastern inlands. But before going back to his work, Rollo talks again to the Heroes, *“You will know you are on the right path when you find one of their tribal altars. They appear as small stone alcoves in which there are crude golden statues of their God. Some believe that these statues actually confer magical powers, but if you even try to touch them you will be hated by any orc as defilers. If my memory helps me, one of those alcoves should be close to the city (Story Event 3).”* Rollo then draws a crude map to the tribal altar and then goes back to his duties.

- ◆ Take note of *“Quest 4 / Idol”* and go to §4.1.

§4.7 (Introduction)

The word *“Lok”Tar* cannot be found in any of the tomes the Heroes peruse; yet one of the books depicts a strange place, South-East of the city, called *“Spring of the Stone and Anvil” (Waypoint 1)*, in which a legendary weapon lies stuck in the stone since the dawn of time. The text accompanying the picture says, *“The legend says this very weapon will one day choose her master among all those who will attempt to pull her from the stone...”* Furthermore, the book reports that those territories have always been a battlefield between orcs and humans, as the orcs consider the whole weapon and stone complex as a symbol of the strength of their God, thus deeming the entire place as sacred.

- ◆ Take note of *“Quest 4 / Legend”* and go to §4.1.

§4.8 (Introduction)

...Until one of those glances becomes a gesture to call the Heroes. A tomb raider named Lara talks to the party, *“Rumors abound concerning a party of Heroes that wants to march into the orclands to be slaughtered... come on, don't be surprised! In this city, each wall has ears and eyes. Back to business; I have interesting information about the area you are going to... for a price. Let us say... 25 crowns, or an item that may be sold at the same price...”*

- ◆ If the heroes accept Lara's offer, go to §4.11, otherwise, go to §4.10.

§4.9 (Introduction)

The Heroes spend their time in due search, yet nothing is found.

- ◆ Go to §4.1.

§4.10 (Introduction)

"Then I think that our conversation is over. I am not used to giving out information for free... I owe you nothing. Farewell... Heroes." Then Lara retreats back into the shadows and disappears.

- ◆ Go to §4.1.

§4.11 (Introduction)

"I know for sure that the Shadow Guild is using an area called Spring of the Stone and Anvil (Waypoint 1) as an exchange spot for their smuggling. You will want to look for some crates under water. Keep what you find, or destroy it, I do not care. I have no sympathy for you... but I hate the Guild. They did not want me among their ranks, eh? Now they will pay. Farewell."

- ◆ Discard 25 **Crowns OR Items** with at least the equivalent cost.
- ◆ Each Search Area token in the **2B** map tile can be used **twice** (using two different Search actions) before discarded.
- ◆ Go to §4.1.

§4.12 (Introduction)

At the end of the day, the Heroes go to their quarters to rest. The next day, the Heroes, along with Captain Ann, march through the city amidst the praises of the people, toward the South Gate. Once before the gates, they meet with Count Dalv and his guards returning from their quest. Although older, the regent appears a strong, noble man, with long raven-black hair. His gaze and his movements betray his excellent daily training.

"Hail, heroes summoned back to life. Your deeds seem destined for legend, even more than your very resurrection, and I give thanks to the Three Gods for this! Captain Ann, I know you are leaving, yet do you have a destination?"

The Captain replies, *"Hail to you, Count. Every person in this city is grateful for your efforts. We will seek the camp of the orcish clan involved in the brutal attack on the city. We will begin by traveling to the Spring of the Stone and Anvil, one of their holy places. We travel light. Let's hunt some Orcs!"*

The Count replies, *"Unfortunately, I must ask you to leave the quest to our Heroes. I need your help in the city, Milady. You know how respected you are, and the men follow you, so I cannot lose you even for a few hours. Gentlemen, good hunting!"* Reluctantly but conscious of her duties, Ann leaves the party and follows the Count.


With these words, the Heroes bid farewell and march away, leaving the cheering city behind...

- ◆ The adventure begins!

§4.13 (Waypoint 1)








As the Hero carefully brushes away the last branches, an amazing vision meets his eyes. A small hillock surrounded by a whispering stream bears numerous tribal symbol-stones framing a singular stone holding a magnificent weapon. Mist from the falling water creates a myriad of glittering droplets reflecting the sunlight. As he approaches the stone, the hero wonders if it is possible to pull out the weapon from the stone...

- ◆ **Once per Quest**, each hero moving over this Waypoint can try to pull the legendary weapon from the stone as a Free Action by rolling 3 **Red Dice** (+1 if "Quest 4 /Legend" was annotated):

- ❖ The first hero to obtain one or more  results gains a random Soul Weapon card (draw and discard until the first compatible Soul Weapon is drawn).
- ❖ Once a Soul Weapon is received, or when each hero has attempted, remove the Waypoint 1 from the Quest.



§4.14 (Story Event 1)

The noise of cracking branches heralds an imminent danger. In an instant, the heroes find themselves surrounded by a band of enraged enemies commanded by their massive warchief!

- ◆  Place the **Red** Orc Warrior in the  **Spawn Gate**.
Note: When the **Red** Orc Warrior dies, remove it from the Quest.
- ◆  Place the  **Blue** Orc Shaman in the  **Spawn Gate**. If there are exactly 3 or 5 heroes, assign it an Enemy Power.
- ◆ Spawn {  -  } -1 enemies.
- ◆ At the end of the next Enemy Turn, if the **Red** Orc Warrior was not activated, activate it.
- ◆ Resume play until the **Red** Orc Warrior dies, then go to §4.15.

§4.15 (Story Event 1)

When their warchief hits the ground, most of the remaining orcs scatter, leaving their slaves to defend the road. One of the heroes checks the ground and then speaks to the party. *“We now have fresh tracks; if we’re lucky, we can follow their patrol route back to their camp. Let us follow the tracks (Story Event 2) and see where they lead. Move out, and keep your eyes open!”*

- ◆ Remove all Orc Warriors and Orc Shamans from play, by shuffling their Enemy cards back into the Enemy deck.
- ◆ Open the  **Spawn Gate**.
- ◆  Place the Story Event 2 card over the Location A in 13B map tile.

§4.16 (Story Event 2)



The heroes reach a point where the tracks split. One of the heroes studies the ground once again, and then states, *“We are at a fork. The tracks come from two different directions, so it is impossible to know which will conduct us to the orc camp. We need to gather more information by moving to these locations (Waypoint 2, Waypoint X) to discover where these tracks lead. Ours is the choice, split the party or proceed together as one.”*

- ◆ Place the Story Event 2 card (revealed side) on top of the Event deck.
- ◆  Take the Waypoint 2 and Waypoint X and flip them face down. Randomly place them hidden over the Locations B (9A map tile), and C (11B map tile).
- ◆ When a hero reaches any of these Waypoint areas, flip the Waypoint token up and resolve it normally.
- ◆ Open the  and  **Spawn Gates**.
- ◆ Remove the  **Spawn Gate** from the quest.
- ◆  Place the  **Blue** Orc Warrior in the  **Spawn Gate**.
- ◆  Place the  **Green** Orc Warrior in the  **Spawn Gate**.
- ◆ Spawn {  -  } enemies.

§4.17 (Story Event 3)

The hero finds an altar made of a large rock carved with strange patterns hidden by some plants. In the center of the rock there is a small recess with a statuette of a Golden Idol, representing a man with a huge head sitting on his knees, atop a stone pedestal. It is clearly a sort of local holy relic...

Soul Nature Choice

 Neutral	Leave the Golden Idol statuette on the altar...	Go to §4.19
 Neutral	Steal the Golden Idol statuette from the altar...	Go to §4.21


§4.18 (Waypoint 2)

The tracks followed by our Heroes end abruptly with a pit in the ground without any other sign of where the orc camp may be located.

- ◆ If you want to look inside the pit, go to §4.20.

§4.19 (Story Event 3)

Looking at the idol, the hero calls out, *"This place is completely imbued with an ancient tribal magic... I don't think stealing this relic is a good choice, so I leave it as it is."*

- ◆ The party gains 3 .
- ◆ Open the **Shrine** in the 10A map tile.
- ◆ Place the Story Event 3 card (revealed side) on top of the Event deck.



§4.20 (Waypoint 2)

The depression hides a pit trap, on the bottom of which two human bodies lie impaled on sharp spikes.

- ◆ The active hero may immediately end his Hero Turn to descend into the pit and loot the corpses, if done, go to §4.22.




§4.21 (Story Event 3)

Looking at the idol, the hero calls out, *"Stealing one of their Idols is nothing compared to what they did during their attack... In addition, it is made of pure gold! I just need to quickly replace it with something of the same weight..."*

- ◆ Remove the Story Event 3 card from the Quest.
- ◆ The active hero must roll 1 Red Die, +1 if he is a .
- ❖ If at least a  is rolled, go to §4.23.
- ❖ The hero may reroll the attempt if "Quest 4 /Idol" was annotated.
- ❖ Otherwise, go to §4.24.



§4.22 (Waypoint 2)

Judging from their clothes and gear, the two humans must have been smugglers. Perhaps they met a less painful end than if the orcs had caught them smuggling.

- ◆ The active hero must roll 2 Red Dice, +1 if he is a . He gains 1  for each  rolled.
- ◆ Remove the Waypoint 2 from the Quest.

§4.23 (Story Event 3)

The hero successfully replaces the idol with a heavy stone, but after a few moments, the pedestal starts descending into the rocks, activating a trap!

- ◆ The active hero gains the **Golden Idol** Quest card.
- ◆ The active hero must draw and apply a **Trap** card (in case of “**No Trap**,” discard it and draw another one until a trap is drawn).
- ◆  Spawn the  **Blue Orc Shaman**.
- ◆ At the end of the current Hero Turn, go to §4.25.


§4.24 (Story Event 3)

The hero hurts the Idol during the replacement attempt. Causing it to fall inside the stone alcove with a thundering noise. At the same time, the pedestal starts descending into the rocks, activating a trap!

- ◆ The active hero must draw and apply a **Trap** card (in case of “**No Trap**,” discard it and draw another one until a trap is drawn).

§4.25 (Story Event 3)

For an instant, a bright light surrounds the Golden Idol and, in moment, a thin rock bridge appears where a few moments ago there was only a ravine.

- ◆  Take the **18A** map tile and place it to connect the **7B**, **8B** and **10A** map tiles.

§4.26 (Waypoint X)

Looking at the tracks and judging from the sheer number of footprints, the Heroes understand themselves to be on the right path. The landscape in front of them seems even more dangerous, so they decide to advance with closed ranks.

- ◆ Resume play until all living heroes are over the Waypoint X area and are not engaged in combat, then go to §4.27.

§4.27 (Ending)

The heroes' journey continues, following the tracks into the most obscure and dangerous part of the forest... hopefully leading toward the orc camp...

Rewards: None.

Next Quest: Proceed to Quest 5.

§4.28 (Ending)

Darkness falls and the hard fight comes to an end as the heroes are surrounded and captured. No one can imagine the horrible fate that awaits them.

Rewards: None.

Next Quest: Play Quest 4 again.



§5.1 (Waypoint 1)


Among the twisted branches of the forest sprout strange fluorescent berries...


- ◆ **Once per Quest**, each hero moving over this Waypoint can spend an Action to grab and eat some of these strange berries, if done, go to §5.2.


§5.2 (Waypoint 1)

After just a few bites, the hero starts to feel the berries' effects...

- ◆ Roll a Blue die and apply the result:

- ❖ With a  result, go to §5.4.

- ❖ With a  result, go to §5.5.

- ❖ With a  result, go to §5.6.


- ❖ With a  result, go to §5.7.

Note: the die result cannot be altered in any way.

§5.3 (Story Event 1)

Suddenly, the light of sunset is swallowed by an unnatural starless night and some of the trees begin to twist their branches to block most of the paths... Shortly thereafter, footsteps appear on the ground, turning into flames of billowing pale blue, which seem to invite the heroes into a clearing not far off. Even the flow of time seems to be influenced by what is clearly a powerful spell...

One of the heroes turns to the other heroes. *"We cannot fight this sorcery without knowing its origin. Let's move on and get ready to face what or who is the cause (Story Event 2). But, let's do it quickly. This darkness brings an unnatural cold wind and I do not think we will survive for a long time in these conditions."*

- ◆  Put the **Night** Event card (face down) on top of the Event deck (see the **Special Quest Rules** for its effects when resolved).
- ◆ **If** this Story Event is resolved during the first Round of the Quest, place the Story Event 1 card (revealed side) on top of the Event deck.
- ◆ **Otherwise**, remove the Story Event 1 card from the Quest.

§5.4 (Waypoint 1)

The ambrosial taste of the fruit has some regenerative effect on the hero.

- ◆ The active hero heals 1 **HP**.

§5.5 (Waypoint 1)

The bittersweet taste of the fruit has some mystical and painful effects on the hero.

- ◆ The active hero suffers 1 **HP**.
- ◆ Until **Day** Event comes in play, the first attack performed by the active hero in each of his Hero Turns inflicts +1 **Blue Die**.

§5.6 (Waypoint 1)

The sharp taste of the fruit has some energizing effect on the hero.

- ◆ Until **Day** Event comes in play, the active hero's Movement is increased by 1.

§5.7 (Waypoint 1)

The acrid taste of the fruit has a terrible effect on the hero.

- ◆ The active hero suffers a **Critical**.



§5.8 (Story Event 2)

Following the tracks, the heroes find themselves along a path among the marshes, which leads to a hut shrouded by white mist. Even though the place looks uninviting, the party boldly enters the hut. A harsh voice invites the hero to cross the room. *"Come forward, if you fear not to glimpse your destiny!"* The room is filled with magical vapors, and hundreds of black magic items lay scattered throughout. A blue-eyed, tattooed Orc sways in a trance. His bone headdress rattles as he leans on a staff of human vertebrae. The creature intones, *"Seek the Evil not in this forest, for it resides where you awoke, dwelling among those who command you... You are nothing more than puppets dancing on the strings of your master! Heed the voice of the sacred runes or death will embrace you all!"*

Suddenly, blood seeps from the bone staff and headdress, while the tattoos start to glimmer with an unearthly light...

- ◆ If one of the heroes has the **Golden Idol** Quest card in his Inventory, go to §5.9.
- ◆ Otherwise:

Soul Nature Choice

 Neutral	Believe the Orc Shaman's words...	Go to §5.10
 Neutral	Attack the Orc Shaman...	Go to §5.11

§5.9 (Story Event 2)

The Orc Shaman, in a furious rage, vomits these words before attacking the heroes. *"Thieves! You foolish violators of our holy grounds. You are no different from your puppeteer, and you will burn!"*

- ◆ Place the Story Event 2 card (revealed side) on top of the Event deck.
- ◆ Go to §5.11.









§5.10 (Story Event 2)

The party ponders the words of the Shaman for an instant before asking, *"Explain your thoughts Shaman, but choose the words carefully, because they will judge your life."*


The orc says, *"I can feel an ancient presence. The minds of the humans and orcs of our clans have been poisoned by this... ethereal creature. A strange human has paid my clan for an alliance and to attack your city, but from the moment my king took the golden coins his rage has become uncontrollable. I was banned from the clan because my mind is clear... The hate of my king will bring our clan to an open war with the humans, look with your own eyes!"*

The orc drops a few small bones into a plate full of blood and images start to appear: an army of orcs guided by a huge beast march out of a fortress. The Shaman continues, *"They will march soon against your city. My king is completely corrupted, even in physical form, and he want more of that gold! I can lead you toward our camp and together we can stop this war by defeating the creature that once was my king!"*

The party decides to believe their eyes, especially because finding the orc camp was their plan... With a gesture by the Shaman, the night fades away, revealing a shining sun and clearing the paths from the twisted trees, then he says... *"Be prepared to fight and to protect me along the way, for most orcs of my clan my behavior will appear as a despicable betrayal at least until the king enslaves their minds."* After these words all present leave the hut toward the orc's camp (**Waypoint 5**).


- ◆  Put the **Day** Event card (face down) on top of the Event deck (see the **Special Quest Rules** for its effects when resolved).
- ◆ Remove the Wall token between the **9A** and **10A** map tiles from the Quest.
- ◆ Open the  and  **Spawn Gates**.
- ◆  Place the Waypoint 2 token over the Locations A (**13B** map tile).
- ◆  Place the Waypoint 3 token over the Locations B (**14B** map tile).
- ◆  Place the Waypoint 5 token over the Locations D (**6B** map tile).
- ◆  Take red Orc Shaman Enemy and Scroll cards (do not draw its two Enemy Powers) and assign them to the party, place its figure in the  **Spawn Gate**.


From now on, the **Red** Orc Shaman is considered a **Companion** and it follows these rules:

- ❖ **Red** Orc Shaman can be activated, **once per Round**, by any hero at the beginning, or at the end, of the active hero's turn as a Free Action by applying one of these two choices:
 - ◇ Move up to 3 areas (decided by the hero), ignoring **Hindrances**.
 - ◇ Apply the related Enemy Scroll behavior with the following exceptions:
 - √ Play it against enemies instead of heroes. This means, apply the behavior rules based on the distances between enemies and targeting/fighting them (its  is an **Arcane** attack).
 - √ Ignore its **Resurrection** power.
- ❖ All enemies always consider the **Red** Orc Shaman as their preferred victim (instead of what is printed on their Scroll card.)
- ❖ The **Red** Orc Shaman cannot be healed by heroes except for **Body Conditions** (i.e. its wounds are permanent till death).
- ❖ If the **Red** Orc Shaman dies, go to §5.22.

§5.11 (Story Event 2)

The party draws weapons and prepares spells, incited by the hero's words, *"Your threats betray your wicked nature, you filthy creature. Prepare to die!"*







- ◆  Place the **Red** Orc Shaman in the Story Event 2 area.

- ◆ If there are more than 2 heroes, spawn one enemy in the  **Spawn Gate**.
- ◆ If there are more than 3 heroes, spawn one enemy in the Story Event 2 area.
- ◆ Place the Story Event 2 card (revealed side) on top of the Event deck.
- ◆ The active hero must perform a **Save**, if failed, activate the **Red** Orc Shaman.
- ◆ Resume play until the **Red** Orc Shaman dies, then go to §5.12.

§5.12 (Story Event 2)

The Shaman falls under the heroes' blows, but not before telling them his last few dark words. *"With your acts you have damned your people, the marching of the king against your city is imminent. Dead bodies, flames and smoke are what will remain of you and your civilization!"*

The death of the Shaman makes the arcane night fade away, giving way to a shiny sun and clearing the paths of the twisted trees! Leaving the Shaman's hut, the heroes return to examine the ground. The absence of additional tracks and their desire to investigate the orc's story force the party to travel back toward the city (**Waypoint 4**).

- ◆  Put the **Day** Event card in play (see the **Special Quest Rules** for its effects).
- ◆ Remove the Wall token between the **9A** and **10A** map tiles from the Quest.
- ◆ Open the  and  **Spawn Gates**.
- ◆  Place the Waypoint 2 token over the Location A (**13B** map tile).
- ◆  Place the Waypoint 3 token over the Location B (**14B** map tile).
- ◆  Place the Waypoint 4 token over the Location C (**17A** map tile).

§5.13 (Waypoint 2)

The twisted trees of the forest create menacing shadows all around...

- ◆ If the **Red** Orc Shaman is in play, go to §5.15.
- ◆ Otherwise, go to §5.16.

5.14 (Waypoint 3)

All around, the shadows created by the twisted trees of the forest seem like dark talons waiting to slash any undesired guest...

- ◆ If the **Red** Orc Shaman is in play, go to §5.15.
- ◆ Otherwise, go to §5.16.










§5.15 (Waypoint)

The wicked forest is ancient and not even the will of the Shaman can completely command it...

- ◆ If the **Red** Orc Shaman moves over this Waypoint, go to §5.16.

§5.16 (Waypoint)

The menacing shadows cast by trees take the form of a group of orcs with bloody eyes, who immediately attack the party!

- ◆ Remove the Waypoints 2 and 3 from the Quest.
- ◆  Place the  **Blue** Orc Warrior in the  **Spawn Gate**.
- ◆  Place the  **Green** Orc Shaman in the  **Spawn Gate**.
- ◆ If there are more than 3 heroes, assign an additional Enemy Power to both just spawned enemies.
- ◆ If there is the **Red** Orc Shaman in play or there are 5 heroes, spawn 1 enemy in the  **Spawn Gate**.
- ◆ Remove  **Spawn Gate** from the Quest.
- ◆ The active hero must roll a **Save**. If he fails, immediately activate the  **Blue** Orc Warrior.






§5.17 (Waypoint 4)

Contrary to the other paths of the forest, the way to the city appears almost free from perils, just like an invitation for any evil creature to move in that direction. But to avoid other dangerous encounters, the party decide to close their ranks before proceed...

- ◆ Resume play until all living heroes are over the Waypoint 4 area and are not engaged in combat, then:
 - ❖ If the **Red** Orc Shaman was killed by the heroes, go to §5.24.
 - ❖ Otherwise, go to §5.25.

§5.18 (Story Event 3)

The riverbank is guarded by a patrol of orcs. When their chief sees the heroes, he is animated with a wild fury and charges the party, while shouting for his guards to join the attack!

- ◆ Place the Story Event 3 card (revealed side) on top of the Event deck.
- ◆ Spawn the  **Blue** Orc Warrior over Location D (if it is already in play, discard all its wounds and **Body Conditions** and move him over there).
- ◆ Remove the  **Spawn Gate** from the Quest.
- ◆ Spawn {  -  } -1 enemies.
- ◆ The active hero must roll a **Save**. If he fails, immediately activate the  **Blue** Orc Warrior.

§5.19 (Waypoint 5)


Most of the paths are still blocked by the wicked trees. Seems like only the Shaman is able to dominate the corrupted force of nature that rules this forest...

- ◆ If the **Red** Orc Shaman moves over this Waypoint, go to §5.23.

§5.20 (Quest Shadow)


A hooded figure draws the attention of the heroes. At a closer look, she reveals herself as a smuggler willing to sell some of her goods...

- ◆ When the Quest Shadow is revealed it remains in play.

- ◆ The active hero must take an unused Power card (no matter the owner) and place it face down with the  icon on top, near the Event deck to indicate the presence of the smuggler.
- ◆ In each Time Phase, that Power card must be rotated 90° degrees in clockwise order. When the card returns to the Refresh icon on top, the time is over and the smuggler will go away, remove the Quest Shadow from the Quest.
- ◆ Any hero in the Quest Shadow's area, not engaged in combat, may visit the **Emporium** as a Free Action, but cannot use **Buildings** or **Stash**.
- ◆ When the first hero visits the **Emporium**, search the Treasure deck until you find an **Artifact** card and place it near the Emporium deck while the smuggler is present. Heroes may buy it for 100 **Crowns**. Shuffle the Treasure deck once the Artifact was found.

§5.21 (Quest Enemy Shadow)


The light of two small evil eyes appears behind some bushes, and with a creepy snicker a gremlin comes out to attack the heroes.

- ◆  Place the **Red Gremlin** in the Quest Enemy Shadow area.
Note: When the **Red Gremlin** dies, remove it from the Quest.
- ◆ Immediately activate the **Red Gremlin**.
- ◆ Remove the Quest Enemy Shadow from the Quest.

§5.22 (Story Event 2)


The Shaman falls under the enemies' blows, but not before telling to the heroes his last few words. *"With my death, few hopes remain for your people. They are in peril more than ever. The marching of the Orc king against your city is imminent. Dead bodies, flames and smoke are what will remain of you and your civilization if you fail to defend it!"*

The death of the Shaman and the absence of additional tracks force the party to travel back toward the city (**Waypoint 4**).

- ◆ Place a Treasure card in the area where the **Red Orc Shaman** died, then remove **Red Orc Shaman** from the Quest.
- ◆ Remove the Waypoint 5 from the Quest.
- ◆  Place the Waypoint 4 over the Location C (17A map tile).

§5.23 (Ending)

The heroes escort the shaman to the orc camp entrance. But, instead of a few scattered huts in the dust, the heroes face an ominous fortress, crudely, yet sturdily, built.


Rewards: The party gains 3 .

Next Quest: Proceed to Quest 7.

§5.24 (Ending)

After defeating the Shaman, the forest appears to be a less dangerous place, but as they travel, the heroes continue to ponder the last sentence of the Orc shaman. *"Was he trying to poison our mind... or is Evil really dwelling among the leaders of Twin Wyrms?"*


Before entering the gates, they share a common thought. *"We will soon discover if the last breath of that creature was a warning or curse... In either case, let's end this story once and for all..."*

Rewards: The party gains 3 .

Next Quest: Proceed to Quest 6.

§5.25 (Ending)

Before entering the gates, they share a common thought, *"We will soon discover if the last breath of the Shaman was a warning or curse... In either case, let's end this story once for all..."*

Rewards: The party loses 3 , if any.

Next Quest: Proceed to Quest 6.

§5.26 (Ending)

Weakened and defeated, the heroes fall one after the other. While their bodies are wrapped and crushed by tree roots, their immortal souls are imprisoned forever by the dark magic of the tribal black forest.

Rewards: None.

Next Quest: Play Quest 5 again.



§6.1 (Waypoint 1)

Looking at the town wall, each hero can easily understand that wood and stones will not be enough to stop the orcish fury, and that this will be a very long night...

- ◆ Remove the Waypoint 1 from the Quest.

§6.2 (Waypoint 2)

Entering the Royal Palace, a nobleman comes close to you, whispering an offer... *"I have a quick and easy job for you, no fighting skills are required, it is just a matter of bringing some false news to someone. The crowns in my bag can relieve your conscience, if needed... Are you interested?"*

- ◆ If you want to accept the Nobleman's offer, go to §6.4.
- ◆ Otherwise, go to §6.3.


§6.3 (Waypoint 2)

The nobleman, obviously disgusted, continues in a louder voice. *"So, at the end of the day you are just another that plays the role of the righteous person... totally useless to my business. Farewell."*

- ◆ Remove the Waypoint 2 from the Quest.

§6.4 (Waypoint 2)

The nobleman continues in a conspiratorial whisper. *"I'm glad you know how this world works. Here's your task... You have to find my wife and tell her I died heroically during the battle and that the orcs have dragged away my body, that's all. I really hate that woman, she is a boring old witch, and this is my great occasion to fly the coop in the best possible way! You should easily find her in the Church or at the Tavern. A servant of mine will follow you in order to identify the witch, and he will give you 50 Crowns once the work work is done."*



- ◆ Remove the Waypoint 2 from the Quest.
- ◆  Take the Waypoint 3 and Waypoint X and flip them face down. Randomly place them hidden over the Locations A (2A map tile), and C (3A map tile).
- ◆ When a hero reaches any of these Waypoint areas, flip the Waypoint token up and resolve it normally.

§6.5 (Story Event 1)

The horn bellows from the tower, summoning the heroes to Captain Ann, who is busy shouting orders to the troops. When the heroes enter the room, the captain salutes them and states, *"Count Dalv and his knights will attempt a sortie to break the horde's rising tide. The count commanded me to defend the city's underground. Some enemies are already crossing the walls, you must defend the main gate and the buildings around it. Should darkness overwhelm us, you will be our last line of defense."*

Two guards come closer, carrying a finely carved chest. The captain opens it and shows the contents to the heroes. *"Once again, you are asked to fight in our defense. This is the weapon of our most glorious ruler, the late king Rastan. This weapon is said to bring fame and glory to its owner, or consume his soul, should he be unworthy. This is my parting gift, to honor your valor and strength. Let the battle of Twin Wyrms begins!"*

With these parting words, the captain and her guards disappear into the underground tunnels beneath the city, ready to fight and die in the dark gloom of the subterranean ruins.





- ◆ Move all heroes in the **Begin** area of the **1A** map tile.
- ◆ Draw a random **Soul Weapon** card and assign it to any appropriate hero in play (decided by players). If the weapon cannot be equipped by anyone in the party, discard it and draw a new one until a suitable weapon is drawn.
- ◆ Place five **1 HP** tokens over each of these Locations: A, B, and C; they represent the **City Location areas to protect**.
- ◆ All **Green**, **Blue** and **Red** enemies consider these Locations as their preferred victims (instead of what is printed on their Scroll card) and move toward them when using the **{+}** behavior. Each time an enemy attacks one of these City Locations, remove **1 HP** token (regardless of inflicted damage). Once a City Location has no more **HP** tokens, it is considered destroyed. Discard any Search, Treasure and Waypoint tokens in the relevant map tile and close the nearest **Spawn Gate**.
- ◆ Spawn {  -  } enemies.
- ◆ If the Ending Choice of Quest 3 was “**Quest 3/Mercy**”, go to §6.6.

§6.6 (Story Event I)

A familiar voice startles the party. *“I promised you that in the end I would remember your choice! Let the Bard write of the day in which Captain Jack Crow offered his blade to the immortals during the last battle of HIS OWN City...”*. One of the heroes, though, points out, *“And yet, you're not unaware of all this, right? The madness that grips the Orcish king could very well be the work of the Shadow Guild!”*

The heroes ready their weapons, prepared to oppose the savage horde about to breach the walls.

Jack replies, *“The Guild is not the reason you have been awakened from your eternal slumber, believe me. Should you survive, you will – I’m sure – discover the true and eternal evil. Mine is, shall we say, a matter of... balance. But now, methinks, it is about time to put some greenskins to rest. Don’t you agree?”*



- ◆  Take the **Red Raider Enemy** and Scroll cards (do not draw its two Enemy Powers) and assign them to the party, place its figure in the **Begin** area of the **1A** map tile. From now on, the **Red Raider** is considered a **Companion** and it follows these rules:
 - ❖ The **Red Raider** can be activated, **once per Round**, by any hero at the beginning, or at the end, of the active hero’s turn as a Free Action by applying one of these two choices:
 - ◇ Move up to 3 areas (decided by the hero), ignoring **Hindrances**.
 - ◇ Apply the related Enemy Scroll behavior with the following exceptions:
 - √ Play it against enemies instead of heroes. This means, apply the behavior rules based on the distances between enemies and targeting/fighting them (its  and  are **Slash attacks**).
 - √ Ignore its **High Command** power.
 - ❖ All enemies consider the **Red Raider** as standard  **Companion**.

- ❖ The **Red Raider** cannot be healed by heroes except for **Body Conditions** (i.e. except for its **Healing Potion**, its wounds are permanent till death).
- ❖ If the **Red Raider** dies, go to §6.14.

§6.7 (Waypoint X)

Once they have entered the room, the servant of the nobleman indicates the woman to the heroes. By looking at her, the party can see an ordinary middle-aged woman, alone and afraid for the battle.

Soul Nature Choice

Law 	Tell her the truth...	Go to §6.9
Chaos 	Tell her the nobleman's story...	Go to §6.10

§6.8 (Waypoint 3)

The room is full of citizens. The only emotion that comes out from their eyes is fear for themselves and their dear parents. They are more than aware of grief and death, but what they are living now is one of the darkest periods of the Talon Coast...

- ◆ Remove the Waypoint 3 from the Quest.

§6.9 (Waypoint X)

In the name of justice, the hero tells the truth to the woman. After the initial shock, she finds the strength to realize how poor and sad her man was. With a graceful hug she moves away, thinking about the right vengeance for her no-more beloved husband. After the drama, the servant runs away screaming, *“My master will be furious!!!”*

- ◆ The party gains 2 .
- ◆ Remove the Waypoint X from the Quest.

§6.10 (Waypoint X)

In the name of personal profit, the hero tells the nobleman's story to the woman. After the initial shock, she finds the strength to realize how great and fierce her man was. With a graceful hug she moves away thinking about the right way to remember her beloved husband. After the drama, the servant comes close to give the coins. Whispering, *“My master will be pleased!”*

- ◆ The active hero gains 50 **Crowns**.
- ◆ Remove the Waypoint X from the Quest.

§6.11 (Story Event 2)

Dalv and his knights charge with fierce determination, breaking the orc assault and carrying the enemy away from the walls. Yet this moment of glory passes, as the hinges of the main gate crack and fail under a rain of heavy blows from the outside! The heroes advance together with the city guards, their rallying cry breaking the fear that grips the defenders' hearts. *“We are guardians of Twin Wyrms! No matter what comes through that gate, we will stand our ground. For the Talon Coast!”*

In moments, the gate is smashed into thousands of sharp wooden splinters, as a huge creature, foaming with rage, enters the city. The Orc king, now turned into a fearsome enraged Troll by his own madness and by the dark arts of the corrupted shamans. Is facing the heroes!

- ◆ Open the  **Spawn Gate**.
- ◆ Remove the Magic Lock and the Locked Door tokens from the **14A** map tile.
- ◆  Place the **Purple** Enraged Troll in the  **Spawn Gate**.
- ◆ Assign the **Menace** token (I) to the hero closest to the **14A** map tile (heroes choose in case of tie).
- ◆ In the next Enemy Turn, activate the Enraged Troll, instead of drawing an Encounter card.
- ◆ Resume play until the **Purple** Enraged Troll dies, then leave its figure on the map and go to §6.13.

§6.12 (Story Event 3)








As the fight rages on, the heroes hear a battle hymn to the Three, sung by Marcus at the top of his voice! The song ends as he approaches the heroes. *“Use fire! The Troll’s skin can regenerate any wound, except those caused by fire! Guards and Citizens! More burning vials!”* Demonstrating the point, the young cleric Marcus throws a burning vial at the Troll. The guards and surviving citizens immediately rush to gather the alchemical compound to help the heroes in their epic struggle.

- ◆ The Troll immediately suffers **Fire I**.
- ◆ In each Time Phase, take one **Flaming Oil** card and one **Living Fire** card from either the Emporium or Stash deck (if not equipped by any hero), and randomly place one over each Location: D and E of the **1A** map tile.

§6.13 (Story Event 2)

After uncounted blows, the gigantic Troll falls. His body crumples lifeless on the street, as the crowd cheers... only for a second. A collective scream of terror erupts from the citizens and the guards. The lifeless body of the behemoth is suddenly surrounded by black energy bolts from the breach, and it rises to fight again! Only orc shamans could be behind this unholy resurrection, as their harsh voices make the creature stronger and stronger! Marcus calls for the heroes. *“Orc tribal magic has raised the Troll from the dead! Killing the shamans will break their empowering spell, but you have to defeat the Troll once again in any case!”*

The heroes take a breath and raise their weapon to fight again the powerful enemy.

- ◆  Place the  **Green** Orc Shaman over the  **Spawn Gate**.
- ◆ If there are more than 3 heroes,  Place the   **Green** Orc Shaman over the  **Spawn Gate**.
- ◆ **Note:** When any **Green** Orc Shaman dies, remove it from the Quest.
- ◆ Remove all wounds (except wounds caused by **Fire**) and all **Body Conditions** from the Enraged Troll and flip its Enemy Scroll card to the back side (Troll).
- ◆ Assign an Enemy Power to the Troll. Flip the power to **LEVEL II**, if there are more than 3 heroes.

- ◆ If and when there are no more **Green** Orc Shamans in play: remove the assigned Enemy Power from the Troll.
- ◆ All **Green**, **Blue** and **Red** enemies return to using the preferred victim printed on their Scroll card, ignoring any remaining **City Locations**.
- ◆ Resume play until the **Purple** Troll dies, then go to §6.15.

§6.14 (Story Event I)

Visibly wounded, the Raider tells the party, *“I cannot help you and this city more than this... It is farewell time, my immortal allies. I have heard many times that your deeds are just a ballet made by the wires of the spell that binds you. Now I can say the opposite! If the Three Gods wish, we'll meet again...”*

With these final words, Jack disappears in a whirlwind of smoke.

- ◆ Remove the **Red** Raider from the Quest.

§6.15 (Ending)


The hero's powerful blow beheads the Troll, and the hideous head rolls down the cobblestones. From the monster's neck, a black cloud rises and immediately begins fading away, as the creature returns to his original aspect. The orcs feel the beast's death, and recoil from the wall. Soon the retreat becomes a rout toward the safety of the forest. Not a single city soldier pursues the greenskins; the battle has exacted a heavy toll on the city's defense.

Once the battle is over, the Heroes gather to search for Jack Crow. There are too many unanswered questions involving this knave, yet the brigand is nowhere to be found. He has disappeared, perhaps returning to the shadows he commands.

- ◆ If there are two or more undestroyed **City Locations**, go to §6.16.
- ◆ Otherwise, go to §6.17.

§6.16 (Ending)

Once the streets are cleared of the last greenskins, the city denizens gather in the square to give thanks to their saviors. The Horn of the Guard sounds in triumph, and Captain Ann, with but a few of her soldiers, meets the heroes. *“From now on, no one will dare cast doubts on your valor and loyalty. In the name of the Guard and the citizens of Twin Wyrms, I thank you, Heroes. The treasures I lay before you are but a small prize for your heroic deeds.”*

Rewards: The party gains 1  and 2 Treasure cards for each City Location not destroyed. **Go to §6.18.**

§6.17 (Ending)

Once the streets are free from the last greenskins, the heroes gather their collective breath. All around them lie bodies and ruins depicting a terrible image of death and destruction. Hundreds of lives have been snuffed out, beautiful buildings reduced to rubble. The Horn of the Guard initially blows in triumph, but soon the note becomes a dirge to the lost. A wounded soldier approaches the Heroes with a letter and dire news. *“Captain Ann fell in the tunnels. She gave her life to save her men and her city. Yet she always respected you, and we will always honor your deeds. This is but a meager prize for your invaluable help.”*

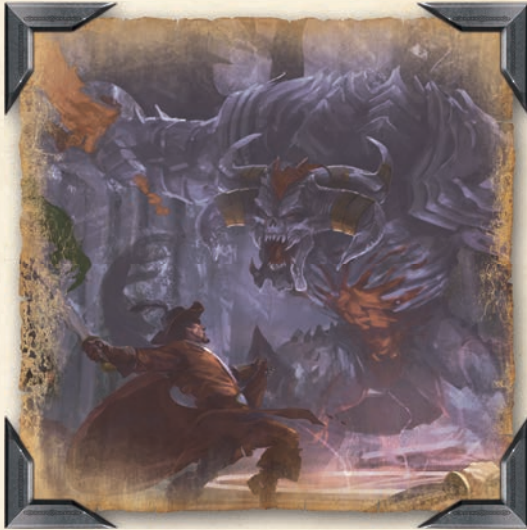
Rewards: Each hero may draw 2 Treasure cards and keep 1. **Go to §6.18.**

§6.18 (Ending)

“You will be the honored guests at the feast to be held thirty-three moons from now at the Royal Palace. Honor and glory to you, and to our fallen!”

Next Quest: Proceed to... **Sword & Sorcery** game expansions.

The Arcane Portal - ACT I SideQuests



Or

Darkness Falls - ACT II Quests



§6.19 (Ending)

Despite their gallantry, the Heroes fall. As they fade into the Netherworld, they gaze in anguish at the devastation brought by the successful orc invasion.

Rewards: None.

Next Quest: Play Quest 6 again.

THE FANG'S RIGHT!

§7.1 (Waypoint 1)


As the Heroes approach the gate with Ogrim, two huge sentinels glance at one another before crossing their massive war axes to block the path, although with half-hearted conviction. *"I am Ogrim. Elder Shaman. God's voice in our land. I will speak to the king. If you stop me, you will pay!"*

The words growled by Ogrim are more than enough to convince the guards to lift their weapons and let the party through the gate, toward the cave where the Orc king dwells. (Story Event 1).

- ◆ Remove Waypoint 1 from the Quest.

§7.2 (Waypoint 2)

"Stop there, Shaman!" The thundering voice belongs to a massive orc named Yllib. *"Ogrim, after you were banished by the king, some orc cowards fled our lands. Are these the ones that walk with you now? Omzig remembers their smell all too well, since he gutted one attempting to scale the wall. Omzig! Come! Sniff!"* A spirited-eyed gremlin jumps forward, circling around the heroes, sniffing the air...

- ◆ Remove Waypoint 2 from the Quest.
- ◆ The active hero must roll a **Blue** die:
 - ❖ If a  result is rolled, go to §7.5.
 - ❖ Otherwise, go to §7.6.






§7.3 (Story Event 1)






The Heroes walk through caverns decorated with huge statues of weird unearthly spirits and enter the king's war-hall. A huge dome of rock is lit by a ring of iron braziers. They cast a fiery light over a large troll skull, which lies in front of a throne of bone and iron, the Orc king's seat of power. The floor is littered with gems, coins, and other treasures, especially near the throne. When Ogrim enters the room, the king stares in rage, and then growls, *"What do you seek here, forsaken? I have spared your miserable life once, because you served the clans. I will not be so merciful again!"*

Ogrim allows his cloak to fall on the floor, and rises to his full stature. His hands grasp the air as he summons black tendrils of power. His firm and loud voice speaks to the king, the shamans, and the guards: *"I, Ogrim, the Chosen One, challenge the Crown of Fangs! These orcs that follow me are my champions, to fight against your puny guards – as commanded by the Right of the Fang. When they win, you will fight against them in the circle of blood and stone!"*

The king laughs in reply, his tusks gleaming in the light. He lifts his hand as he speaks, *"So be it, forsaken! Let us see what you can do. Guards. You fight for the Crown!"*




The Heroes step into the Circle. The fight for the Crown of Fangs is about to begin! (Defeat the Orc Warriors.)

- ◆ Place the Story Event 1 card (revealed side) on top of the Event deck.
- ◆ Move all heroes and companions to either Location A or B (each hero may decide).
- ◆  Place the  **Green** Orc Warrior in Location C.
- ◆ If there are more than 3 heroes in play,  place the   **Green** Orc Warrior in Location D.

- ◆  Place the  **Blue** Orc Warrior in Location D.
- ◆ If there are more than 3 heroes in play,  place the   **Blue** Orc Warrior in Location C.
- ◆ Assign an additional Enemy Power to all just spawned enemies.
- ◆ Skip all remaining turns of this Round and proceed with the Event Phase.
- ◆ Resume play until no more Orc Warriors are in play, then **go to §7.4**.


§7.4 (Story Event 1)

Pure rage flows through the king's veins as he looks upon his defeated guards. The corrupted magic that possesses him visibly empowers his muscles and burns his eyes to two red embers. His face warps into uncontrolled wrath, and he screams, *"I will fight! I will slay your champions! I will gut their bodies. I will drink their blood. I will place their fangs on my crown, as I have done with many others before! But you, Ogrim! Your presence is an insult to our god! Guards! Take him to the dungeon! Know this, Ogrim! When your champions lay dying on my floor, your flesh will feed my gremlins!"* Yet before the guards grasp Ogrim, the shaman conjures a weapon and speaks to the Heroes one last time. *"This is for you. You have been chosen by our god as Champions of the Orcs. As orcs you shall fight. As orcs you shall win! (Defeat the Orc King) You shall avert the meaningless war!"*

- ◆ Draw a random **Soul Weapon** card and assign it to any appropriate hero in play (decided by players). If the weapon cannot be equipped by anyone in the party, discard it and draw a new one until a suitable weapon is drawn.
- ◆ Move all heroes and companions to either Location A or B (each hero may decide).
- ◆  Place the **Purple** Orc King (**Offensive Scroll Side**) in the  **Spawn Gate**.
- ◆ Assign the **Menace token (I)** to a hero chosen by the party (or randomly, in case of disagreement).
- ◆ Assign an Enemy Power to the **Purple** Orc King.
- ◆ If there are more than 3 heroes, assign an additional Enemy Power to the **Purple** Orc King.
- ◆ In the next Enemy Turn activate the **Purple** Orc King, instead of drawing an Encounter card.
- ◆ Discard the top revealed Event card from the Event deck, if any.
- ◆  Take the Story Event 2 card and shuffle it face down with the top card of the Event deck.
- ◆ Skip all remaining turns of this Round and proceed with the Event Phase.
- ◆ Resume play until the **Purple** Orc King dies, then **go to §7.10**.


§7.5 (Waypoint 2)

Ogrim breaks in, lifting his hand, which is surrounded by black magical tendrils, and waving it before the orc and the gremlin. *"These are not the orcs you are looking for..."* The two creatures look puzzled and then decide that these are not the orcs they are looking for. They leave the room, clearing the way for the Heroes to move to the king's hall.

- ◆ The party gains 3 .


§7.6 (Waypoint 2)

Omzig the gremlin sniffs the air, grinds its teeth, and then jumps to attack the closest hero!

- ◆ Spawn the **Red** Gremlin in the  **Spawn Gate**.
Note: When the **Red** Gremlin dies, remove it from the Quest.
- ◆ The active hero must roll a **Save**. If he fails, immediately activate the **Red** Gremlin.
- ◆ Resume play until the **Red** Gremlin dies, then go to §7.7.

§7.7 (Waypoint 2)

Watching in fear as the Hero slams Omzig to the ground, Illyb decides, *“These are not the orcs we’re looking for,”* and flees the hall. This leaves the Heroes free to move along to the king’s hall.

- ◆ The party gains 3 .

§7.8 (Story Event 2)

During the battle, Ogrim’s voice echoes in the Heroes’ minds. *“I can try to block some of the corrupted power giving this unnatural strength to the king... yet I am prisoner in the cell beside the throne room (Waypoint 3). Set me free, and I will help you!”*

- ◆ Remove the Magic Lock from the Locked Door in the **3B** map tile.

§7.9 (Waypoint 3)

Once free of the chains, Ogrim speaks to the Hero. *“I will try to fight the dark power coursing through the veins of our king. I do not think I can stop him for long, so it is up to you to finish this fight!”*

Ogrim takes several of the cursed coins, dipping them into a basin full of blood and bones. He starts to chant the growling verses of shamanic magic.

- ◆ Remove Waypoint 3 from the Quest.
- ◆ Remove all assigned Enemy Power cards from the **Purple** Orc King.

§7.10 (Ending)


The fatal blow strikes the orc to the ground. The lifeless body immediately starts to burn with a black fire, and soon the once powerful king is nothing but charred shards of bones. Ogrim exits the cave and points at the ashes. *“This is the will of our god!”* He waves his hand and dispels the illusion, revealing the Heroes in their true form.

Wonder and rage spread through the other orcs, but Ogrim firmly speaks. *“No true king of the Fangs would have been defeated by the people of inferior races! This creature was once our king, but dark and wicked powers corrupted his body and soul. That same powers blinded all of us! A sorcery binds the souls of these humans in front of you; a sorcery that forces them to find the source of this evil, which corrupted our king. For this reason, they are free to leave our camp, and return to their city with our peace offering. It is a peace that will last as long as the humans respect our land!”*

Ogrim bids the Heroes farewell, with a few last words. *“Seek the evil that brought our king to his doom. Seek it among those who command you! Keep the weapon I gave to you, it is a worthy token of our esteem, and accept these gifts as well. Farewell, Heroes.”*

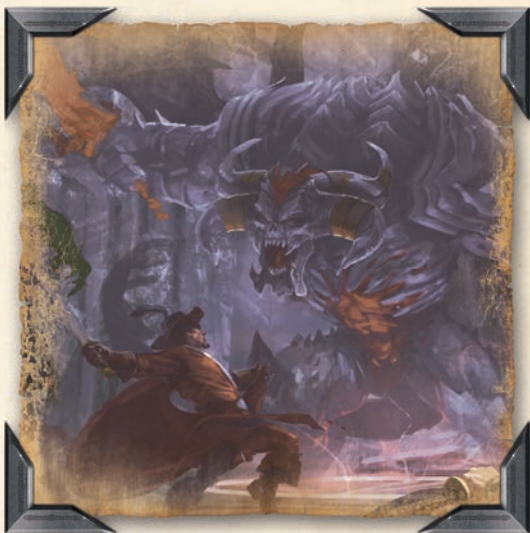
When the Heroes return to the city, they report to the guards, and then start looking for Jack Crow. He needs to answer so many questions... yet, the scoundrel seems to have disappeared, perhaps returning to the shadows

he commands. The following morning, Captain Ann personally greets the Heroes: *“From now on, no one will dare doubt your valor and loyalty. In the name of the Guard and the citizens of Twin Wyrms, I thank you, Heroes. You will be the honored guests at the feast to be held thirty-three moons from now at the Royal Palace. Honor and glory to you!”*

Rewards: Each hero gains 1 Treasure card and 1 .

Next Quest: Proceed to... **Sword & Sorcery** game expansions.

The Arcane Portal - ACT I SideQuests



Or

Darkness Falls - ACT II Quests



§7.11 (Ending)

Although they fight with inhuman prowess, the dark magic controlling the Orc king is far too powerful, even for their supernatural abilities. The Netherworld reclaims the heroes' souls. The last thing they see before returning to the Ethereal is the wake of devastation from the orc horde. Will there be another chance to stop this evil before it engulfs the world?

Rewards: None.

Next Quest: Play Quest 7 again.



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