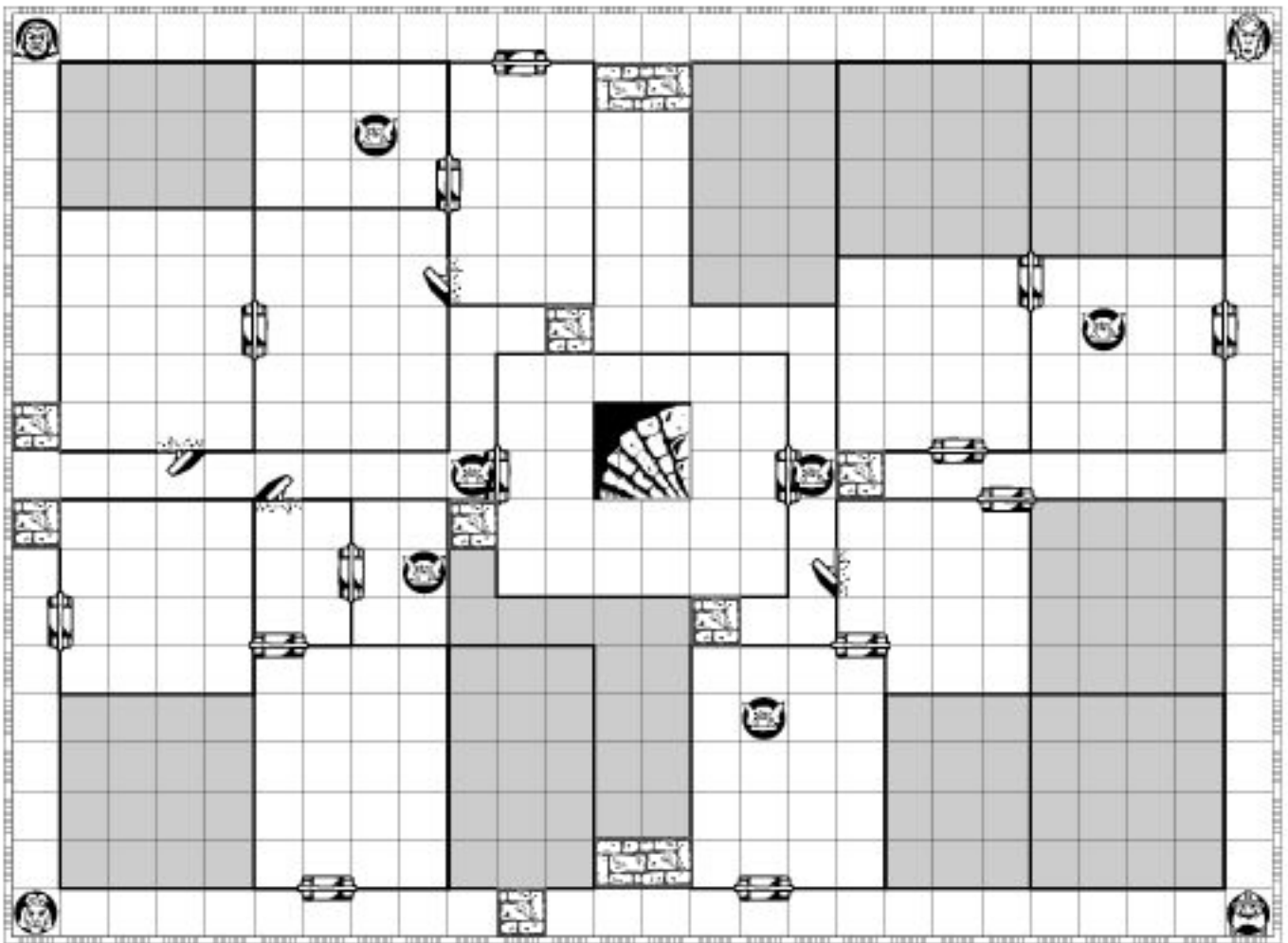


*HeroQuest Revised Edition*

# *Quest Books*





## The Maze

*"This will be your final test before you set forth. Be sure to use all the skills that you have been taught. You must attempt to find the way out of the Maze. Several monsters have been lured into the Maze. They will try to stop you so take care. Whoever finds their way out first will be rewarded with a purse of 100 gold crowns. This may be used to buy equipment for the adventures to come."*

### NOTES

The players start the game on the spaces indicated

**Wandering Monster:** Orc

*Note that this does not constitute a quest for the purposes of becoming a champion. This Quest has been included to help teach new players the basics of the game.*



*Introductory Quest*

# Chapter One

## The Gathering Storm

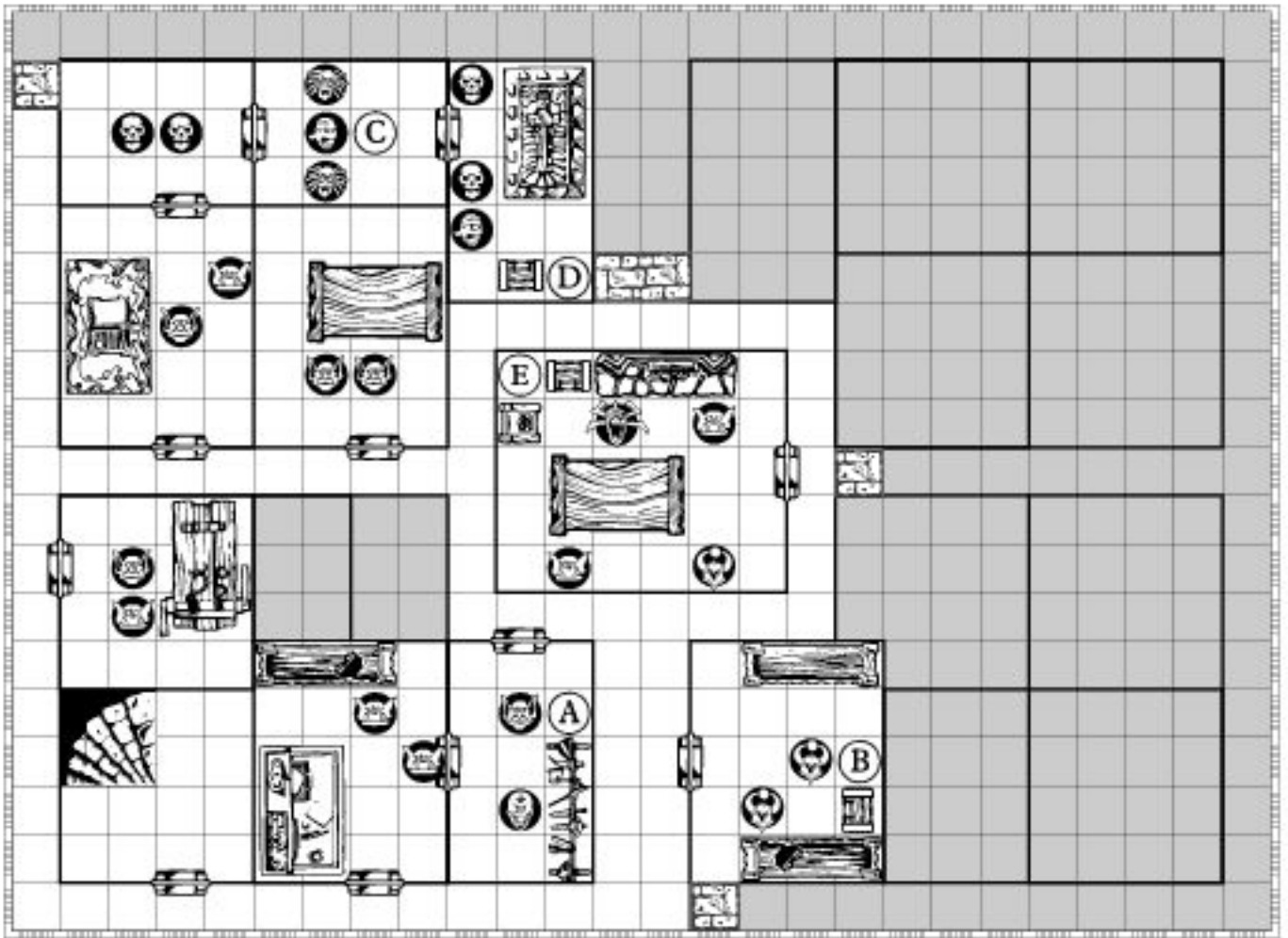
The fire burns warmly, but casts little light into Mentor's study. The flickering shadows only hint at the vast number of books and scrolls that fill the many shelves. Slowly Mentor walks over to the fire. "Well, my friends, your training is complete. You are not yet Heroes, you have yet to prove yourselves. But first, let me tell you of Morcar.

"Many centuries ago, Morcar was my apprentice. He worked hard and learned quickly. But impatience devoured him, and he wanted to learn more powerful magic. I told him of the dangers, and that he should be patient, for in time he would become a great wizard. But Morcar would not wait: each night he broke into my study and read my spell books. The secrets that were held within them were great indeed. Once he had learnt these secrets, Morcar fled.

When I caught up with him, I found him greatly changed. He had pledged his allegiance to the Great Powers of Chaos. Fool! He saw magic only as a short-cut to power and id no heed to the terrible price he would have to pay. I tried to reason with him, but to no avail. He laughed in my face then unleashed a powerful spell which I was hard-pressed to counter. For many days we battled, but Morcar had allies stronger than even I, and I could not defeat him. In the end, as we both weakened, he fled and sought refuge in the Northern Chaos Wastes. There he licked his wounds and honed his skills, conjuring ancient powers with which to overthrow the Empire. But he knows not what he has done. They will serve him only while it suits their own dark purposes, but in time they will destroy him.

"I must watch Morcar and measure the strength of his magic. This I may do with the help of Loretome. The powers Morcar has called upon will destroy us all if I relax from this vigil. Morcar's legions have threatened us once before. Then it was Rogar who aided me and defeated them. Now they are on the march again: already they have assailed the Boarderlands. The Empire must again look for Heroes and to this end have I trained you.

Each of you must complete Fourteen tasks. If you do this, you will be dubbed Champions of the Realm, and dubbed Imperial Knights. Then you will truly be on the road to becoming a Hero. I shall speak with you again on your return - if you return....."



## The Trial

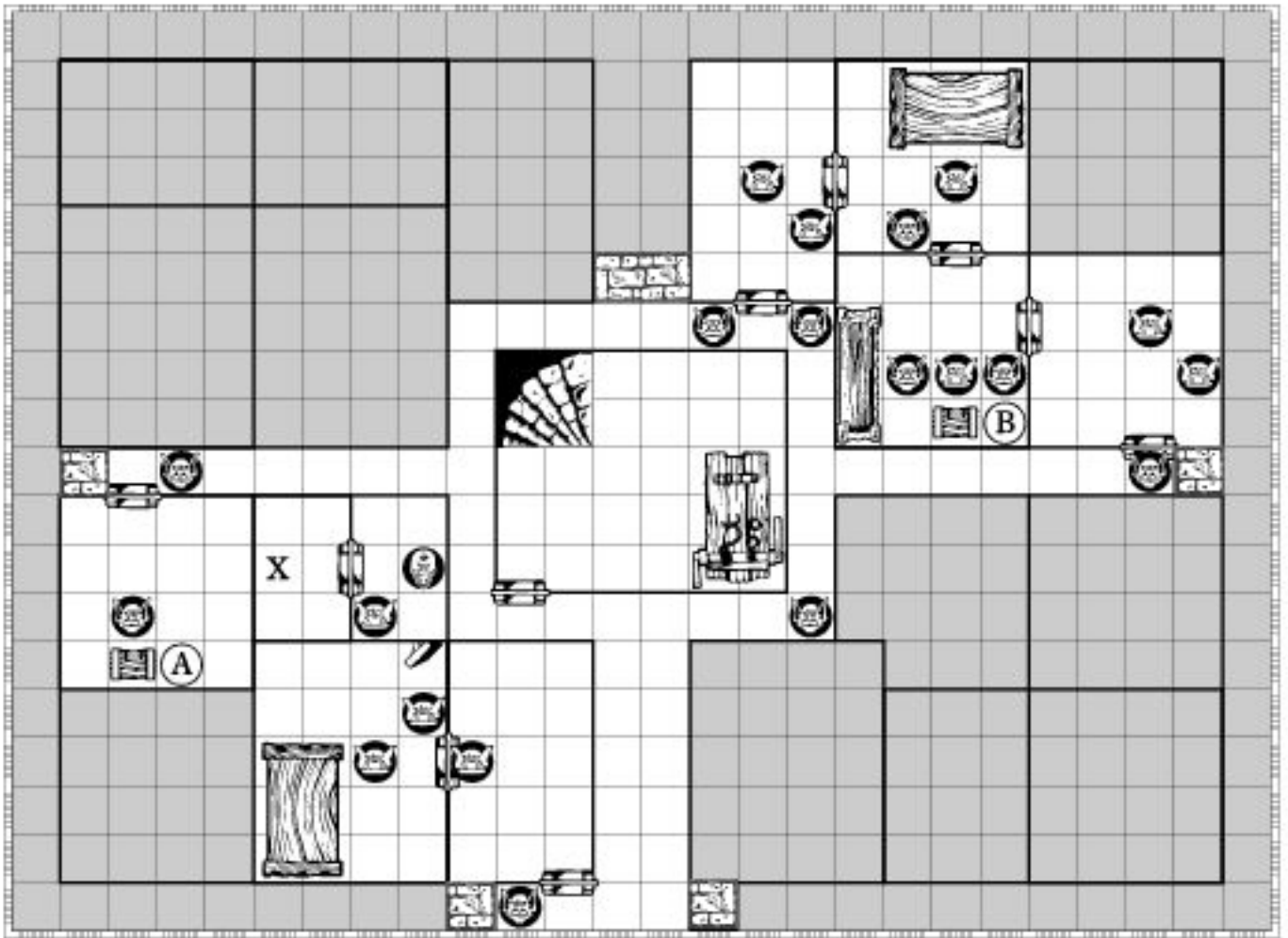
*"You have learnt well, my friends. Now has come the time of your first trial. You are to travel east and enter the catacombs of Verag, a foul gargoyle. The catacombs guard the tomb of Fellmarg. The trial is not easy and some of you may not return. Those who do survive will continue their training. This is the first step on the road to becoming heroes... tread carefully, my friends."*

### NOTES

- A The weapons on the Weapons Rack are rusty and chipped. There is nothing a Hero would want.
- B The treasure chest is empty.
- C This Mummy is the guardian of Fellmarg's tomb and was once a mighty warrior. It rolls an extra Combat Die in Defence.
- D The Treasure Chest contains 84 Gold Crowns.
- E The treasure chests contain 120 Gold Crowns.



**Wandering Monster:** Orc



## The Rescue of Sir Ragnar

"Sir Ragnar, one of the Emperor's most powerful Knights, has been kidnapped. He is being held prisoner by Ulag, the Orc Warlord. You are to find Sir Ragnar and bring him back to safety. Prince Magnus will pay a ransom of 240 Gold Crowns for Sir Ragnar's safe return."

### NOTES

- A The chest is empty but is trapped with a blade trap on it. If a character Searches for Treasure before the trap is Disarmed, they will lose one Body Point.
- B This Treasure Chest contains a *Potion of Healing* and 60 Gold Crowns.

### FINDING SIR RAGNAR

When Sir Ragnar is found, an alarm sounds. Reveal the entire remaining dungeon, all doors are now open.

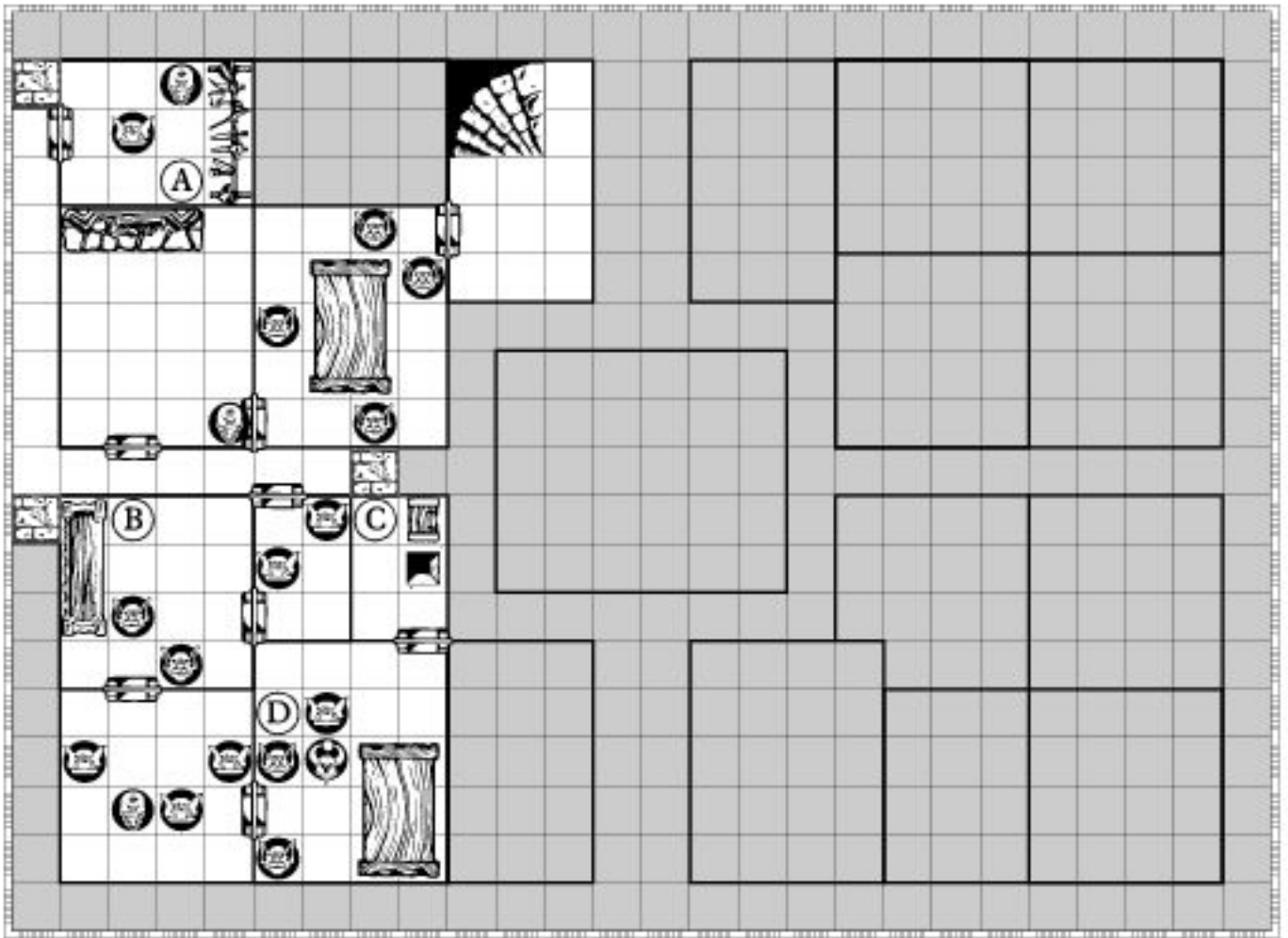
Sir Ragnar should be placed on the space marked X. Use the Sir Ragnar figure to represent him. The first Hero to enter Sir Ragnar's cell moves him as if he was a Man-At-Arms. Sir Ragnar is safe once he has reached the Spiral Stairway.

Sir Ragnar has the following stats:

Move: D6    Attack: 0    Defend: 2    Mind: 3    Body: 2

**Wandering Monster:** Orc





## Lair of the Orc Warlord

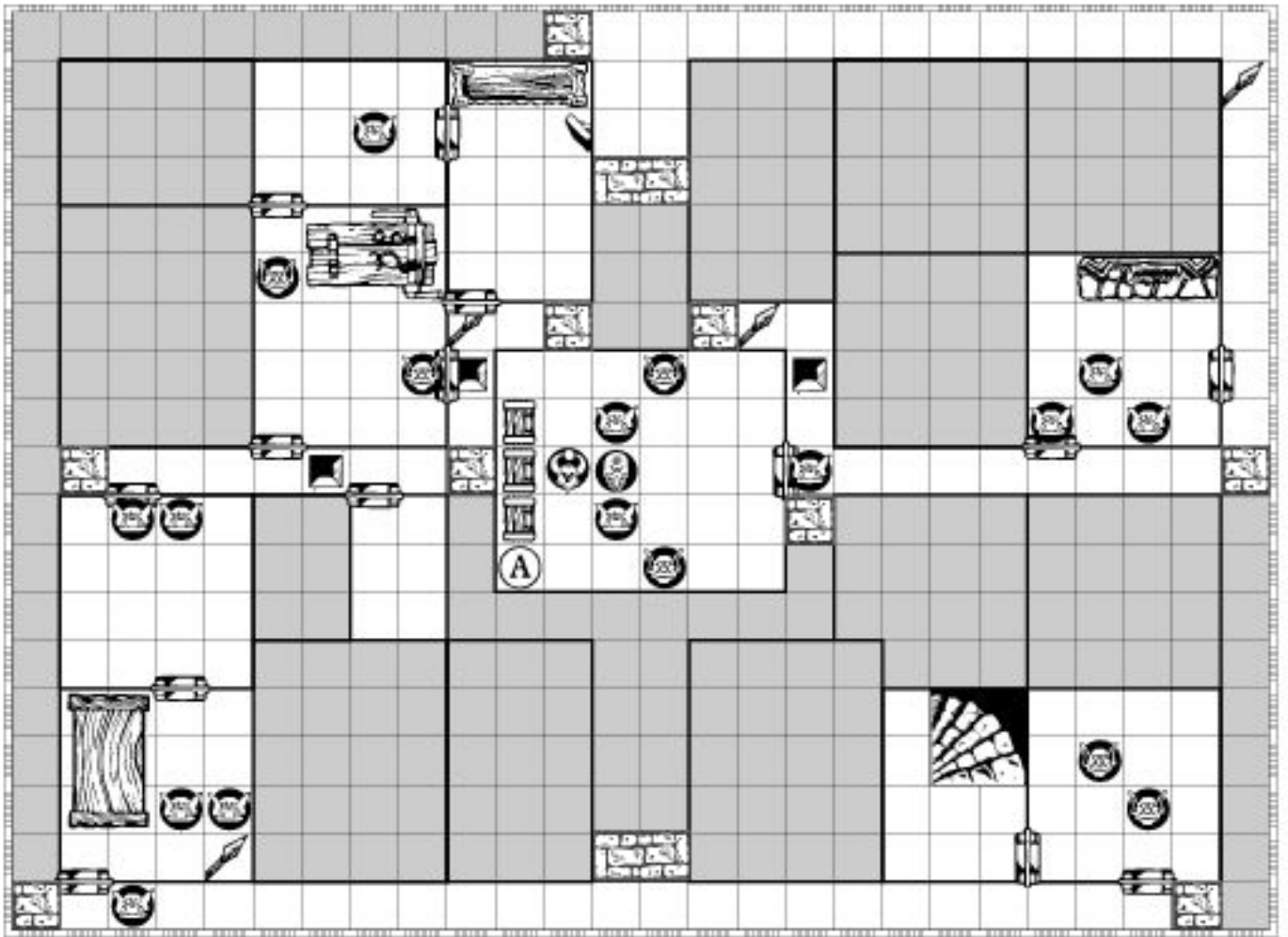
"Prince Magnus has ordered that the Orc Warlord Ulag, who was responsible for the kidnapping of Sir Ragnar, should be sought out and killed. A bounty of 180 Gold Crowns has been placed on Ulag's head. Any treasure found in his stronghold is also yours to keep."

### NOTES

- A This is the Orc Armoury. The Equipment Rack holds a *Spear*.
- B This Cupboard conceals 24 Gold Crowns and a *Potion of Healing*.
- C The Treasure Chest contains 96 Gold Crowns but is trapped with a blade trap. If a character Searches for Treasure before the trap is Disarmed, they will loose one Body Point.
- D The Orc in this room is Ulag. Use the Orc Champion figure to represent him. He has the following stats:  
 Move: 10    Attack: 4    Defend: 5    Mind: 3    Body: 2



**Wandering Monster:** Orc



## Prince Magnus' Gold

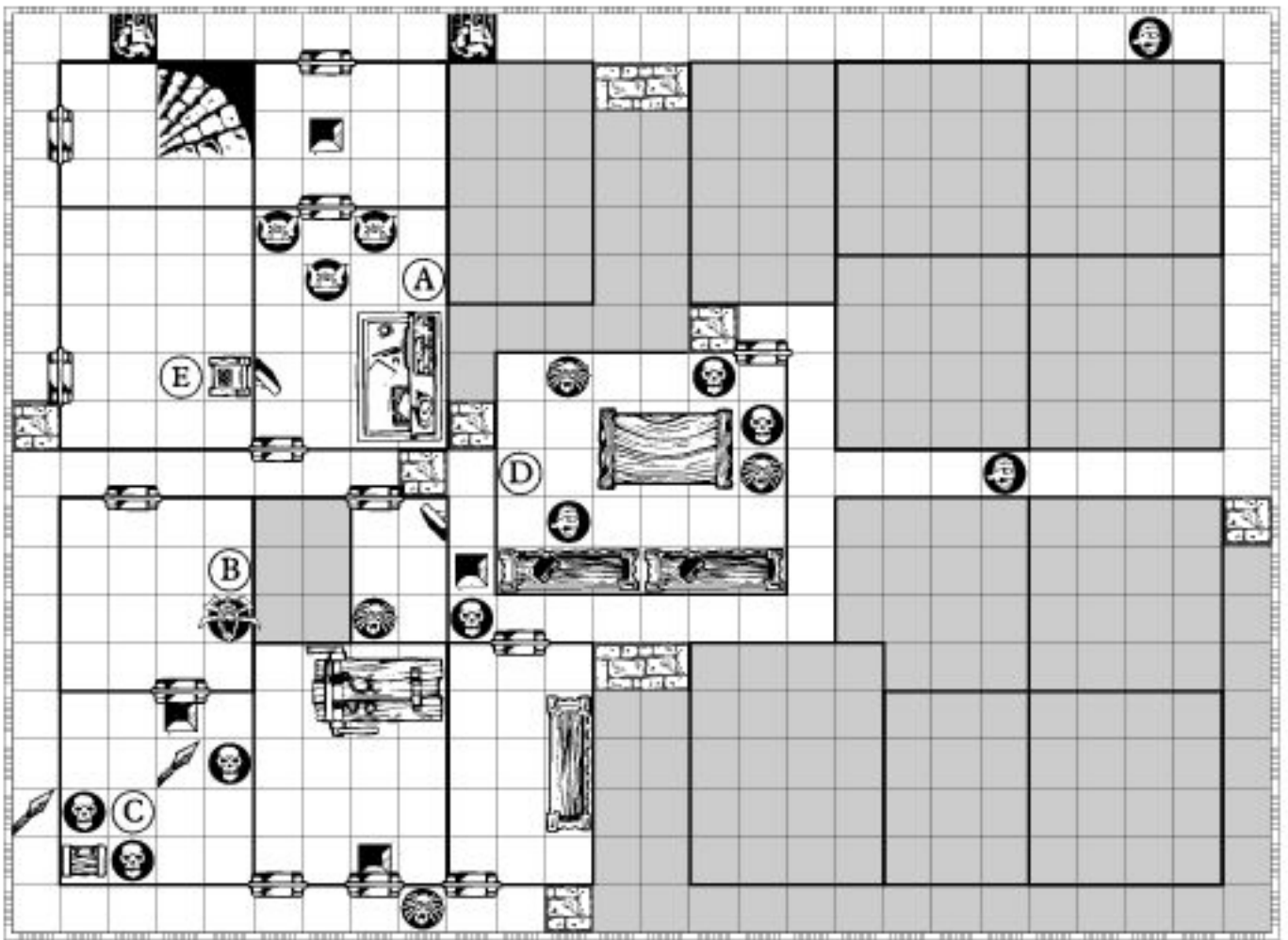
*"Three treasure chests have been stolen whilst being taken to the Emperor. A reward of 240 Gold Crowns has been offered to anyone who can return the chests and their contents. The thieves are known to be a band of Orcs hiding in the Black Mountains. They are led by Gulthor, a Chaos Warrior."*

### NOTES

- A These three Treasure Chests are locked, and contain valuable documents and heirlooms. They are effectively impossible to fence. Any player may carry one such Chest, but rolls one less die each time they make a Movement Action.

**Wandering Monster:** Fimir





## Melar's Maze

"Long ago, a powerful sorcerer by the name of Melar created a Talisman which would enhance the wearer's understanding of Magic. He kept the Talisman with him at all times, fearing that it might be stolen and used by the allies of Morcar. It is said that he left the Talisman in his laboratory at the heart of his Maze. Melar's Maze is guarded by many traps and magical guardians. It is also rumoured to be haunted by those who have sought the Talisman and perished in the attempt..."

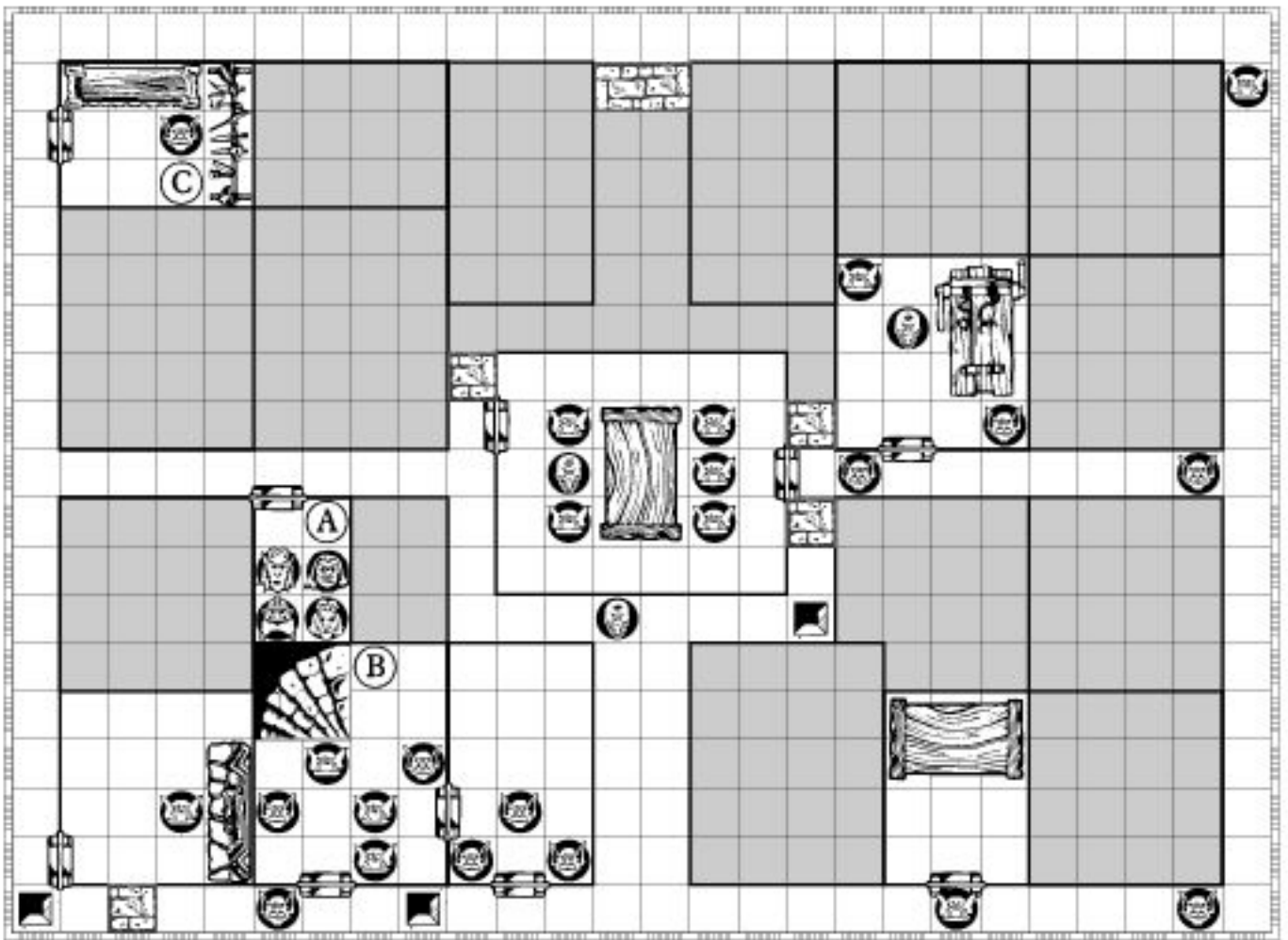
### NOTES

- A The Alchemist's Bench conceals a *Rejuvenation Salve*.
- B This chamber contains a Gargoyle which appears to be a statue. The door to the adjoining chamber is trapped. Unless the trap is Disarmed, the Gargoyle will come to life when the door is opened.
- C The chest contains 144 Gold Crowns but is trapped with a poison gas trap. If a player Searches for Treasure before Disarming the trap they will loose two Body Points to **Poison Damage**.
- D The Bookcases conceal the *Talisman of Lore* Artefact.
- E If a player searches for Secret Doors in this room, they will find nothing. If they Search for Treasure, they will find Melar's Key. On touching the key, the throne will slide aside, revealing the Secret Door, and the key will disappear.



**Wandering Monster:** Zombie





## Legacy of the Orc Warlord

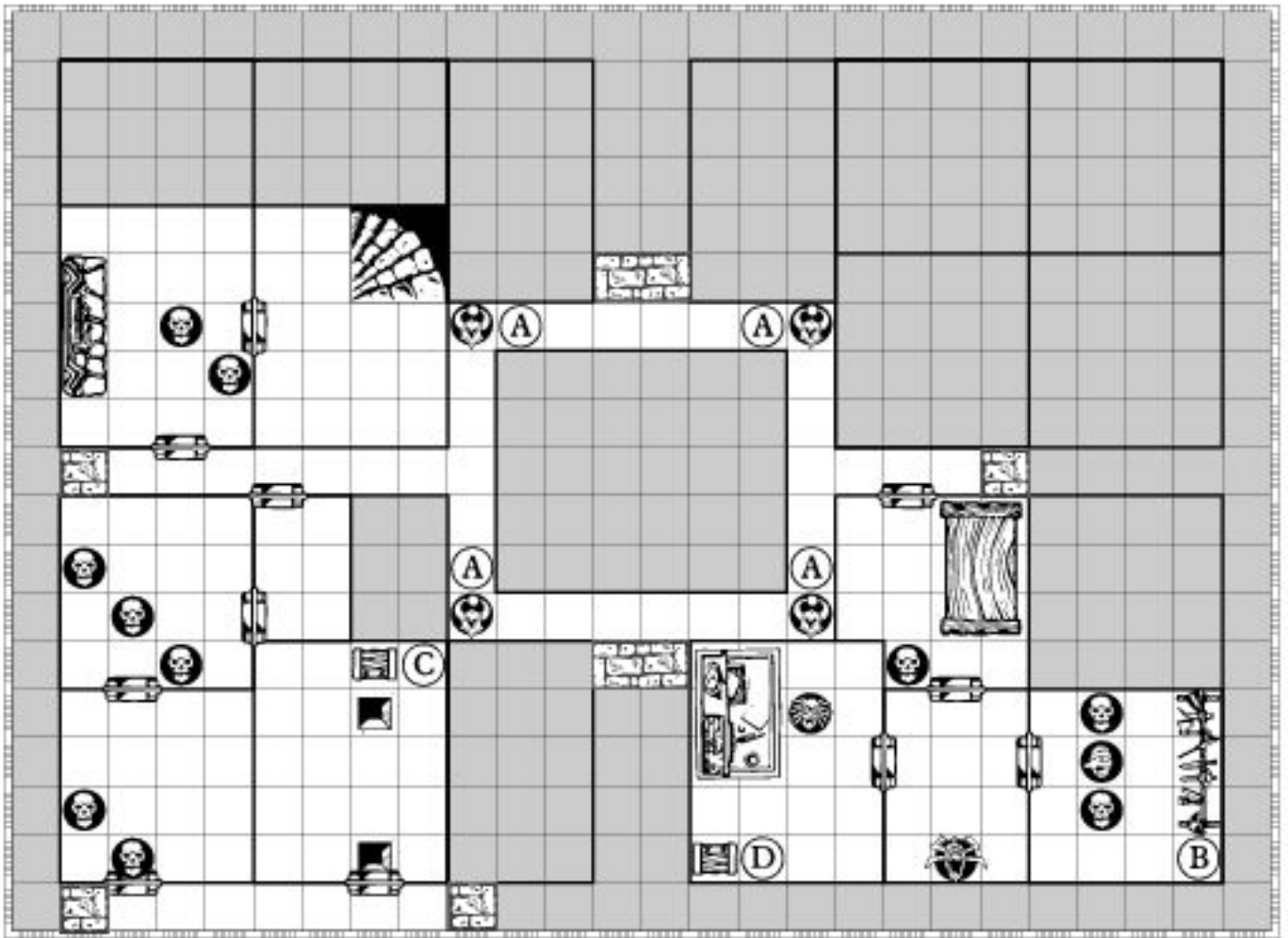
"Ullag's foul offspring, Grak, has sworn revenge on those who killed his father. Although it has taken him several months, he has finally tracked you down and captured you in an ambush. Now you are held prisoner in his dungeons while he racks his brains to devise a terrible punishment for you. While the guard sleeps, however, you manage to pick the lock of your cell with an old rat bone. You must find your equipment and escape."

### NOTES

- A The Heroes begin the quest here. They have no Treasure, Equipment or Spells, and may only roll their basic dice. They count as unarmed.
- B The Orc next to the stairs is Grak, use the Orc Champion figure to represent him. He has the following stats:  
 Move: 8    Attack: 4    Defend: 4    Mind: 3    Body: 3  
 Grak carries a *Spear*, which he may use instead of attacking normally.  
 Grak is a sorcerer and knows the following Chaos Spells: *Fear*, *Torpor*, *Vortex*.  
 If Grak is killed, the players may claim his *Spear*, and his cloak. The cloak is the *Wizard's Cloak* Artefact.
- C All of the Heroes' equipment is here. When the room is Searched for Treasure, the Searching Hero may take all their Treasure, Equipment and Spells back.

**Wandering Monster:** Fimir





## The Stone Mage

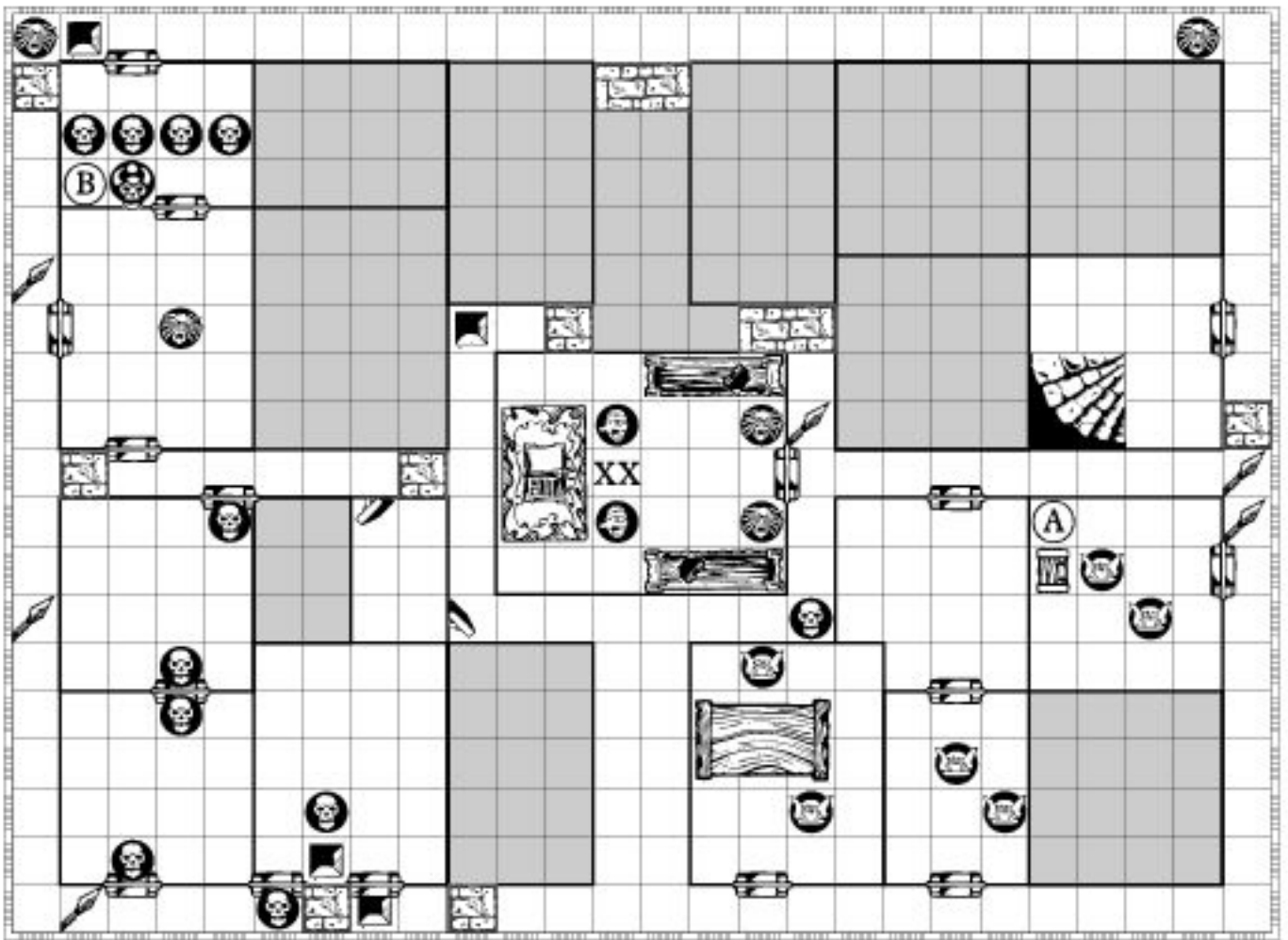
"The Emperor's personal Wizard, Karlen has disappeared. The Emperor fears that either he has been murdered or has succumbed to the lures of Chaos magic. You are to find out what has happened to Karlen and, if he is alive, bring him to safety. You will be paid 50 Gold Crowns each upon returning."

### NOTES

- A All the Chaos Warriors in this adventure are animated stone statues, and roll an extra Combat Die in Defence.
- B The Equipment Rack conceals the *Borin's Armour* Artefact.
- C The Treasure Chest contains an unidentifiable Purple Potion but is trapped with a poisoned needle. If a player Searches for Treasure before this trap is disarmed, they will lose two Body Points to **Poison Damage**.  
If a Player does Search for Treasure, give them the *Purple Potion* token. If the Potion is imbibed before being identified, it is the *Elixir of Stone* Artefact.
- D Karlen's Treasure Chest contains 144 Gold Crowns. The Zombie in this room is dressed in Wizard's robes. Papers on the Alchemists Bench prove that Karlen was consumed by Chaos Magic he was experimenting with and turned into a mindless Zombie. They also explain what effect the Purple Potion will have if imbibed, allowing the token to be exchanged for the *Elixir of Stone* Artefact.

**Wandering Monster:** Mummy





## The Fire Mage

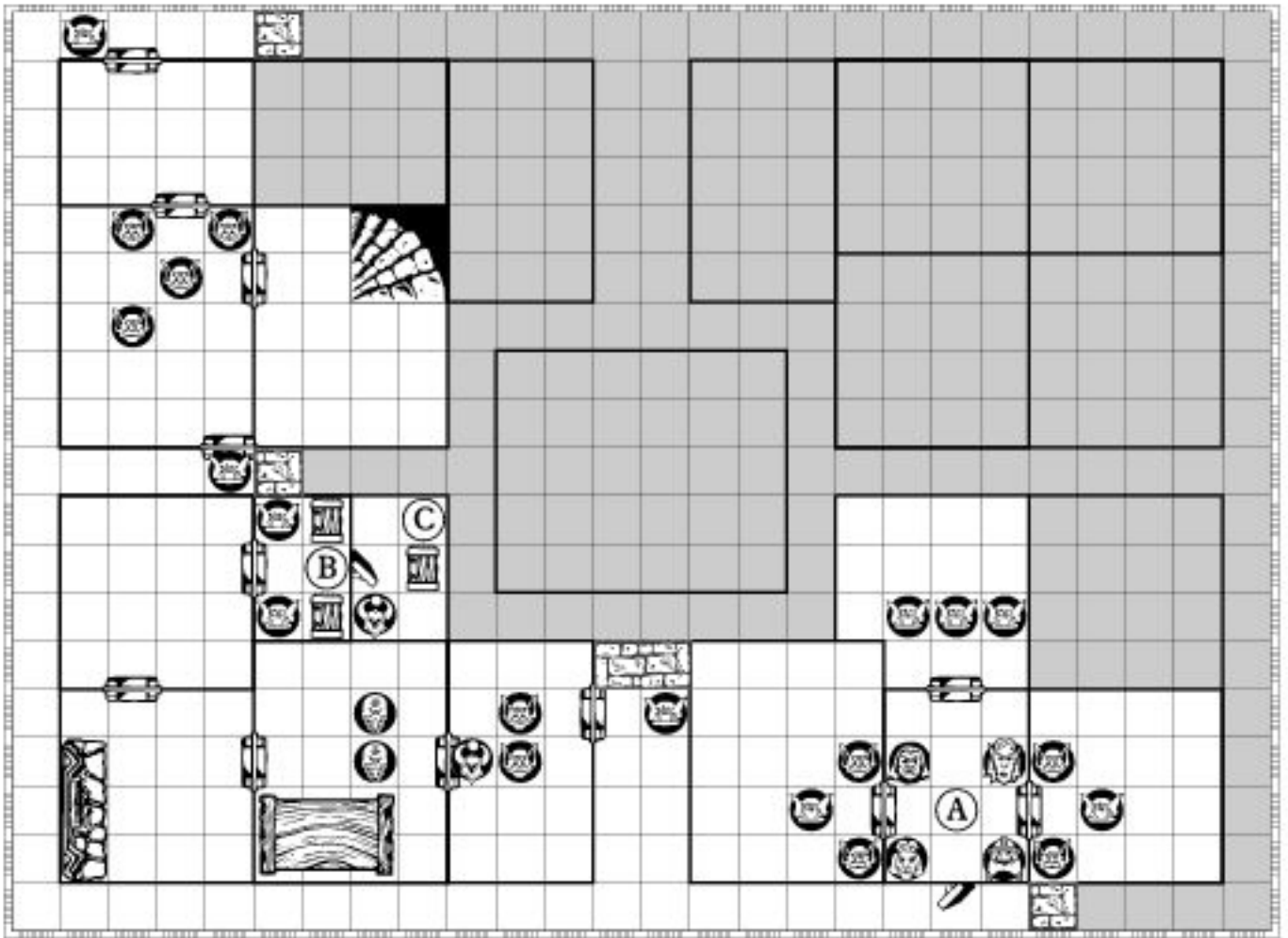
*"The Orcs of the Black Mountains have been using Fire magic in their raids. Balur, the Fire Mage, is thought to be responsible for helping them. No fire can harm him, and the Emperor's Wizards are unable to counter his spells. You have therefore been chosen to enter his lair, deep beneath Black Fire Crag. The Emperor will reward you with 100 Gold Crowns each for Balur's destruction."*

### NOTES

- A The Treasure Chest contains 120 Gold Crowns and the Wand of Recall Artefact.
- B The Chaos Sorcerer is Balur, who knows the following Chaos Spells: *Conflagration, Escape, Fear, Firestorm, Summon Orcs, Vortex*. The Escape Spell will place Balur on the space marked XX. If this room has yet to be revealed, do not place him there until the Heroes open the door to said room. Balur is *immune* to all **Fire Spells**.



**Wandering Monster:** Fimir



## Race from the Dark

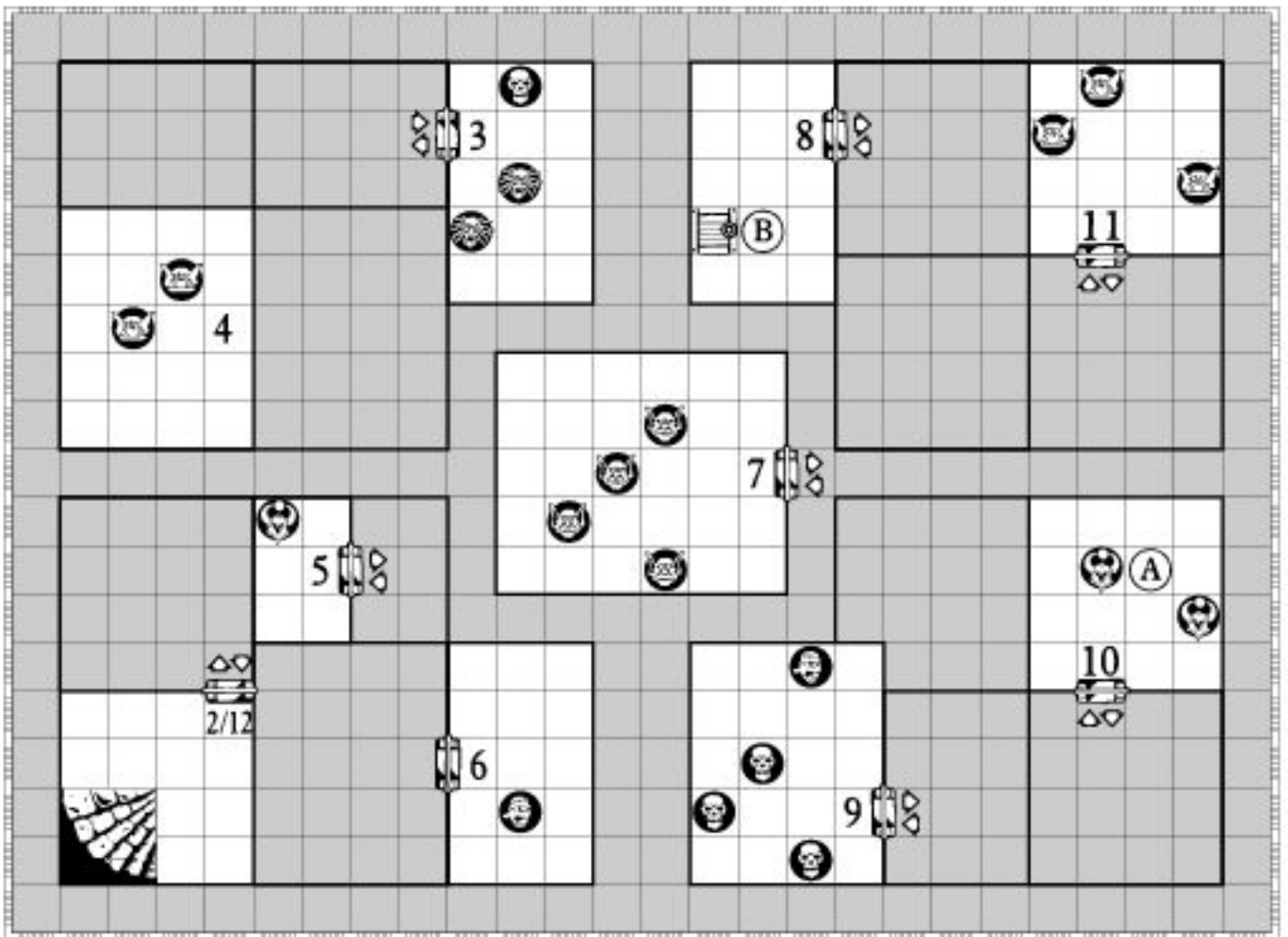
"A guide has led you down into a dungeon that is rumoured to hold a great secret. He has led you down many dark corridors and finally you find you in a room with three doors. Suddenly the guide puts out his torch and in the darkness you hear him laugh. 'Farewell my Heroes!' he sneers as he makes his escape. 'You realise to your horror that it is a trap! As the ceiling begins to lower on you, you must escape or perish in this dark forgotten hole.'"

### NOTES

- A The players start in this room and must find their way to the Spiral Stairway to escape. As the Quest begins, the ceiling is slowly lowering on them. Once they have all left via the Secret Door, the ceiling collapses – place a Fallen Block tile on every space in this room during your turn. Any figures in this room are killed.
- B These Treasure Chests contain 60 Gold Crowns each.
- C The Treasure Chest contains an *Elixir of Life* Potion but is trapped with a poison gas trap. If a player Searches for Treasure before this trap is Disarmed, they will lose three Body Points to **Poison Damage**.



**Wandering Monster:** Fimir



## Castle of Mystery

*"Long ago an insane wizard, Ollar, discovered the entrance to a gold mine. Using his great powers, he built a magical castle above the mine to protect it. The castle had many magic portals and was guarded by a host of monsters who were trapped in time. Can you find the entrance to the mine? Others have tried, but the castle has thwarted them every time."*

### NOTES

As soon as a Hero passes through a Portal, they must stop immediately and roll 2D6. That hero is immediately teleported to the square with the same number as the dice total. If a Hero would be teleported to their starting space, they roll again. If the destination square is already occupied, the other figure loses one Body Point and, if still alive, if thrown through the portal and rolls 2D6 to see where they are teleported to. A figure may only pass through one portal per Movement Action.

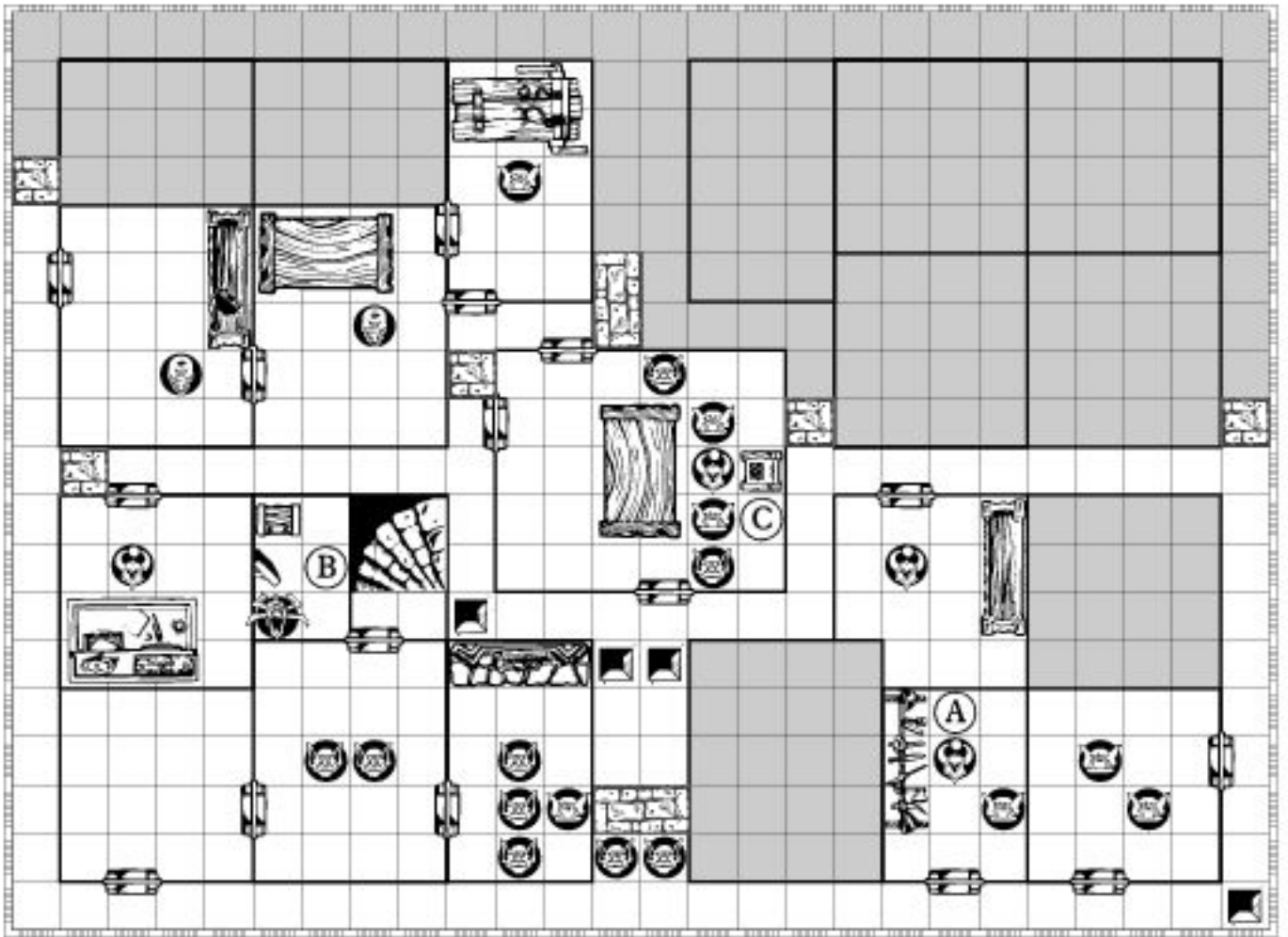
A If both these chaos warriors are defeated, the first Hero to Search for Treasure will find the **Ring of Return** Artefact.

B This is the entrance to the mine. Any player may take a sack of 5000 Gold Crowns. While carrying this sack, the player may not attack or use any equipment (including armour). If the sack is dropped, it teleports back to the mine.

Once all the monsters are killed, the Heroes may leave the Dungeon at will. After the game all gold from the mine turns out to be fool's gold. Any other treasure found is real.

**Wandering Monster:** The ghost of Ollar appears chuckles madly, and disappears.





## Bastion of Chaos

"The lands to the east have been plagued by marauding Orcs and Goblins. The Emperor has ordered that a band of worthy Heroes should be send forth to destroy them. The Orcs are well protected in a strong underground fortress known as the Bastion of Chaos. They are lead by a small group of Chaos Warriors. You must fight your way in and kill all the Monsters you find. You will be paid a bounty on each monster you kill on your return."

### NOTES

- A The Equipment Rack conceals a *Shield*.
- B This chamber contains a Gargoyle which appears to be a statue. The Treasure Chest is empty but is trapped. Unless the trap is Disarmed, the Gargoyle will come to life when the room is Searched for Treasure.
- C The Chaos Warrior wields the *Orcs' Bane* Artefact. The Hero who slays him may take this Artefact.

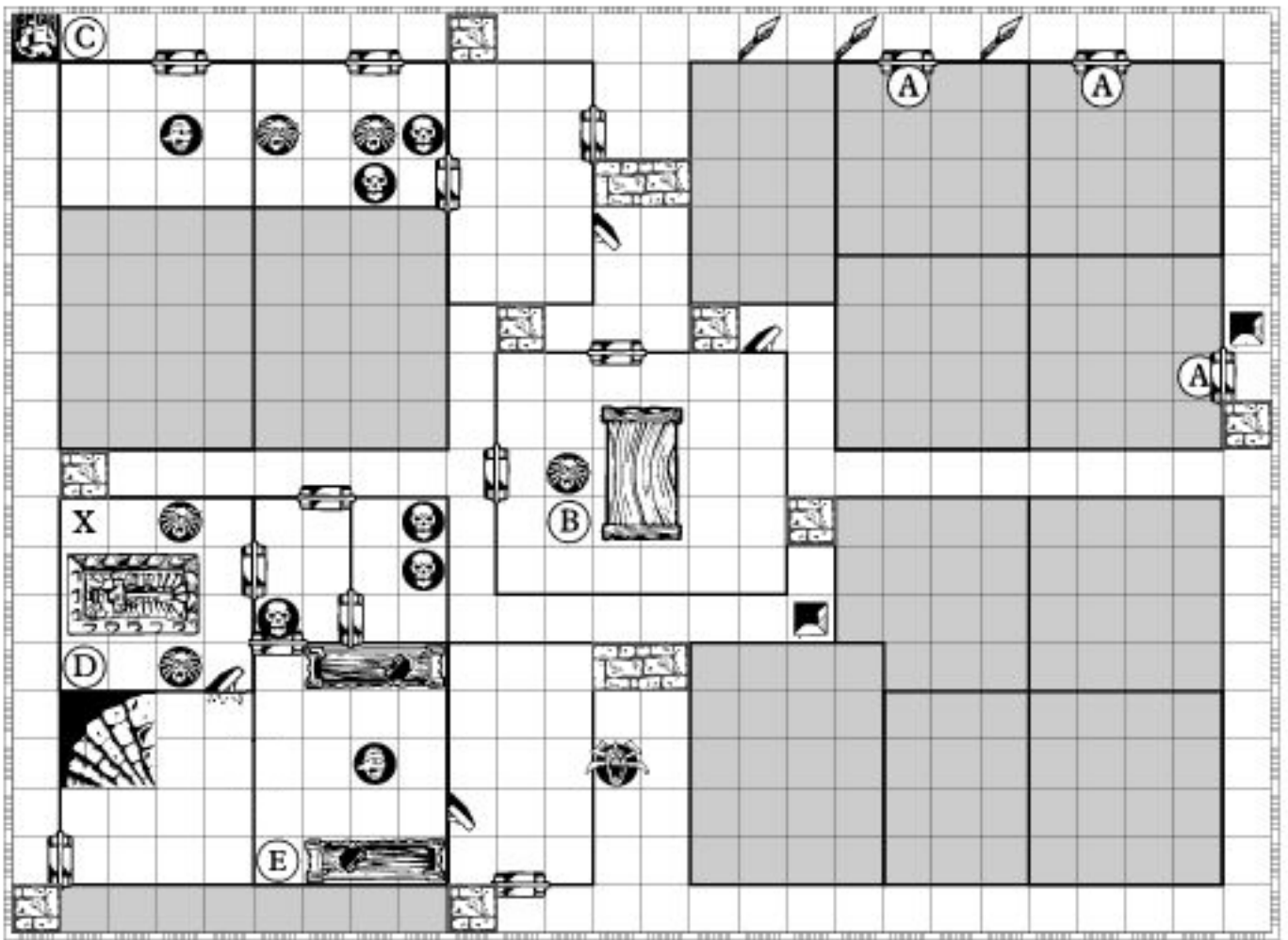
After the Quest, Each hero receives the following bounty, based on the Monsters that Hero kills:

10 Gold Crowns per Goblin  
30 Gold Crowns per Fimir

20 Gold Crowns per Orc  
50 Gold Crowns per Chaos Warrior

**Wandering Monster:** Fimir





## Barak Tor - Barrow of the Witch Lord

*"War with the eastern Orcs is brewing and the Emperor needs to unite the lesser kingdoms for the conflict to come. To do this, he must find the ancient Star of the West, as worn by the Kings of legend and by Rogar when he battled with Morcar in ages past. Anyone who finds the gem will be given a reward of 200 Gold Crowns. The gem lies in Barak Tor, the resting place of the Witch Lord. He was also known as the King of the Dead, a powerful servant of Morcar and was defeated with the Spirit Blade, the only weapon that may harm him, long ago."*

### NOTES

- A These are false doors and cannot be opened at all.
- B The Star of the West is in the Zombie's hand. Give the Hero who takes it the *Star of the West* token.
- C This is not an actual trap, rather it is a cave-in waiting to happen. Once all the Heroes have passed by it, it will collapse on the Evil Wizard Player's turn.
- D When the first Hero enters this room, read the following text:

***"You have broken the magic seals which kept the Witch Lord imprisoned. Now he has awoken and you must run. Only the Spirit Blade can harm him!"***

Place the Witch Lord in the space marked X. The Witch Lord has the following stats:

Move: 1      Attack: 2    Defend: 6\*      Mind: 4      Body: 1\*

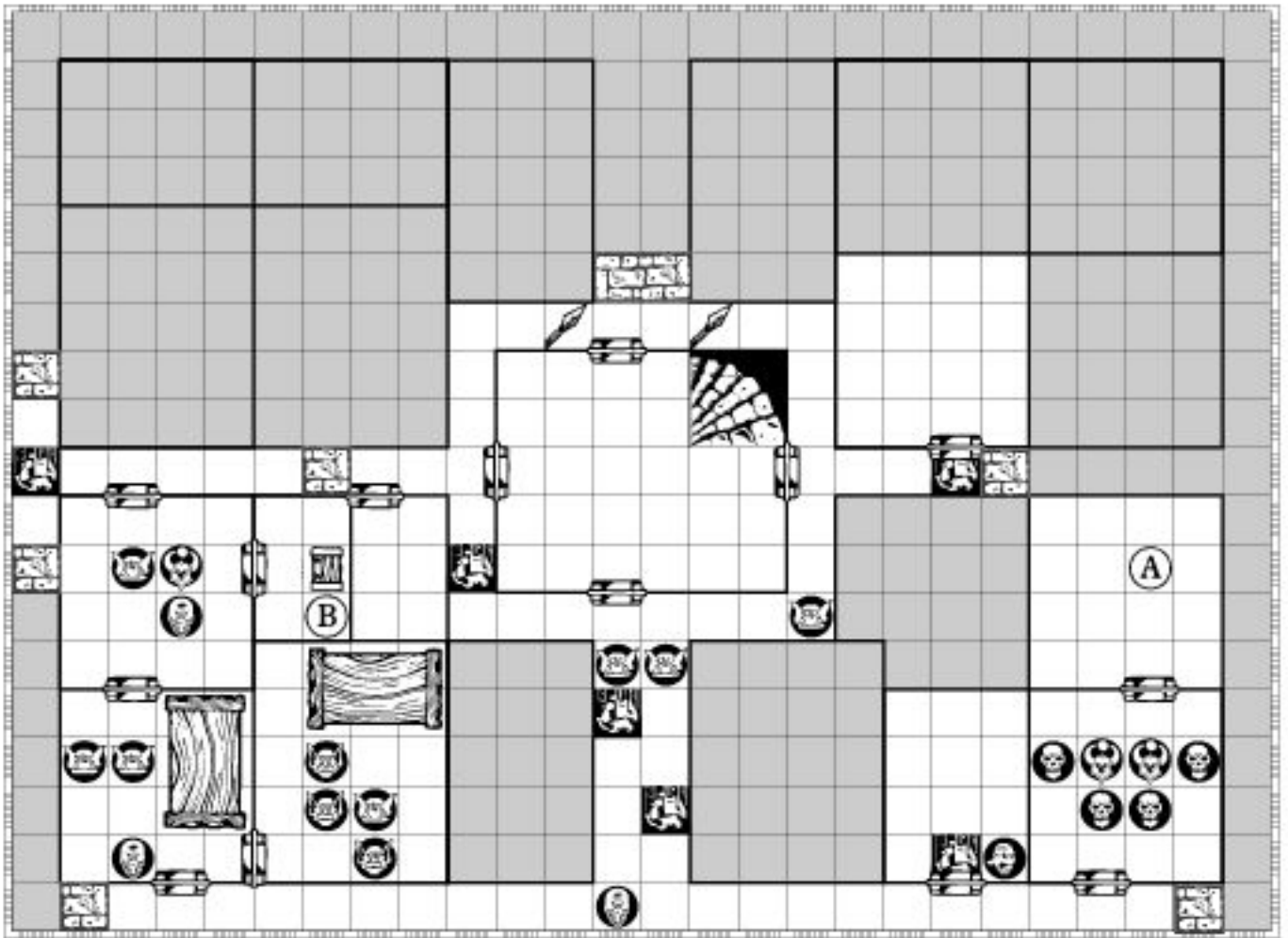
*\*The Witch Lord may only be harmed by the Spirit Blade.*

The Witch Lord knows the following Chaos spells: *Command, Conflagration, Fear, Summon Undead*. As he has just awoken he is physically insubstantial and the Heroes may pass through him as if he were a friendly figure. The Secret Door here may not be found by searching.

- E The bookcase conceals the *Wizard's Staff* Artefact and a lever, which may also be found by Searching for Secret Doors. If the lever is pulled, the Secret Door in room D is revealed as if found by searching. If the room D has not yet been revealed, reveal the secret Door when the Heroes enter the room.



**Wandering Monster:** Skeleton



## Quest for the Spirit Blade

*"You have awoken the Witch Lord. He will pose a most serious threat to the Emperor in the coming war. The Witch Lord must be destroyed before he can bring his army of the Undead to attack the Emperor's forces. You must first find the Spirit Blade, for only this ancient weapon can harm him. The Spirit Blade was forged by the Dwarves of the World's Edge Mountains and cooled in the Elven fountain of Lebin. The sword now lies in an ancient, ruined temple and you must recover it."*

### NOTES

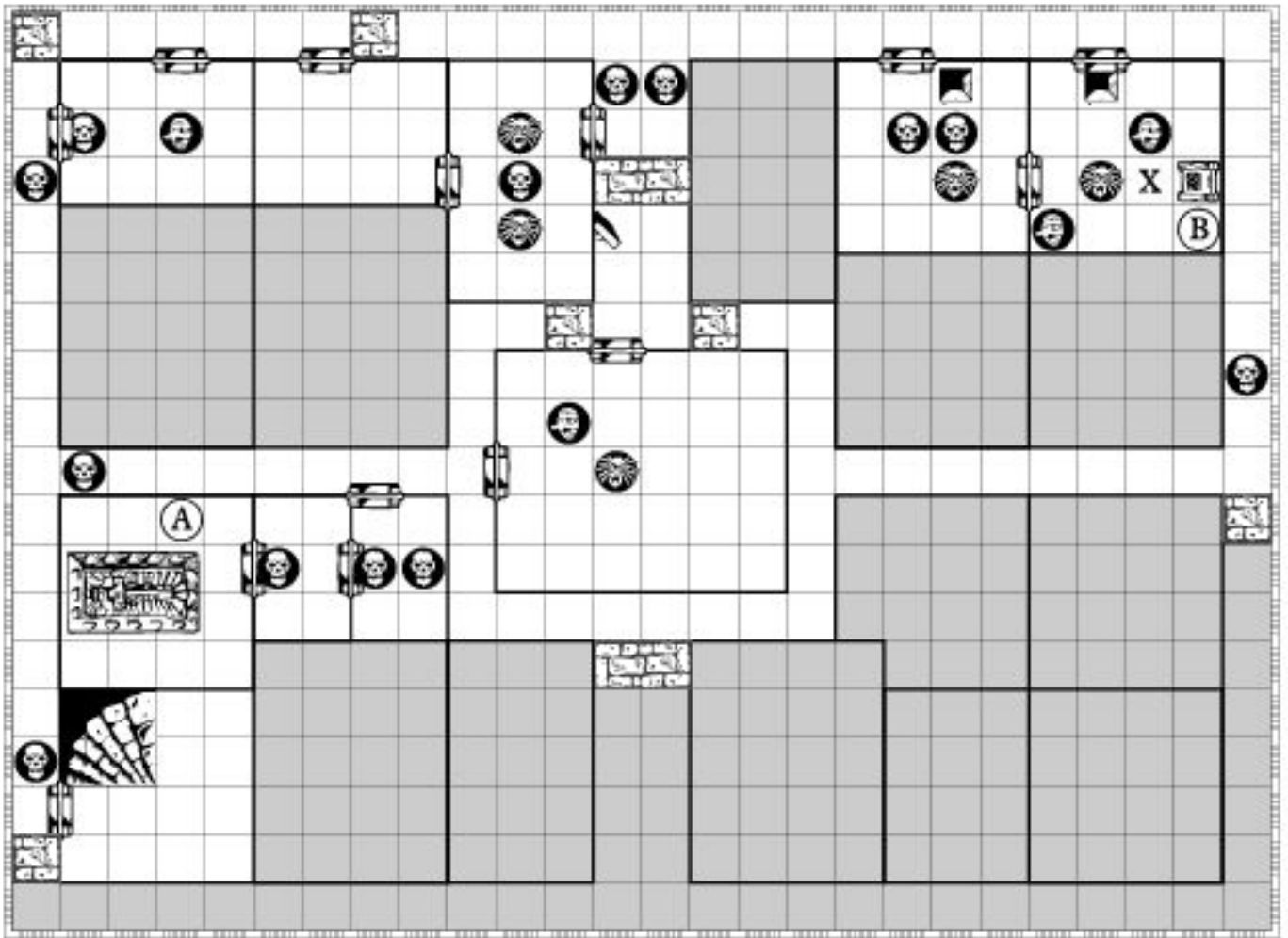
The falling blocks in this quest are not traps, but loose ceilings. Any Hero moving through such a space rolls a D6. On a 5 or 6, the Hero loses one Body Point. If the Hero is wearing a Helmet, they only lose a Body Point on the roll of a 6.

- A The *Spirit Blade* Artefact hangs here in mid-air, bathed in a cool blue light.
- B This Treasure Chest contains 180 Gold Crowns.

**Wandering Monster:** Chaos Warrior







## Return to Barak Tor

"Now that you have the Spirit Blade, you must return to Barak To and defeat the Witch Lord. The Emperor has ridden forth to meet the Eastern Orcs at Black Fire Pass. If you fail, the Witch Lord will lead his army of Undead and attack the Emperor's forces from the rear. Then nothing will remain to prevent the Forces of Chaos overrunning the land..."

### NOTES

A The tomb is now empty

### THE WITCH LORD

The witch lord starts in the space marked X. The Witch Lord has the following stats:

Move: 10    Attack: 5    Defend: 6\*    Mind: 6    Body: 4\*

*\*The Witch Lord may only be harmed by the Spirit Blade.*

The Witch Lord knows the following Chaos Spells: *Command, Conflagration, Fear* (which he may cast twice), *Summon Undead, Vortex*.

If the Witch Lord is killed, he vanishes in a puff of foul smoke, accompanied by the tinkle of metal skittering along the floor. The Heroes will find the **Spell Ring** Artefact.

**Wandering Monster:** Mummy



# Epilogue

*"You have done well. Yet seems your task has hardly begun. Dark clouds gather at the Empire's borders..."*

*The Emperor rode with his army towards Black Fire Pass, that perilous mountain route linking the Empire and the Borderlands. No such army has ever been raised in living memory. Greater even than Rogar's host it was. They drew up in their battle lines at the foot of the mountain road and waited. 'Ere nightfall, the sky darkened and a great wind arose. Spine-chilling shrieks and howls echoed from the mountain tops, terrifying the horses and filling man and elf alike with fear.*

*"Then came the first assault. Pouring down the mountainside as though it were a gentle slope rather than an almost vertical cliff, the hordes of Morcar fell upon the Empire's defenders. Like a black wave they came, but the lines held and it seemed we should win the day.*

*"But I had not reckoned with Morcar's magic. He stood high on a ridge overlooking the battlefield and unleashed his terrible magic. Lightning flashed from his fingertips and great gouts of flame exploded among the defenders. Our lines were breached in a dozen places at once and the enemy howled in delight.*

*"Then came the Doomguard - Morcar's force of elite Chaos Knights. Our army broke and ran. Only the Emperor's personal guard held their ground and many sacrificed themselves to ensure his safe retreat.*

*"The remnants of the army are now holed up in Karak Varn - the ancient Dwarven stronghold. They do not have provisions for a long siege, however, so we must act swiftly if we are to save the Emperor and his army.*

*"The Empire has great need of you. I myself cannot act against these dangers, for I must move against Morcar and strive to weaken his power.*

*"Rest for now and recover your strength. I will summon you when I have consulted Loretome, and formulated a plan for the Emperor's rescue."*

# Chapter Two

## Kellar's Keep

*"Friends, as you know, the Emperor is besieged in Kellar's Keep, the inner bastion of Karak Varn, the great Dwarven stronghold that lies deep in the World's Edge Mountains. The fortress is well defended but I fear that time is against us. The Emperor's army weakens with starvation, while the enemy grows stronger every day.*

*"It is up to you brave Heroes to rescue the Emperor. The great book Loretome has revealed much useful information to me.*

*"The World's Edge Mountains stretch along the eastern edge of the Empire. Many thousands of years ago the Dwarves made these mountains their home. With their great engineering skills they built vast cities that cut deep into the rock. The cities were connected by tunnels that stretched for miles beneath the mountains. On the eastern side of the mountains the Dwarves constructed huge fortresses to guard against the Dark Lands. The greatest of these was Karak Varn.*

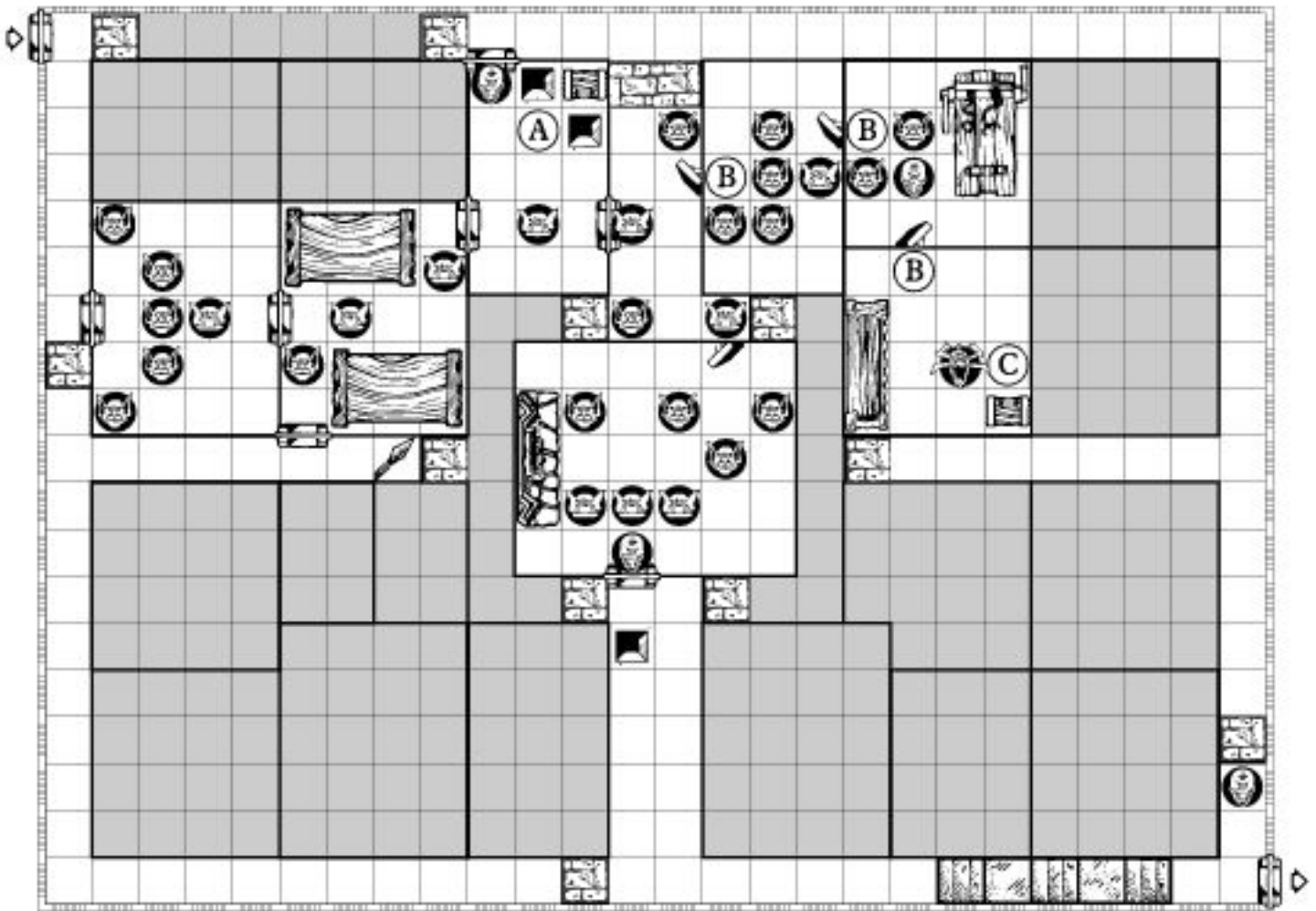
*"The dwarves lived for many years in peace, for the Orcs and Goblins did not trouble them after their terrible defeat at Keloth's Tor. But during this time of peace, the Dwarves let their fortresses decline. The garrisons became smaller and less vigilant. Then came Morcar. He had been patient and had spent years raising a new army of Orcs and Goblins. When the attack came there was no warning. The dwarves fought with great valour but their enemies were too many. One by one the cities fell. Only Karak Varn held.*

*"Most of the hidden tunnels near Karak Varn have been long forgotten. However, Loretome has revealed to me a secret passage known as Grin's Crag, named after the Dwarf who first discovered it.*

*"Grin was a loner, his life devoted to the search for a rich vein of gold. He never found one. Yet, whilst searching, he found a narrow footpath running along the edge of an abyss. He explored beyond and found himself in the lower caverns of Kellar's Keep. Grin carved a map into a stone tablet so that he might find the path again. This he gave to his lord, Belorn. Belorn broke the tablet into four pieces and hid them amongst his chambers.*

*"It will be your task to find Grin's Crag and bring the Emperor to safety. First you will need to journey through the Halls of Belorn, ancient passages that lie deep beneath the World's Edge Mountains. The Halls are now ruined, stripped of the riches that once adorned their many passages and chambers. Only Orcs and Goblins dwell there now. You must make them pay dearly for their trespass.*

*"Even Loretome cannot show me exactly where the secret passage lies. You must find the pieces of Grin's Map that are scattered through Belorn's lost kingdom if you are to locate the passage to Kellar's Keep. You must not fail, for if you do our cause will be lost. I shall lead you to the Great Gate, but from there you will be on your own. Prepare yourself, for we leave in the morning."*



## The Great Gate

*"This is as far as I may go with you: once beyond these gates you will be on your own. This gateway will lead you into the Halls of Belorn. I shall watch over your progress and aid you, if I can. Carry these crystals with you at all times. If the crystal you are carrying glows red look deep into it. This is how I shall contact you when you are in need."*

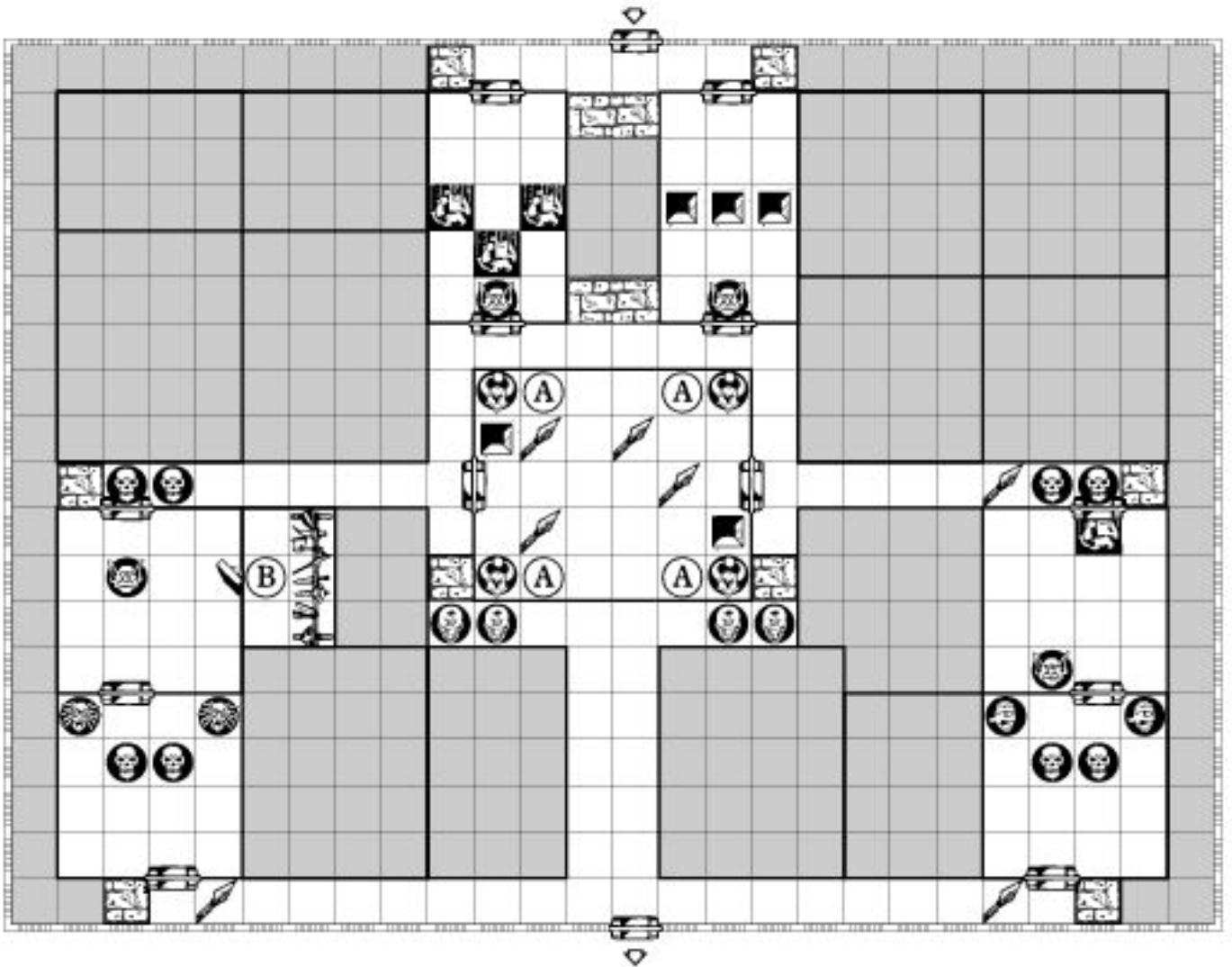
### NOTES

Until the end of the Grin's Crag Quest, these quests are played as a series.

- A The Treasure Chest is empty.
- B These Secret Doors cannot be found by Searching. You may place all three of these doors on the board at the beginning of any one of your turns. When you do so, set up these three rooms. The Monsters may move immediately.
- C This chamber contains a Gargoyle which appears to be a statue. The Chest contains 200 Gold Crowns but is trapped. Unless the trap is disarmed, the Gargoyle will come to life when the room is Searched for Treasure.

**Wandering Monster:** Orc





## The Warrior Halls

Another door lies before you. The crystal Mentor gave you glows red. You look into it and see him:

*"Beyond lay the Warrior Halls, ancient chambers wherein all the great Dwarven warriors are honoured. Each has his deeds carved into the walls, so that none may forget their valour. Tread carefully, for these halls were made to test the bravest and most cunning of the Dwarven warriors. The halls are full of traps and magical opponents."*

### NOTES

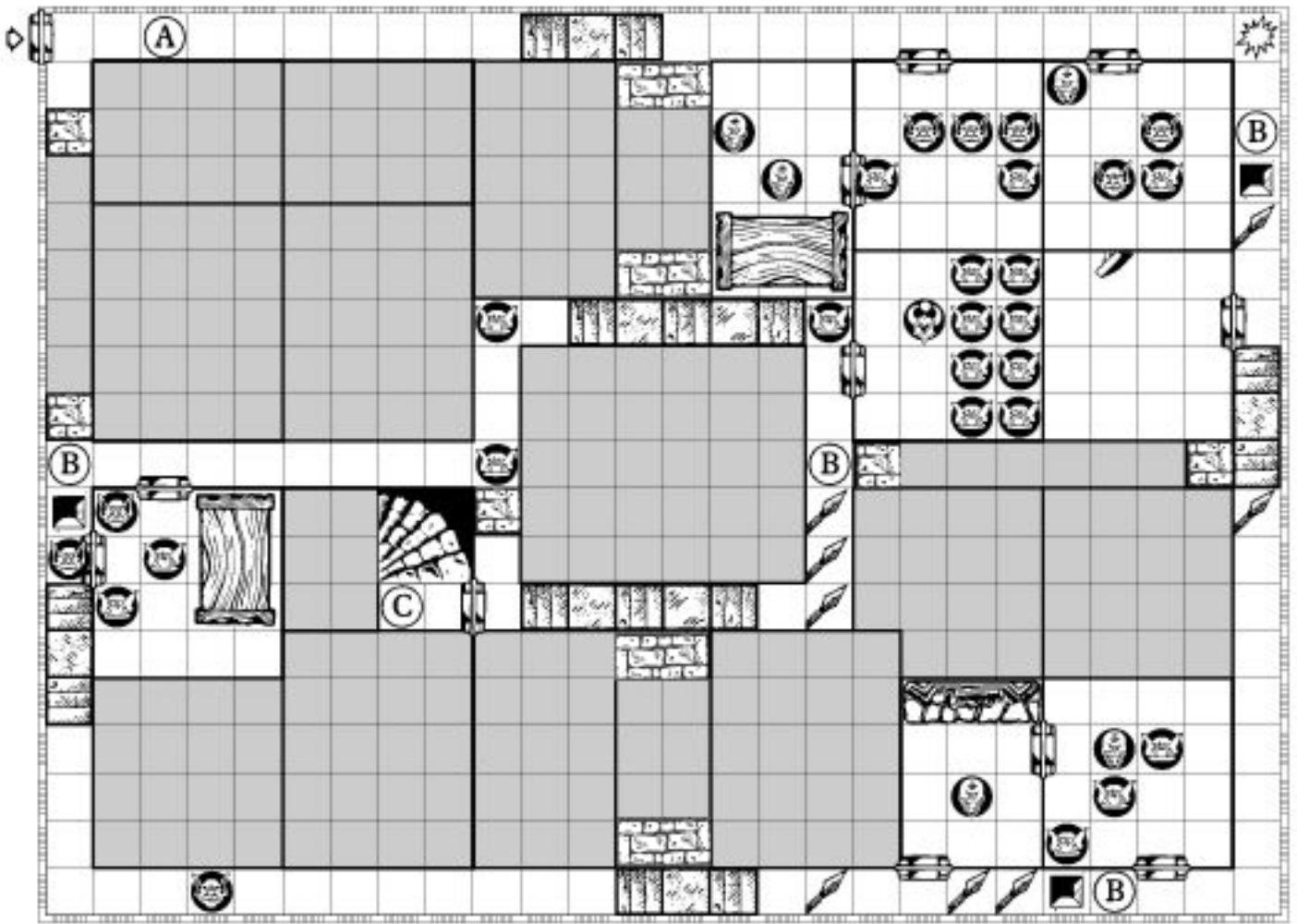
Save for the Chaos Warriors, all the Monsters here are illusions created by powerful Dwarven magic. The Heroes, however, will have to fight them as if they were real.

A These four Chaos Warriors are actually mechanically animated suits of armour. They fight as real Chaos Warriors but have the **Diagonal** ability.

B This is the secret armory of the Dwarves. The Equipment Rack conceals two *Magical Throwing Dagger* Magic Items.



**Wandering Monster:** Fimir



## The Spiral Passage

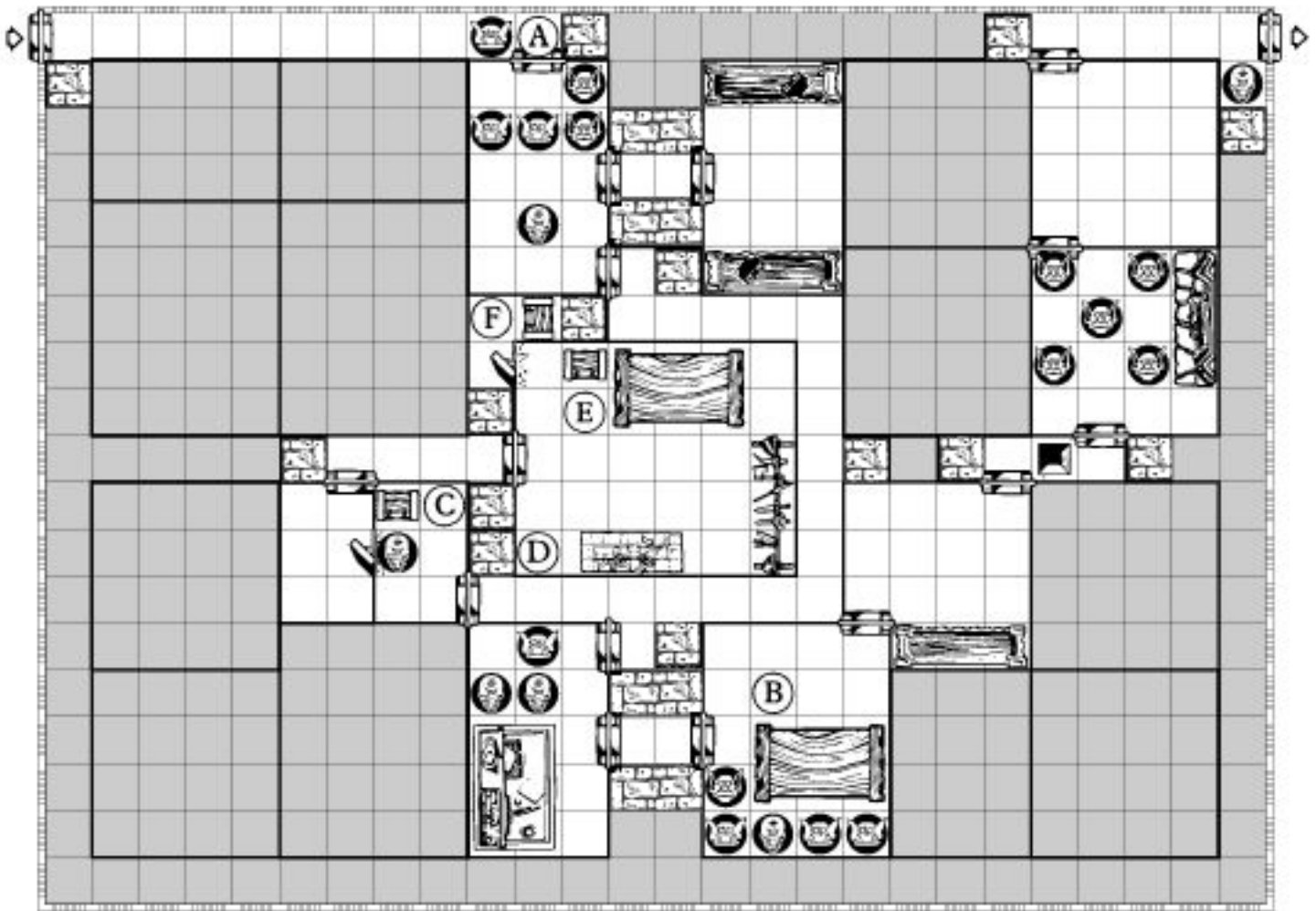
*"The great Citadel lies beneath the mountains. The series of staircases that lead to the Citadel is known as the Spiral Passage. It seems, to those who pass through them, that they are forever going down and around into the very heart of the mountain. The journey down into the main living quarters is a long one. Beware for the Orcs may have laid traps to guard against attack."*

### NOTES

- A When the last Hero has passed the square marked A, a large boulder will fall from the ceiling. Place the Giant Boulder token in the square marked A. It moves as described in the main rules.
- B The traps in the passage are so well hidden that any Hero who Searches For Traps will only find the next trap down the passage.
- C Tell the Hero that they are through the Spiral Passage.

**Wandering Monster:** Orc





## The Dwarven Forge

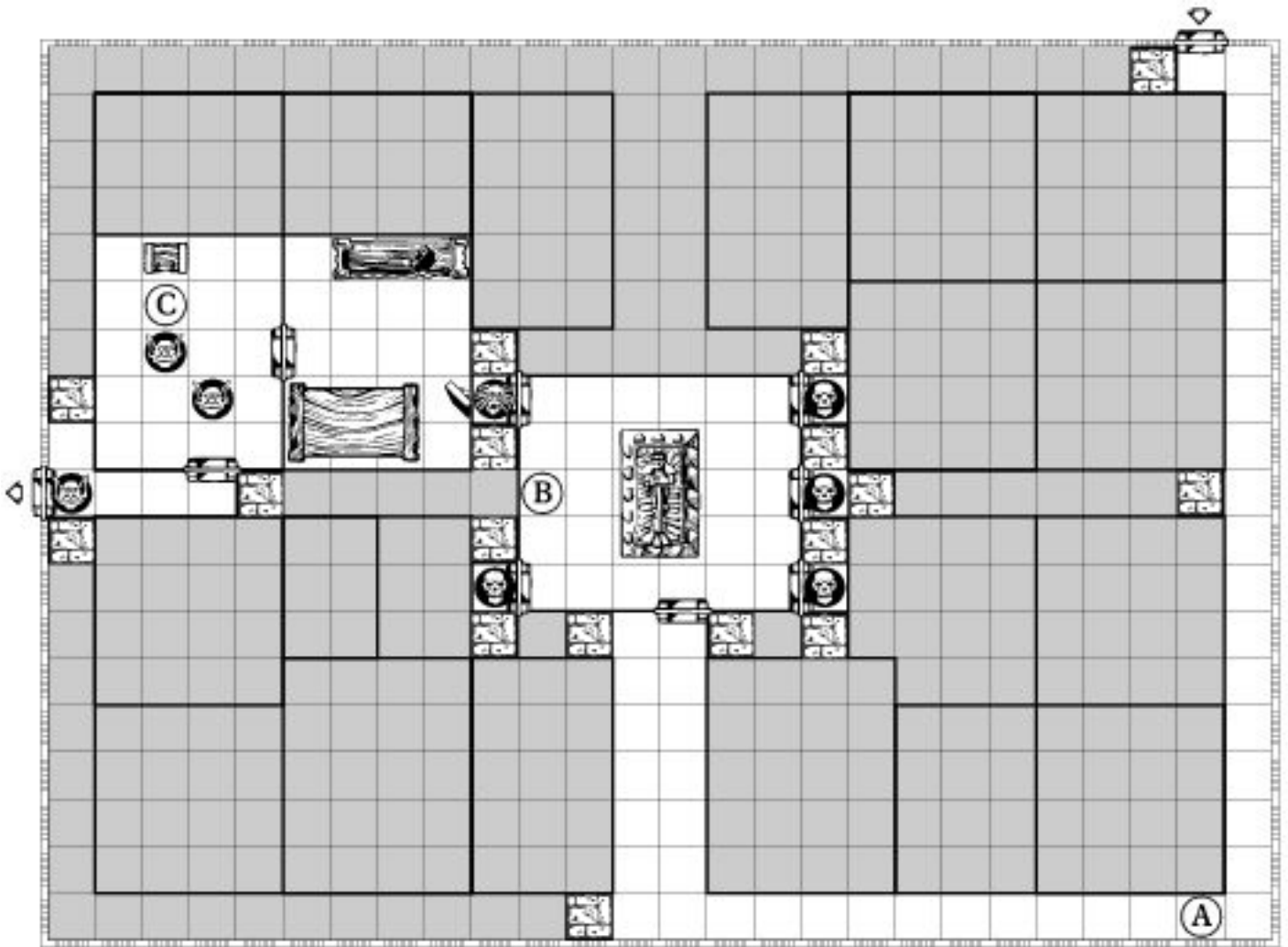
*"The greatest of the Dwarven crafts, metalwork. Few can match the Dwarves for their skill and understanding of the metals they work. The weapons they forged at the dawn of time have become legendary: the beauty of their jewels sought by King and thief alike. It is said, that though the Orcs have long since dwelt in the halls of Belorn, they have yet to find the Dwarven Forge. A part of Grin's stone map lies here."*

### NOTES

- A When this Orc is attacked he screams out. The door he is guarding opens and the contents of the room must be placed out.
- B The Fimir in this room knows the Chaos Spell *Rust*, and may cast it three times. The Table conceals a Dwarven Fire Opal worth 100 Gold Crowns.
- C The Treasure Chest contains two *Fire Ring* Magic Items.
- D This is the Dwarven Forge as described in the main rules.
- E The chest contains a part of Grin's Stone Map but is trapped with a poison dart trap. If a player searches for treasure before this trap is disarmed, they will lose two Body Points to **Poison Damage**.
- F The Treasure Chest contains 300 Gold Crowns.

**Wandering Monster:** Fimir





## Hall of the Dwarven Kings

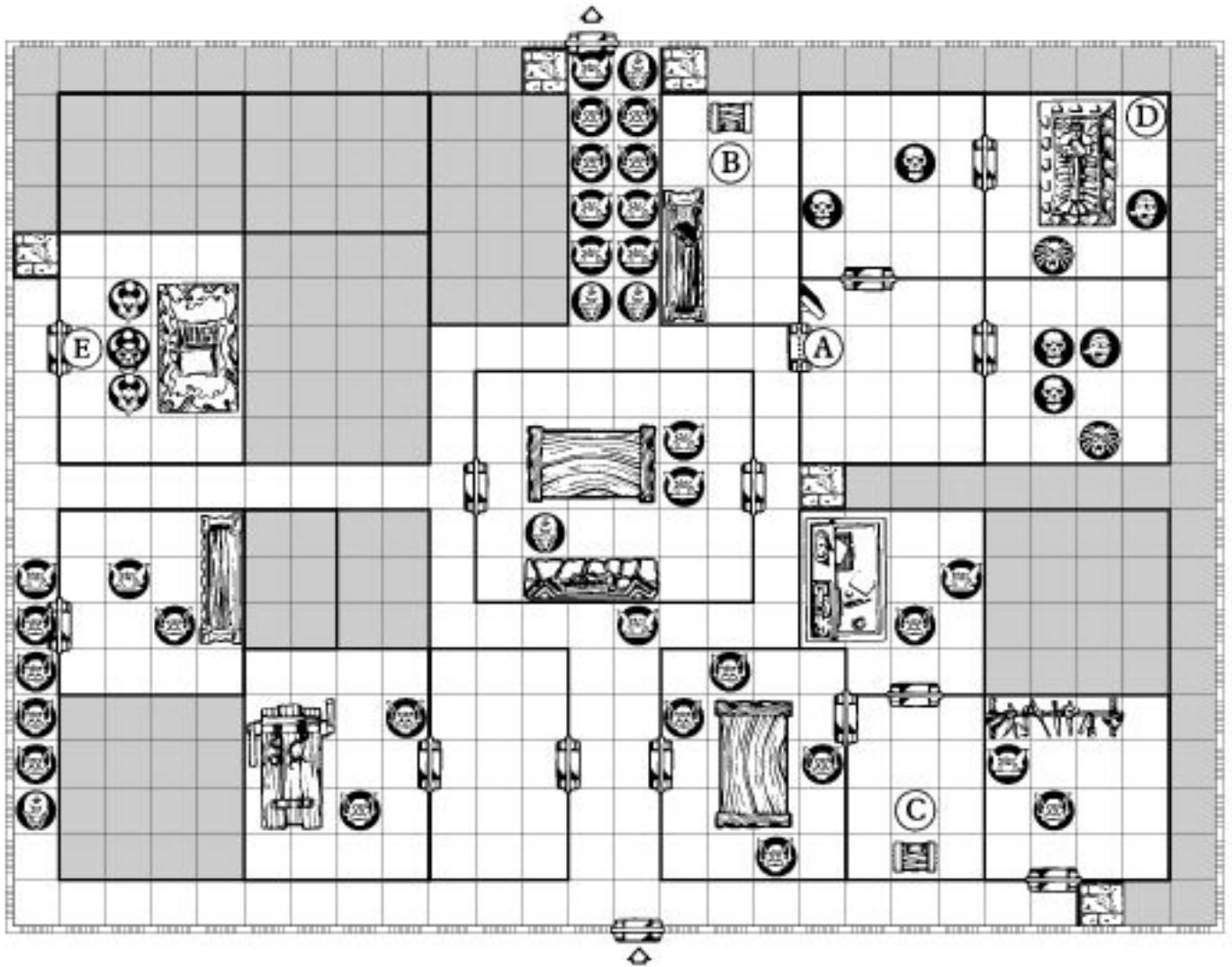
*"The Dwarves have had many great Kings. Belorn built the Great Citadel and was honoured with a great burial Hall. His descendants have all proved themselves and each is buried along side his forefathers. Kings such as Holgar, who led his warriors at the battle of Keloth's Tor; and Garin, who fought to the last with his brothers, when Morcar's legions attacked the halls. Let no man say that the Dwarves are without courage, for their valour has no equal. You will find another piece of Grin's stone map here."*

### NOTES

- A When the first Hero reaches this space, read the following out to the players:  
*"The distant sound of warriors echoes down the passage. There can be no doubt a war party has been sent after you. Hurry for time is short."*  
 On the beginning of your next turn, and each of your following turns, roll a D6. That many Monsters of your choice from Goblins, Orcs and Fimir then enter the passage via the entrance door. If you roll a "one", you may use up to one Chaos Warrior as the six figure you may place.
- B The Skeletons in this room are the remains of the Dwarven Kings of old. When one of the doors is opened, all doors in the room will open. The Skeletons will not move or attack unless attacked first. The Zombie is a regular Zombie. The Dwarven Kings have the following stats:  
 Move: 6      Attack: 3      Defend: 4      Mind: 0      Body: 2
- C This chest contains another part of Grin's Stone Map.

**Wandering Monster:** Fimir





## The Great Citadel

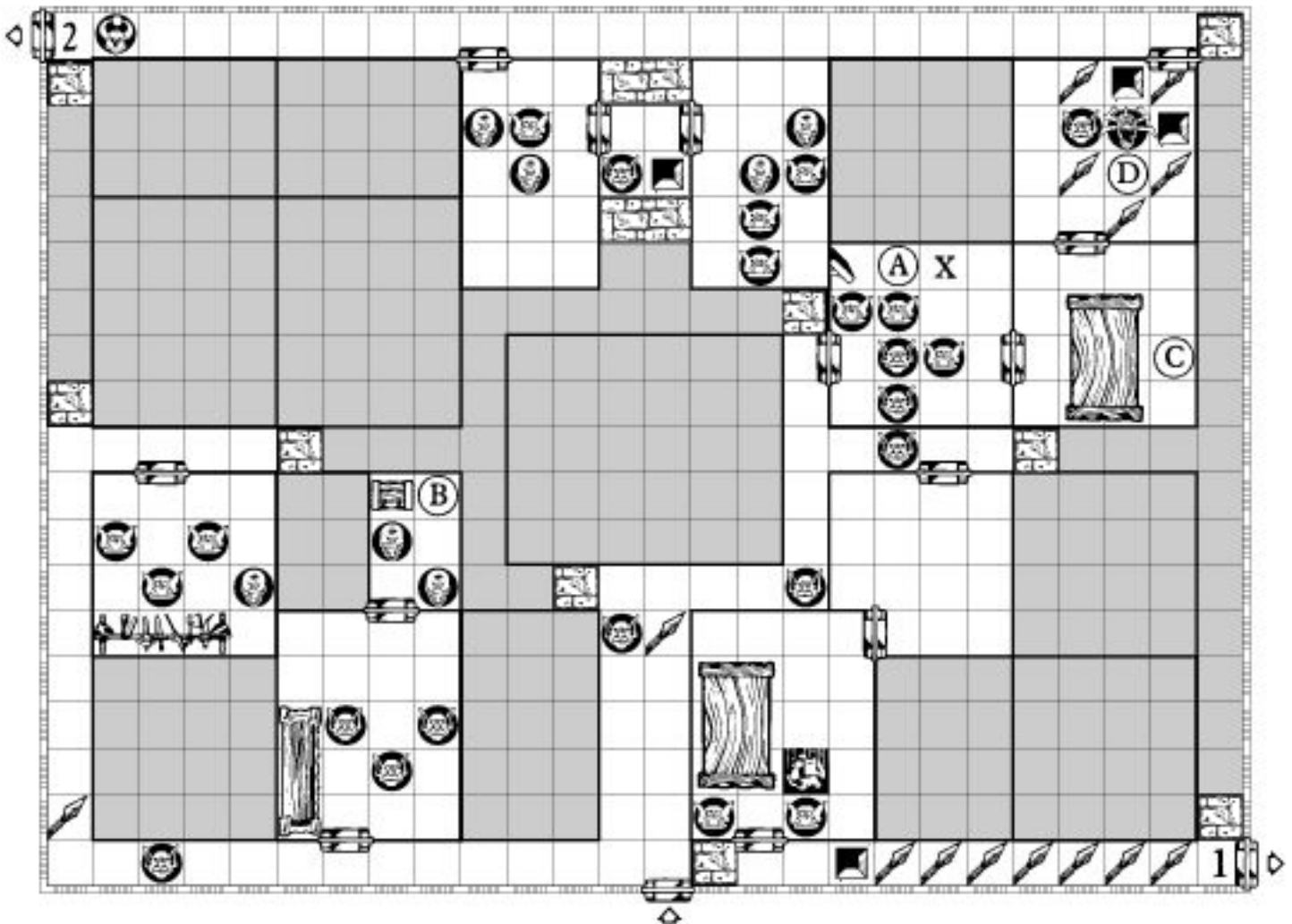
"The Great Citadel lies at the centre of the Halls of Belorn. This is where most of the Orcs now dwell. You will find them there in great numbers, for they are massing for their attack on the Empire. They are led by Gragor, an evil Magician. So be warned, battle will soon be joined. Prepare yourself well, for victory is not certain. The third part of Grin's stone map is to be found in the Great Citadel."

### NOTES

- A This Portcullis must be forced open.
- B The Treasure chest contains two *Potions of Healing*.
- C The Treasure Chest contains a *Magical Throwing Dagger* Magic Item, a randomly drawn Spell Scroll and the third piece of Grin's Stone Map.
- D This Tomb contains the remains of a great Dwarven hero and conceals a Crossbow.
- E The Chaos Sorcerer is Gragor. He knows the following spells: *Conflagration, Fear, Lightning Bolt, Rust, Summon Orcs*.  
The Table conceals two randomly drawn Spell Scrolls.



**Wandering Monster:** Fimir



## The Eastern Passage

"The East Gate marks the end of the Halls of Belorn. To reach it you must first navigate the eastern passage. The passage is guarded: take care. The foe will be many, so you must fight your way through to the East Gate. The last part of Grin's stone map is to be found here."

### NOTES

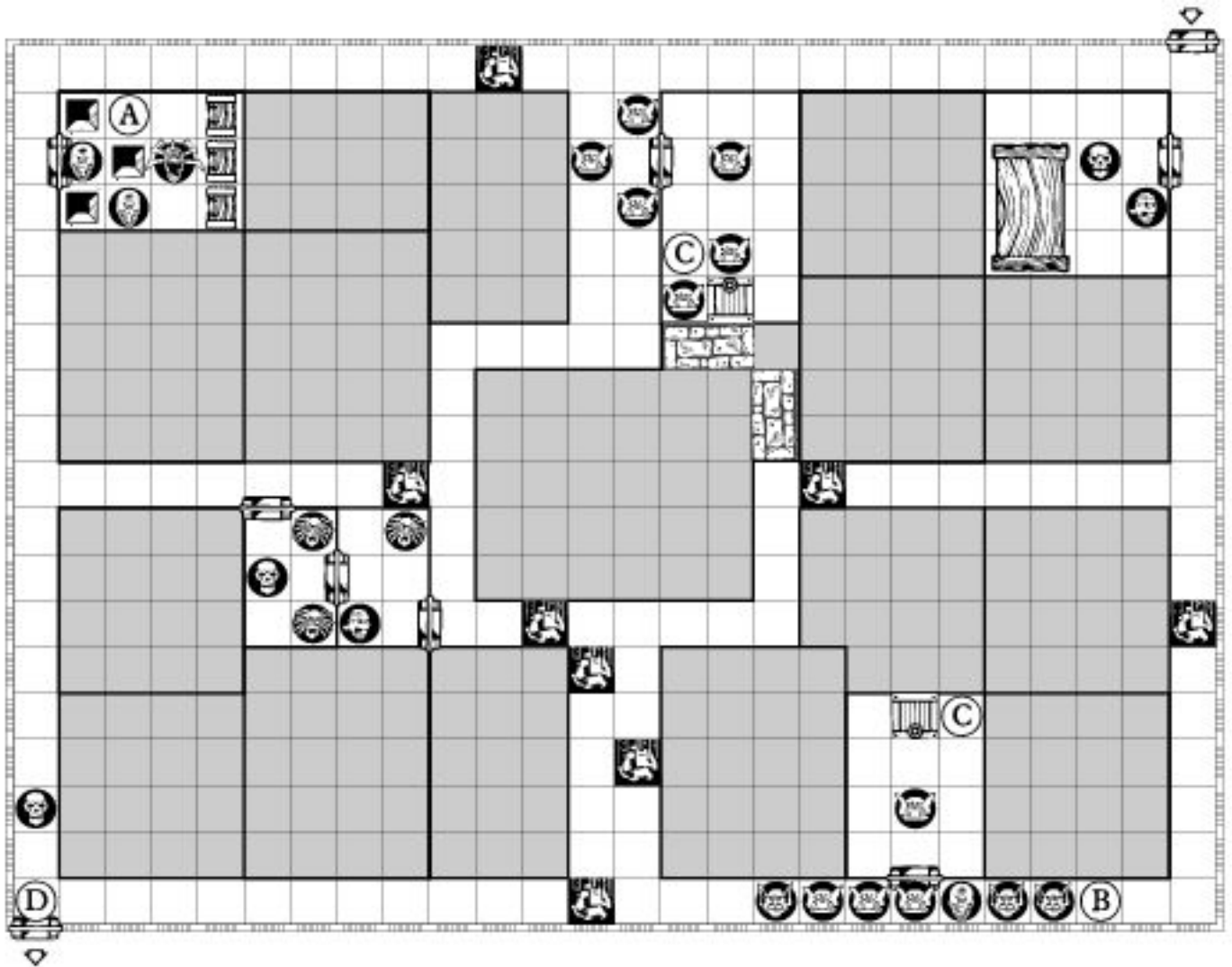
- A The leader of the Orcs is Ograk, an infamous Orc Captain who has, for many years, led his evil marauders into the boarder provinces of the Empire. Use the Orc Champion figure to represent him on the space marked X. He has the same stats as a Chaos Warrior and has the **Sentry** ability.
- Ograk may reveal and move through the Secret Door in this room at any time.
- B The Treasure Chest conceals the last part of Grin's Stone Map.
- C The Table conceals an *Elixir of Life* Potion.
- D This Gargoyle is a statue, and cannot be harmed in any way.

There are two ways for the Heroes to leave the board. If the go via door 1, they move on to *The East Gate*. If the go via door 2, they move on to *Belorn's Mine*.

Note that door number two is marked with Dwarven runes. If the Dwarf reads them, they will clearly tell that this way forward is very dangerous.

**Wandering Monster:** Chaos Warrior





## Belorn's Mine

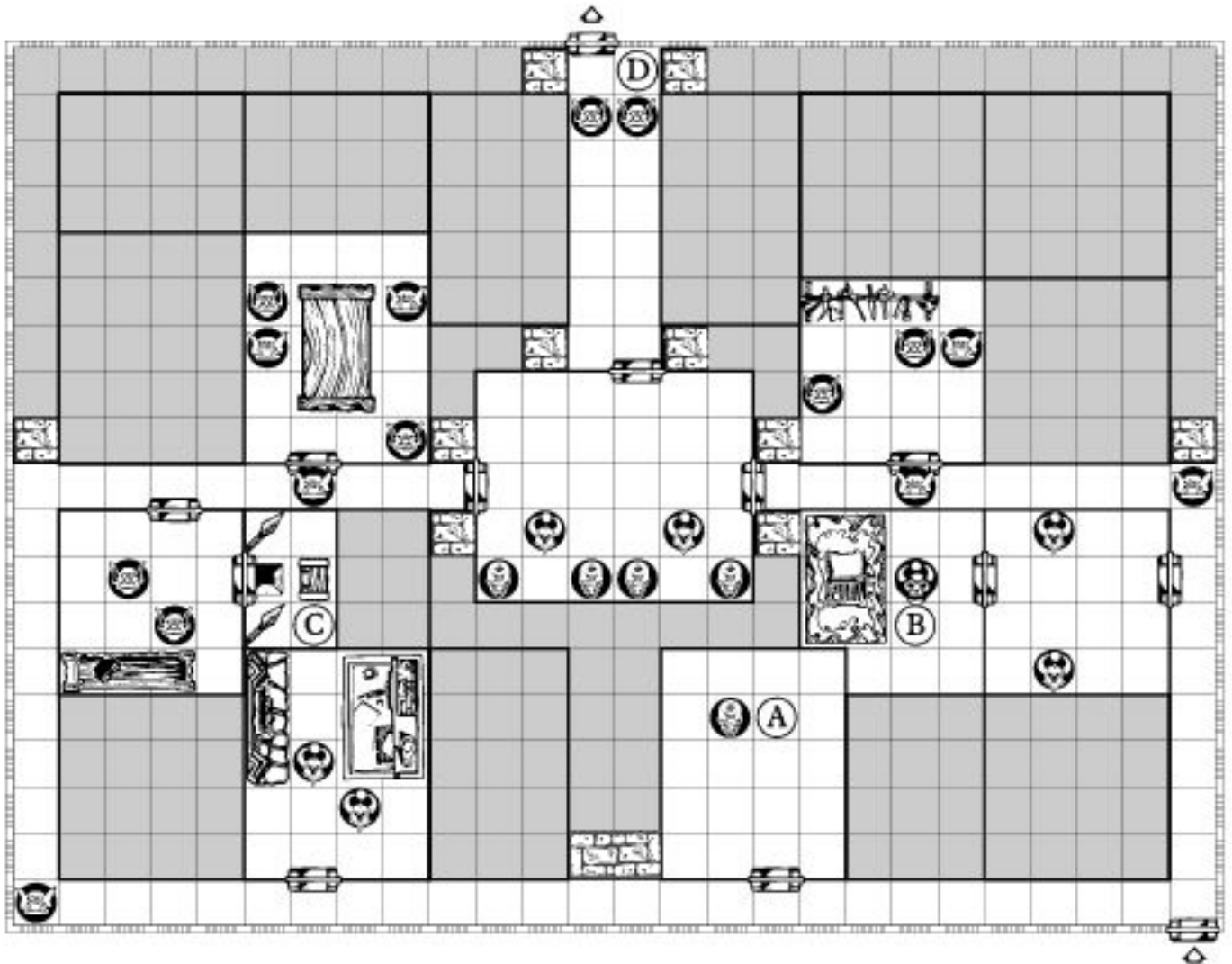
*"The Dwarves are expert miners, able to mine through even the toughest rock to reach the rich veins of gold and iron they seek. The Dwarven kingdoms of old were built upon these valuable metals. Within the Halls lies Belorn's Mine, an ancient mine that was once the richest of all. Yet take care, for the mine has long since been abandoned and the tunnels are likely to collapse. Orcs often search the mines, hoping to find the gold that legend tells was hidden here in the last days before the Halls fell."*

### NOTES

- A The Gargoyle in this room is alive and ready for combat. These chests each contain 200 Gold Crowns, but each is trapped with a poison gas trap. Unless all three are separately disarmed Searching for Treasure will set off the remaining traps. Every figure in the room loses one Body Point to **Poison Damage** for each of the three traps which was not disarmed.
- B An Orc looting party looking for the gold.
- C Both these Trapdoors are linked by a treacherous tunnel as described in the main rules.
- D Dwarven symbols on this door indicate it leads to the East Gate!



**Wandering Monster:** Gargoyle



## The East Gate

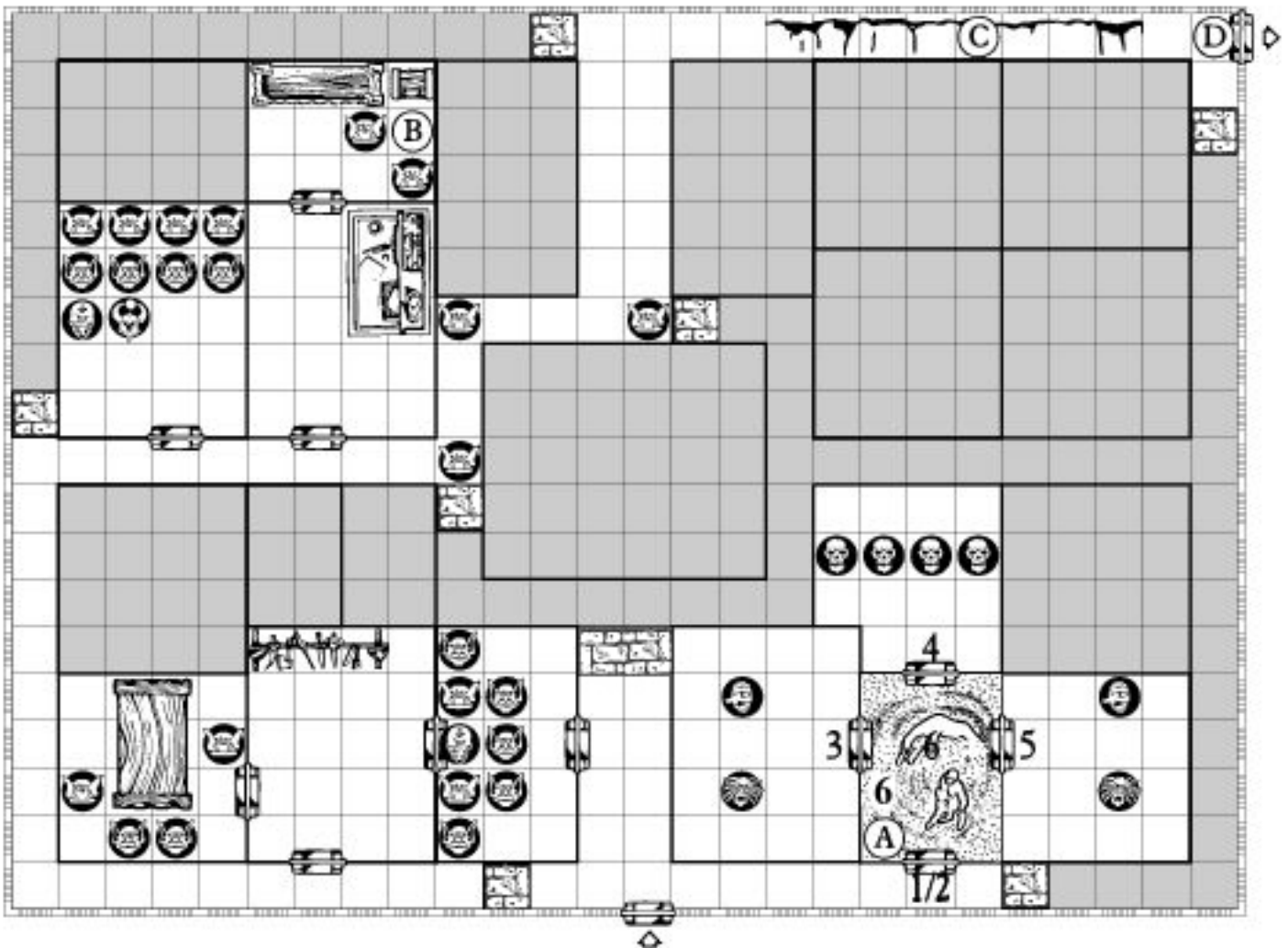
*"You have journeyed far to reach this point. The East Gate must now be passed if you are to reach Grin's Crag and rescue the Emperor. The East Gate will undoubtedly be guarded, for you are now closer to the Dark Lands than you have ever been before."*

### NOTES

- A This monster is a Shape-Shifter, which is currently in the form of a Fimir. When its current form is killed, shuffle the Monster Cards together and draw one at random to determine its new form. Only if the new form matches the old will it be permanently destroyed.
- B The Chaos Sorcerer is Petrokk. He may make an extra Cast Action in each of his turns. This Cast Action is a Ranged 2 attack causing Mind Damage, the target defends with Combat Dice equal to their current Mind Points.
- C The Treasure Chest is empty.
- D The East Gate is locked by magical Dwarven runes. To unlock the door, a Hero must roll under his current Mind Points on two D6 (one D6 for the Dwarf). If the Hero fails the roll, their turn ends.

**Wandering Monster:** Fimir





## Grin's Crag

"Now you have Grin's map you may find your way to Grin's Crag. Remember your task. Do not stray from it, for the enemy are too numerous. The hour of victory is close at hand. Once you have passed Grin's Crag you will be able to lead the Emperor's Army to safety. The crag is narrow. You must tread carefully or fall into the abyss."

### NOTES

- A This is the Cloud of Chaos, as described in the main rules.
- B The Treasure Chest contains 250 Gold Crowns but is trapped with an exploding trap. If a player searches for treasure before this trap is disarmed, they will lose three Body Points.
- C Once a player reaches this space, the Guardian of Grin's Crag will become active. Place the Gargoyle at the far end of Grin's Crag. This Gargoyle is *immune* to all **Spells** and has an extra Body Point.  
This is the Cliff Corridor as described in the main rules.
- D The door is locked while the Gargoyle lives.

**Wandering Monster:** Fimir



# Epilogue

The door opened into the darkness of Kellar's keep. From above came the thunder of battle. The forces of Morcar were making their final, remorseless, assault. This time there could be no holding them. The Emperor assembled his captains, determined to organise one last line of defence. Then came the news: a group of Champions had found a way through from the Halls of Belorn.

Without hesitation the Emperor ordered his captains to fall back towards Grin's Crag. The Guardian Knights would take the rear and fight their way back to the passage, thus giving time for the rest of the army to carry the wounded to safety.

Morcar's forces could not be permitted to follow. The Guardian Knights fought with such strength and courage that the Orcs and Goblins of Morcar's army fell back, not daring to close with such a fearsome foe. Morcar looked to his left, then pointed menacingly towards the Empire's line. The Doomguard stirred from their silence, and moved forward.

The Guardian Knights slowly fell back before them until the gate was reached. Then it fell to one man to hold the enemy while the passage behind him was destroyed so that none could pass. Kenaron, Captain of the Guardian Knights, stood in the gate. Time and again the heavily clad warriors of the Doomguard surged forward to be felled by Kenaron's sword. Morcar watched for a while, and smiled wryly at Kenaron's courage and skill-at-arms. A moment later his patience was spent. Kenaron fell before the storm of flame that burst against the gate. But it was too late. Morcar's warriors howled in anger, for the passage was destroyed. The Emperor and the last of his army had escaped.

\* \* \*

"You have done well. The Emperor has asked me to express his gratitude. Each of you will receive 500 Gold Crowns for your efforts. But do not let this victory deceive you. A dark cloud still hangs over the Empire. The army is in need of rest. Yet still the forces of Chaos advance from the East, nothing stands before them. We are in need of time. I shall look to how we might delay Morcar's advance. Rest well my friends.

Once I have consulted Loretome I shall summon you."

# Chapter Three: Return of the Witch-Lord

*Mentor's head hung low as he entered the room. There was a sadness in his voice when he spoke.*

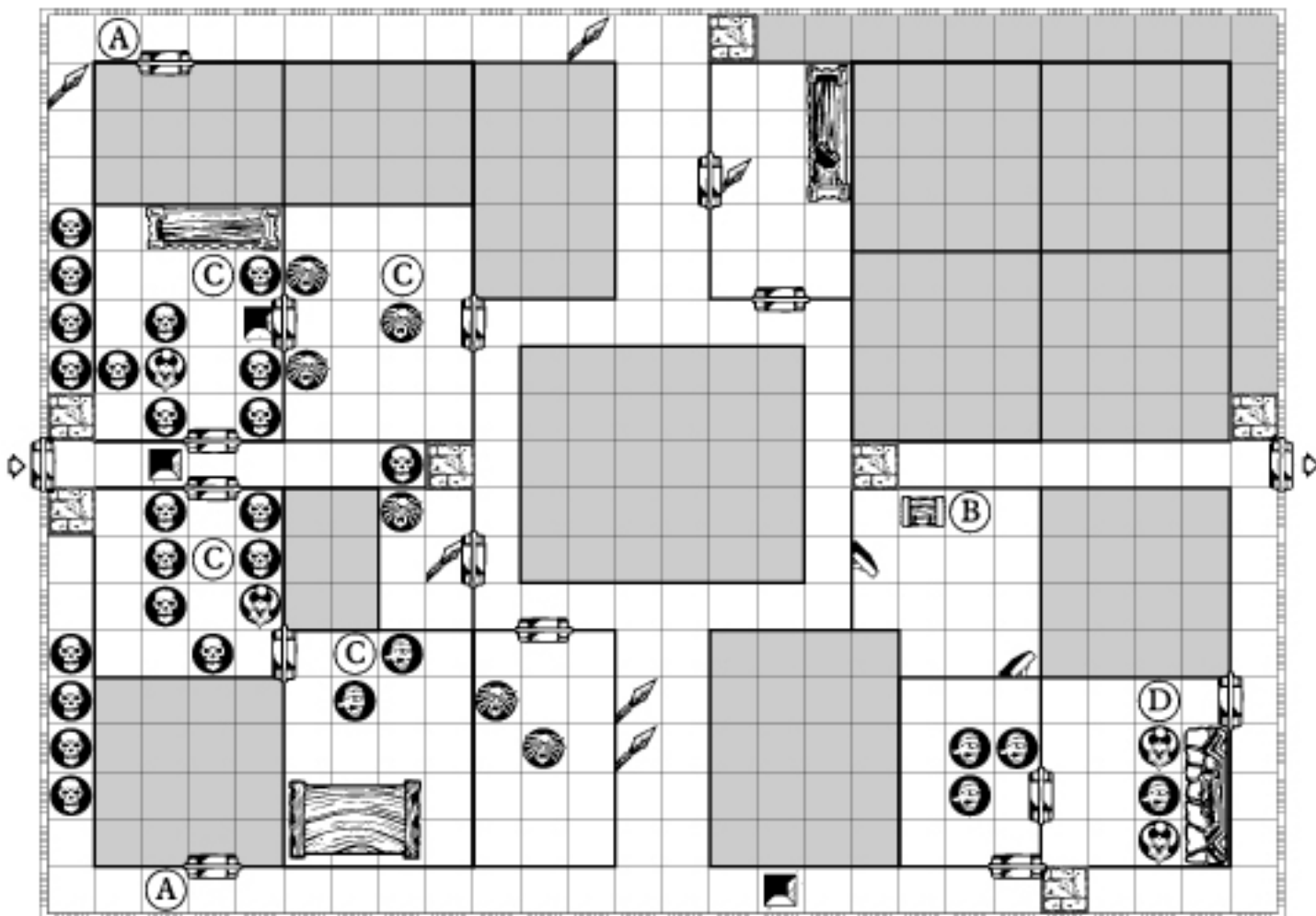
*"Worthy companions, the Witch Lord is not dead. He had powers I had not foreseen and escaped death at the Spirit Blade's edge though he has been severely weakened. . We must act quickly, for his power grows with each passing day. It will not be long until he has recovered from his defeat. Once his power has fully awoken he will raise again the legions of the dead. These warriors are a fearsome foe. Only men of great courage, or those with powerful magic, can stand against them. They know no fear and will fight relentlessly until destroyed.*

*"Loretome has shown me that the Witch lord has retreated from Barak Tor to the fallen city of Kalos. Long ago the city was destroyed by Morcar and given to the Witch Lord to rule. Beneath the ruins the Witch Lord built himself a great stronghold, for the light of day was too pure for him to endure. When he was defeated, the stronghold's gates where shut and no one ventured in or out. Now he has returned.*

*"As he sits upon the High Throne of Kalos, the Witch Lord may look upon the Planes of Death around the city and see any who approach. None can escape his gaze. The High Throne is one of three thrones that wait for those who would rule over the Court of the Dead. If the Witch Lord is not stopped soon, the other thrones will be taken: one by Skulmar, the Captain of the Dead Host; the other by Kessandria the Witch Queen. When these two sit alongside the Witch Lord it is said that the bones of all fallen warriors will be summoned together under the Black Banner."*

\* \* \*

*"Many days of travel have brought you across the Planes of Death. This journey has been hard, for the land here is barren, scorched by the relentless sun. Throughout your journey you have felt an uneasy presence. Ever since you entered the Planes, the Witch Lord has watched your progress, awaiting your arrival. Finally, you have reached the great ruins. The skeletal remains of a once great city that rose from rich and fertile land now lies parched and dust-clogged.*



## The Gate of Doom

*The entrance to the stronghold is not hard to find, for no attempt has been made to disguise it. The outer gate lies open and you see evidence that many creatures have passed this way in the last few days.*

*"You must work your way through the fearful tunnels to find the Gate of Doom: your destiny lies beyond. Tread carefully, my friends, for the enemy have had many days to prepare your welcome."*

### NOTES

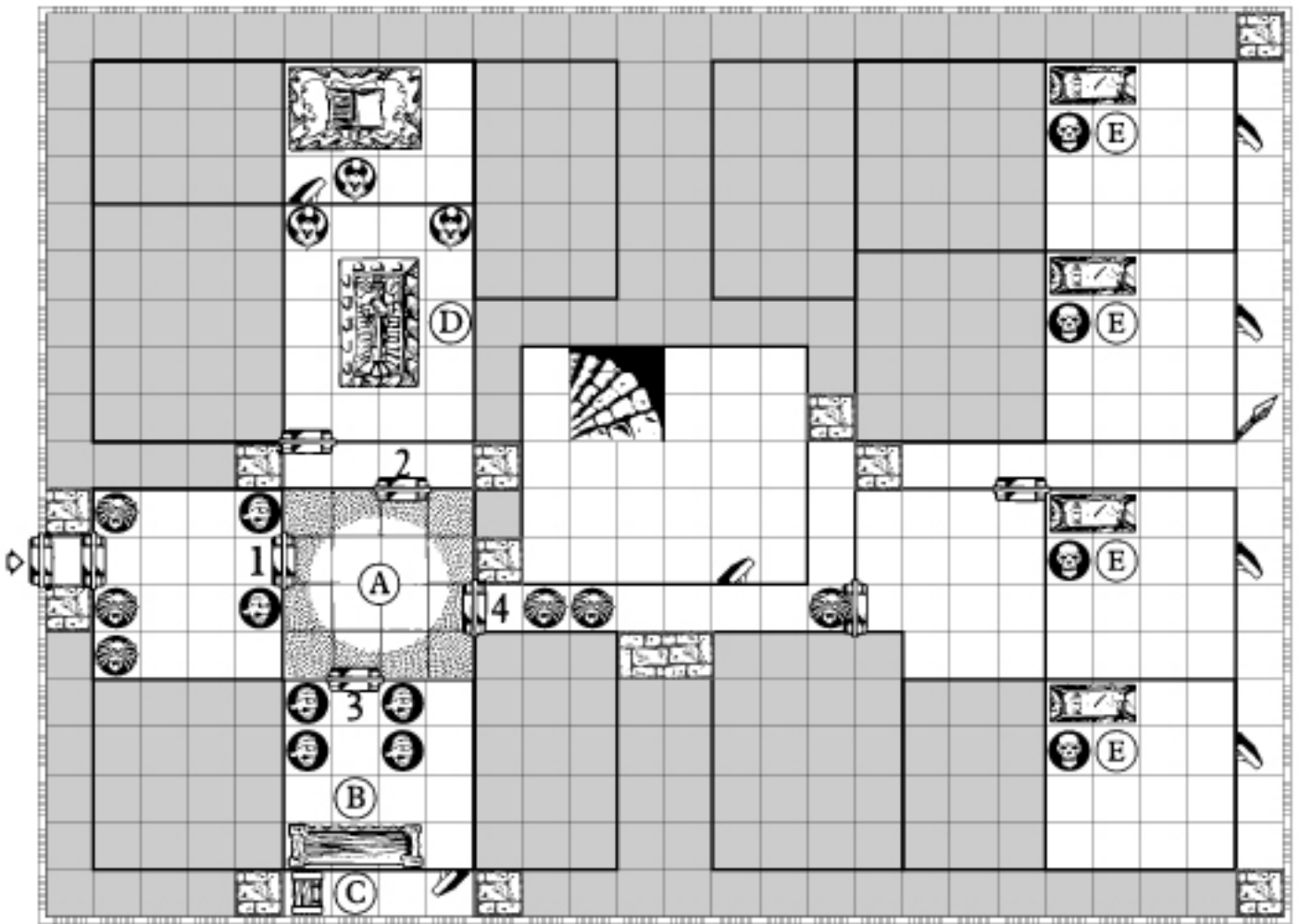
Until the end of the Court of the Witch Lord Quest, these quests are played as a series.

- A This door is false and cannot be opened.
- B The Treasure Chest contains 200 Gold Crowns.
- C These four rooms comprise an ambush. When the first door is opened, reveal all four rooms, opening all the doors between them.
- D The Fireplace conceals two *Dust of Disappearance* Magic Items.



**Wandering Monster:** Chaos Warrior





## The Cold Halls

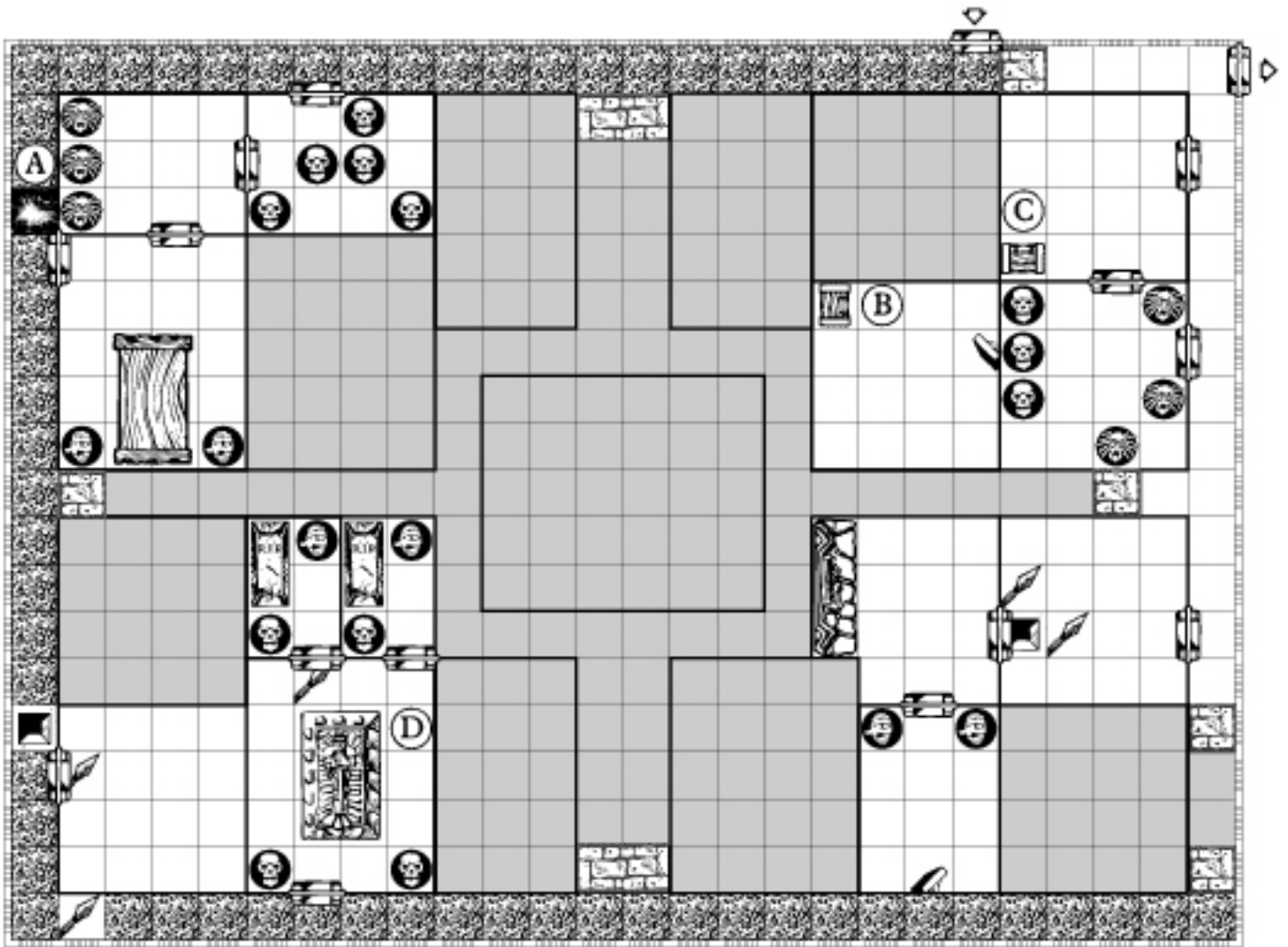
*"These icy passages are the resting place of the dread Spirit Riders who once lead the Witch Lord's Skeletal cavalry into battle. They now lie dreaming of past glories, waiting to be summoned to the Black Banner once more."*

### NOTES

- A This is the Revolving Room, as described in the main rules, it uses the following results 1-2: Door 1 3: Door 2 4-5: Door 3 6: Door 4
- B The Cupboard conceals *Holy Water* Magic Item.
- C The Treasure Chest contains 300 Gold Crowns but is trapped with a poison needle trap. If a player searches for treasure before this trap is disarmed, they will loose three Body Points to **Poison Damage**.
- D This Tomb contains two Spell Scrolls drawn randomly from the Scroll Deck. However it is the resting place of Morghur, the Captain of the Spirit Riders. If the chamber is Searched for Treasure he will awaken here as if he where a Wandering Monster. He fights as a Spirit Rider but rolls an extra Combat Die in attack. Use the Chaos Sorcerer to represent him.
- E The Skeletons in these rooms are Spirit Riders. They have the following stats:  
Move: 8      Attack: 4      Defend: 4      Mind: 3      Body: 3

**Wandering Monster:** Zombie





## The Silent Passages

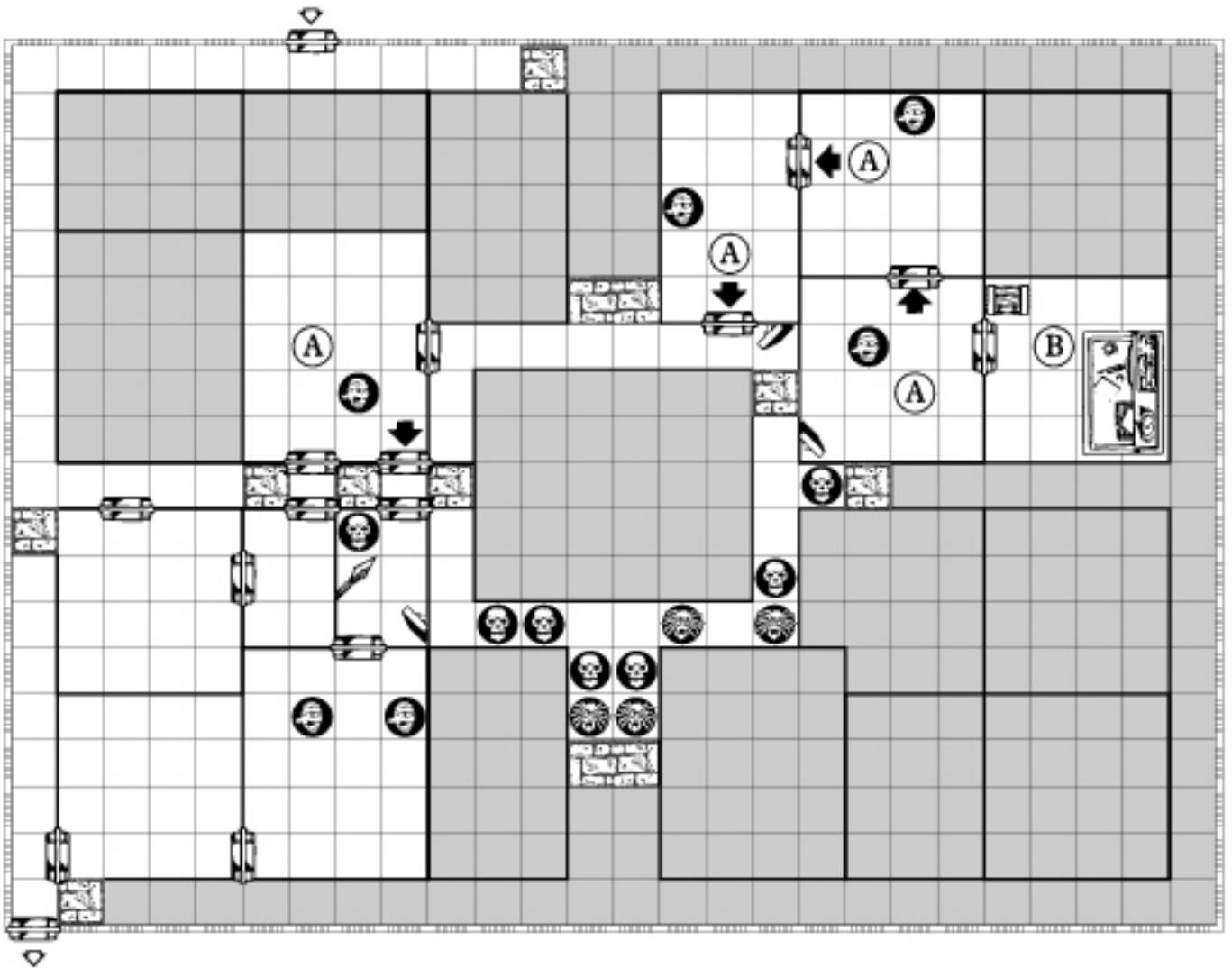
"These passages have been silent for over a thousand years. The last voices that echoed these hallowed halls were those of King Agrain and his people as they rushed to defend the city against Morcar. It is said that an ancient and terrible magic is at work here. Tread warily my friends."

### NOTES

- A The shaded corridor is haunted by the Death Mist, as described in the main rules, except that it may not leave the shaded corridor.
- B The Treasure Chest contains two *Magical Throwing Dagger* Magic Items but is trapped with a dart trap. If a player searches for treasure before this trap is disarmed, they will lose one Body Point.
- C This Treasure Chest contains 100 Gold Crowns and a *Potion of Healing*.
- D If the *Spirit Blade* Artefact has been lost in a previous Quest, it will be found in this tomb. If a Hero already carries the Spirit Blade, a *Longsword* will be found instead.



**Wandering Monster:** Skeleton



## The Halls of Vision

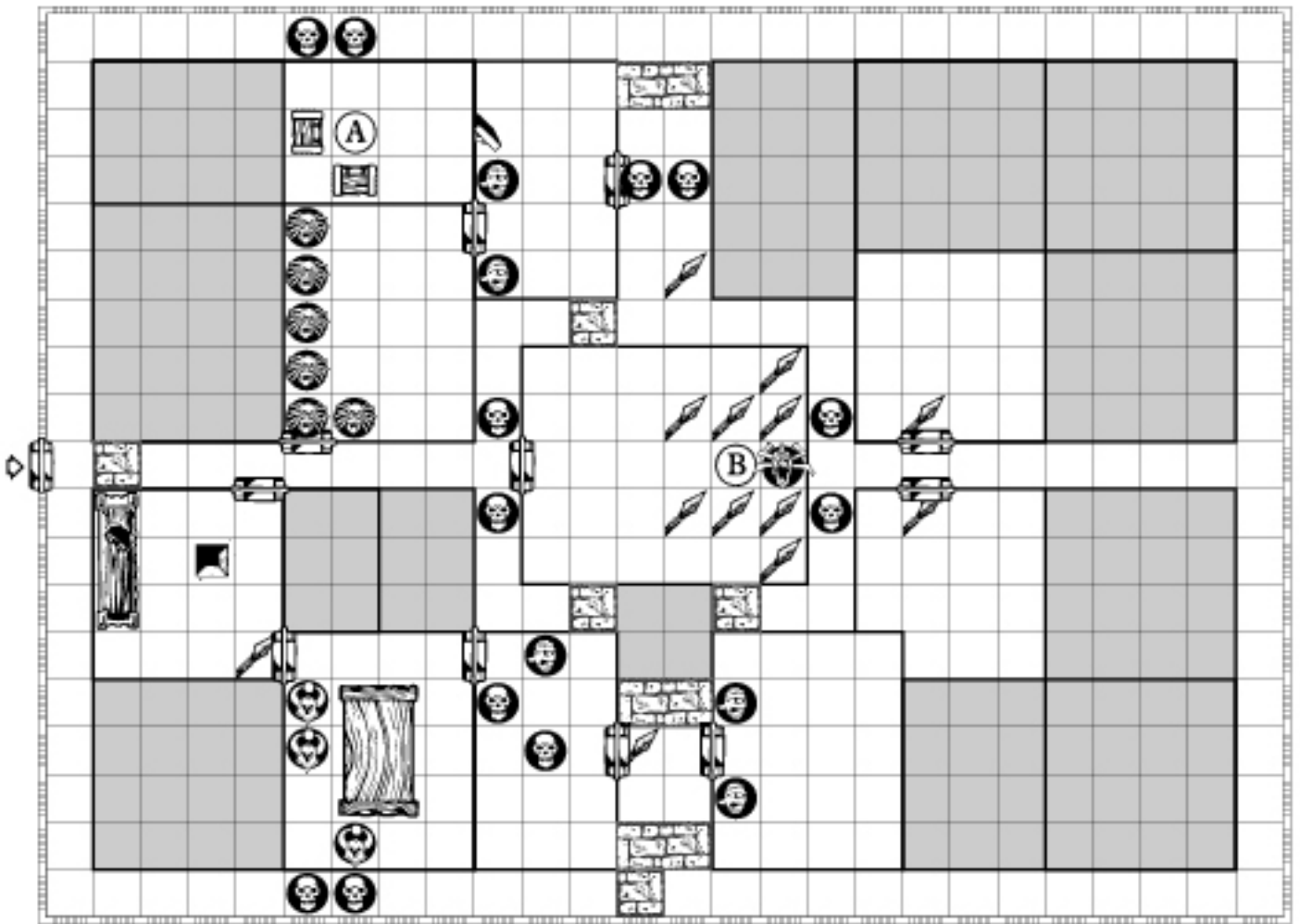
*"King Agrain was one of the Great Kings who ruled in a time before Chaos. He was a feared warrior and his laws were known for their fairness. Agrain also dabbled in magic and through this created the Halls of Vision, a maze of magical rooms, the secret of which lies in the 'Keys of Agrain.'"*

### NOTES

- A These are all magical rooms, built to protect King Agrain's secret workshop. Each is guarded by a Mummy. If the Mummy is killed, the door marked with the black arrow is removed from the board.
- B This is the magical workshop of King Agrain. On the Alchemist Bench lie two Spell Scrolls (*Ball of Flame* and *Fire of Wrath*), and four large blue gems. These gems are the Keys of Agrain. They allow the bearer to replace any missing doors in the Halls of Vision. The guardian Mummies will not attack the bearer of a Key of Agrain. The Gems are each worth 100 Gold Crowns.



**Wandering Monster:** Mummy



## The Gate of Bellthor

*"Here begins the true domain of the Witch Lord. In these deepest caverns he has created his own subterranean fortress, from which he plots the destruction of the Empire. Loretoime has told me of a terrible guardian, Bellthor, who watches over the gate. You must confront Bellthor together if you are to be victorious."*

### NOTES

- A Each of these chests contains 500 Gold Crowns.
- B This Gargoyle is Bellthor the guardian. He starts the game as a stone statue, unable to take Actions nor be harmed.

Once all the Heroes have entered his chamber, the entrance door vanishes and Bellthor comes to life. Bellthor has the following stats:

Move: 6    Attack: 4\*    Defend: 6    Mind: 3    Body: 3

Bellthor may make an additional Ranged 6 Attack Action each turn. Heroes may not defend against this Attack.

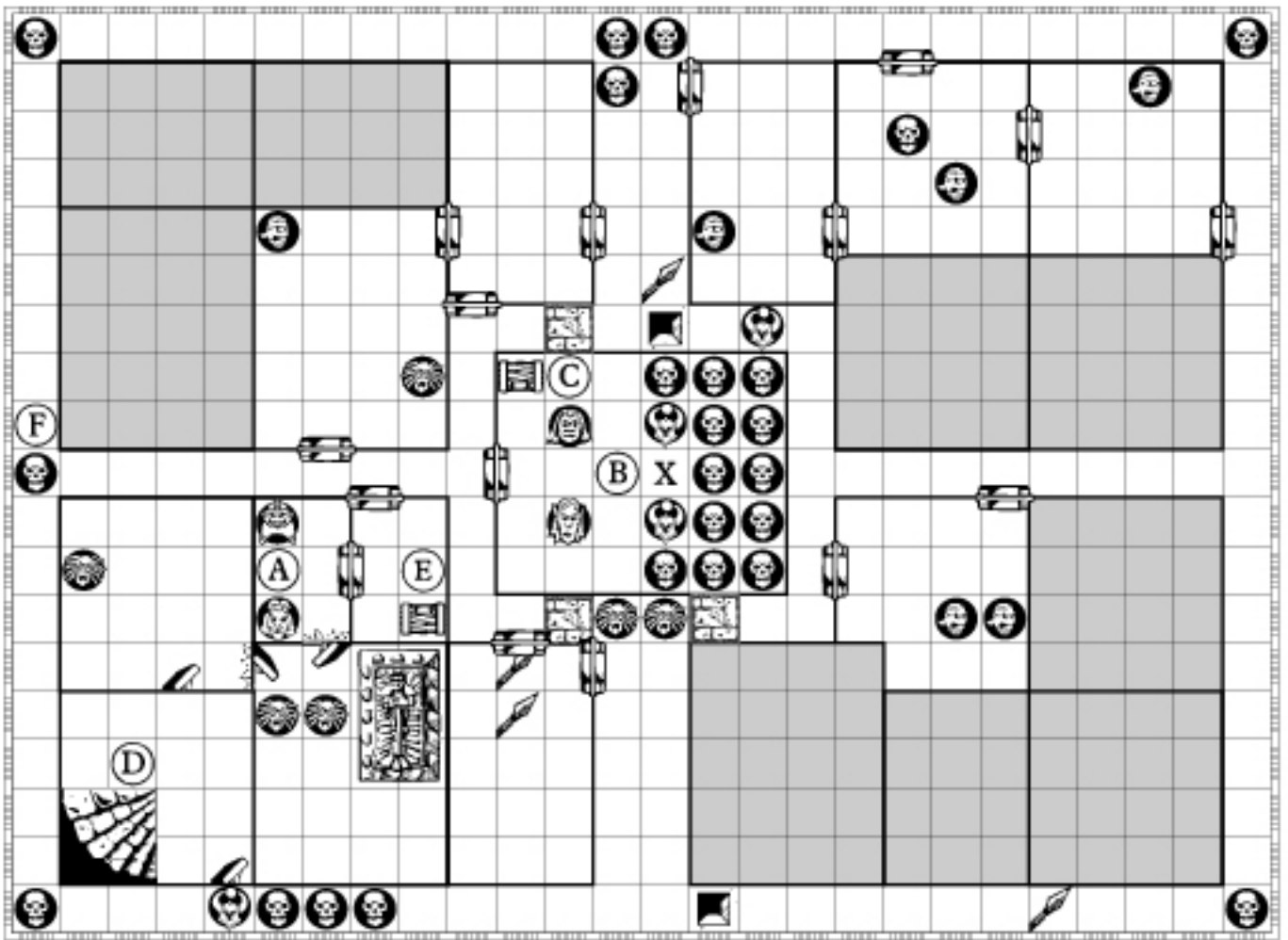
Bellthor causes Mind Damage in all Attacks. Heroes may be reduced to fewer than zero Mind points by Bellthor are unconscious.

If Bellthor is killed, he will explode, filling the room with poisonous gas, knocking every figure in the room unconscious.

Once all the Heroes are unconscious, they are prisoners of the Witch Lord and the Quest ends.

**Wandering Monster:** Skeleton





## The Halls of the Dead

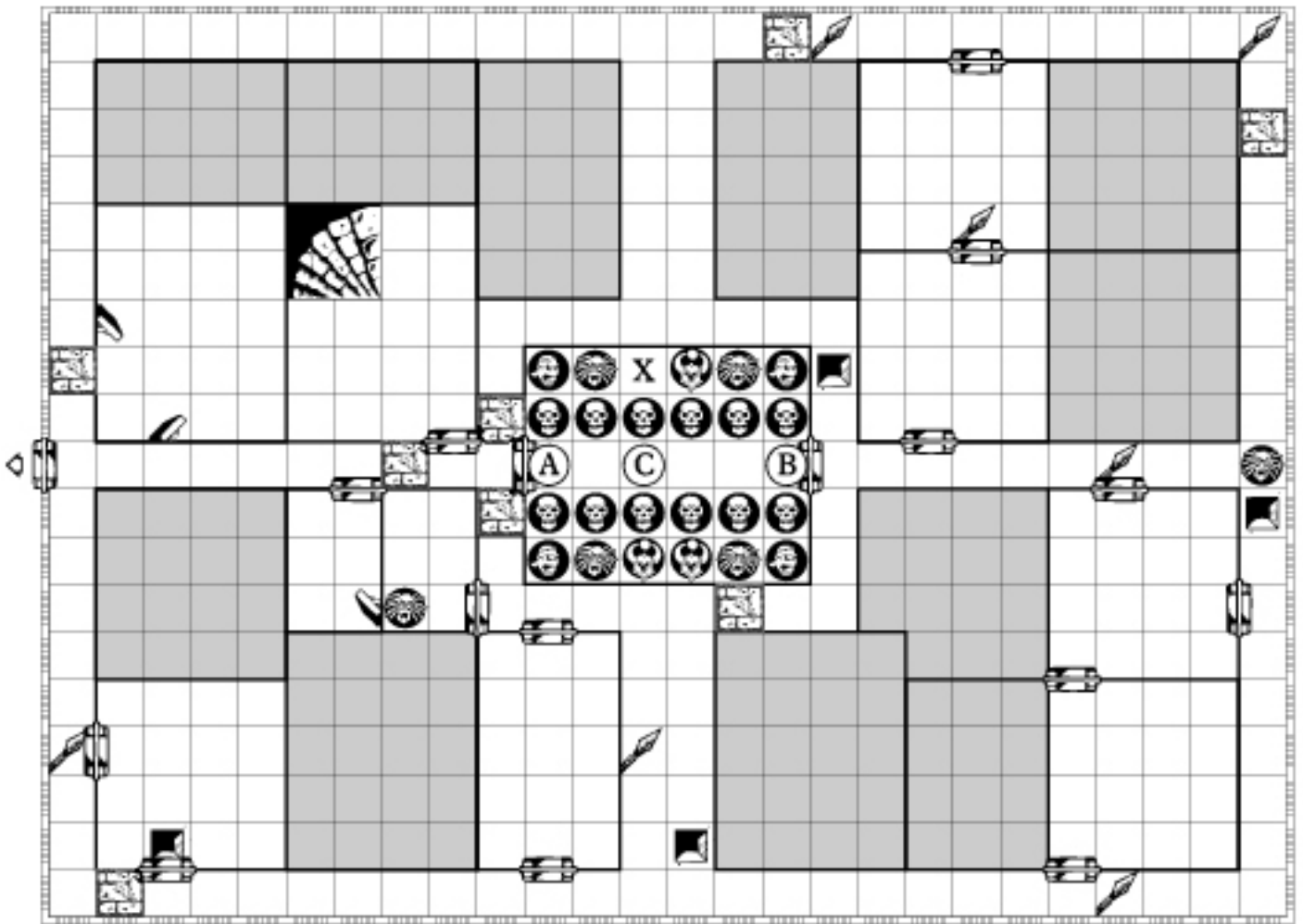
*"A terrible fate has befallen you, and you have become prisoners of the Witch Lord. Already the Elf and Barbarian have been taken to the hall where he plans to feed them to his pets. I have worked a powerful spell to aid you, but now you must aid yourselves. Good luck. You must free your friends and escape."*

### NOTES

- A The Dwarf and Wizard start here. Only they start the Quest on the board. The door to their cell is open thanks to Mentor's spell. They do not have any equipment, Treasure, Spells, Artefacts, etc.
- B This is the hall of the Witch Lord, use the Chaos Sorcerer to represent him as he stands in the space marked X. Do not lay this room out until the Dwarf or Wizard reveal it. The Elf and Barbarian then start here. They do not have any equipment, Treasure, Spells, Artefacts, etc. When the Dwarf or Wizard enter the Witch lord curses them and vanishes in a puff of smoke, they are then free to move normally.
- C All the Elf and Barbarian's belongings are in this Treasure Chest, save for all their Gold, Gems and other valuables.
- D Do not place the Spiral Stairway on the board until the room is revealed. This is the way out.
- E All the Dwarf and Wizard's belongings are in this Treasure Chest, save for all their Gold, Gems and other valuables.

**Wandering Monster:** Skeleton





## The Forgotten Legion

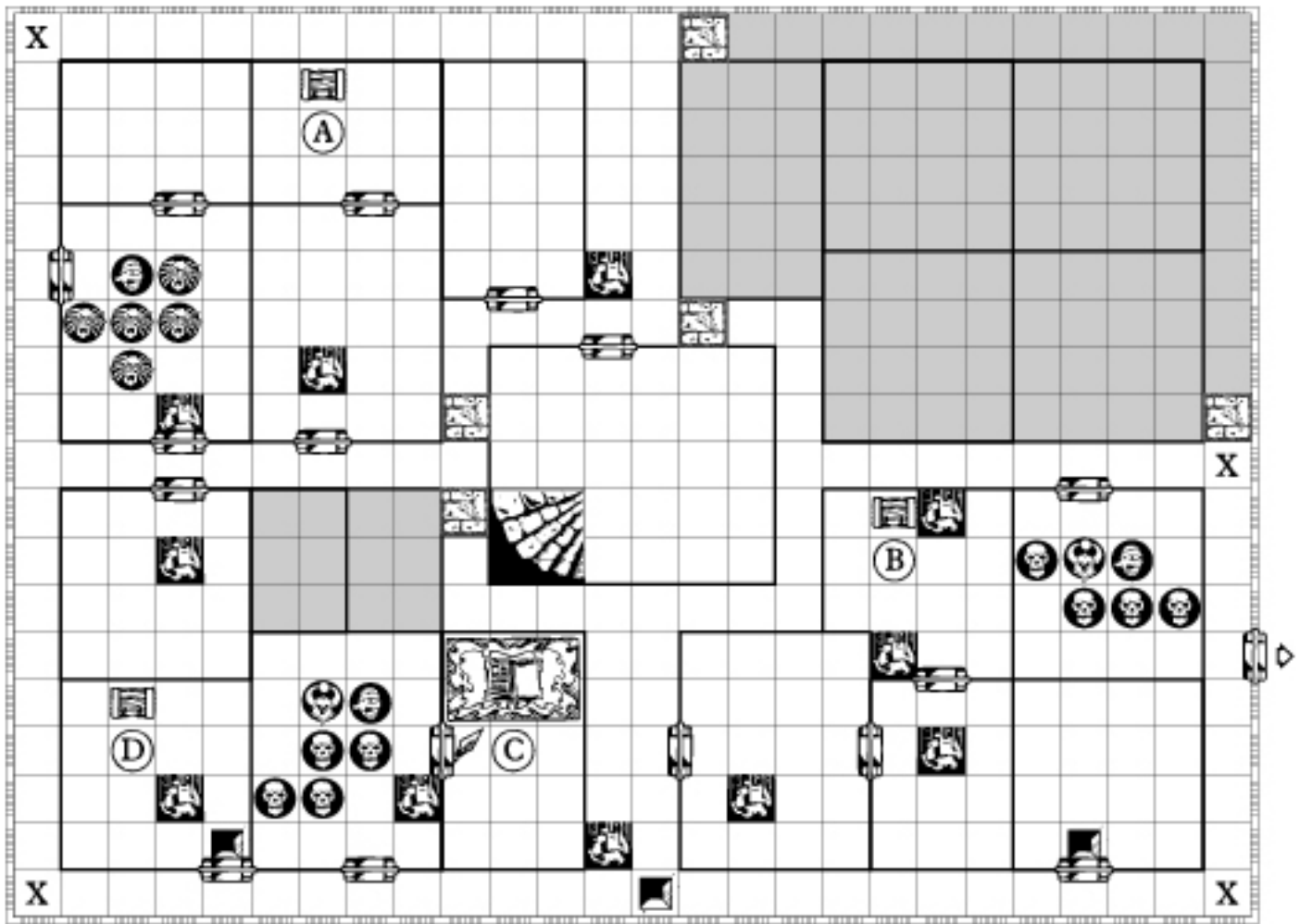
"You have escaped the Witch Lord, but it will not be long before he follows you. The halls through which you now pass hold the Forgotten Legion, the elite of the Witch Lord's army. They are lead by Skulmar. In combat they are to be feared, for they bear the scars of a thousand battles, each one a victory for Chaos."

### NOTES

- A Here stand the Forgotten Legion, encased in magical ice which cannot be destroyed by normal means.
- B When this door is opened, the magical ice will shatter and the Forgotten Legion will be active.
- C Skulmar, Captain of the Dead Host, stands in the space marked X. He has the following stats:  
 Move: 8      Attack: 5      Defend: 6      Mind: 4      Body: 3  
 Skulmar will, if injured, attempt to flee top the Spiral Stairway. If he reaches the Stairway, remove him from the board – he will return to plague the Heroes later. If Skulmar is killed, the Heroes will find on his body a Scroll of *Pass Through Rock* and the *Rabbit Boots* Artefact.



**Wandering Monster:** Chaos Warrior



## The Forbidden City

"No man has ever entered the Forbidden City before. Even Loretome can tell little of what lies before you. It is said that the passages are filled with the walking dead, the mindless servants of Morcar who are doomed to walk the passages of the Forbidden City forever. You must also be wary of the city itself for it is crumbling and ready to collapse at any time."

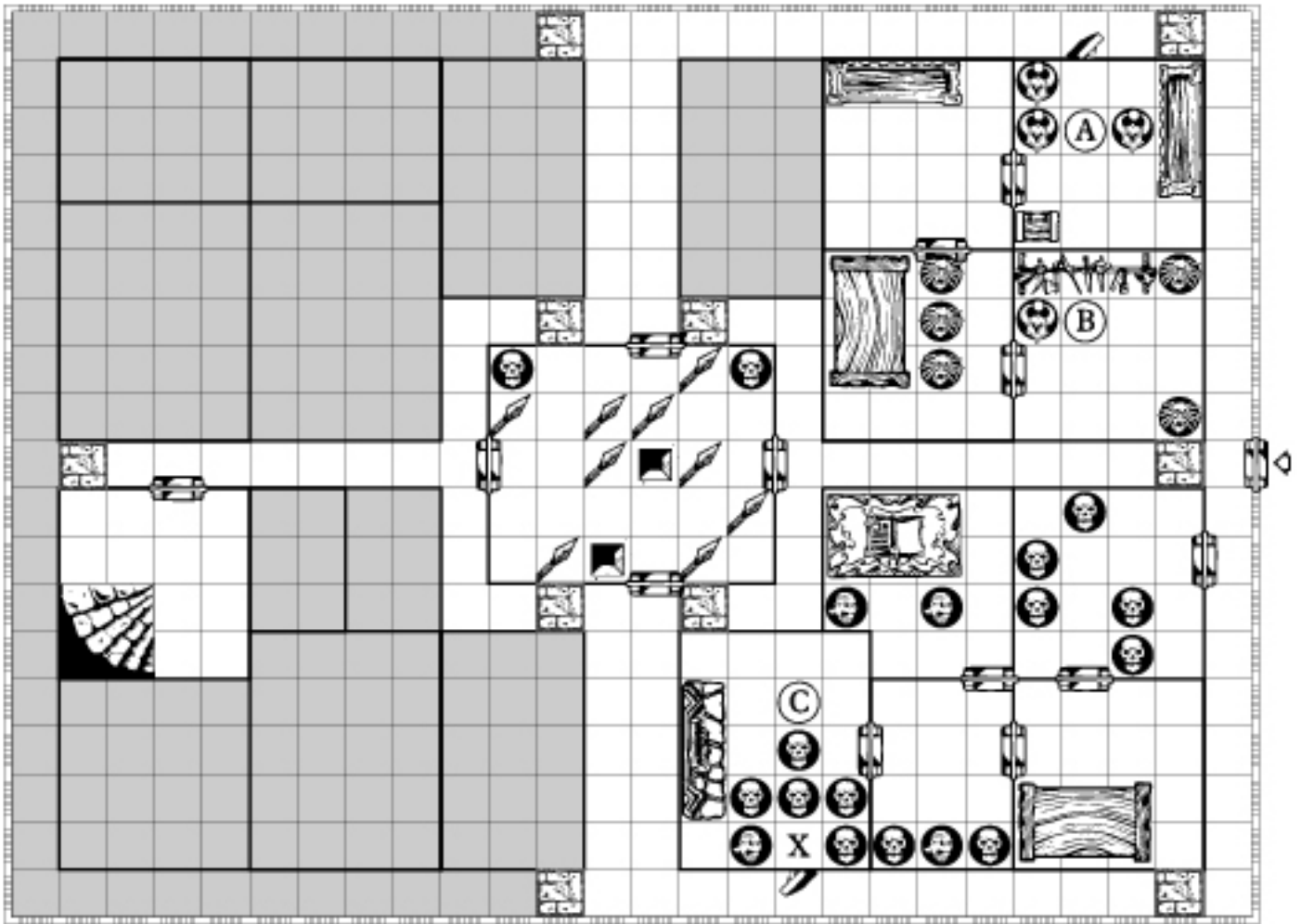
### NOTES

At the beginning of each of your turns, you may take any one figure from the available Skeletons and Zombies and place them on any of the spaces marked with an X which have already been revealed by the Heroes.

- A The Treasure Chest contains 360 Gold Crowns and two *Anti Poison Quill* Magic Items.
- B The Treasure Chest is empty.
- C The Sorcerer's Table conceals a *Scroll of Heal Body* and a *Scroll of Courage*.
- D The Treasure Chest contains two *Shortswords* and two *Longswords* but is trapped with a poison needle trap. If a player searches for treasure before this trap is disarmed, they will loose three Body Points to **Poison Damage**.



**Wandering Monster:** Chaos Warrior



## The Last Gate

"This, my friends, is the last gate before you reach the Court of the Witch Lord. The passages beyond the gate are guarded by the Chaos Warriors from the Doomguard. Heed well, for they are more powerful than other Chaos Warriors you have battled with."

### NOTES

All Chaos Warriors in this quest are members of the Doomguard, and use the following stats:

Move: 8      Attack: 4      Defend: 6      Mind: 3      Body: 3

A The Treasure Chest contains 240 Gold Crowns and the *Armband Of Healing* Artefact.

B This Weapons Rack is home to two *Magical Throwing Dagger* Magic Items.

C Kessandria, the Witch Queen, stands in the space marked X. She is *immune* to all Spells save for **Fire Spells**. She has the following stats:

Move: 6      Attack: 4      Defend: 6      Mind: 4      Body: 3

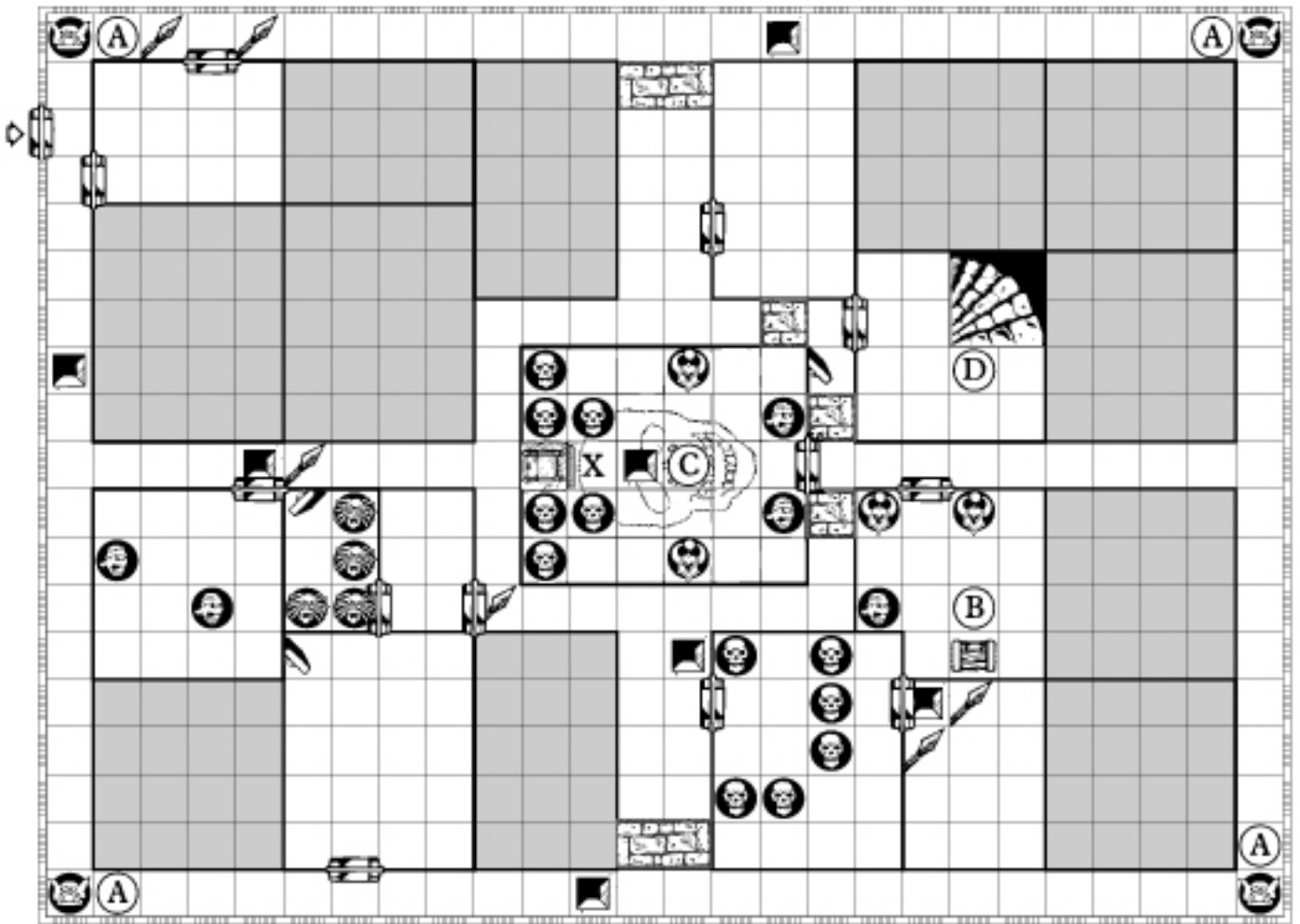
Kessandria will, if injured, attempt to flee top the Spiral Stairway. If she reaches the Stairway, remove her from the board – she will return to plague the Heroes later.

Kessandria knows the following Chaos Spells: *Cloud of Chaos*, *Fear*, *Lightning Bolt*, *Torpor*, *Skate*, *Vortex*. Kessandria has the **Sentry** ability and may reveal and open any Secret Doors you wish her to.

**Wandering Monster:** Chaos Warrior







## The Court of the Witch Lord

"The Witch Lord has watched your progress. He has tried to destroy you but you have thwarted him every time. Now he has fled to the throne room. there you must do battle with him. This time there must be no escape for him."

### NOTES

All Chaos Warriors in this quest are members of the Doomguard, and use the following stats:

Move: 8      Attack: 4      Defend: 6      Mind: 3      Body: 3

A These Orcs are actually statues. They cannot make Movement or Attack Actions. They have two Body points, roll five Combat Dice in Defence, and are *immune* to all **Spells**.

B This Treasure Chest contains two *Potions of Healing*.

C Witch Lord stands in the space marked X. He has the following stats:

Move: 10      Attack: 5      Defend: 6\*      Mind: 6      Body: 4\*

\*The Witch Lord may only be harmed by the *Spirit Blade*.

The Witch Lord knows the following Chaos Spells: *Command, Fear, Firestorm, Lightning Bolt, Summon Undead, Vortex*.

There is a cache of 500 Gold Crowns hidden under the Witch Lord's Throne.

D This stairway leads to the surface and freedom.

**Wandering Monster:** Mummy



# Epilogue

*"The Witch Lord has been defeated and his army of the dead remains asleep under the World. The magic that animated them has been weakened. Yet this victory could be our downfall if we relax our struggle.*

*"Now is the time for our efforts to be renewed. Now that the foe is weaker, our blow must be all the stronger. The minions of the Witch Lord who escaped are still active and will surely strive to have their revenge on those who defeated their master.*

*"Indeed, Loretome has shown me that Skulmar, who we believed to be slain, has escaped the ruins of Kalos with many of the Witch Lord's most powerful spell books.*

*"Kessandria the Witch Queen is similarly at large. Her powers approach those of the Witch Lord himself, and she could prove a most dangerous opponent.*

*"I fear it will not be long before you will have to confront Skulmar and Kessandria and attempt to end their twin threats forever.*

*"But for the present you have earned yourselves a rest. So come, my friends, the Emperor awaits you in the Grand Palace. Tonight you are to be honoured for your incredible feats of heroism, in the presence of the nobility of the whole Empire."*

# Chapter Four

## Against the Ogre Horde

*Mentor enters his study, a grave look on his ancient face..*

*"My friends, you have no doubt heard of Ogres. They see the world as one long series of meals. Enemies mean lunch or breakfast, depending on the time of day. More often than not, Ogre dues are vast eating competitions - although violent brawls make a good substitute.*

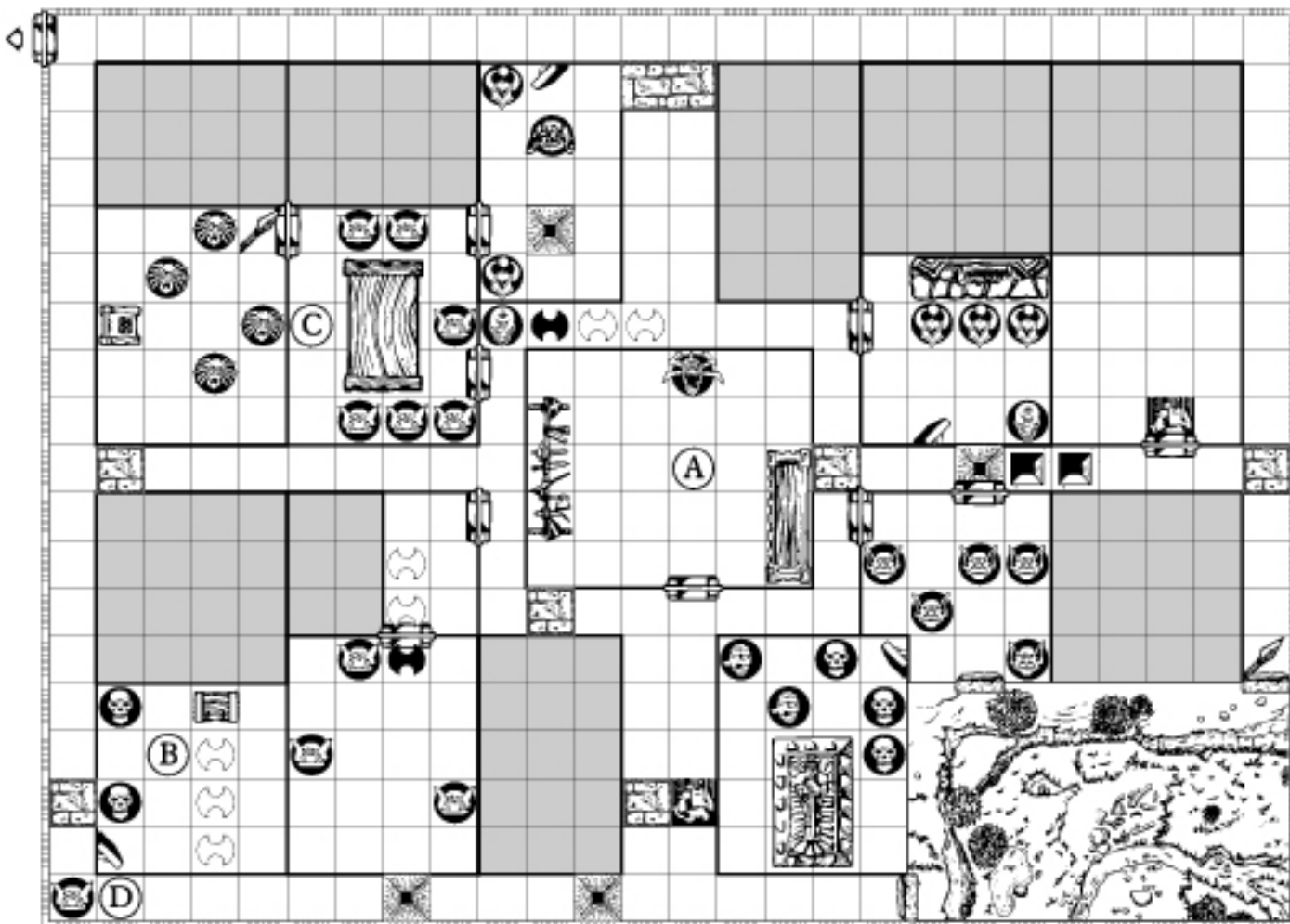
*"As enemies, Ogres are ruthless foes who show no mercy once their appetite has been whetted. Anyone brave enough to do battle with an Ogre must be sure of their own fighting prowess. Otherwise they might not just end up dead... they'll end up as someone's dinner!*

*"Ogres are not evil as such. Just permanently hungry and frighteningly violent. Often they just wander about alone. At other times, they group together into clans lead by an Ogre Lord - whoever is the meanest, nastiest, and hungriest at that particular time.*

*"It is possible for both the Empire and the Forces of Chaos to hire Ogres as mercenaries, so long as they are guaranteed a good time - a brawl and plenty to eat (usually as a result of the fighting). But their habits make them unpredictable and dangerous.*

*"Morcar has dispatched his sorcerer servant, Festrel, to corrupt the Dirgrusht Ogre Clan. They now raid the Empires farms at the behest of their master, fuelled with the corrupting power of Chaos, and their success draws ever more Ogres to them. Soon they will be an unstoppable horde.*

*"You must journey south the hold of the Dirgruhst and fight your way through their lair. You must destroy Festrel, and the source of his Chaos Magic, before the Ogres form an unstoppable horde."*



## Search for the Ogre Fortress

*"You, my friends, must find your way to the Ogre Fortress which is hidden deep within the coils of a vast cavern complex. But tread warily for the denizens of that Fortress will surely have placed guardians and traps to protect their domain."*

### NOTES

Until the end of the Flight to the Surface Quest, these quests are played as a series.

At the start of the quest, Mentor gifts each Hero with five *Potions of Healing*.

The Heroes start on the 'Surface' tile.

A The Weapons Rack contains a *Longsword*.

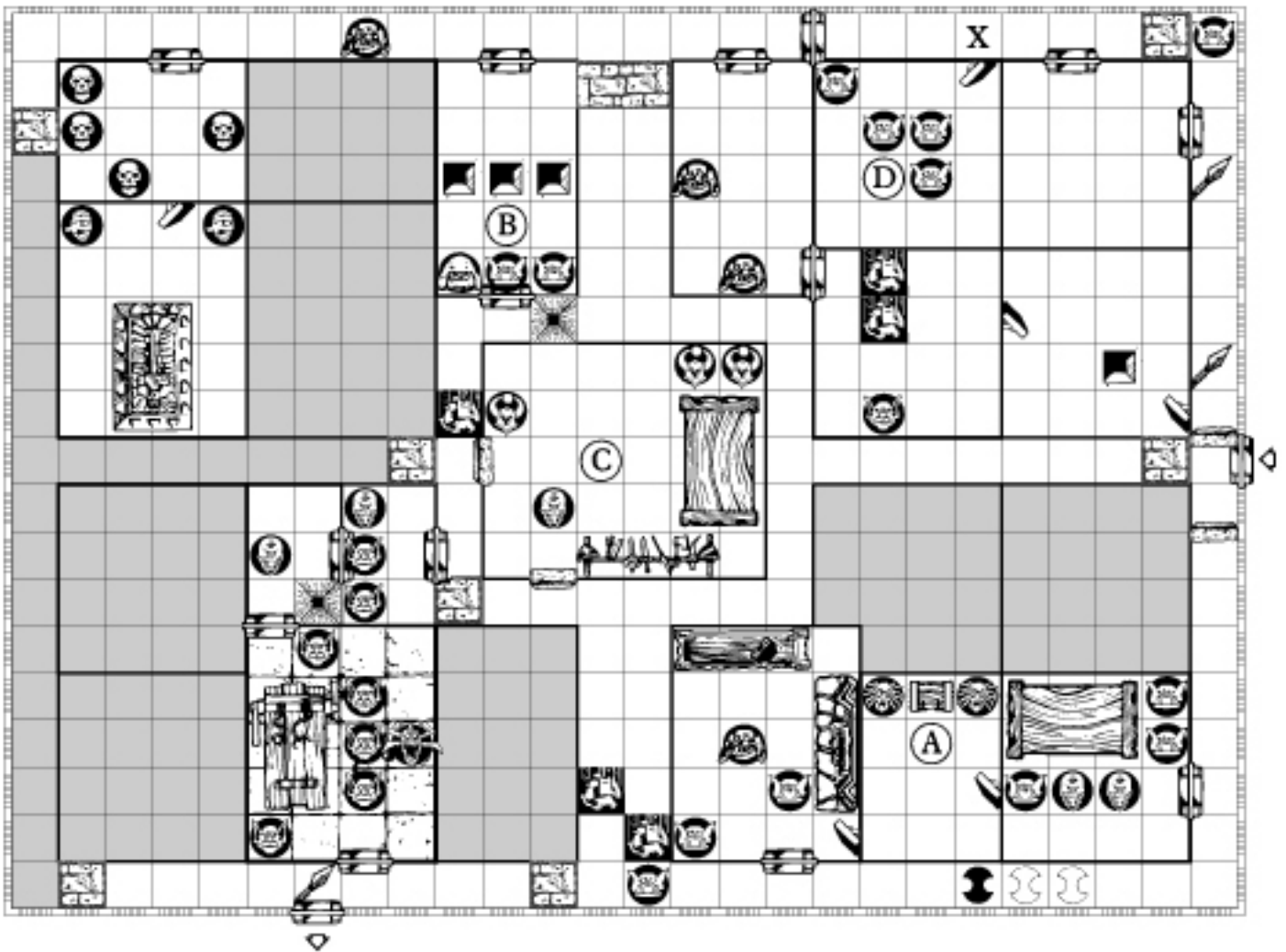
B This swinging Blade trap is only triggered if the chest is opened without it first being disarmed. The chest contains 60 Gold Crowns.

C All the Orcs in this room are armed with crude javelins and may attack diagonally if they wish. These weapons are so poor that the Heroes cannot make any use of them.

D This Orc is actually a magical statue. It cannot make Movement or Attack Actions. It has two Body points and rolls five Combat Dice in Defence, and is *immune* to all **Spells**. It may cast the Chaos Spell *Conflagration* every turn until destroyed.

**Wandering Monster:** 4 Goblins





## The Outer Caves

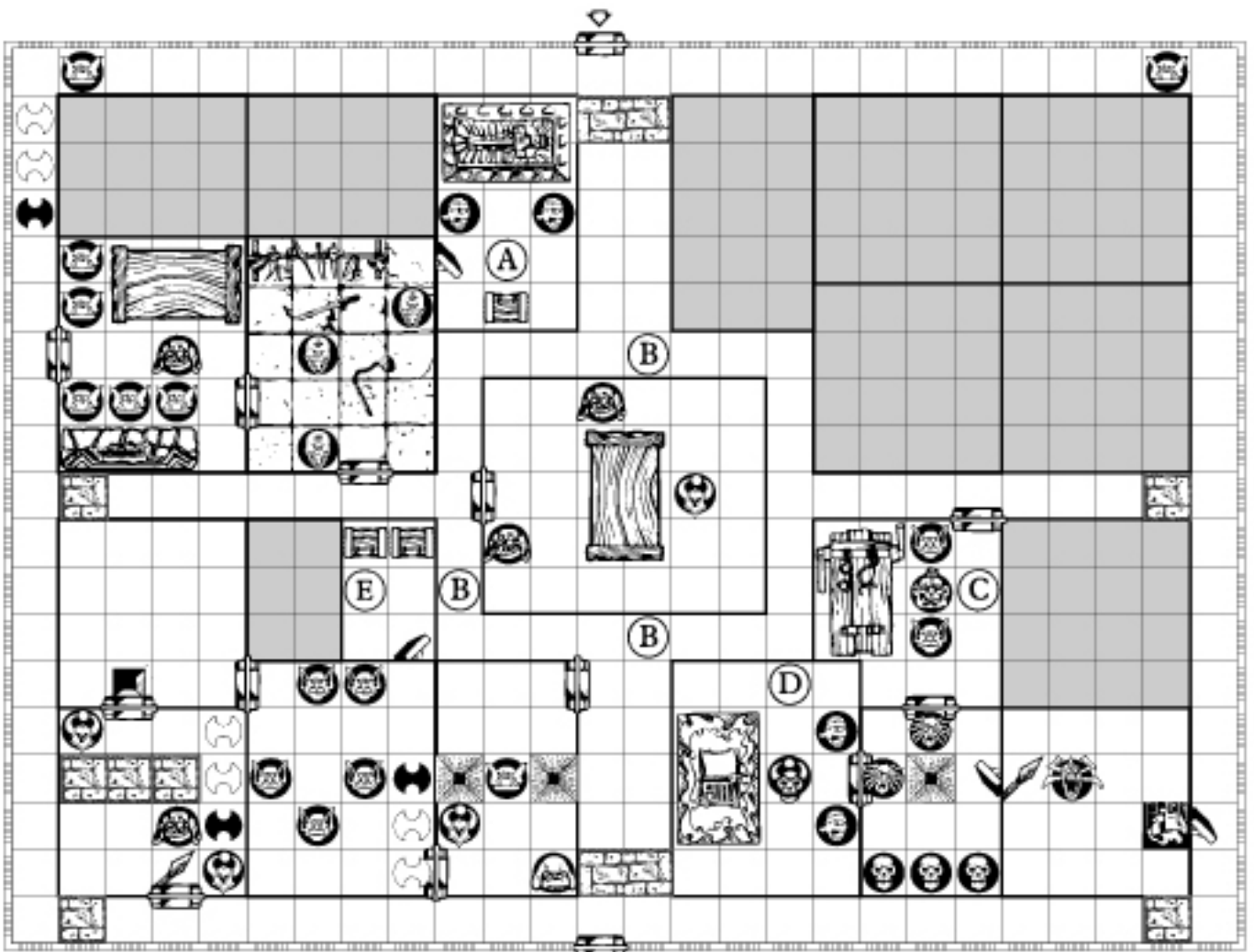
*"You have found the entrance to the Ogre Fortress. You must now strike at their raiding parties and destroy their subterranean headquarters from where they plan their raids with the aid of Chaos Warrior overseers."*

### NOTES

- A The Treasure Chest contains emeralds worth 300 Gold Crowns.
- B These Orcs have *Shortbows* which they may use in stead of attacking normally.
- C A secret drawer in the Table hides 600 Gold Crowns, a *Revitalisation Potion*, and two *Spell Scrolls* drawn at random from the *Scroll Deck*.
- D The secret door to this room cannot be found Searching. Once a Hero has passed the space marked X, the Orcs may open the door on your turn and act as normal.

**Wandering Monster:** 2 Chaos Warriors





## Lair of the Ogre Horde

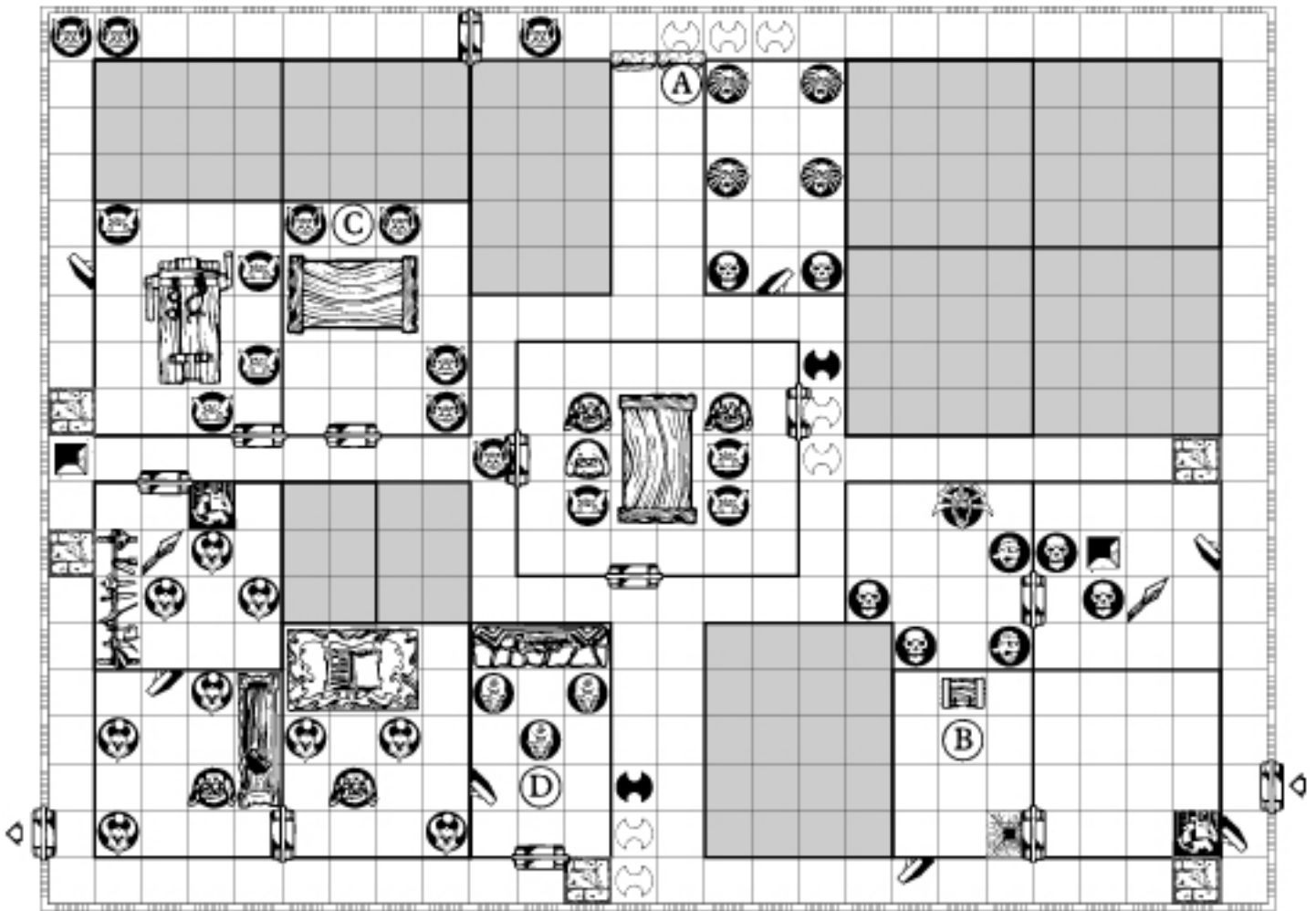
"In order to reach the heart of the fortress, you must make your way through the lair that houses the might of the Ogre Horde. Be wary not to alert these forces to your presence for even you might be hard pressed to defeat an entire army."

### NOTES

- A This Treasure Chest contains 120 Gold Crowns.
- B Whenever there are any Heroes in these passages during your turn roll one D6. On the roll of a 1 or 2, an alarm sounds and you may reveal the central hall with its door open.
- C This Ogre Chieftain is Tograk, commander of the Ogre forces. If he is killed, the Heroes will find a *Revitalisation Potion* on his belt and may take the *Battleaxe* he was using as their own.
- D This is Nexreal, the apprentice Chaos Sorcerer. knows the following Chaos Spells: *Break Mind, Dominate, Mind Lock, Torpor*. If the Heroes defeat Nexreal, they will find two Spell Scrolls drawn at random from the Scroll Deck.
- E These Treasure Chests each contain 600 Gold Crowns. The Treasure Chests are both trapped with a dart trap. If a player Searches for Treasure before this trap is disarmed, they will loose one Body Points for each trap not yet disarmed.

**Wandering Monster:** 3 Orcs





## The Carrion Halls

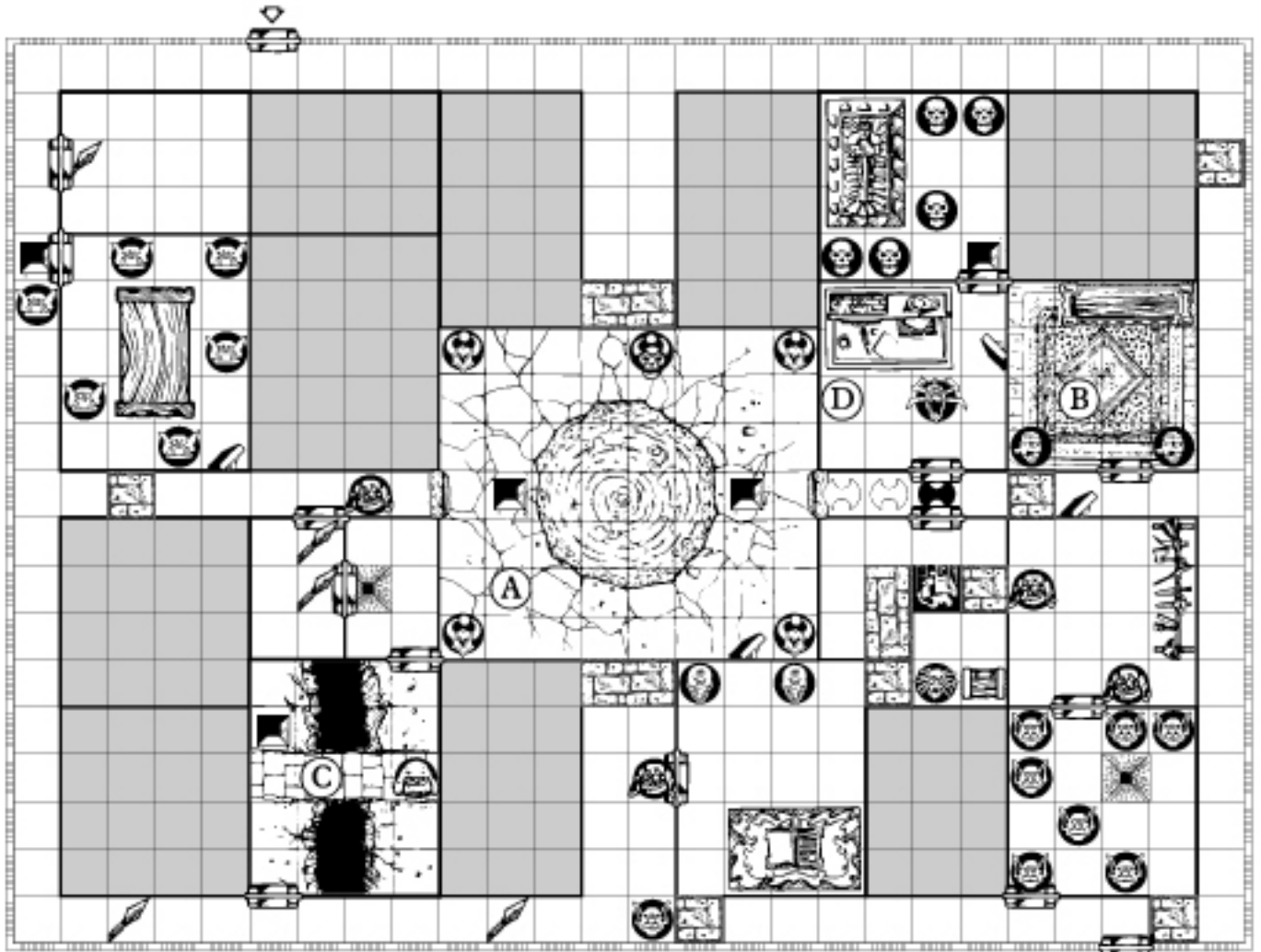
"You are now entering the inner reaches of the fortress. Before you can reach any of your objectives, you must pass through the Ogres' eating halls where they pursue one of their favourite pastimes."

### NOTES

- A If the Heroes open the Stone Door on the right, they will activate the Swinging Blade Trap if it has not been disarmed.
- B This Treasure Chest contains 120 Gold Crowns, two *Potions of Healing* and some old bones.
- C These two Goblins are armed with crude *Shortbows*, which they may use instead of their normal attack. These weapons are so poor that the Heroes cannot make any use of them. Hidden under the table is an *Elixir of Life* Potion.
- D A search of this room will reveal a cache of six diamonds worth 100 Gold Crowns each, hidden behind the fireplace.

**Wandering Monster:** 2 Fimir





## The Pit of Chaos

*"Tread carefully my friends, for I sense that you are now approaching the source of Chaos Energy. You must destroy this source by finding Festral's Ring of Power, and hurling it into the pit. Festral must also be done away with, lest all your hard work be undone."*

### NOTES

A This is Festral the Chaos Sorcerer. He has the following stats:

Move: 6      Attack: 4      Defend: 5      Mind: 8      Body: 3

Festral knows the following Chaos Spells: *Break Mind* (which he may cast twice), *Cloud of Chaos*, *Conflagration*, *Dominate*, *Fear*, *Mind Lock*, *Vortex*.

The Chaos Warriors are members of the Doomguard and have the following stats:

Move: 8      Attack: 4      Defend: 6      Mind: 3      Body: 3

The Pit of Chaos is as described in the main rules. A Hero standing adjacent to the Pit may throw Festral's Ring into it without needing an action, so long as they have the Ring in their possession.

B Hidden in the bookshelf in a hollow book are Festral's Ring of Power, ten diamonds worth 60 Gold Crowns each and two Spell Scrolls drawn at random from the Scroll Deck.

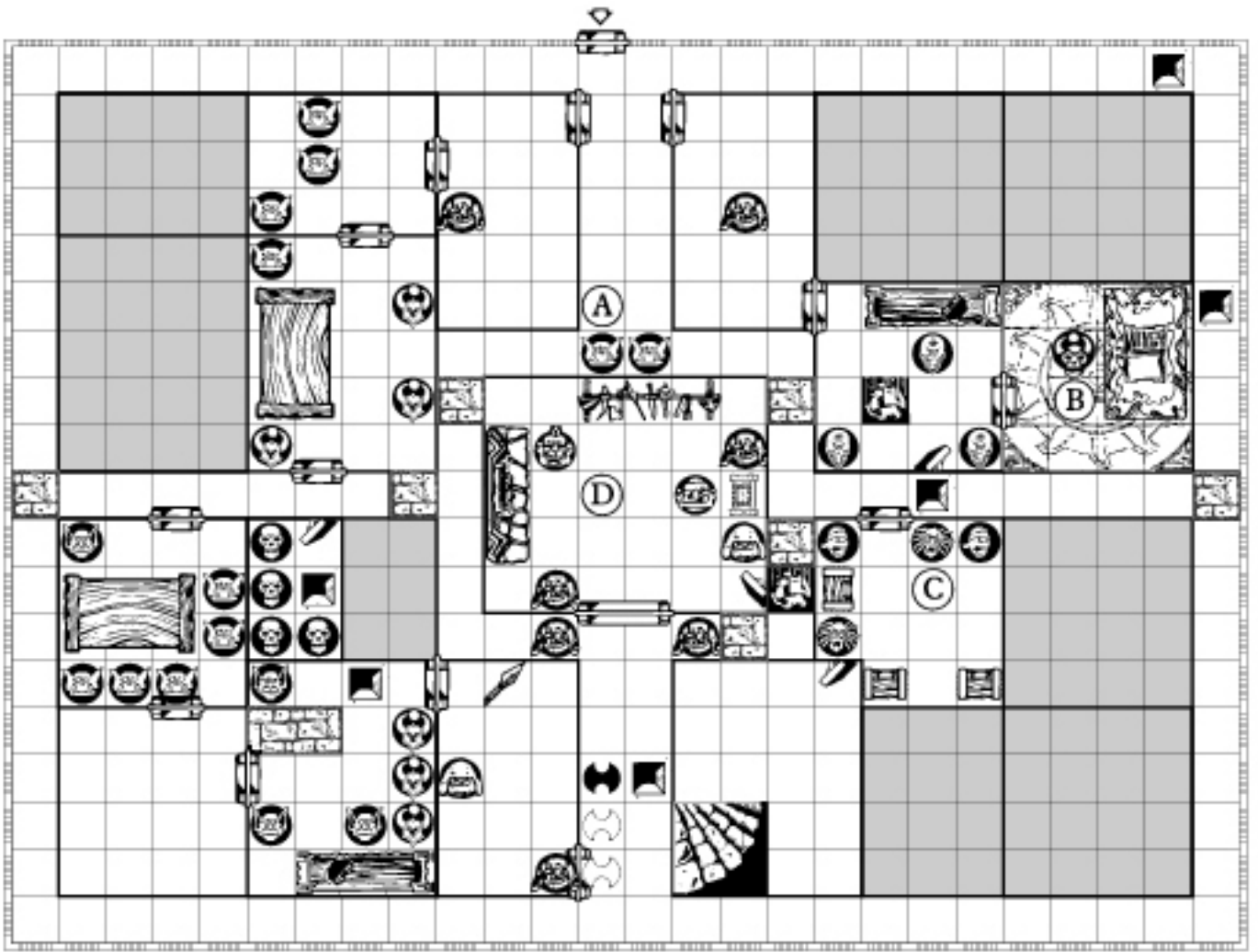
C This is the Pit and Bridge as described in the main rules.

D The Alchemists Bench holds two *Potions of Revitalisation*.

**Wandering Monster:** 2 Fimir







## Fortress of the OGRE LORD

"At last you have reached the heart of the OGRE fortress, where the LORD of the OGRES presides over his clan. If you can kill the OGRE LORD, the Clan will descend to infighting, breaking its unity, and saving the Empire from destruction."

### NOTES

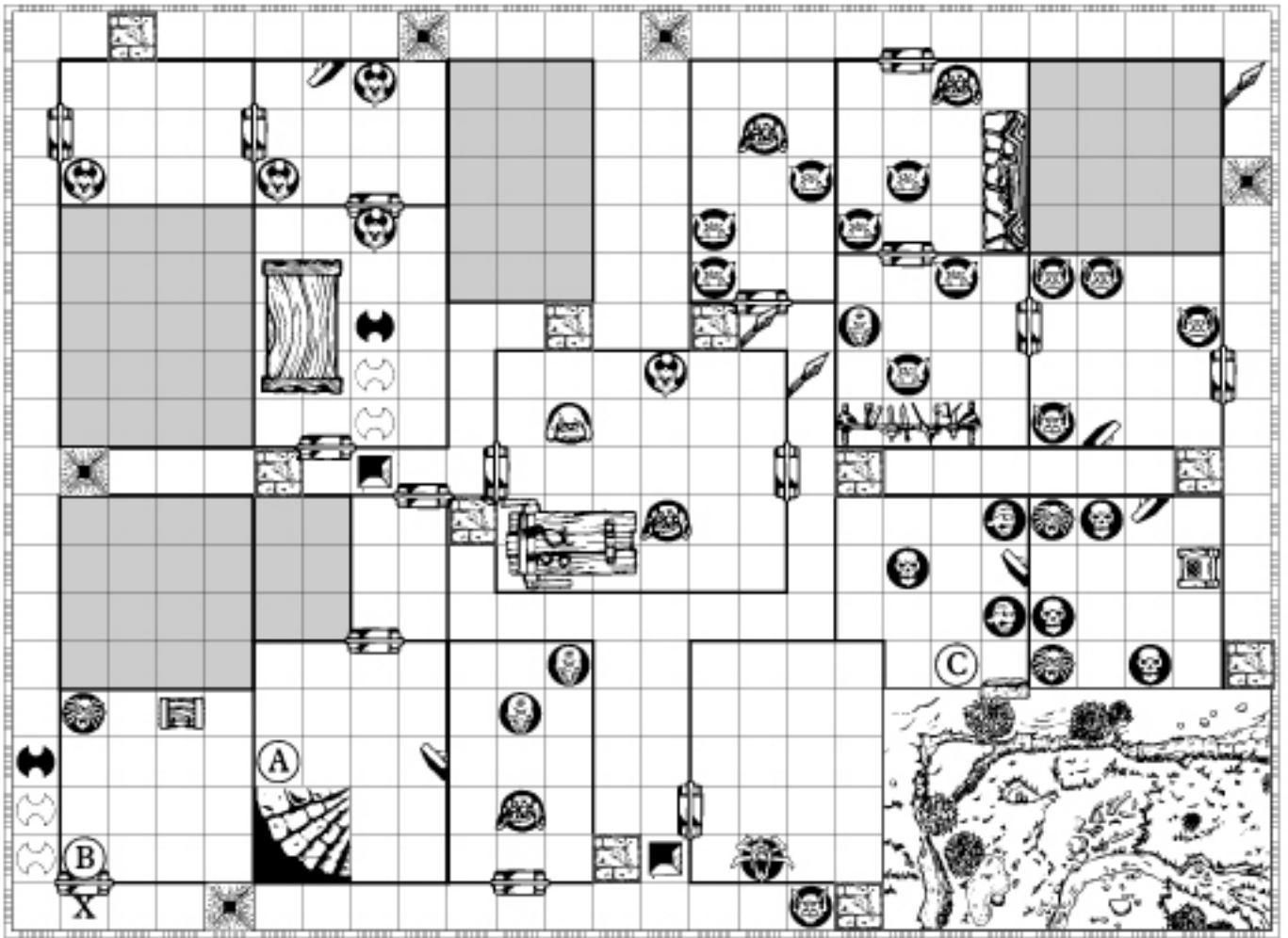
- A Both these OGRES are armed with Shortbows which they may use instead of their normal attack.
- B This is Xenloth, the Chaos Mage, Festrel's assistant. Xenloth knows the following Chaos Spells: *Break Mind*, *Dominate*, *Mind Lock*, *Torpor*. He may cast each of these spells twice. If Xenloth is defeated, the Heroes will find two random Spell Scrolls drawn from the Scroll Deck.
- C These chests each contain 100 Gold Crowns and a *Potion of Revitalisation*. The chests are all trapped with a dart trap. If a player Searches for Treasure before this trap is Disarmed, they will lose one Body Points for each trap not yet Disarmed.
- D If the OGRE LORD is killed, the Heroes will find his jewel-encrusted crown, worth 300 Gold Crowns.



#### THE OGRE LORD

|         |           |                       |
|---------|-----------|-----------------------|
| Move: 4 | Attack: 8 | Defend: 6             |
| Mind: 3 | Body: 10  | Special: <b>Giant</b> |

Wandering Monster: OGRE Warrior



## Flight to the Surface

*"A thousand praises my friends! You have destroyed the might of the OGRE Horde. But beware for we cannot rejoice yet! You are still deep within the OGRE fortress and the alarm has been raised. You must escape and if you can reach the surface you will be able to lead the Emperor's forces against the remnants of the OGRE Horde."*

### NOTES

On each of your turns you may open one or two closed doors that have not yet been revealed, revealing the contents of any room beyond. Roll one D6. On the roll of a 6, open two doors, otherwise, open one door. You may choose to reveal and open a Secret Door instead of opening two doors.

A The Heroes begin the Quest on the Spiral Stairs.

On each of your turn you may place up to three Orcs or Goblins on the stair tile and them move them normally

B The first Hero to open this door will trigger a Falling Block Trap on the space marked X, unless it is first disarmed. The chest is empty.

C No monsters may enter the 'Surface' tile. Once a Hero reaches this tile they are safe.

**Wandering Monster:** You may open an additional door



# Epilogue

Sir Ragnar waited impatiently in the valley, standing at the head of the Guardian Knights, leading the Emperors forces. The men were nervous. Fighting an Ogre was not as prospect any of them relished.

Then came faces Ragnar knew all too well. The Champions approached, battered but alive. Sir Ragnar ordered the army's physicians heal the champions while they attended his tent - A plan must be formulated. The fighting would be hard, through Ogre infested tunnels awash with Chaos Energies.

\* \* \*

"Once again, my friends, the day has been saved, thanks to your courage. Though many were lost fighting the Ogre Horde, you made their sacrifice possible, and with them saved the Empire



from Destruction. Sir Ragnar is recovering from the grievous wounds he has suffered in the fighting, but will soon be hale again.

"The Emperor has asked me to thank you on his behalf.

Tomorrow you shall attend his court to receive colours benefiting such lauded champions.

"Morcar will no doubt stir again soon. I will be vigilant and summon you when needed, but for now rest well, for no doubt his next threat will be all the more deadly."



# THE OLD WORLD

-  Mountain Ranges and Passes
-  Great Rivers
-  Major Cities
-  Marshlands
-  Legendary sites of the Dwarf Cities
-  Places of Note

Transcribed by Jeremiah of Duth, 2515

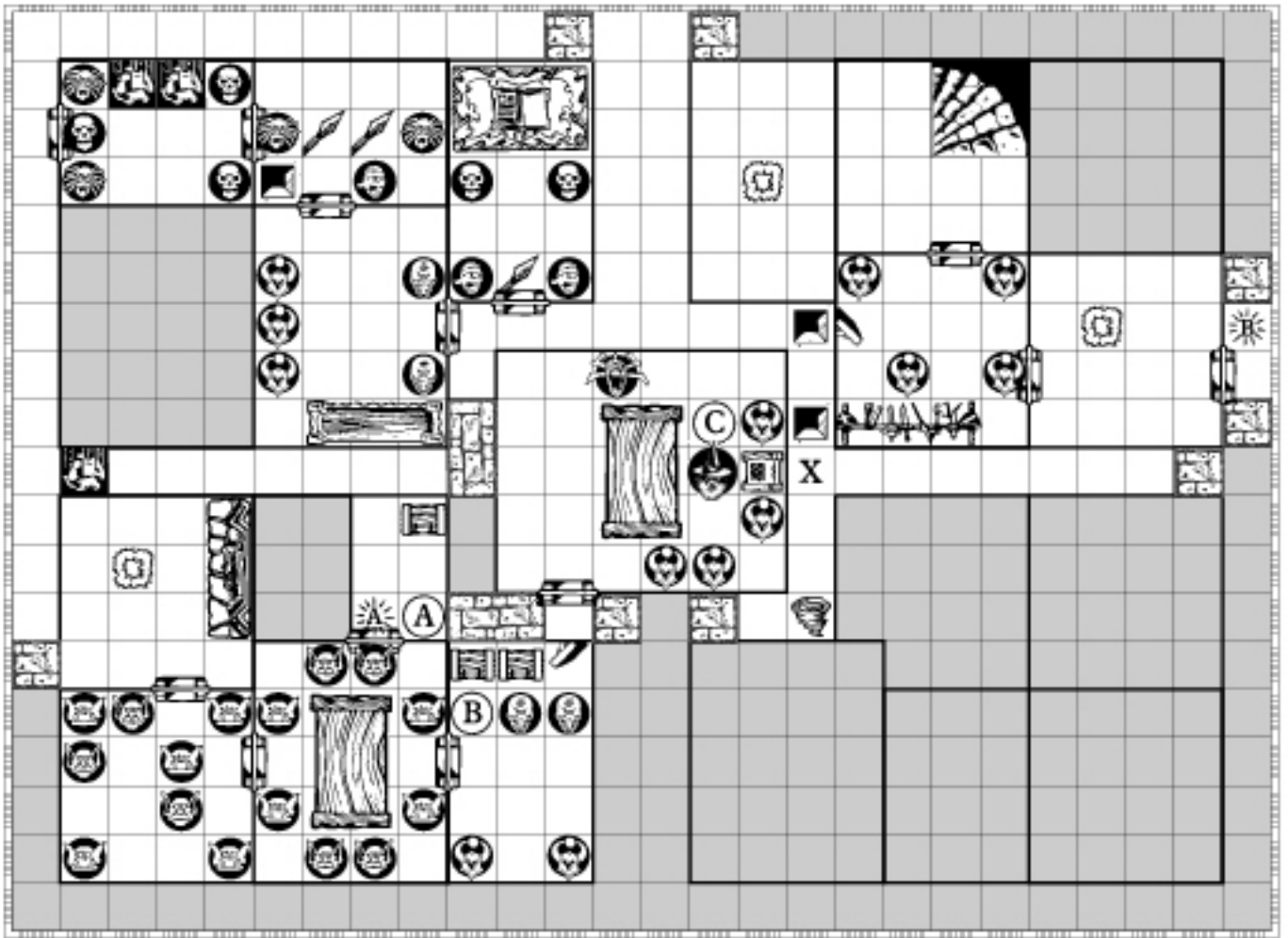
# Chapter Five

## The Wizards of Morcar

*"My Friends, Morcar has devised a most cunning plan to destroy the Empire. He has decided that to see everything we hold dear fall, he must complete one task alone: the death of the four of you.*

*"To this end, he has brought forth four lieutenants, sorcerers of great power, and given them the task of your demise. Even now they sery for your whereabouts. I am thankful that thus far, I have been able to hide you from them, but I cannot protect you from their gaze overlong.*

*"There is only one course of action we may take to save you. You must take the battle to your would-be assassins. You must journey far, to the terrifying strongholds of these servants of Chaos, and destroy them. Your very lives depend on it."*



## Tower of the High Mage

"The first of Morcar's Scorching Lieutenants you must defeat is Zarnath, High Mage of Sarako. He lives in a magical tower high in the Tarak Mountains, where he is defended by Morcar's elite Doomguard Chaos Warriors. Prepare yourselves, my friends, for a fearsome battle against steel and magic."

### NOTES

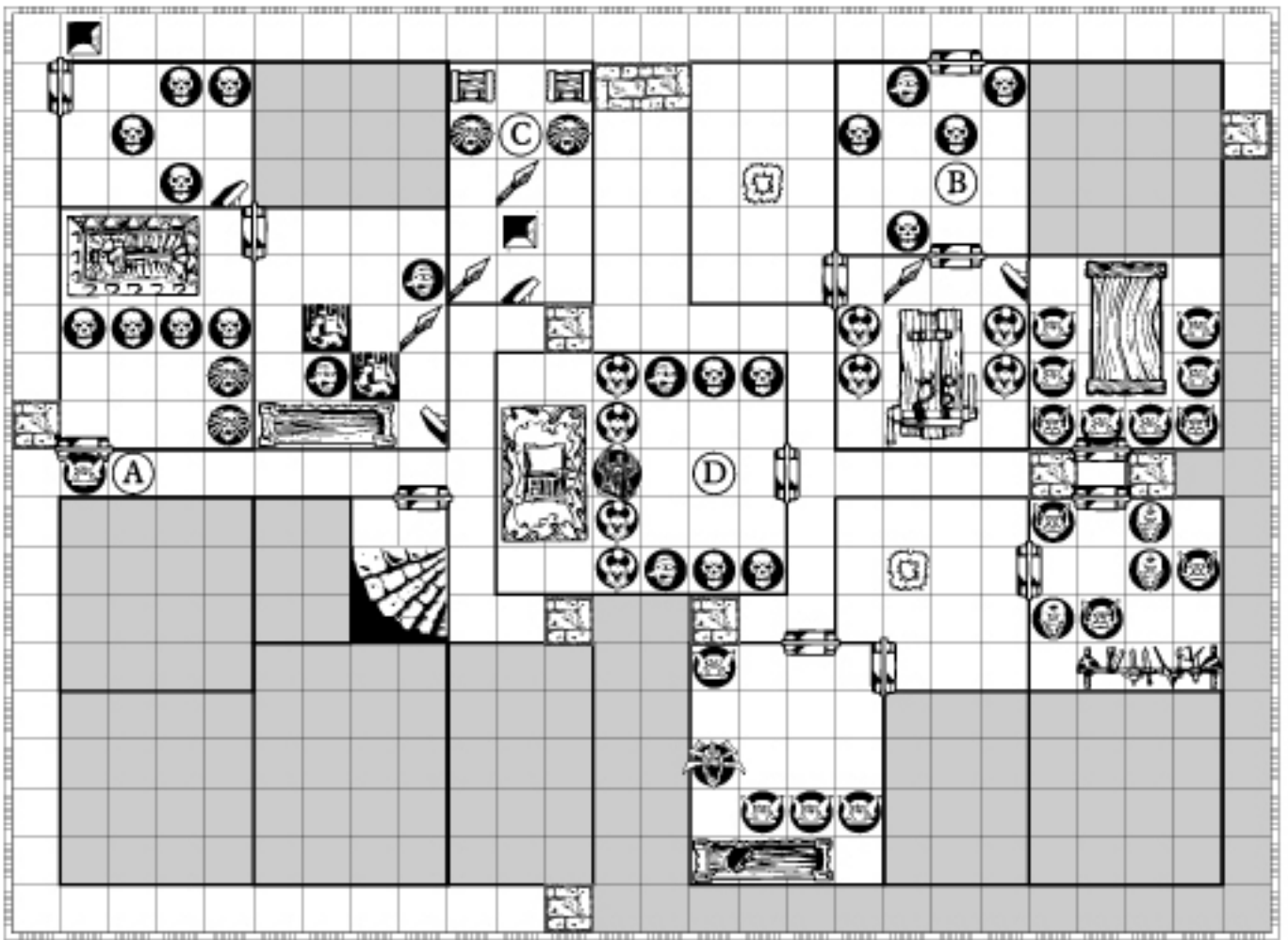
All Chaos Warriors in this quest are members of the Doomguard, and use the following stats:

Move: 8      Attack: 4      Defend: 6      Mind: 3      Body: 3

- A This Treasure Chest is empty
- B The left hand Treasure Chest contains 300 Gold Crowns and a *Rejuvenation Salve*. The other Treasure Chest contains a *Magical Throwing Dagger* Magic Item.
- C This is Zarnath, the High Mage, see PAGE 7 for his stats. Anyone searching for treasure here will find a secret drawer in the table. This contains 300 Gold Crowns and a Scroll drawn at random from the Scroll Deck.

**Wandering Monster:** 2 Chaos Warriors





## Crypt of the Necromancer

"Summon up your courage my friends, for you must journey to a most terrible place to find your next enemy, Fanrax the Malicious. He dwells in an ancient crypt that lies in the vast and nameless graveyard swamp beyond the Shuddering Forests. Be doubly careful, for Fanrax commands both the forces of the living, and the forces of the dead."

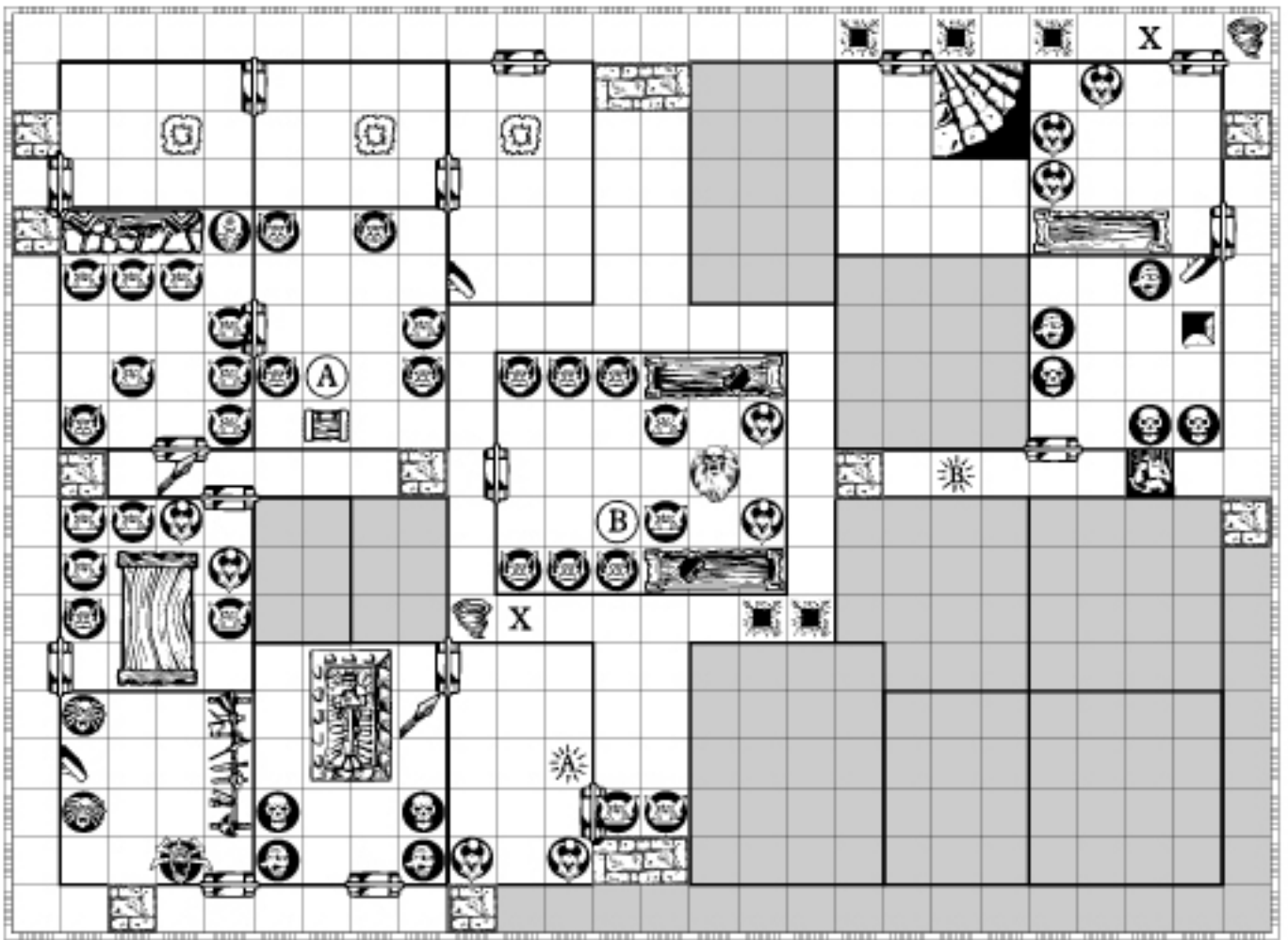
### NOTES

All Skeletons in this quest have been enhanced by Fanrax's powers. They Attack and Defend with an extra Combat Die.

- A This Orc is a magical statue. It cannot make Movement or Attack Actions. It has two Body points and rolls five Combat Dice in defence, and is *immune* to all **Spells**. It may cast the Chaos Spell *Lightning Bolt* every turn until destroyed.
- B This room is filled with a magical darkness. Any figure which does not have the Undead ability rolls two fewer Combat Dice in both Attack and Defence. No figure in this room may be the target of a Ranged attack.
- C The left-hand chest contains 240 Gold Crowns. The right-hand chest contains a *Potion of Revitalisation* and a Spell Scroll drawn at random from the Scroll Deck.
- D This is Fanrax, the Necromancer, see PAGE 7 for his stats. An *Elixir of Life* Potion is hidden under the Sorcerer's Table.



**Wandering Monster:** 2 Skeletons



## *Eyrie of the Storm Master*

*"High atop the loftiest peak in the dark mountains lies the eyrie of Boroush, the Storm Master. He is the next Lieutenant of Morcar you must defeat. You will have to scale the sheer heights of the mountains to reach the eyrie. Once there, you must move quickly, for Boroush commands great elemental forces with which he can easily overcome intruders."*

### NOTES

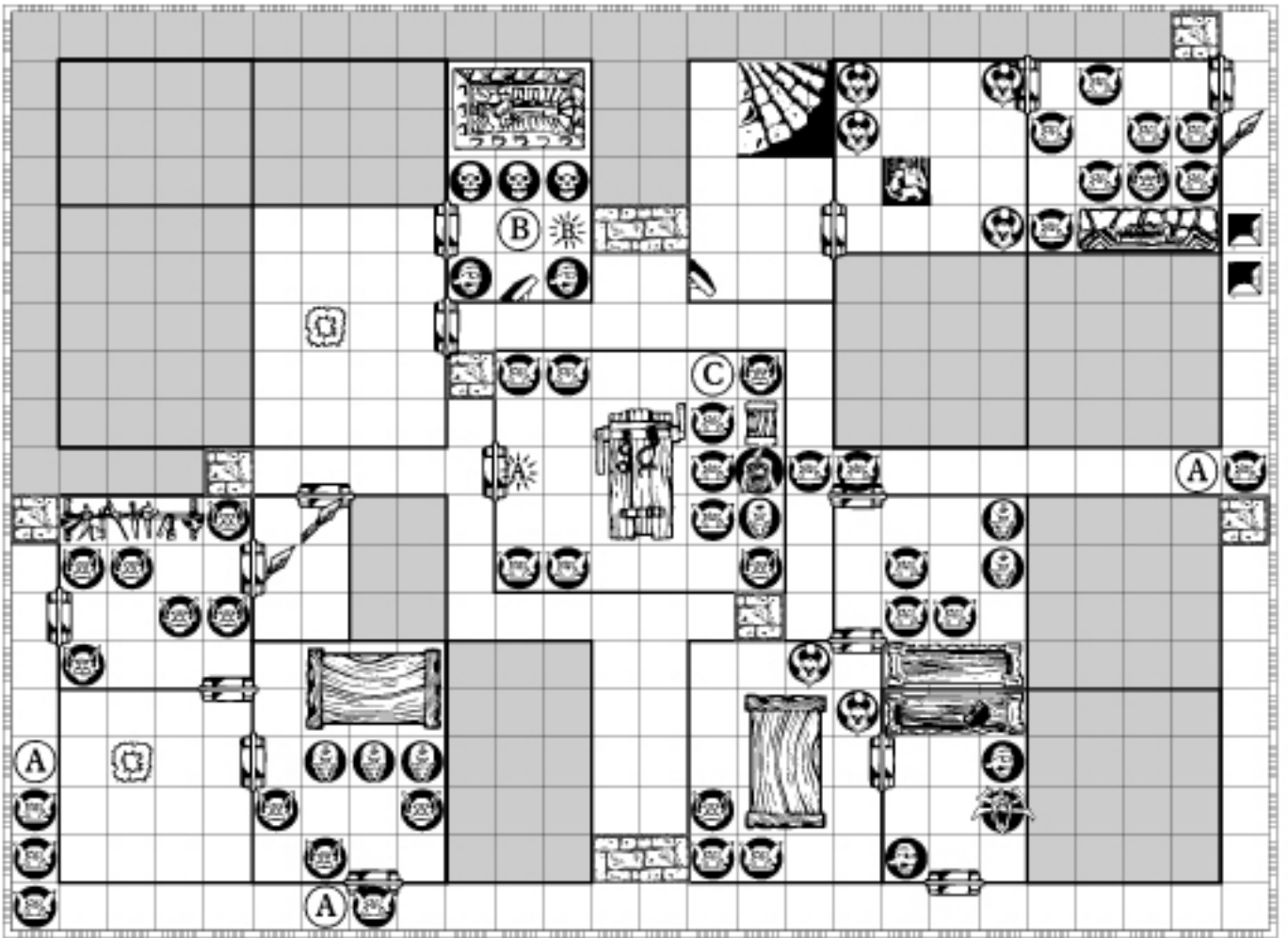
A This Treasure Chest contains 240 Gold Crowns.

B This is Boroush, the Storm Master, see PAGE 59 for his stats. Heroes searching for treasure here will find 240 Gold Crowns, a Spell Scroll drawn at random from the Scroll Deck and three huge gems each worth 100 Gold Crowns.

**Wandering Monster:** 2 Fimir







## Lair of the Orc Shaman

*A dark cave on a hillside is the entrance to the lair of Grawshak, Shaman of the Northern Tribes of the Orcs. To reach him you will need scores of brave men, for he has surrounded himself with his fiercely loyal elite bodyguard. They will fight to the death before they allow you to reach their master."*

### NOTES

All Orcs in this quest are Grawshak's personal bodyguard. They Attack and Defend with an extra Combat Die.

Several Orcs in this Quest are armed with *Crossbows*, which they may use instead of their normal Attack., but these weapons are so poor that the Heroes cannot make any use of them..

A All the Orcs in this corridor are armed with *Crossbows*.

B There are two golden torcs hidden in the tomb worth 150 Gold Crowns each.

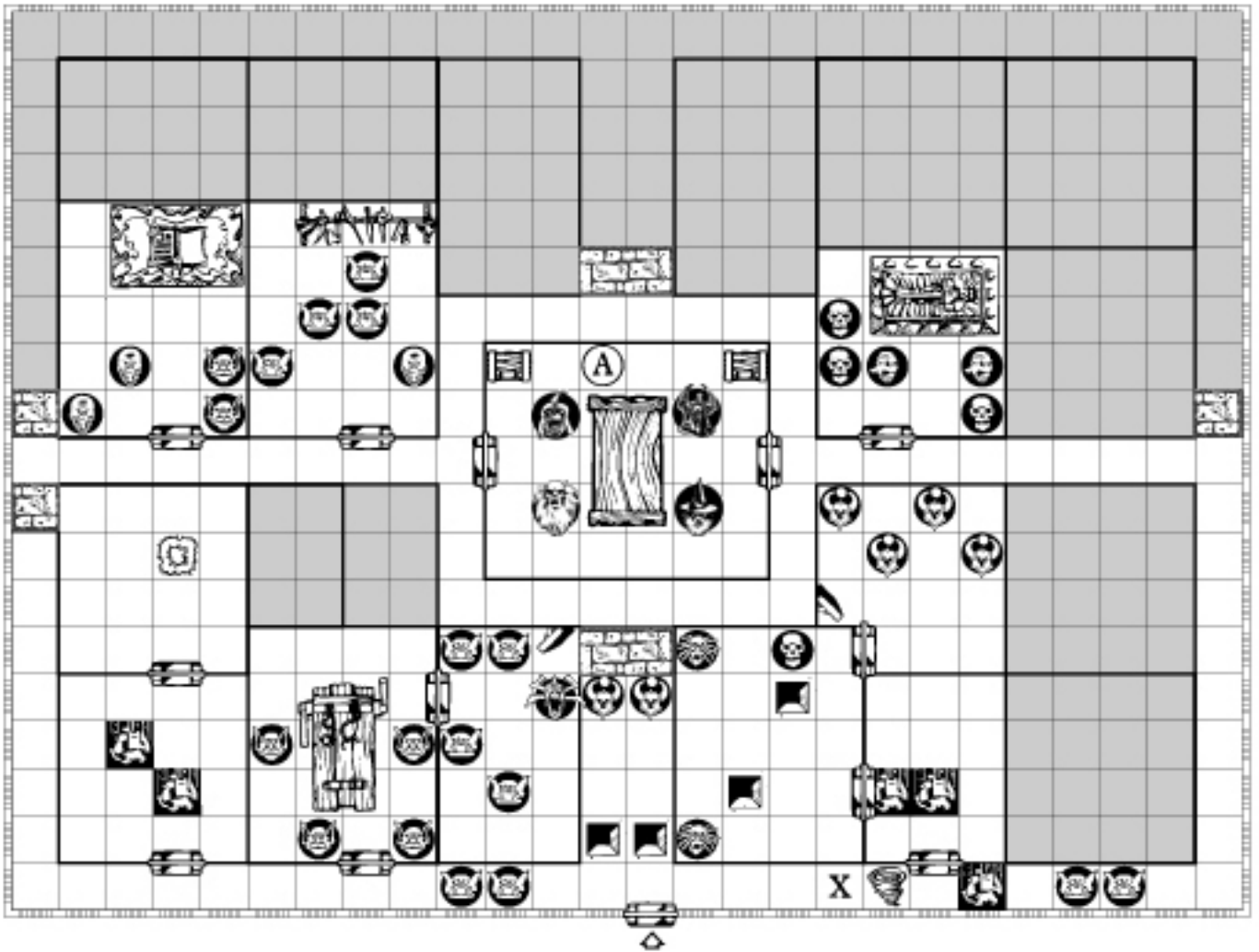
C This is Grawshak, the Orc Shaman, see PAGE 7 for his stats.

All the Orcs in this room are armed with *Crossbows*.

The Treasure Chest in the corner contains 300 Gold Crowns and a pouch containing a *Dust of Disappearance* Magic Item.

**Wandering Monster:** 2 Orcs with *Crossbows*





## The Final Conflict

*"Alas! Morcar has deceived us and saved his four lieutenants from the jaws of death by foul sorceries. He has now brought them together in the Citadel of Twilight. However the effort has cost him much. You must take advantage of this moment of weakness to assault his citadel and finally vanquish his evil lieutenants once and for all."*

### NOTES

On your first turn, reveal the contents of the central chamber. These four figures gain the **Sentry** ability for the duration of this Quest, and may reveal and open Secret Doors if you wish.


The sorcerers' stats are listed on PAGE 7.

A The Treasure Chests each contain two *Potions of Revitalisation*.

**Wandering Monster:** Choose one of the Sorcerers anywhere on the board. They may immediately take a full turn as a bonus turn outside of the normal turn order. This does not affect their normal turns. If all the Sorcerers have been defeated, then the Hero sets-off a Fireburst Trap in the room they are standing in.




**Zarnath**  
*High Mage of Sarako*



|             |               |               |
|-------------|---------------|---------------|
| <i>Move</i> | <i>Attack</i> | <i>Defend</i> |
| 5           | 5             | 5             |
| <i>Body</i> |               | <i>Mind</i>   |
| 5           |               | 8             |

**Chaos Spells**  
Drain Magic, Madness, Restore Chaos, Rust, Strands of Binding, Teleport, Wall of Flame


**Fanrax the Malicious**



|             |               |               |
|-------------|---------------|---------------|
| <i>Move</i> | <i>Attack</i> | <i>Defend</i> |
| 6           | 4             | 6             |
| <i>Body</i> |               | <i>Mind</i>   |
| 5           |               | 7             |

**Chaos Spells**  
Call Skeleton, Deathbolt, Raise the Dead, Skulls of Doom, Summon Mummy, Summon Undead, Terror


**Borosh**  
*The Storm Master*



|             |               |               |
|-------------|---------------|---------------|
| <i>Move</i> | <i>Attack</i> | <i>Defend</i> |
| 7           | 6             | 5             |
| <i>Body</i> |               | <i>Mind</i>   |
| 5           |               | 6             |

**Chaos Spells**  
Blinding Sleet, Earthquake, Hurricane, Ice Storm, Lightning Bolt, Thieving Wind, Wall of Ice

**Grawshak**  
*Shaman of the Northern Tribes*



|             |               |               |
|-------------|---------------|---------------|
| <i>Move</i> | <i>Attack</i> | <i>Defend</i> |
| 7           | 5             | 5             |
| <i>Body</i> |               | <i>Mind</i>   |
| 5           |               | 7             |

**Chaos Spells**  
Orc Bezerker, Sharpen Blades, Shield of Protection, Spirit of Vengeance, Summon Goblins, Summon Orcs, Teleport Orcs

# Epilogue

*"Once again, my friends, you have proven yourselves worthy. Morcar's plans to dispatch you are at an end. But now you must leave me a while, for the Empire's allies are under threat. Should our comrades fail, there would be none to turn back the tide that threatens to sweep us all to sea. We must aid our friends in their time of need, or face destruction ourselves.*

*"Barbarian, the elders of your tribe have called for you, for an ancient and powerful evil awakens in your homeland.*

*"Elf, your people stand divided by treachery, and civil war is imminent if none can mend the wounds in your people.*

*"Dwarf, your people stand at war in their very homes, invaded from below by some vile corruption which must be cut out of the world.*

*"Wizard, your teachers of old require your assistance, as an evil from before the dawn of creation stirs in your old place of learning. It must be stopped or the world itself will be re-shaped by Chaos.*

*"Morcar has been busy, and so must you be. Go forth and put right Morcar's evil. Then, return, that we might turn from matters without and look to the protection of the Empire."*

# Chapter Six

## The Frozen Horror

*"Welcome, Barbarian, to the land of your youth! It must seem like only yesterday that your tribal elders gave you leave to explore the warm and exotic lands of the south. You return now as a renowned warrior: a Champion of the Empire.*

*"Glad though your homecoming is, bitter tidings greet you as the tribal elders tell you why you have been summoned. Your people need aid in this, the time of their most dire need.*

*"The Legends tell that long ago, a creature known as the Frozen Horror came to Ice Mountain, the highest peak in the Xyberian Range. This fiend was a powerful ally of Morcar, and set about remaking the world into one of perpetual, frozen winter.*

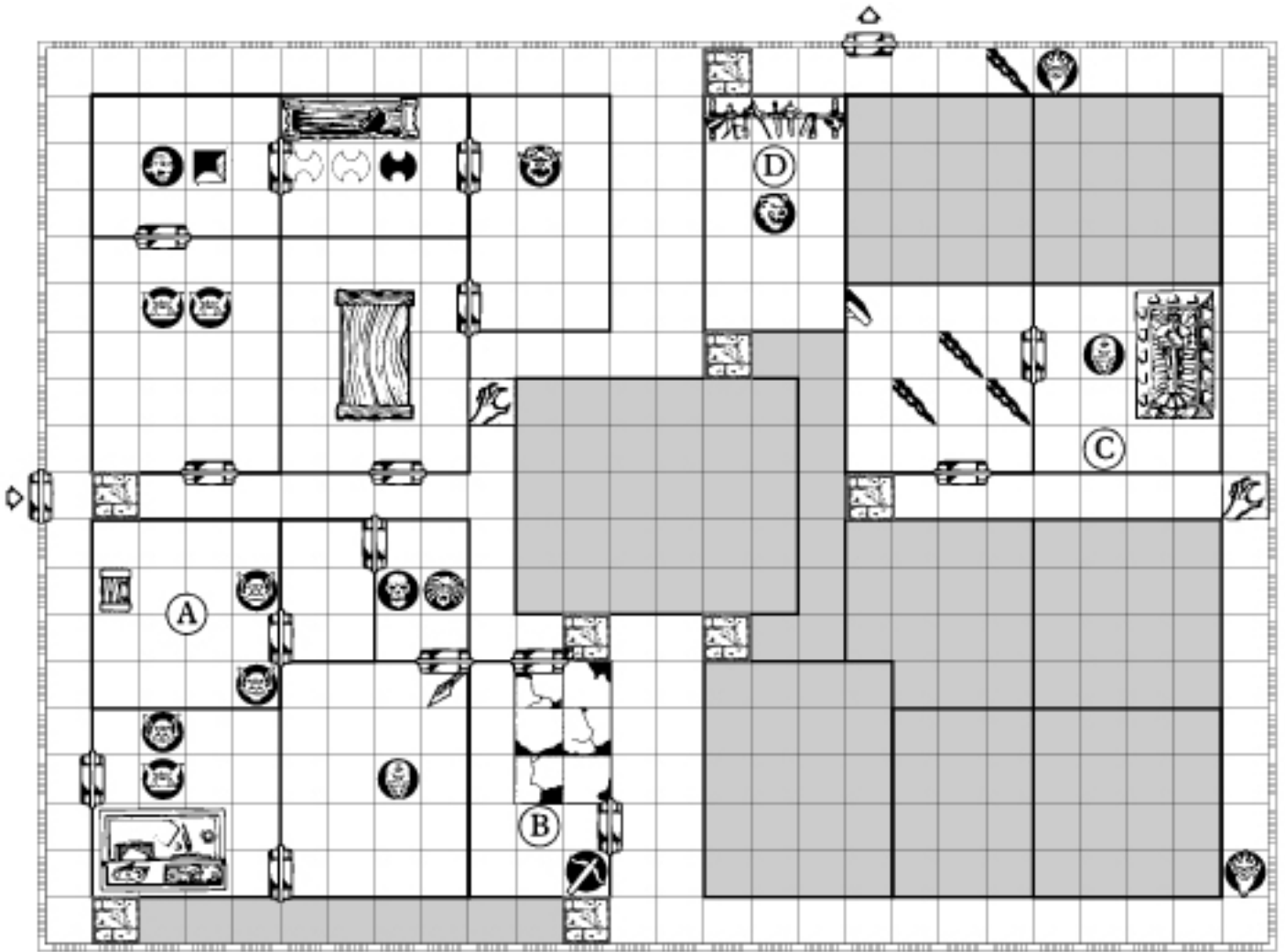
*"It was by the actions of Kelvinos, a mighty Champion, that the Horror was slain. Some say that Kelvinos carried the Amulet of the North, an artefact of tremendous power, and that it was lost in the depths of Ice Mountain. None can say for sure, for Kelvinos never returned from Ice Mountain.*

*Now though, the Frozen Horror has returned, arisen from its icy tomb where it has dwelt these last centuries. At Morcar's call, it has returned to its seat of power high on Ice Mountain. It had regained the Sceptre of Glacial Majesty, a Chaos artefact of great power. As we speak, the Horror and its minions are planning to cover the Northlands and the Empire in a shroud of deadly ice.*

*"Your people once more need a Champion. Your friends and followers must be trained to survive the frozen north. While they do so, you have been set three perilous tasks to further our cause.*

*"Then, you will lead your companions to Ice Mountain. There you must locate and destroy the Sceptre of Glacial Majesty before its master can reawaken its full power. Then you must face the Frozen Horror and destroy it forever.*

*"You must call upon all your courage and skill. The greatest perils you have yet faced awaits within Ice Mountain. You must not waver nor fail: the lives of both the Barbarian Tribes and of the Empire, rest on your shoulders."*



## Solo Quest I - Xanon Pass

"Good fortune to you Barbarian, on this, the first of your three tasks. The Servants of the Frozen Horror have overrun the fortress that guards the Xanon Pass, the only route through the Xyberian range, which you must cross to reach Ice Mountain. You must clear the fortress of the Horror's minions and find your way through to the pass itself."

### NOTES

Until the end of "The Rescue", these Quests are played as a series.

In this series the Barbarian plays alone. Any hired Men-at-Arms do not require upkeep, but neither may they partake in the Quest.

A The Treasure Chest contains 75 Gold Crowns

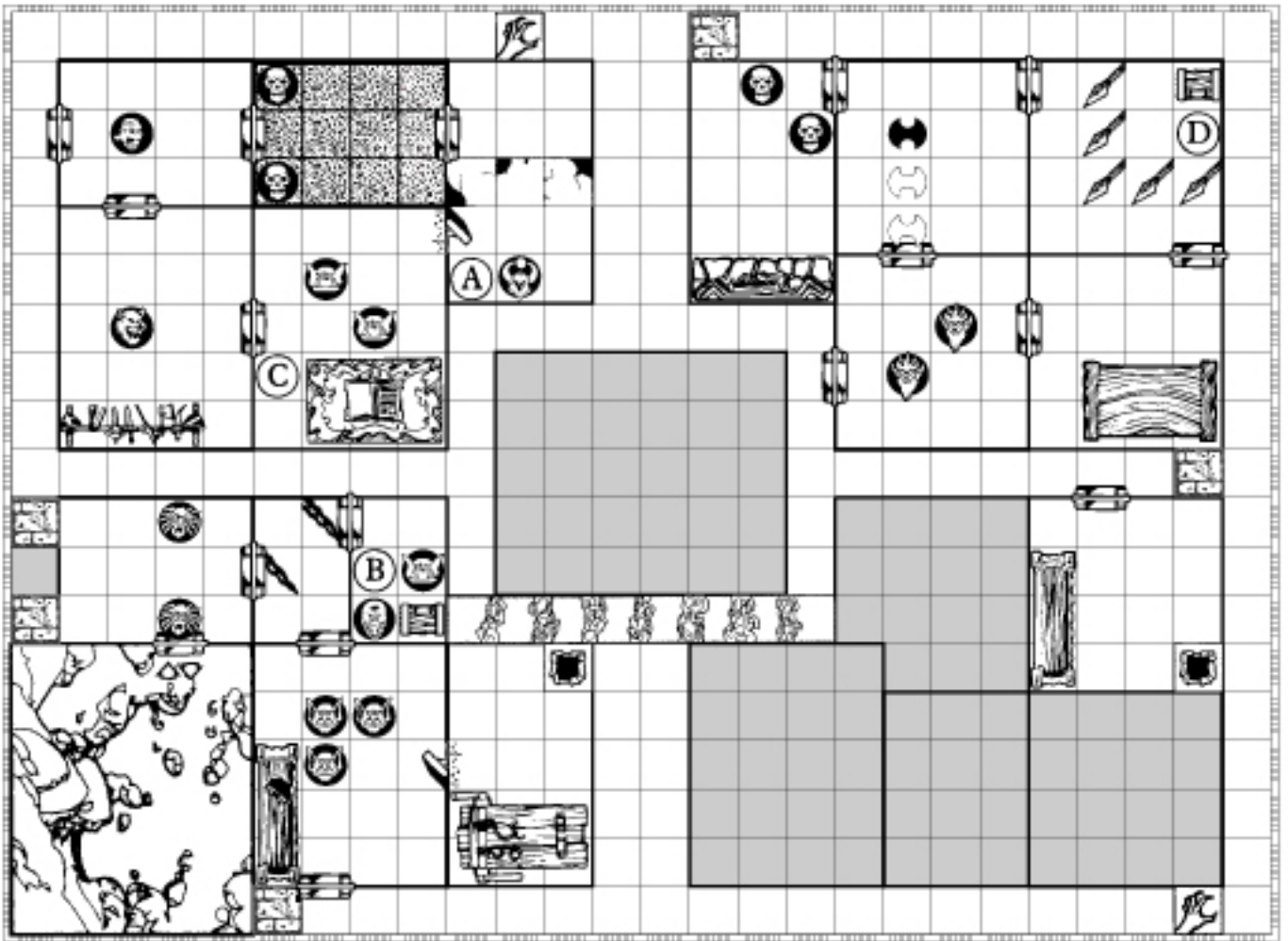
B This evil Crossbowman will not move, but will shoot at the Barbarian. If the Barbarian moves adjacent to the Crossbowman, he surrenders, giving the Barbarian the *Crossbow* in exchange for his life.

C A *Shield* is hidden in the Tomb.

D The Equipment Rack contains a *Longsword*.

**Wandering Monster:** 2 Skeletons





## Solo Quest II - Trial by Ice

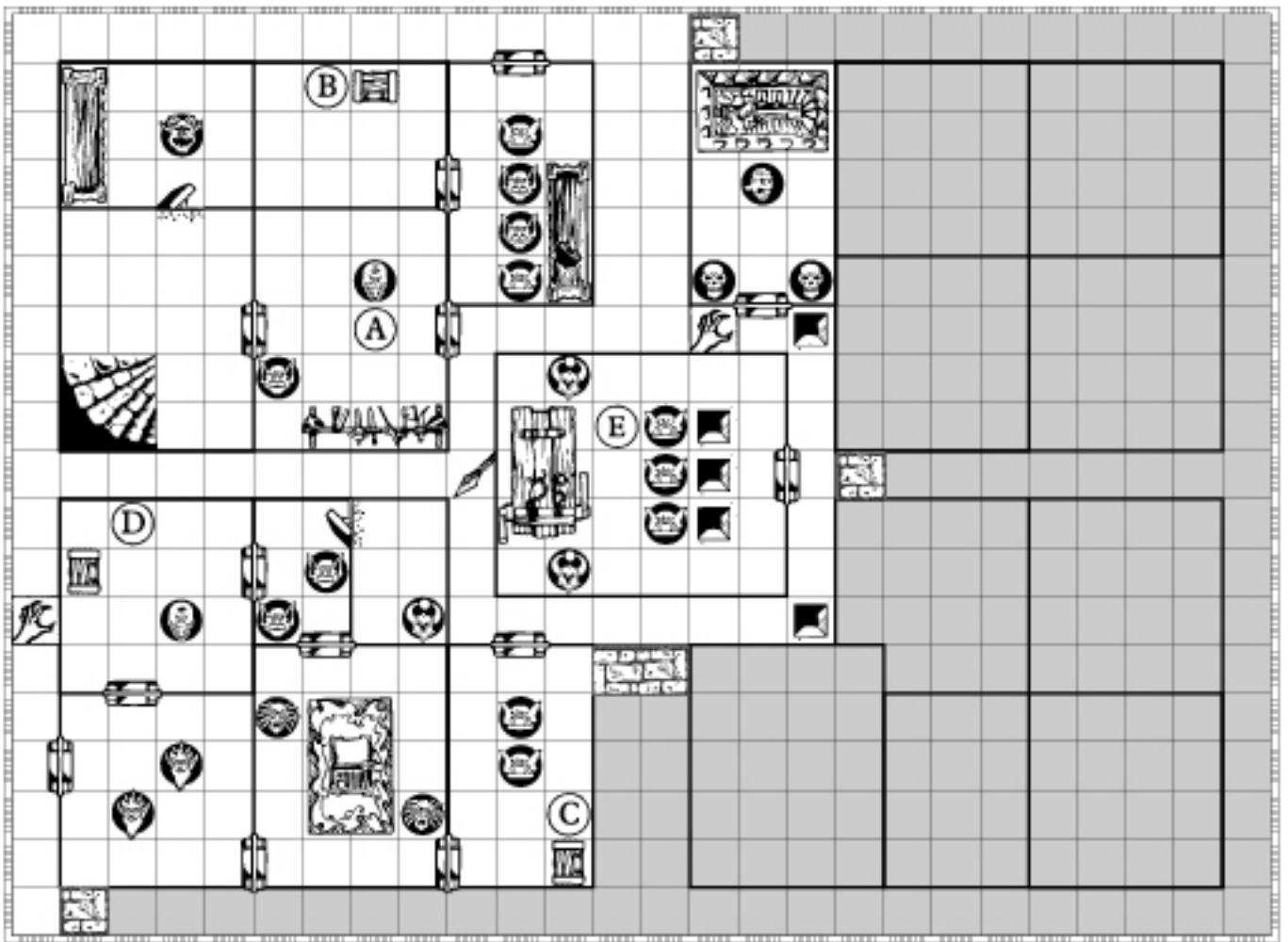
*"At the head of the Xanon Pass lies an underground outpost on the slopes of the Xyberian Range. This outpost is a base of operations for the minions of the Frozen Horror. Several local villages are threatened by these fiends. You must enter the outpost and slay the Frozen Horror's Lieutenant, the Chaos Warrior named Kraag."*

### NOTES

- A This Chaos Warrior is Kraag, he has the following stats:  
Move: 7    Attack: 5    Defend: 5    Mind: 3    Body: 4
- B The Treasure Chest is empty.
- C An *Essence of Warmth* is to be found on the Sorcerer's Table.
- D The Treasure Chest contains 120 Gold Crowns.
- E These two Ice Tunnels are linked as per the main rules.

**Wandering Monster:** 2 Goblins





## Solo Quest III - The Rescue

*The minions of the Frozen Horror have captured Gothar, your tribe's Great Elder. He has been taken to a Chaos Stronghold close to Ice Mountain. Gothar has great wisdom, but he is old and frail. He cannot long survive the cruel hands of the creatures of Chaos. Your final task is to enter the stronghold and repair Gothar safely to the tribe.*

### NOTES

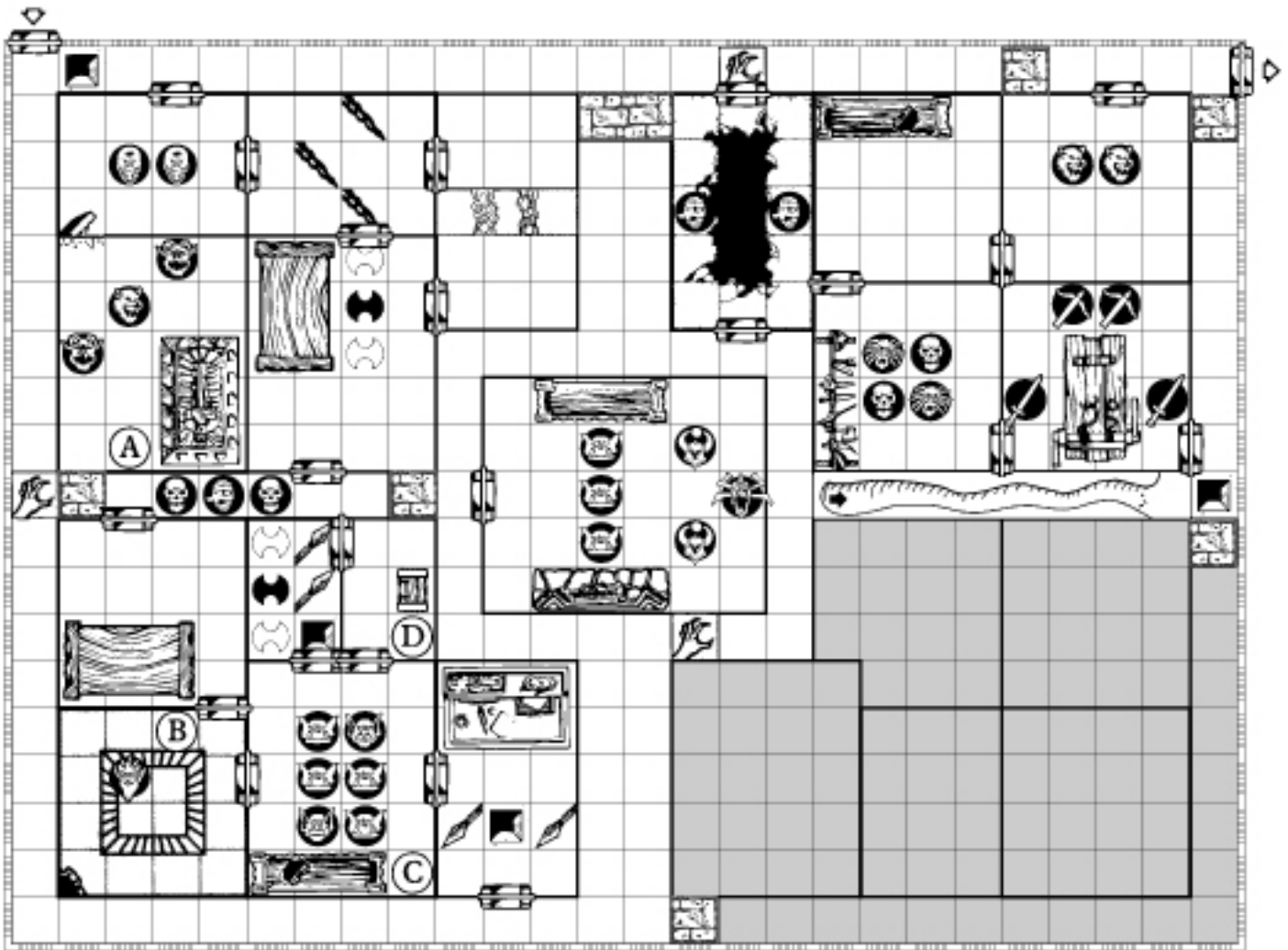
- A The Equipment Rack holds a *Battleaxe*.
- B The Treasure Chest contains 70 Gold Crowns.
- C The Treasure Chest contains a *Helmet*.
- D The Treasure Chest contains 150 Gold Crowns but is trapped with a dart trap. If a player Searches for Treasure before this trap is Disarmed, they will loose one Body Point.
- E These two Chaos Warriors have Gothar tied to the rack. *If* the Chaos Warriors are defeated, Gothar is freed, use any spare Hero model to represent him. The Barbarian may move him as if he where a Man-at-Arms. If the Barbarian is killed, Gothar is automatically captured. Monsters will not attack Gothar. Gothar has the following stats:

Move: 6      Attack: 1      Defend: 2      Mind: 4      Body: 2

**Wandering Monster:** 2 Orcs







## The Glacial Gate

*"You have done well, Barbarian! The Tribal elders have appointed you their champion to oppose the Frozen Horror and its minions. Now you and your companions are ready to assault Ice Mountain. First you must pass through the outer bastion known as the Glacial Gate, which guards the deeper reaches of the mountain's fastness."*

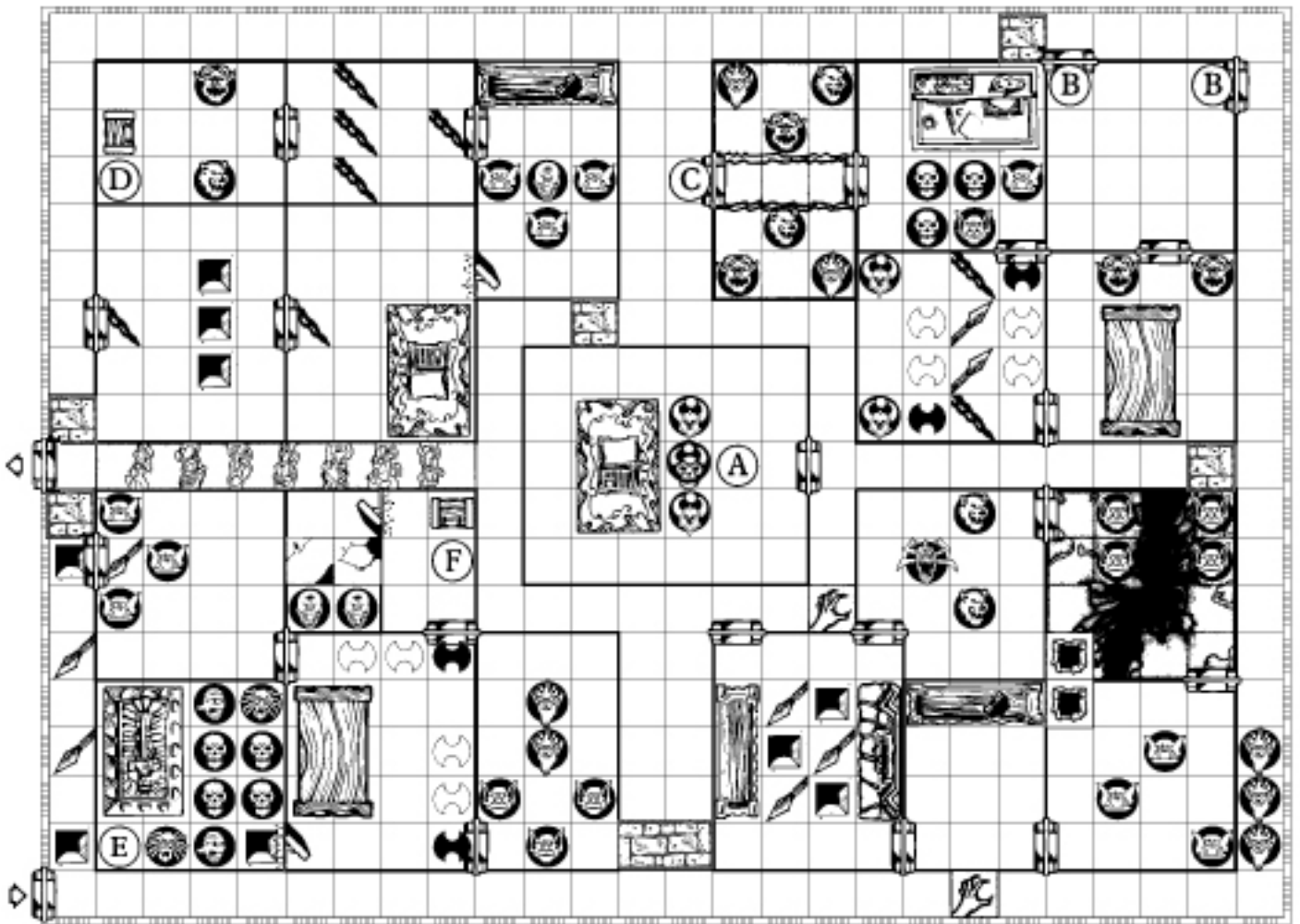
### NOTES

Until the end of the Heart of Ice Quest, these quests are played as a series.

- A The Tomb conceals the *Snowshoes of Speed* Artefact.
- B The cage in the centre of the room is locked, and the bars block any attack made through them. The Ice Gremlin claims to be a prisoner of the Frozen Horror left to die and begs the Heroes for clemency. A Hero may open the cage while in the room. If they do so, the Ice Gremlin will steal one piece of equipment from that Hero (Not any armour or weapon in use though), then disappear down a hole in the floor.
- C A random Spell Scroll is hidden in the Bookcase
- D The Treasure Chest contains 600 Gold Crowns but is trapped an explosive device. If a player Searches for Treasure before this trap is Disarmed, all figures in the room will loose two Body Points. This damage counts as a **Fire Spell**.

**Wandering Monster:** 2 Fimir





## The Deadly Depths

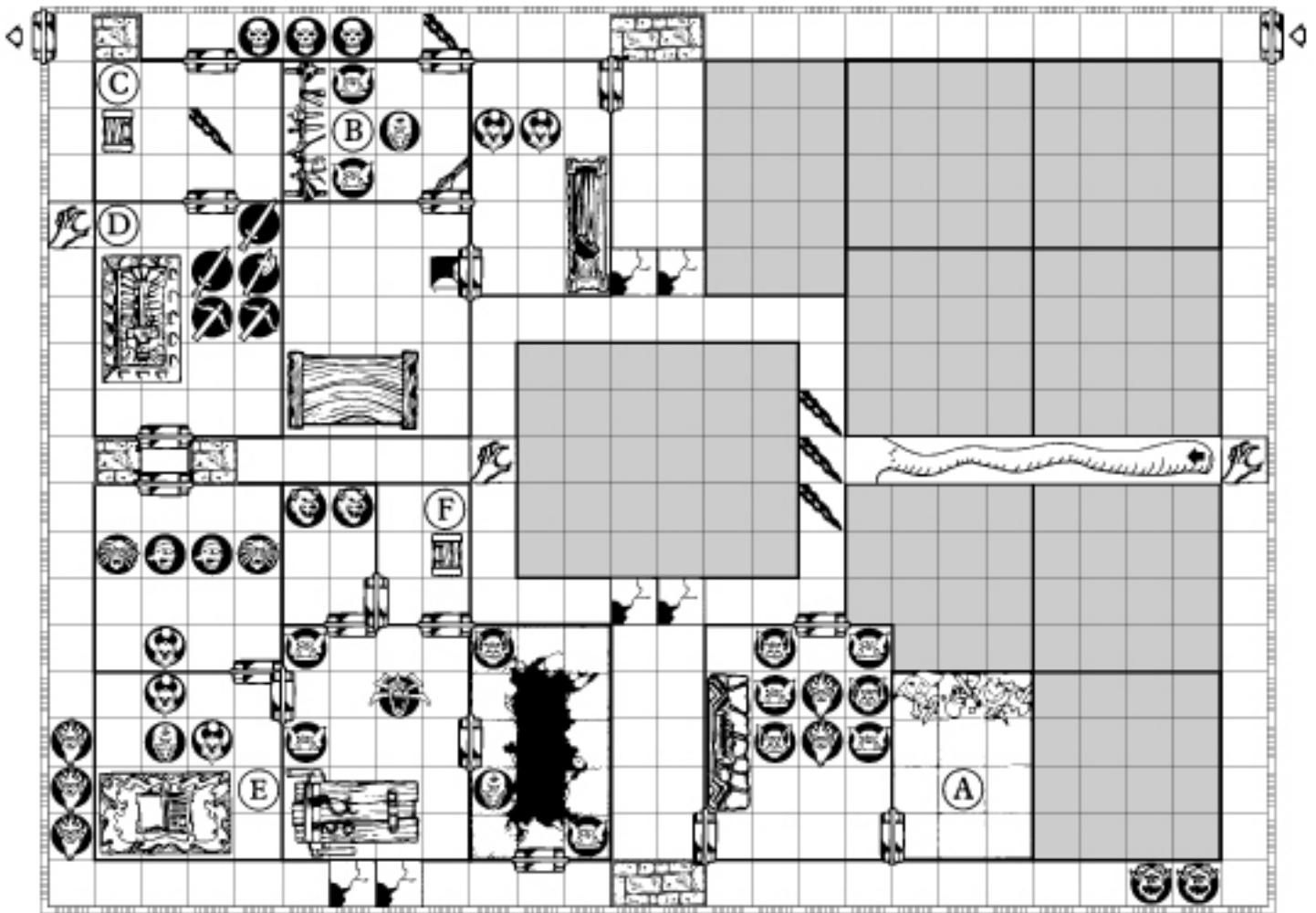
"Throughout Ice Mountain, your presence causes alarms to be sounded, awakening the servants of the Frozen Horror from their icy slumber. Your journey through the stronghold will become harder after this. This region of the fortress is guarded by Vilor, the Chaos Sorcerer, who has been ordered to halt your progress."

### NOTES

- A This is Vilor, the Chaos Sorcerer. He knows the following Chaos Spells: *Chill, Ice Storm, Lightning Bolt, Soothe, Torpor, Vortex.*
- B As soon as all the Heroes (and their Men-at-Arms, if any) have passed into or through this room, the doors marked B will disappear, and are removed from the game-board.
- C This door will not appear until the doors marked B have disappeared. The Monsters in the adjoining Frozen Crypt room are frozen in ice and are inactive until this door is opened, at which point the ice shatters and the Monsters move as normal.s
- D The Treasure Chest contains 400 Gold Crowns and a random Spell Scroll.
- E The Tomb conceals the **Ring of Warmth** Artefact.
- F The Treasure Chest contains two *Potions of Healing.*

**Wandering Monster:** 2 Mummies





## The Frosted Path

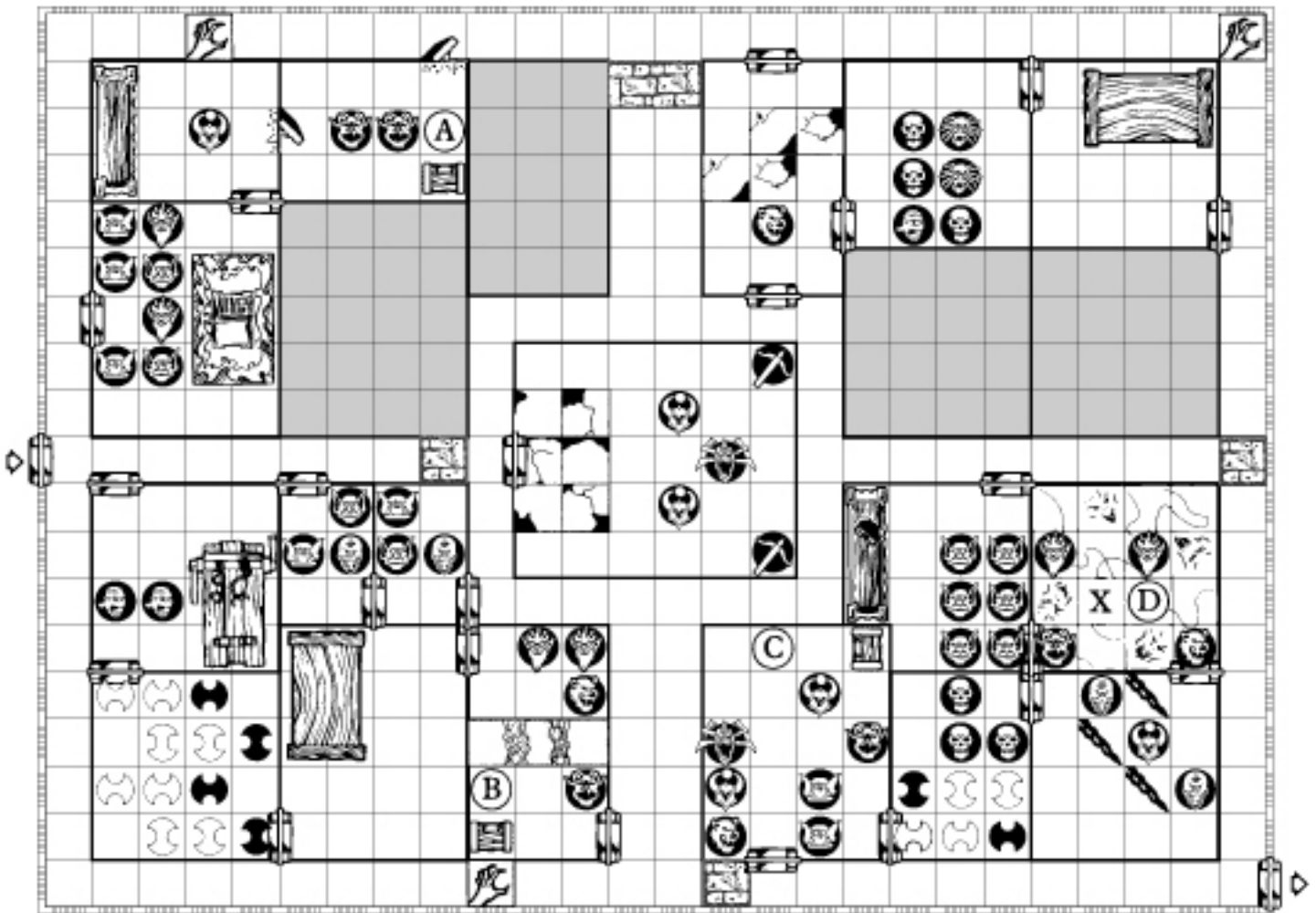
"These hallways have lain undisturbed for centuries. Now they are inhabited once again by the foul creatures of Chaos. The Frozen Horror's minions are gathering to halt your progress. You must fight your way through towards the chambers of the Frozen Horror."

### NOTES

- A This pile of debris conceals 120 Gold Crowns, a *Longsword* and a random Spell Scroll. Also present are any items stolen by Ice Gremlins this Quest.
- B The Equipment Rack holds a suit of *Platemail*.
- C This Treasure Chest contains 240 Gold Crowns and a *Potion of Healing*.
- D The Tomb conceals a *Crossbow* and a gem worth 300 Gold Crowns.
- E The Sorcerer's Table conceals two random Spell Scrolls.
- F This room is an Ice Vault as per the main rules. The Treasure Chest is empty and is trapped with a poison gas trap. If a player Searches for Treasure before this trap is Disarmed, all figures in the room will lose two Body Points to **Poison Damage**.

**Wandering Monster:** 2 Chaos Warriors





## The Halls of Kelvino's

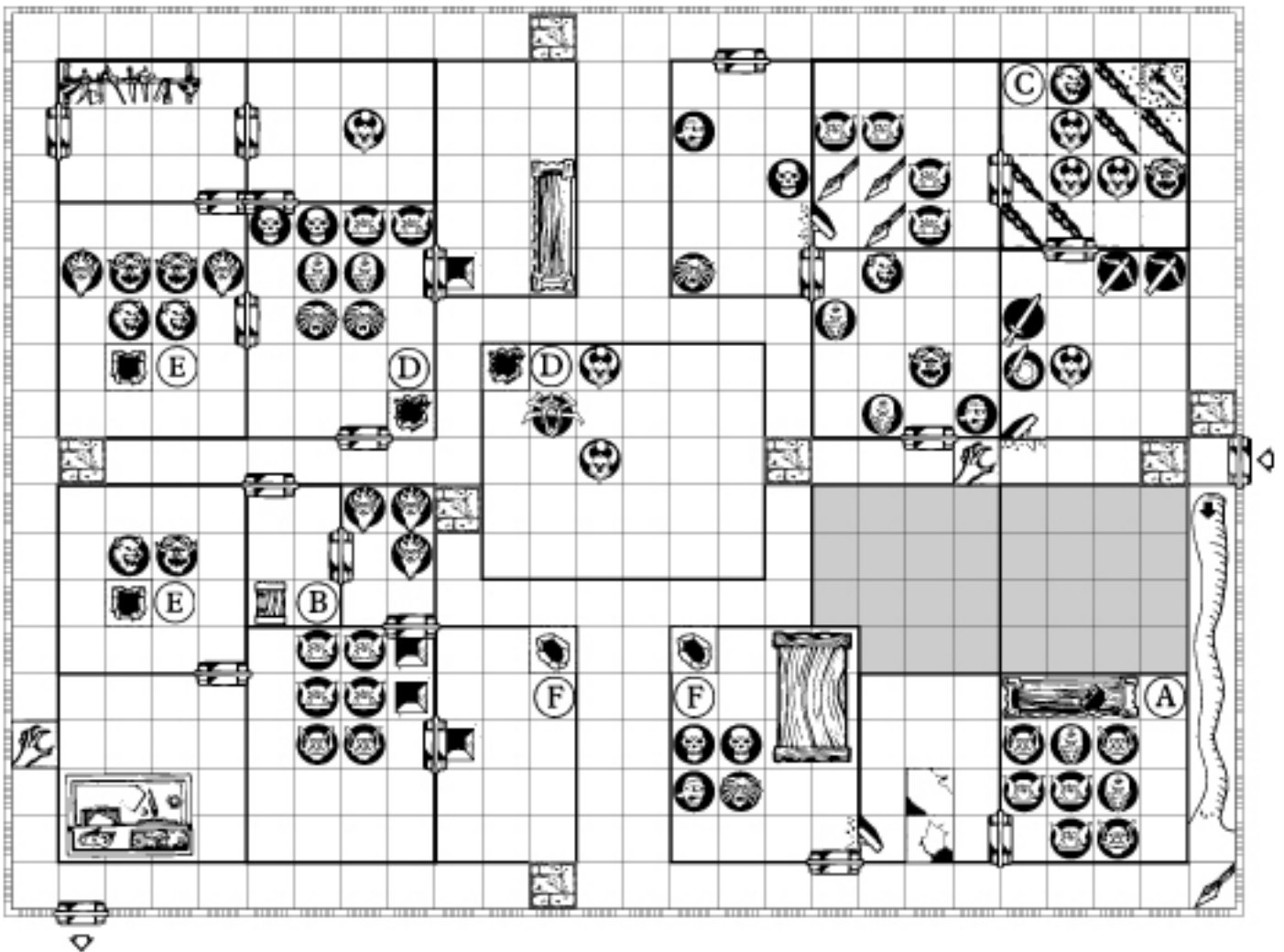
*"Many centuries ago, Kelvino's was a famed and mighty Hero from the barbarian tribes. It was he that defeated the Frozen Horror and drove his minions from Ice Mountain. Sadly, Kelvino's never returned from Ice Mountain. Some say he walks again, as an Undead pawn of the Chaos powers."*

### NOTES

- A This room is an Ice Vault. The Treasure Chest contains 480 Gold Crowns.
- B The Treasure Chest contains two *Potions of Healing*.
- C The ancient barbarian hero Kelvino's, now an undead slave to the Frozen Horror. Use a spare character to represent him, he has the following stats:  
Move: 5      Attack: 4      Defend: 4      Mind: 0      Body: 4  
Kelvino's has the **Undead** ability.  
If Kelvino's is defeated, the Heroes will find the *Amulet of the North* Artefact around his neck.
- D This is the Living Fog room, as per the main rules.

**Wandering Monster:** 2 Yeti





## Search for the Sceptre

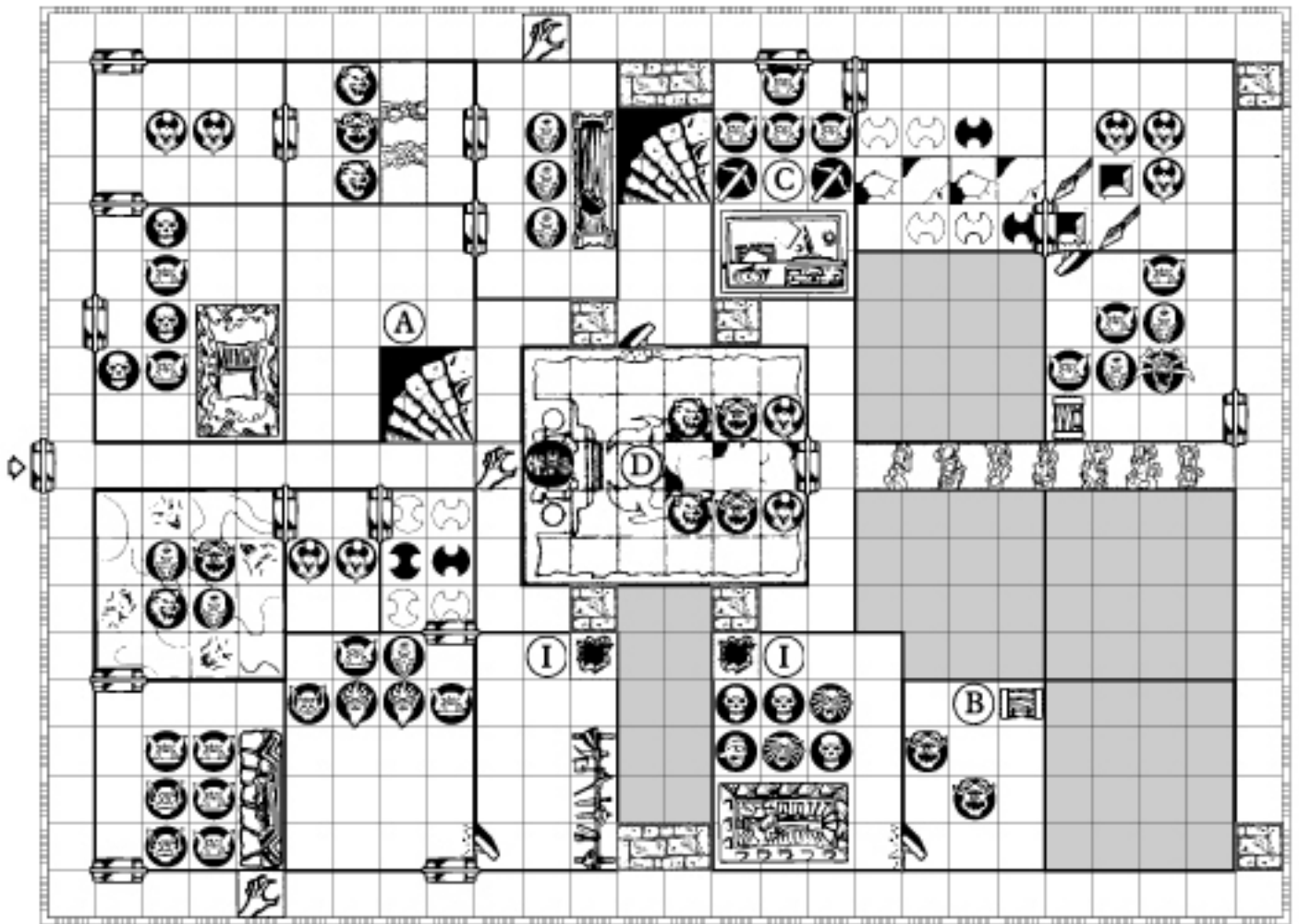
*'You have come far my friends, but there is still far to go. Within these chamber lies the Sceptre of Glacial Majesty, the source of the Frozen Horror's power. You must find and destroy it. If the Sceptre should fall into the clutches of the Horror once more, all would be lost. Be careful, for the chambers of the Frozen Horror lie close to here.'*

### NOTES

- A The Bookcase conceals an *Elixir of Life* Potion.
- B The Treasure Chest contains 200 Gold Crowns and a *Potion of Healing* but is trapped with a poison needle trap. If a player Searches for Treasure before this trap is Disarmed, they will loose two Body Points to **Poison Damage**.
- C The Sceptre is frozen into the wall and cannot be moved. It has one Body Point and rolls no Defence Dice. When destroyed, all figures in the room loose two Body Points in the ensuing explosion which counts as an **Earth Spell**.
- D This pair of Ice Tunnels are linked as per the main rules.
- E This pair of Ice Tunnels are linked as per the main rules.
- F This pair of Ice Tunnels are linked as per the main rules.

**Wandering Monster:** 3 Ice Gremlins





## The Heart of Ice

*"Now that you have destroyed the Sceptre of Glacial Majesty, the Frozen Horror awaits you. Beneath his chambers lies the Frozen Catacombs, wherein lies the means to break the protective wards that keep you from him, the Crystal Key. Once you have found this key, you may face the Horror in it's very seat of power. Take care, for the Horror is a most formidable foe."*

### NOTES

This is a double-sized quest, and the Heroes will move between the two maps as the quest continues. Mind and Body Points are not restored when moving between these quests. Once on Hero passes from one quest to another, they may take no more actions until the other Heroes join them. Monsters killed do not re-appear if a Quest is left and re-entered. If you have two gameboards, the Heroes may move freely between the quests.

A This Spiral Stairway leads to room G on the other map.

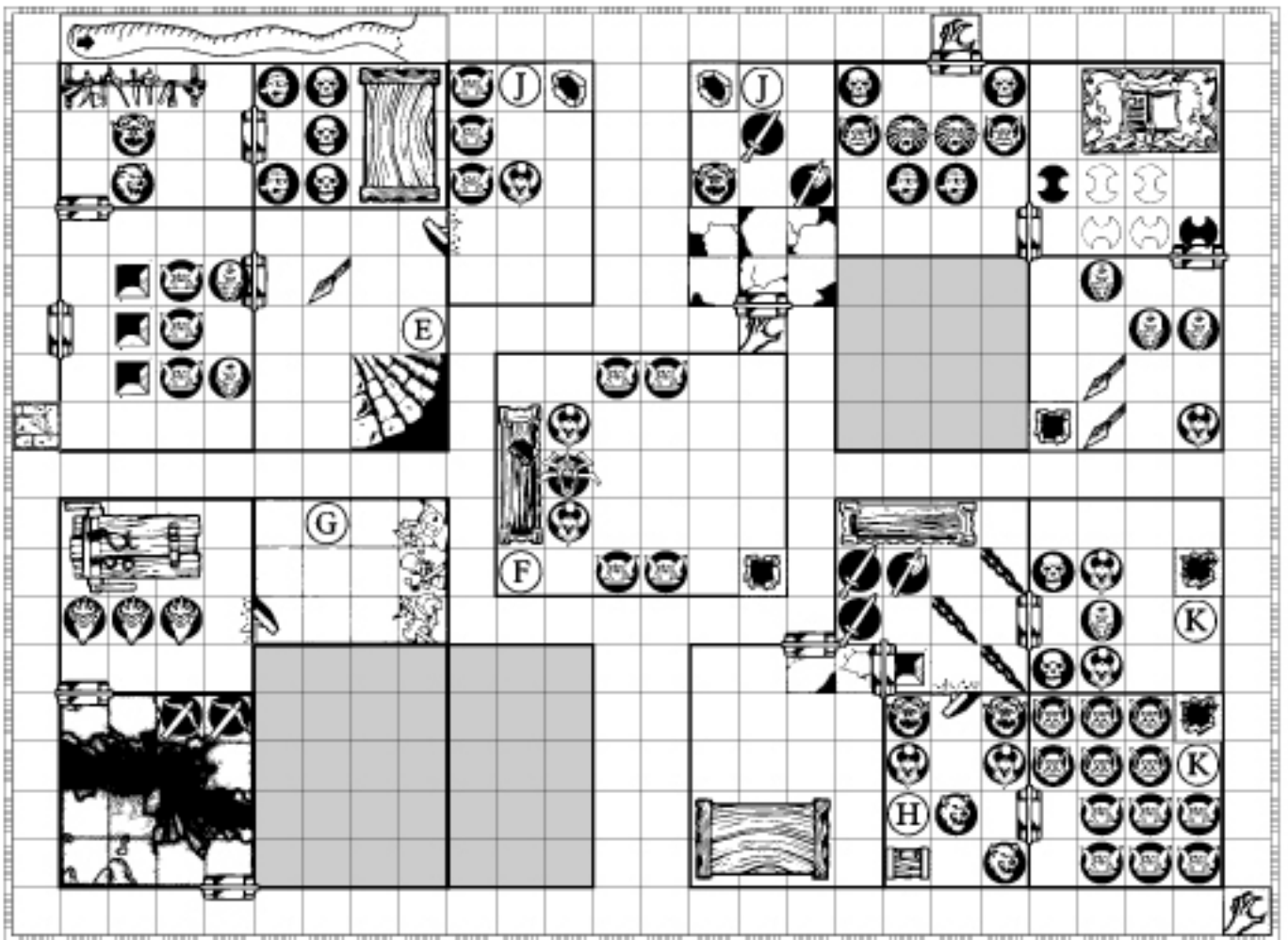
B This is an Ice Vault room as per the main rules. The Treasure Chest contains 420 Gold Crowns and a *Potion of Healing* but is trapped with an exploding latch. If a player Searches for Treasure before this trap is Disarmed, they will loose one Body Point. This damage counts as a **Fire Spell**.

C The Alchemist Bench conceals a *Potion of Healing* and a random Spell Scroll.

D This door is locked, and can only be opened by the Crystal Key. Until this door is unlocked, not effect will allow a Hero to walk through the walls of this room. The Frozen Horror's stats are listed on the next page. The stairway through the Secret Door leads out to freedom.

**Wandering Monster:** 2 Polar Warbears





## NOTES

- E This Spiral Stairway leads to room A on the other map
- F The Bookcase conceals two *Potions of Healing* and a random Spell Scroll.
- G The Detritus in this room conceals anything stolen by Ice Gremlins during this double quest.
- H The Treasure Chest contains the Crystal Key and a *Potion of Healing* but is trapped with a poison needle trap. If a player Searches for Treasure before this trap is Disarmed, they will loose one Body Point to **Poison Damage**.
- I This pair of Ice Tunnels are linked as per the main rules.
- J This pair of Ice Tunnels are linked as per the main rules.
- K This pair of Ice Tunnels are linked as per the main rules.



### The Frozen Horror

Move: 8      Attack: 5      Defend: 4      Mind: 4      Body: 6

The Frozen Horror knows the following Chaos Spells: *Chill, Ice Storm, Ice Wall, Mind Freeze, Skate, Soothe*.

The Evil Wizard Player should also choose a further six Chaos Spells, from those available, for the Frozen Horror, other than *Escape* and/or *Teleport*.

**Wandering Monster:** 2 Polar Warbears

# Epilogue

*"Congratulations! The Frozen Horror has been defeated. The hordes of the Barbarian Tribes have been able to clear the lower passes of his remaining minions. Those few that remain are to be hunted down. Morcar's conquest of the North have been quashed, and the Empire is safe from an ice-shrouded doom.*

*"The Frozen Horror returned from death once before. It is possible it may do so again. For now though the danger is passed. The barbarian Tribes may need to find new champions to defend them centuries from now. May they find champions as worthy as you.*

*"Tales are already being told in the barbarian camps of your cunning, bravery and skill. The tribes will sing your praises forever. In appreciation of your deeds, the Tribal Elders have granted each of you a purse of one thousand Gold Crowns. Morcar's plans elsewhere continue unabated. We are sorely pressed on many fronts. Soon your valour will be needed again, in many dangerous tasks that yet await you.*

*"But tonight you are to be honoured guests at a great feast. Tales of valour will be told amongst much rejoicing. Rest well this night my friends."*



# Chapter Eight

## The Mage of the Mirrors

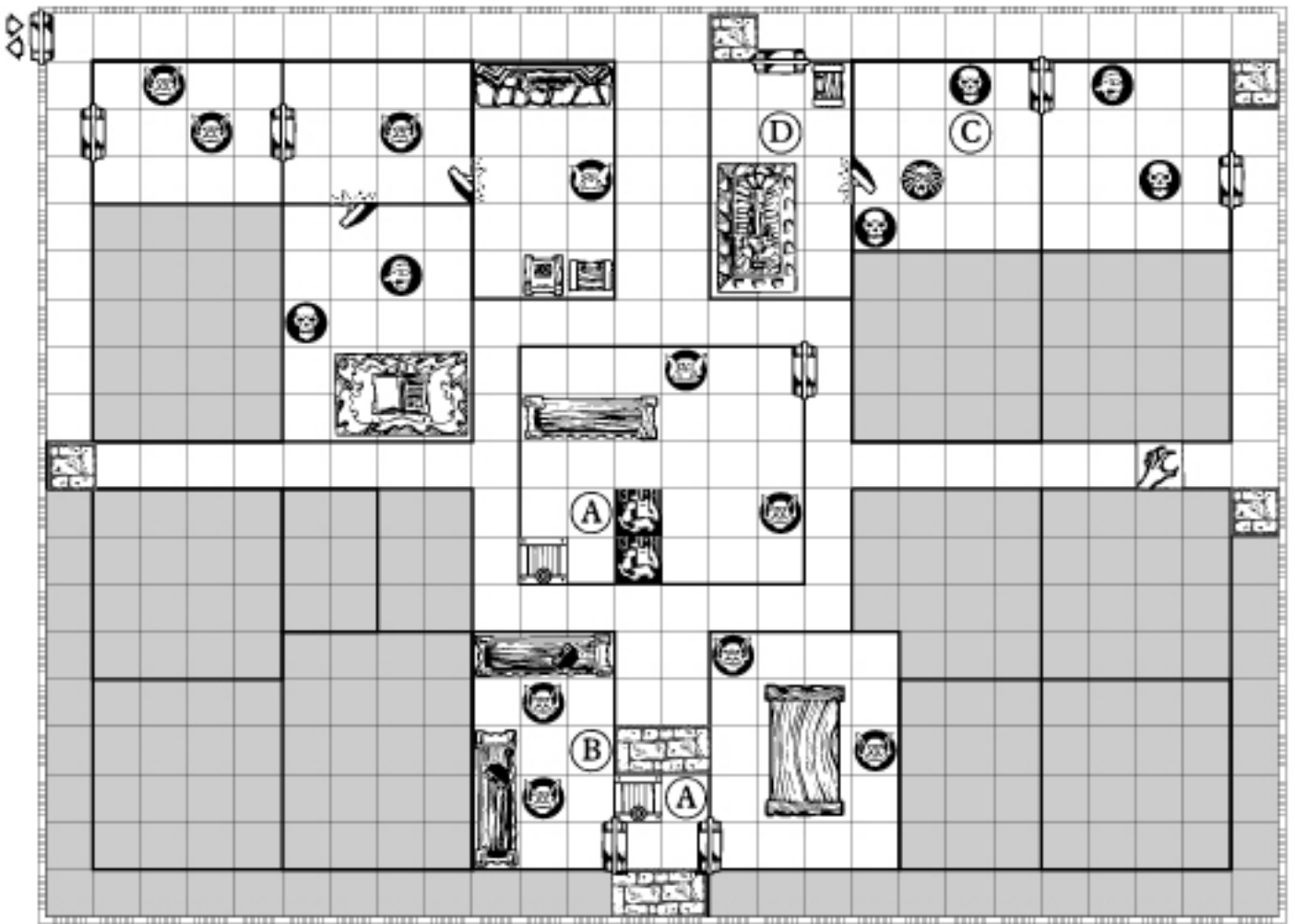
*"At last you have returned from the Nothlands. I bear ill tidings. Our time together must be brief for your skills are sorely needed.*

*"The Elven kingdom of Athelorn is in turmoil. Queen Terrellia's young daughter, Millandriell, has been kidnapped. The Queen has in secret dispatched a courier to me. It seems the kidnapper is none other than her sister, the Archmage Sinestra.*

*"Sinestra has always been vain, paying more attention to her mirrors than to sage council of the wise. It would seem that this vanity has allowed her to become corrupted by Morcar and his allies. She now demands the Elven throne for herself, else the child's life is forfeit.*

*"As you know, none other the Elves may freely enter the Elven kingdom. The Elf will be sent ahead to begin preparations for the assault on Sinestra's Fortress. Meanwhile, the rest of you will be lead by Elven guides through the kingdom blindfolded.*

*"You must rescue Millandriell, or else the Elven race will be doomed to conflict and civil war, or else become the pawns of Morcar. The turning of such a powerful force of good to the cause of Chaos would undoubtedly end our cause with alarming swiftness. You must not fail in this."*



## Solo Quest I - The Avenger Returns

"As your first task, Queen Terrellia needs you to recover a family heirloom stolen by agents of Sinestra. A symbol of royal power, her possessing this item would be of detriment to our cause. No ordinary heirloom, this is the legendary sword of the royal house, known as the Avenger. The sword, for the time being, rests in a small fortress on the southern boarder of the Empire. You must secure the sword and return it to Queen Terrellia."

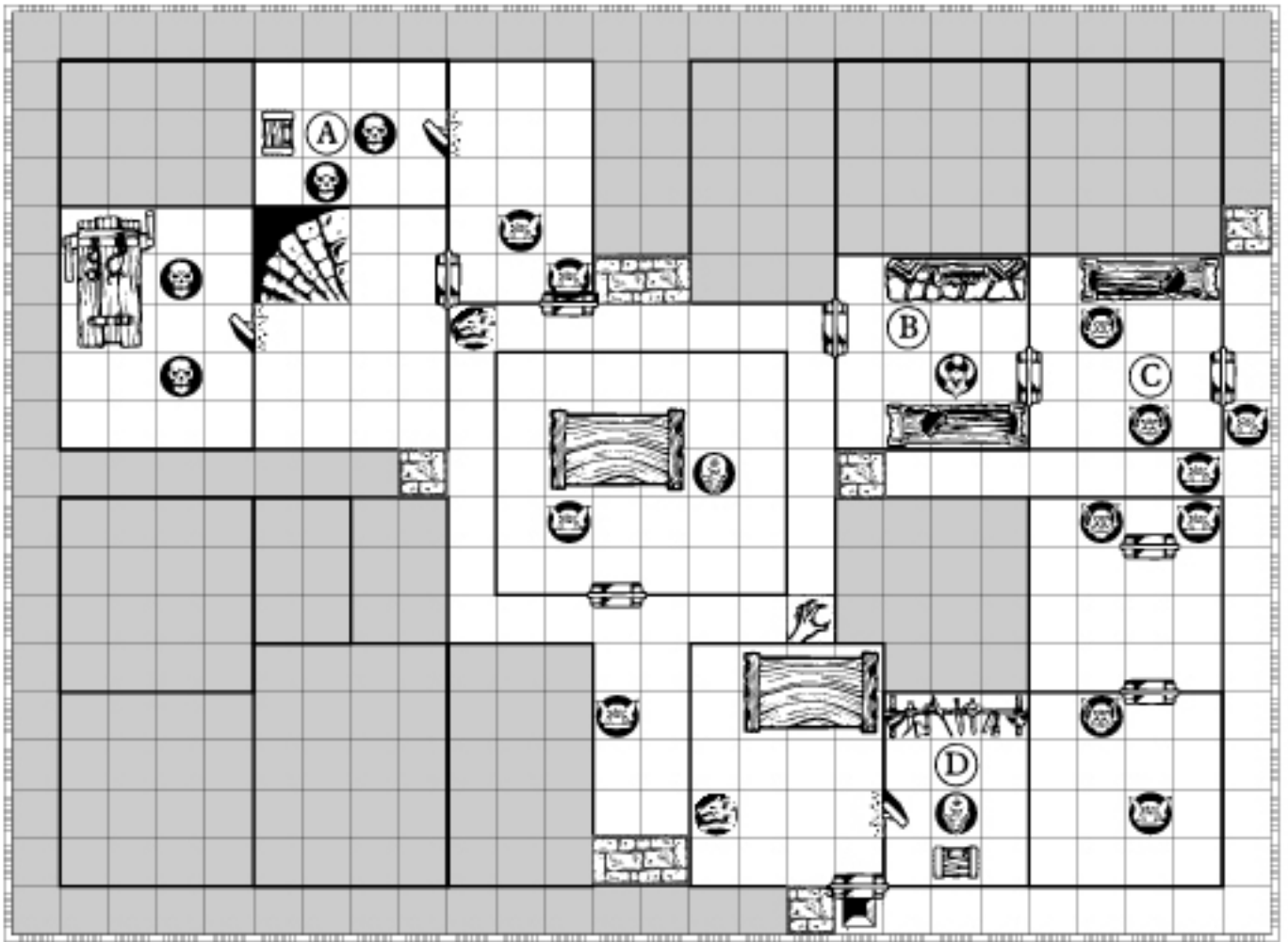
### NOTES

Until the end of the 'Terrellia's Maze' Quest, these Quests are played as a series. In this series the Elf plays alone. Any hired Men-at-Arms do not require upkeep, but neither may they partake in the Quest,

- A Both these Trapdoors are linked as per the main rules.
- B The Bookcase conceals an *Elixir of Life* Potion.
- C The monsters here are immobile statues. They do not take actions and cannot be affected.
- D The Treasure Chest contains a *Shortbow* but is trapped with a magical trap. If a player searches for treasure before this trap is disarmed, the Monsters in room C will spring to life. The Tomb conceals the Avenger Sword, and the Elf may take the Avenger Sword tile. The Elf may use the Avenger until the end of the "Terrellia's Maze Quest when it must be returned to the Queen. It counts as a *Longsword*.

**Wandering Monster:** Mummy





## Solo Quest II - On Sacred Ground

"Two of Princess Millandriell's handmaids survived the kidnapping, and are being held prisoner in a remote shrine housed in a cavern to the south. They may also have valuable information on where Sinestra has absconded the princess to. You must rescue the servants and return them to the Elven court."

### NOTES

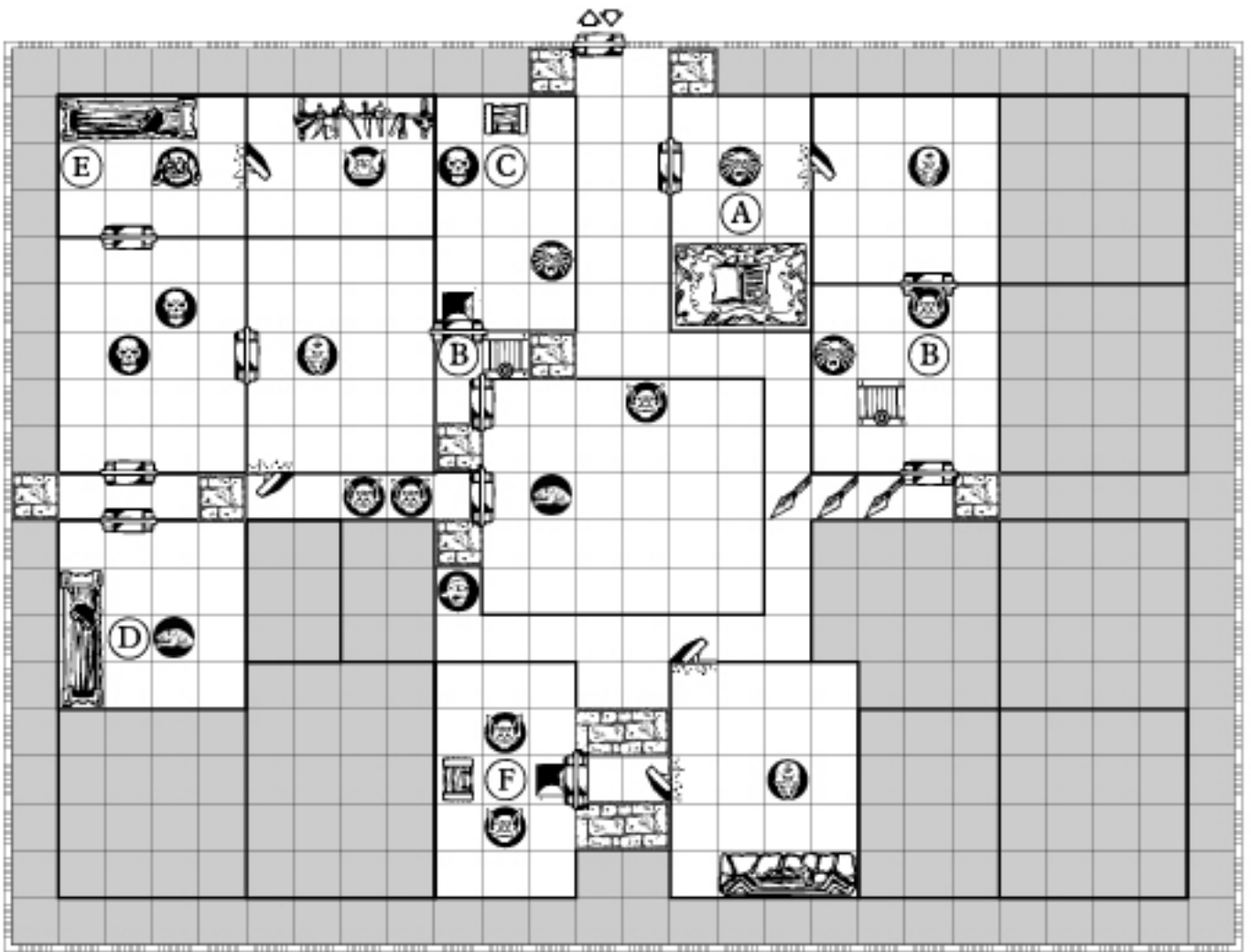
- A The Chest contains 30 Gold Crowns along with several Elven dresses and some (worthless) jewellery.
- B The fireplace conceals a *Helmet*
- C The Bookcase conceals a *Potion of Healing*.
- D The two attendants are to be found in this room, use two spare character figure to represent them. They count as Men-at-Arms for the Elf and have the following stats:

Move: 2D6    Attack: 0    Defend: 1    Mind: 4    Body: 2

On returning the attendants, the Elf is rewarded with a bounty of 50 Gold Crowns for each surviving attendant.

**Wandering Monster:** 2 Orcs





## Solo Quest III - Terrellia's Maze

*"The Queen's guard train in a maze beneath her palace. Here the elite are separated from the merely exceptional. Sinestra has corrupted this place with her powers. To restore it, the Queen requires you to recover the Golden Book that lies within the Maze. Beware, for Sinestra has seeded the maze with her minions."*

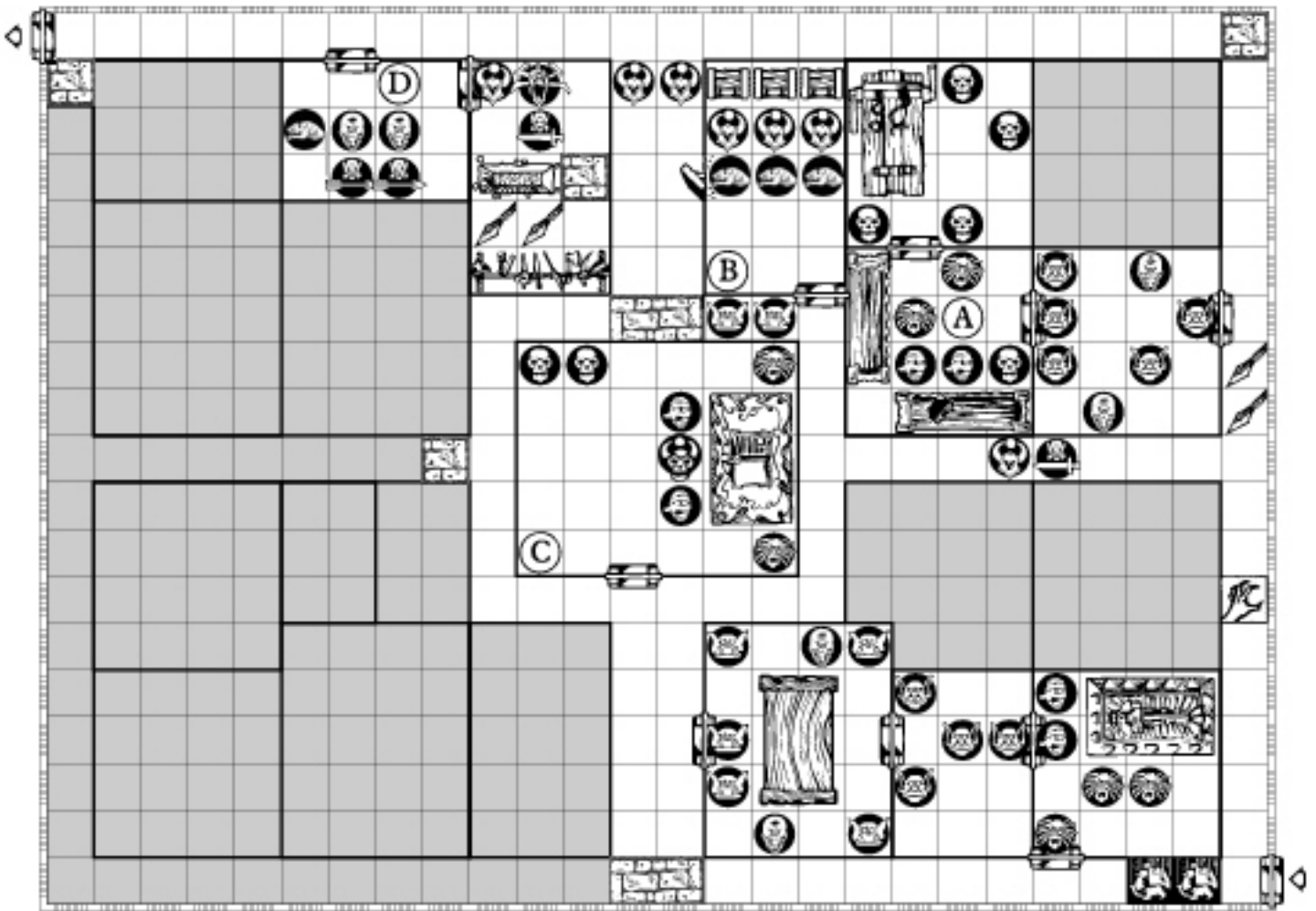
### NOTES

At the start of the Quest, tell the Elf that Treasure Cards are not used in this Quest and that there are no Wandering Monsters.

- A If this room is Searched for Treasure, a note is found which reads: "All is not as it seems."
- B Both these Trapdoors are linked as per the main rules.
- C The Treasure Chest contains 200 Gold Crowns but is trapped with a poison needle trap. If a player searches for treasure before this trap is disarmed, they will loose one Body Point to **Poison Damage**.
- D The Bookcase conceals a Potion of Healing.
- E The Secret Door cannot be found by Searching for it. The bookcase conceals the Golden Book which may be found by Searching for Treasure. When the book is taken, the Secret Door is revealed. The Equipment Rack holds a suit of *Chainmail* and a *Coil of Rope*.
- F The Treasure Chest contains 300 Gold Crowns but is trapped with an explosive trap. If a player searches for treasure before this trap is disarmed, all figures in the room will loose two Body Points which counts as a **Fire Spell**.

**Wandering Monster:** None





## Tormuk's Guests

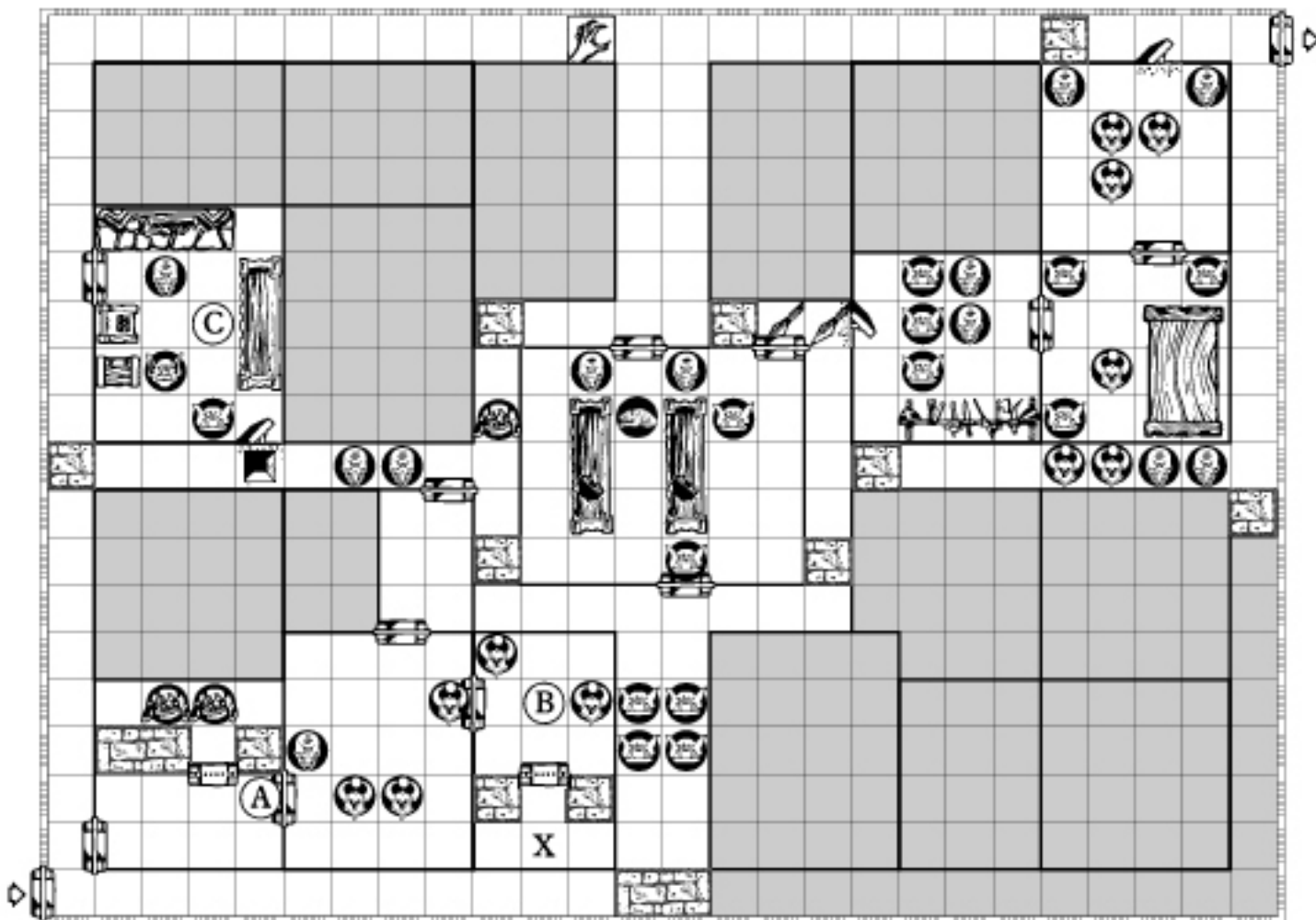
"The servants the Elf has rescued have revealed the location in which Millandriell has been imprisoned: The Realm of Reflection. This mystical plane may be only entered via enchanted mirrors unlocked with rare Moonsilver. Only Tyrillon, the royal prospector can identify true Moonsilver. His location is unknown. It has been discovered that his bodyguards have been ensorcelled by Sinestra's ally, Tormuk the Necromancer. You must be alone with these two to break the spell, and discover Tyrillon's whereabouts."

### NOTES

- A The Cupboard conceals two *Potions of Healing*.
- B The Treasure Chests contain between them 960 Gold Crowns and five *Ancient Staff* Magic Items, but each is trapped with a linked poison dart trap. If a player searches for treasure before these traps are disarmed, they will loose two Body Points to **Poison Damage** for each Trap not yet disarmed.
- C The Chaos Sorcerer is Tormuk., he knows the following spells: *Command*, *Conflagration*, *Mirror Magic*, *Mind Blast*, *Reanimation*, *Summon Wolves*, *Vortex*, *Werewolf's Curse*.  
The Sorcerer's Table conceals the **Bone Wand** Artefact.
- D These Elven Archers are the missing bodyguards, who fight as Monsters while there are any other Monsters in this room. Once the other Monsters are dead, they become Men-at-Arms for the Elf until the end of the Quest.



**Wandering Monster:** Fimir



## The Elven Prospector

*"The Royal Prospector Tyrillon's fate is now known. He has been kidnapped by Sinestra's allies, and must be rescued from a mine complex to the east. He will then be able to lead you on in your quest for Moonsilver."*

### NOTES

Until the end of the "Alchemist's Laboratory" Quest, these Quests are played as a series.

A The Portcullis is locked, unless a Hero forces it open. The door marked A is trapped. If it is

opened before the trap is Disarmed, the Portcullis will raise.

B This Portcullis can only be opened with the Brass Key, it cannot be forced. The Prospector is in the space marked X. The player who frees him should take the prospector Tile and surrender the Brass Key.

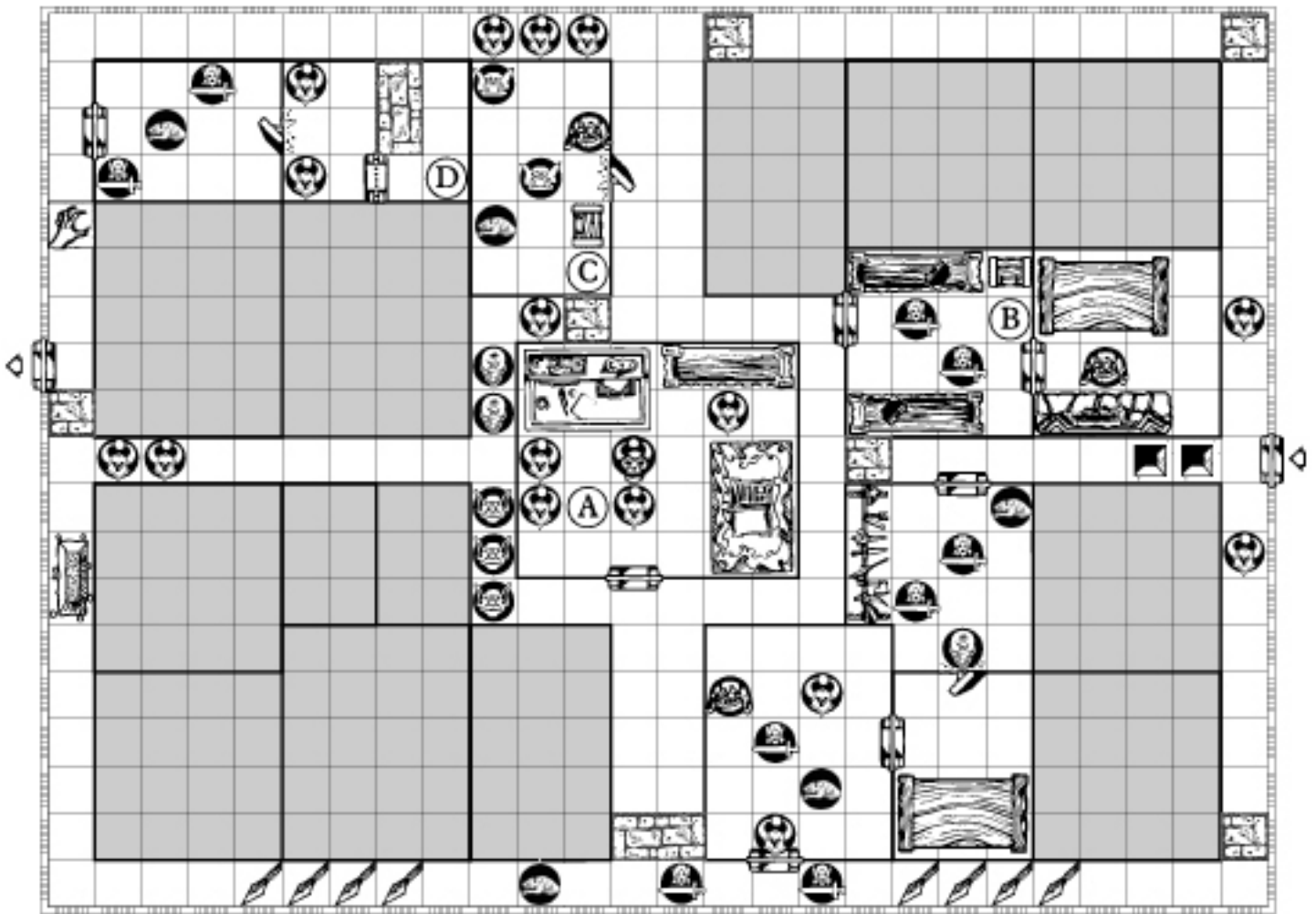
If the Player with the prospector is killed, the prospector is returned here and the portcullis is again locked.

C The Treasure Chest contains 800 Gold Crowns, a *Treasure Without Doom* Spell Scroll, and the Brass Key Tile.

If the Heroes loose the Prospector after saving him, the Key will be here again, the other Treasures will not be.

**Wandering Monster:** 2 Chaos Warriors.





## The Alchemist's Laboratory

"The Chaos Sorcerer known as the High Alchemist controls the only known source of Moonsilver. He currently dwells in a stronghold which guards the passage to Sinestra's lands. You must find vials of true Moonsilver, with Tyrillon's aid, and venture on towards Sinestra's stronghold at Gilness Fen."

### NOTES

If the Hero with the Prospector is killed, the prospector will be captured. See note D for detail.

A This is the laboratory of the Chaos Sorcerer known as the High Alchemist. The High Alchemist knows the following Chaos Spells: *Conflagration*, *Cloud of Chaos*, *Mind Blast*, *Restore Chaos*, *Summon Wolves*, *Werewolf's Curse* (which he may cast twice).

The Laboratory contains thousands of silver bottles. If the Hero with the Prospector Searches for Treasure, they will be able to find twenty flasks of Moonsilver, and may take the corresponding Tiles.

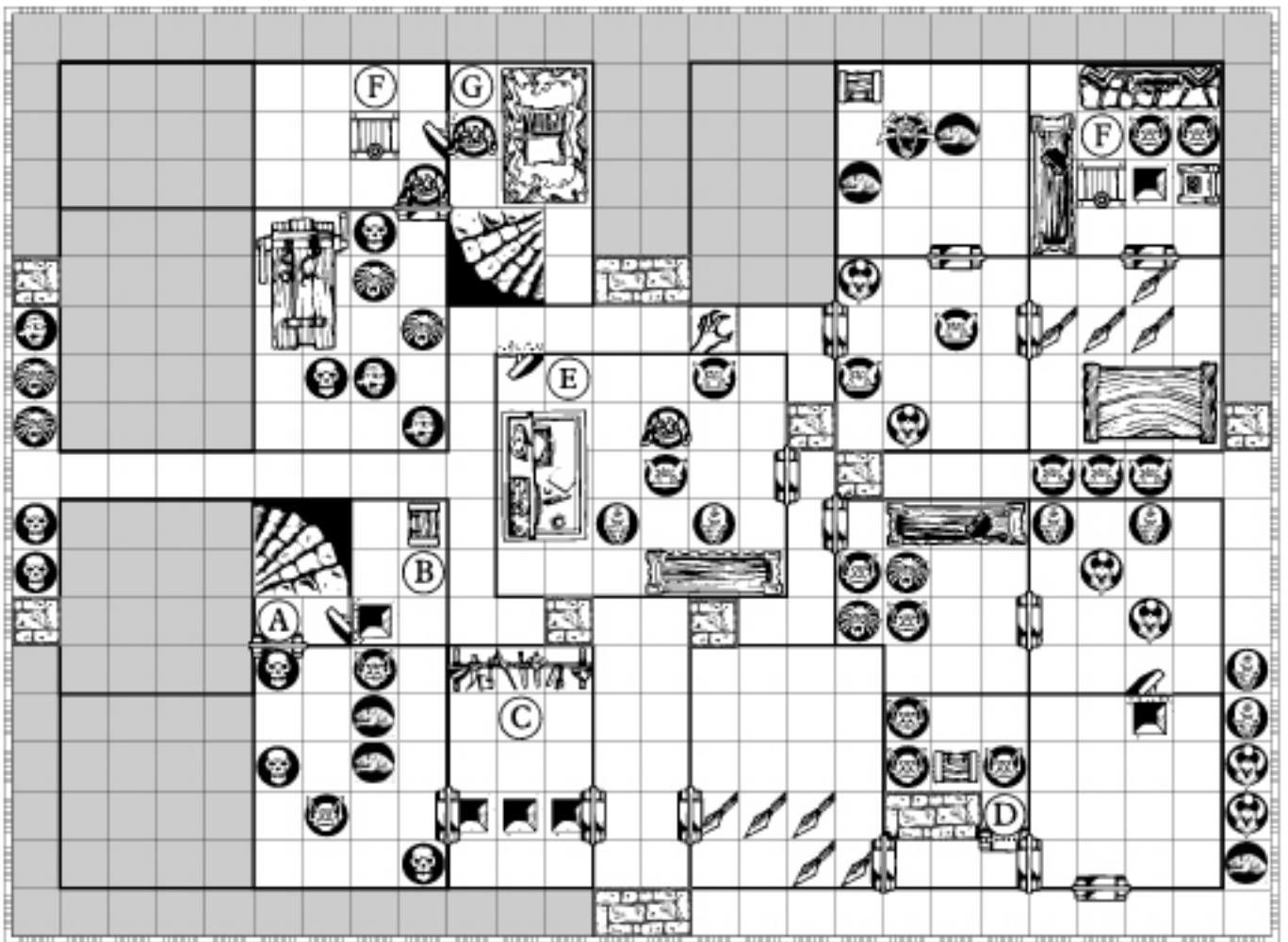
B The Treasure Chest contains a Brass Key and the *Elven Boots* Artefact but is trapped with a poison dart trap. If a player searches for treasure before this trap is disarmed, they will lose two Body Points to **Poison Damage**.

C The Treasure Chest contains two *Potions of Healing* and 750 Gold Crowns

D If the Prospector is captured, he will appear here. The Portcullis can only be opened with a Brass Key. If the Prospector is lost again, there will be two new Chaos Warriors guarding him.

**Wandering Monster:** 3 Zombies





## Gliness Fen

*"The time has come to assault Sinestra's stronghold deep beneath the marshes of Gliness Fen. The gateways to the Realm of Reflection are said to lie in the deepest catacombs of the stronghold. You must fight your way down to these gateways to save Millandriell."*

### NOTES

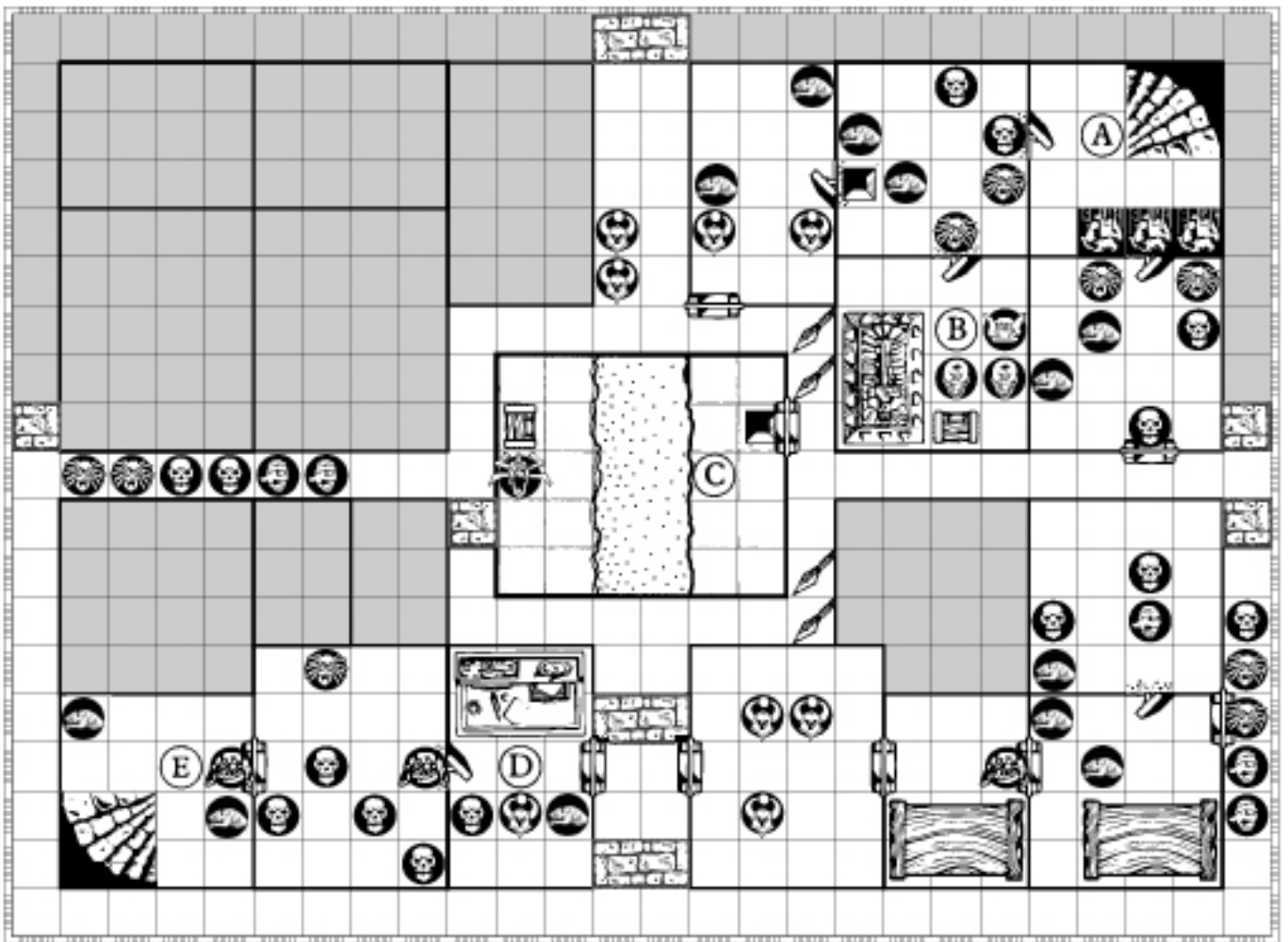
Until the end of the "Hidden Realms" Quest, these quests are played as a series.

- A The Heroes begin on this stairway.
- B The Treasure Chest contains 650 Gold Crowns but is trapped with a poison gas trap. If a player searches for treasure before this trap is disarmed, every figure in the room will lose one Body Point to **Poison Damage**.
- C The equipment Rack contains a *Tool Kit* and a Brass Key.
- D This Portcullis can only be opened with the Brass Key. The Treasure Chest contains two *Potions of Healing*.
- E The Alchemist's Bench conceals two *Wolfsbane Extracts*.
- F Both these Trapdoors are linked as per the main rules.
- G The Sorcerer's Table conceals four *Sky Orb* Magic Items. The Spiral Stairway winds downwards, and allows the Heroes to leave the Quest.

**Wandering Monster:** Giant Wolf







## The Caverns of Solace

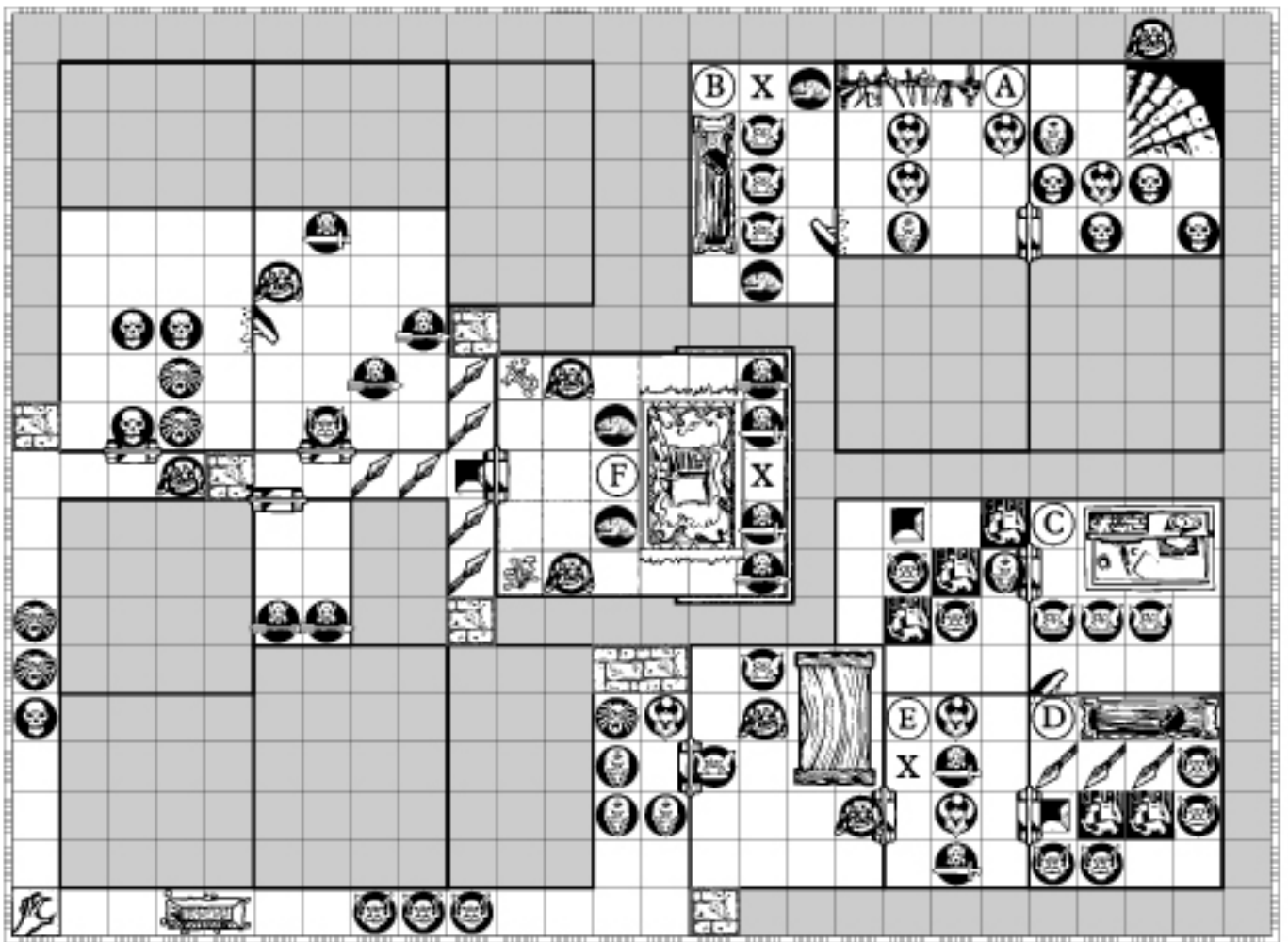
"Sinestra has been alerted to your presence in her lair. Her minions gather to oppose your every step. The closer you are to reaching Sinestra, the greater the danger to Millandriell. Speed is your ally now. Pass through her stronghold as swiftly as you can, for time is not on our side."

### NOTES

- A The Heroes enter via this Spiral Stairway. As they step off the stairway, read the following: "As you enter this subterranean lair, your feet sink slightly into the soggy ground. A wet, mouldy smell permeates the air."
- B The Treasure Chest conceals 450 Gold Crowns. The Tomb conceals a tiara worth 150 Gold Crowns.
- C This Gargoyle has an extra Body Point and knows the Chaos Spells *Command*, *Firestorm* and *Vortex*. It will not leave this room. The Chest contains the *Elven Bracers* Artefact. The Quicksand Pit is detailed in the main rules.
- D The Alchemists Bench conceals a *Heroic Brew*.
- E This Spiral Stairway leads out of the Quest.

**Wandering Monster:** Chaos Warrior.





## Hidden Realms

"You have reached the depths of Sinestra's fortress. Here lies the mirror doorway to the Realm of Reflection. You can use your supplies of Moonsilver to pass through the gates between realities.. Enter the Realm of reflection then, and find Millandriell. It is believed that hidden here is the ancient Elven 'Bow of Vindication, an item as revered as the sword known as the Avenger. You must also return the bow, though it may help you in defeating Sinestra and her plans."

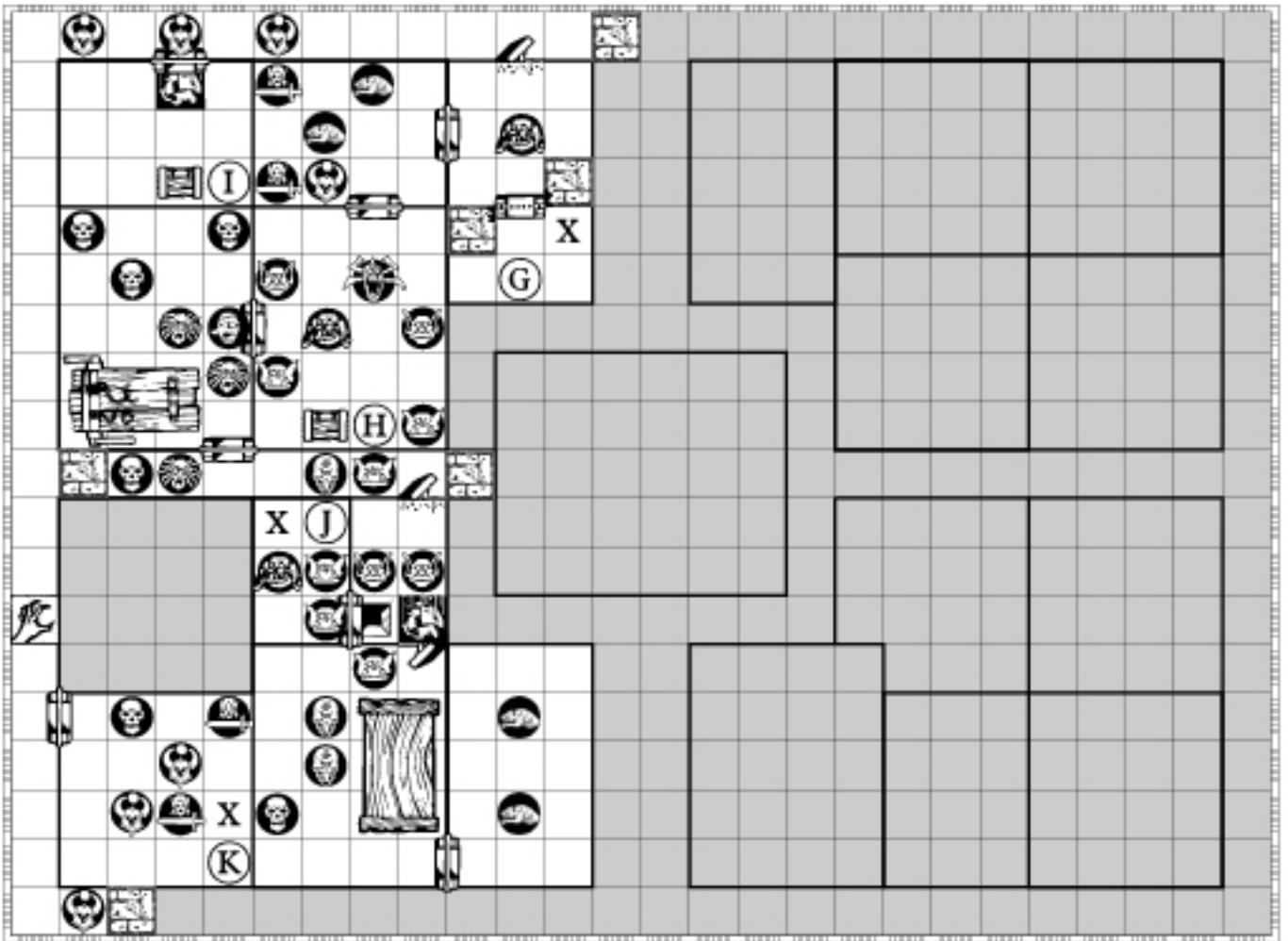
### NOTES

This is a double-sized quest, and the Heroes will move between the two maps as the quest continues. Mind and Body Points are not restored when moving between these quests.

- A The Weapons Rack conceals a Brass Key.
- B Place the Mirror with the Picture of Millandriell's picture in the space marked X, with her picture facing the room. A Hero with a flask of Moonsilver adjacent to the mirror may use it to open the door to her cell. The Mirror becomes a one-way door to room G on the other map.
- C The Alchemist Bench conceals a *Tonic of Swiftiness*.
- D The Bookcase conceals a *Potion of Vision*.
- E This Place an empty Mirror here. It acts as a Magic Portal to the Mirror in room K, but each turn a Hero or Man-at-Arms passes through, one adjacent Hero must discard a flask of Moonsilver.
- F The Elven Mage Sinestra stands on the space marked X, see the opposite page for her stats. The wall behind Sinestra holds a Mirror. A Hero may pass through the portal by using a flask of Moonsilver. The portal leads to safety.

**Wandering Monster:** 2 Chaos Warriors.





**NOTES**

- G Princess Millandriell is in this cell. Give her tile to the first Hero to enter the cell. The Brass Key will open the Portcullis which may also be forced.
- H The chest contains a large ruby worth 800 Gold Crowns.
- I The Treasure Chest contains a *Tonic of Swiftness* but is trapped with a poison needle trap. If a player searches for treasure before this trap is disarmed, they will loose three Body Points to **Poison Damage**.
- J Place the Mirror with the picture of a bow in the space marked X. A Hero who stands adjacent to the mirror may, as an action, use a flask of Moonsilver to take the *Elven Bow of Vindication* Artefact and four *Arrow of Vindication* Magic Items. The Heroes will have to hand over the bow at o the Queen at the end of the quest as it is a treasure of the Elven Kingdom.
- K This Place an empty Mirror here. It acts as a Magic Portal to the Mirror in room E, but each turn a Hero or Man-at-Arms passes through, one adjacent Hero must discard a flask of Moonsilver.

**Sinestra**

Move: 10      Attack: 4      Defend: 3      Mind: 4      Body: 5

Sinestra knows the following Chaos Spells: *Firestorm, Mind Blast, Lightning Bolt, Mirror Magic, Nullify, Restore Chaos, Summon Wolves, Werewolf's Curse.*

Sinestra does not have to discard Spell Cards when casting any of these nine Spells. In addition, pick a further six Chaos Spells for Sinestra, not including *Teleport* or *Escape*. These six Spells are discarded as normal when cast.

**Wandering Monster:** 2 Chaos Warriors

# Epilogue

*"My friends, a great celebration is about to be held in your honour. Queen Terrellia wishes to thank you personally for the rescue of Millandriell, princess of the Elven kingdoms, from a most horrible fate.*

*"Through your valiant efforts, peace and harmony have been restored to the Elven kingdoms. You have ended the treat to the Elves, and secured a great victory against Morcar and his plans.*

*"As a reward for returning the Elven Bow of Vindication, defeating Sinestra, and rescuing Millandriell, the Queen has ordered you each given a purse of some 500 Gold Crowns. But greater accolades await you.*

*"You are all to be entered into the pages of the Elven Book of Heroes, your names and deeds recorded to the end of the World. You will be amongst the most famous champions to have walked in the Elven lands. Your names will become synonymous with Heroism, valour and justice.*

*"Go now and enjoy the celebration, for soon other deeds will call for your talents."*

# Chapter Eight

## The Master of Corruption

*"Welcome, Dwarf, to the place of your birth! It no doubt gladdens your heart to hear again the ringing anvils of Karak Azul, your kinfolk's greeting no doubt ointment to the wounds of the surface world. But alas, you have been summoned in a time of dire portent, for Skaven have invaded the hold from the lower mines.*

*"The Skaven dwell deep below the world, far deeper than even the greatest excavations of the Dwarves. An entire race devoted to the Dark Powers, Skaven hold only power and possession in awe. Even life (other than their own) has no value to a Skaven.*

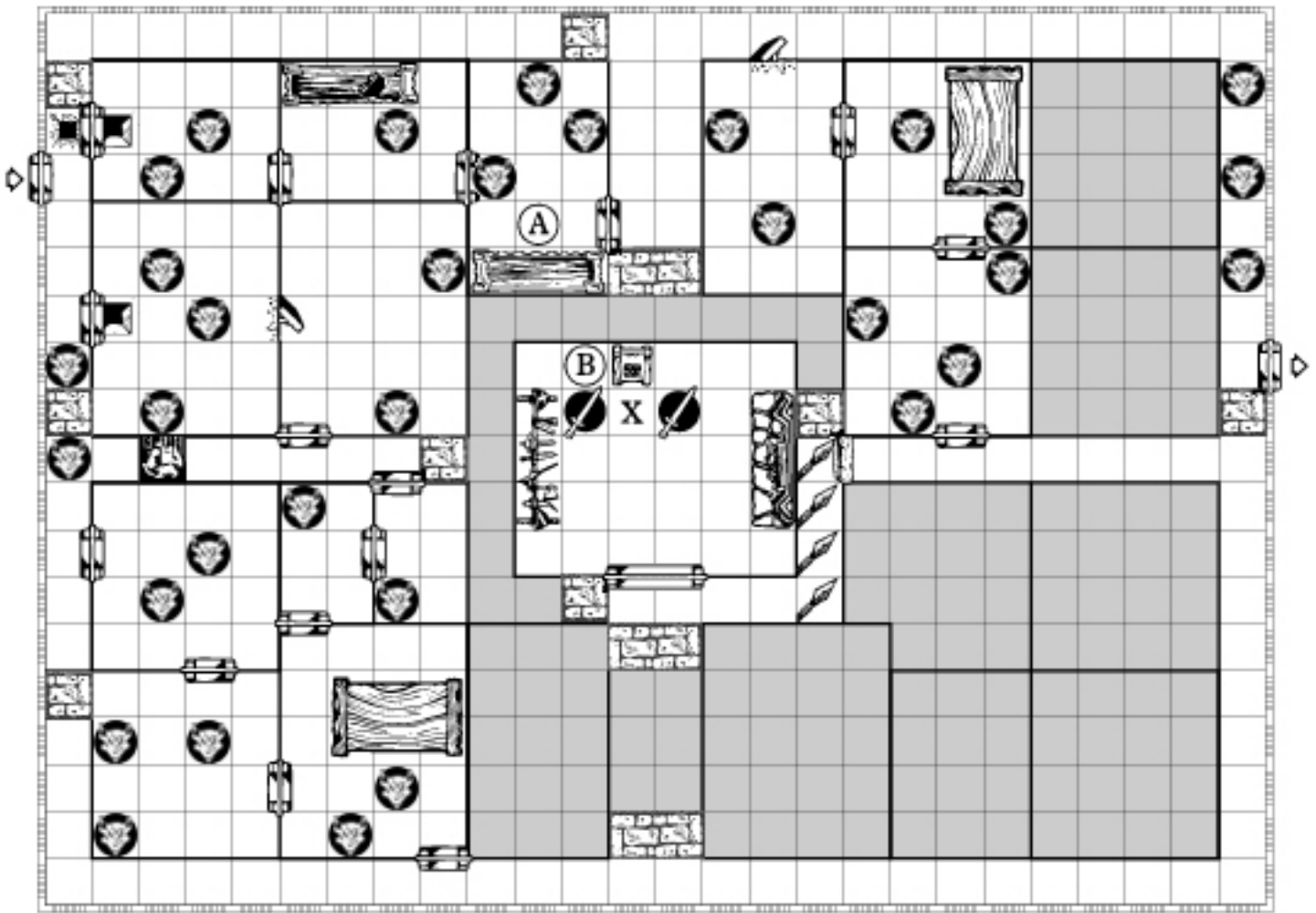
*"In their Underempire they teem in limitless number. The ranks of Skaven warriors are close to unending, and where they ever to unite and invade the surface, we would be doomed. Thankful are we then, that they are a fractious lot, given to infighting and petty rivalry.*

*"Occasionally, small bands of these fiends may be found in the deeper holds of the Dwarves, and on more obscure happenstance, on the surface world. Many evil men have sought a way to unite the hordes of Skavendom, but to no avail.*

*"Now, it seems they have been united from within, via a Scorceous ally of Morcar. Snk'khr the Foul has been set above the Skaven Clans and gifted the Skaven's most sacred relic - the Crown of Corruption. Even now, his forces rise from the depths bellow Karak Azul. Should they overwhelm the Dwarfhold, none will be able to stand in their way on the surface.*

*"The Dwarven Clanlords have decreed that you must lead a band of Champions into the depths of Karak Azul, and slay Snk'khr, breaking the unity of the Skaven. It will then be simple matter for the warrior lodges to drive the vermin back below the world.*

*"However, your companions are too large to take the most direct route to the battlefronts and must be lead via the larger mines. While they travel, you are to complete three tasks to aid the cause against the verminous horde. May good fortune be with you."*



## Solo Quest I - The Hall of Hurdan

"Hurdan and his clan have been besieged by the Skaven in their hold to the east of the mines. Dwarven Warriors cannot be spared to rescue them, but their aid is sorely needed. You must clear a way through to the gates of the fortress and save Hurdan."

### NOTES

Until the end of "the Lower Gallery" Quest, these Quests are played as a series. In this series the Dwarf plays alone. Any hired Men-at-Arms do not require upkeep, but

neither may they partake in the Quest.

A The Cupboard conceals a *Battleaxe*.

B Hurdan stands in the space marked "X", use the spare Dwarf figure to represent him. He has the following stats:

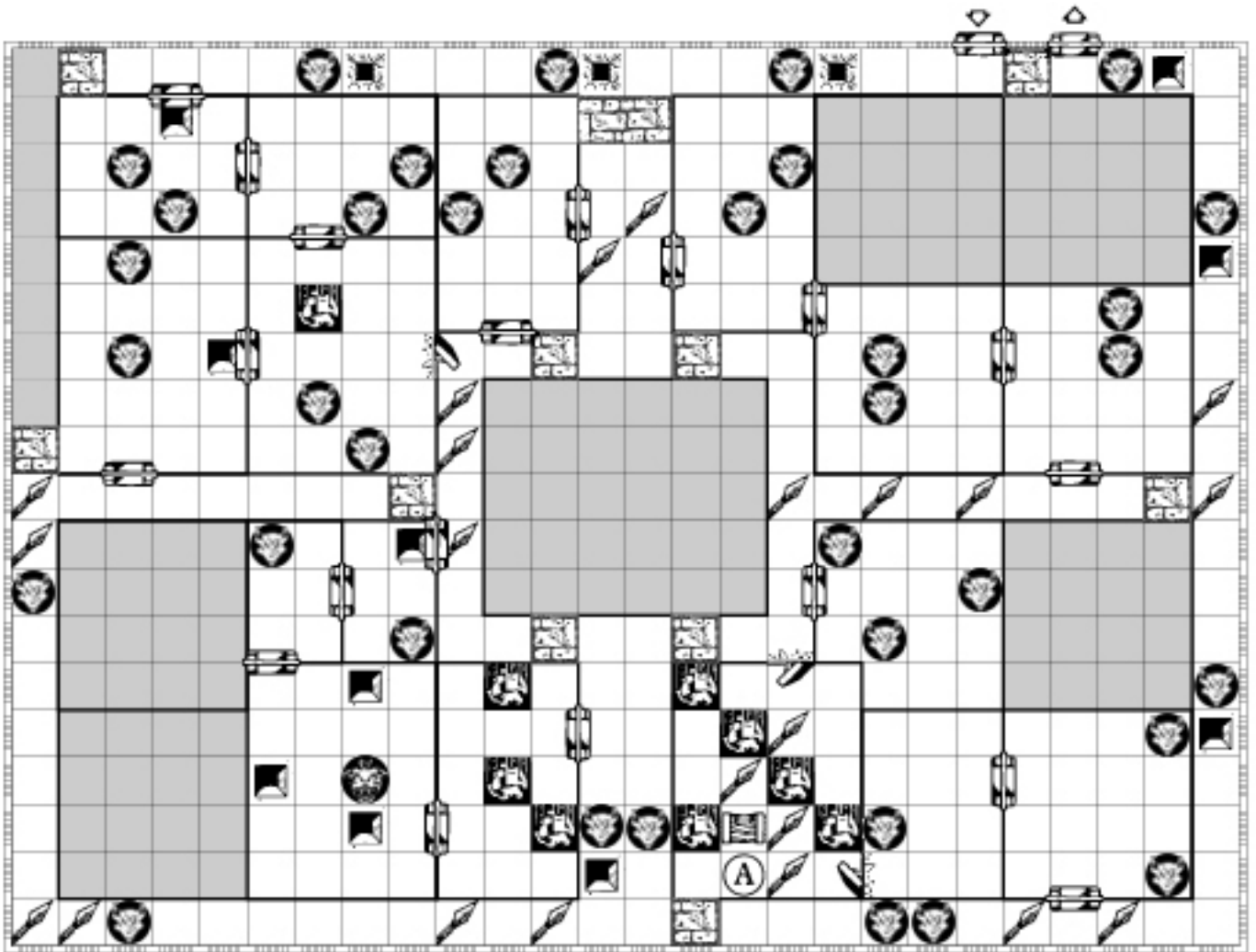
Move: 4      Attack: 5      Defend: 5      Mind: 3      Body: 3

The two Swordsmen represent Hurdin's Kinsmen. Hurdin and his Kinsmen may be used as Men-at-Arms by the Dwarf until the end of this Quest.

On his rescue, Hurdin will gift the Dwarf with a suit of *Chainmail*.

**Wandering Monster:** 2 Skaven Warriors





## Solo Quest II - The Southern Passage

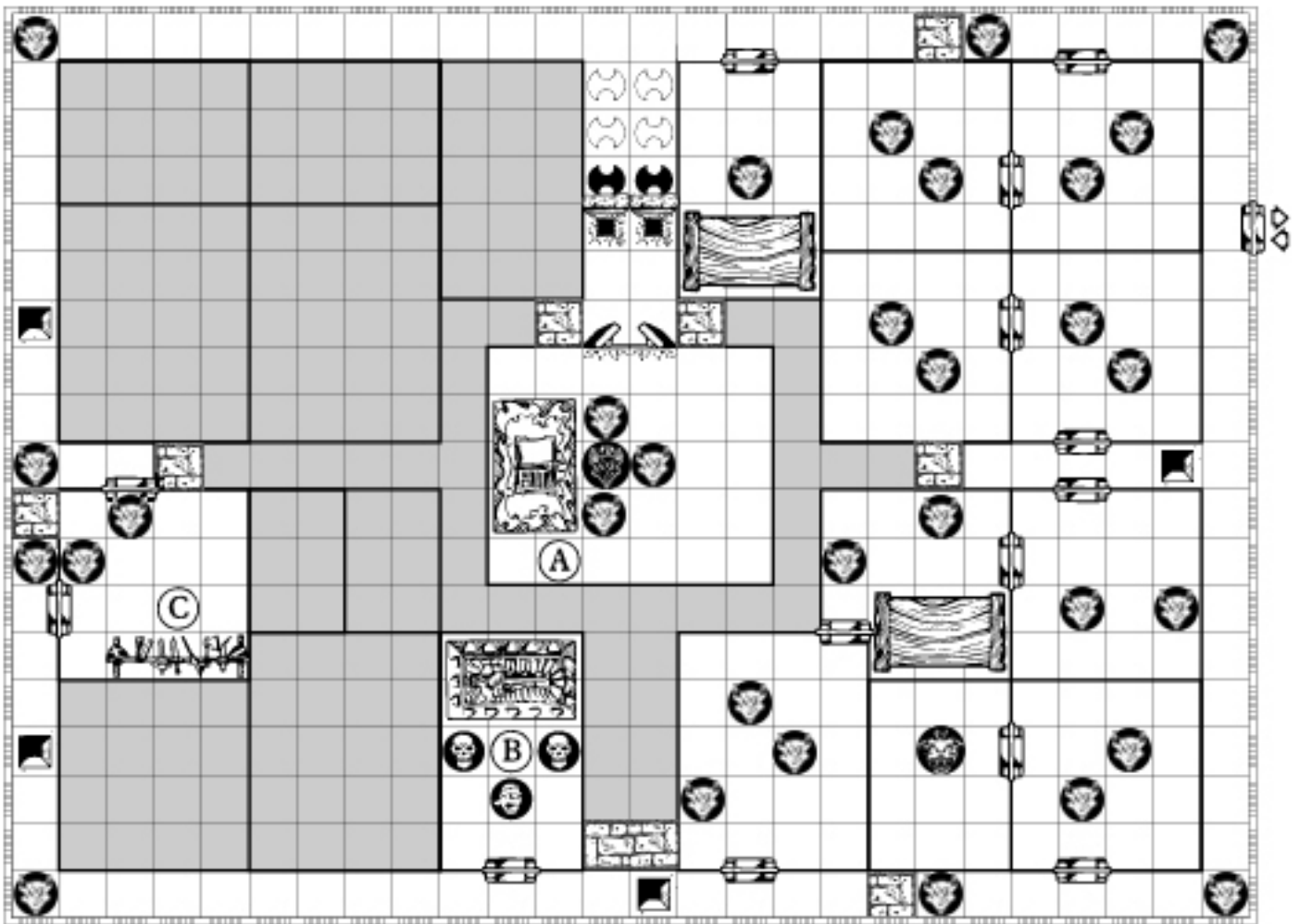
"The Southern Passage is a long and winding route that leads to the rear of the Skaven's front-lines. It is perfect for launching a two-pronged attack. Alas, it has been taken by the foe and filled with traps! You must clear the Passage to allow the army to follow. Once the battle is underway, there will be sufficient distraction for you and your fellows to sneak into the Skaven holdings."

### NOTES

A The Treasure Chest contains a *Hand Axe*, two *Fire Ring* Magic Items, and an *Essence of Granite*.

**Wandering Monster:** 2 Skaven Warriors





## Solo Quest III - The Lower Gallery

"The battle against the Skaven has been joined. However, the actions of Querrup, the White Seer, had not been foreseen. He and his warriors are in a position to cast spells and missiles down from the lower gallery, a position of relative safety. 'You must take the lower Gallery and slay Querrup before he costs us the battle.'"

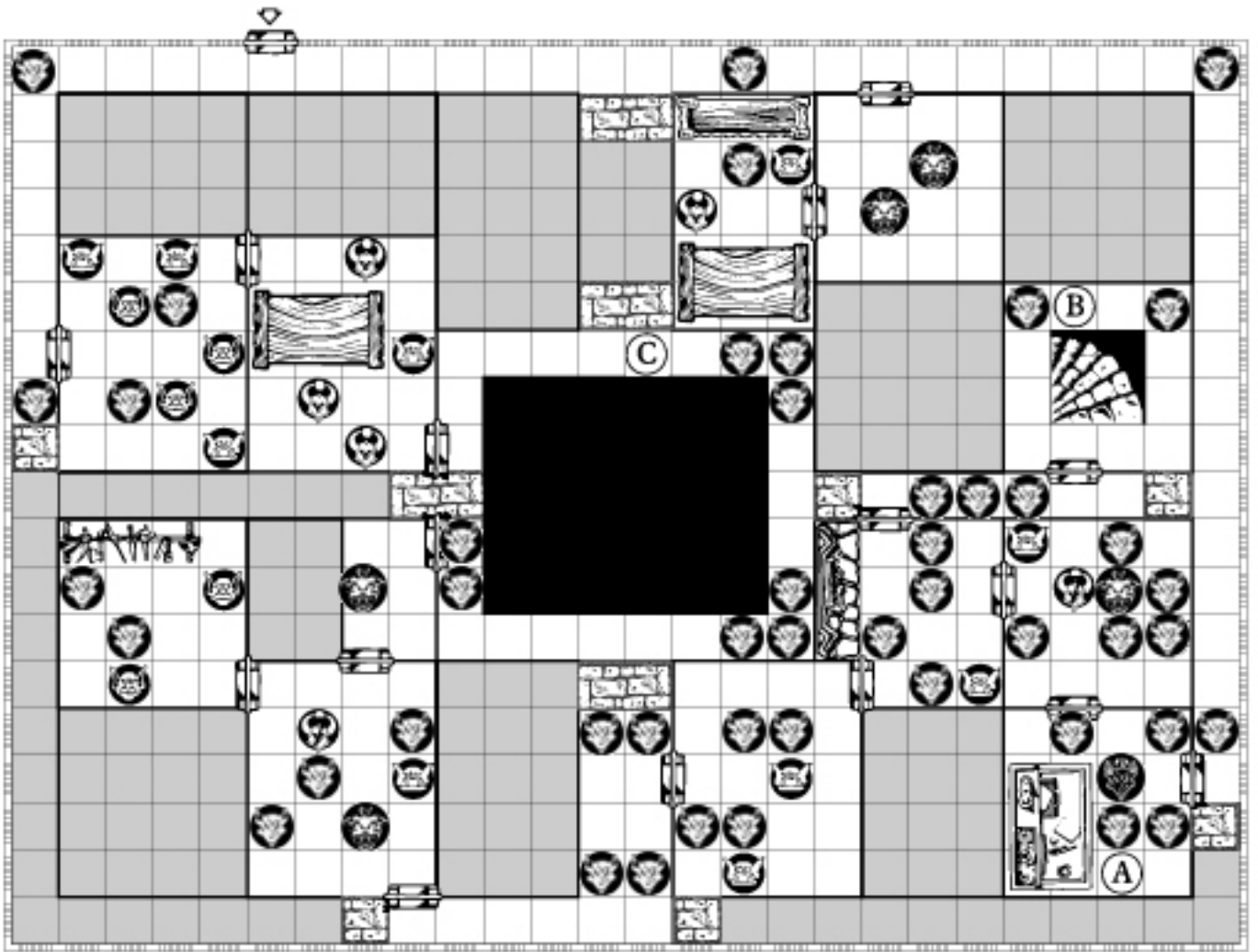
### NOTES

- A The White Seer is Querrup. He knows the following Chaos Spells: *Conflagration, Lightning Bolt, Rust, Skate*.  
The Wizard's Table holds two random Spell Scrolls.  
The Skaven here are Stomvermin, elite guards, who roll an extra Combat Die in Defence.
- B The Tomb conceals a *Distillate of Resolve*.
- C The Equipment Rack holds a *Helmet* and a *Dagger*.

**Wandering Monster:** 2 Skaven Warriors







## Into the Maw

"While the battle rages above, you my friends, must venture down towards the lair of Snk'Khr. The strong-point of the Skaven defence is known as The Maw. It is here you must seek a way down into the depths of the world. Be wary, for this place is well guarded."

### NOTES

Until the end of the Heart of Corruption Quest, these quests are played as a series.

A The White Seer knows the following Chaos Spells: *Lightning Bolt*, *Earthquake*, *Terror*.

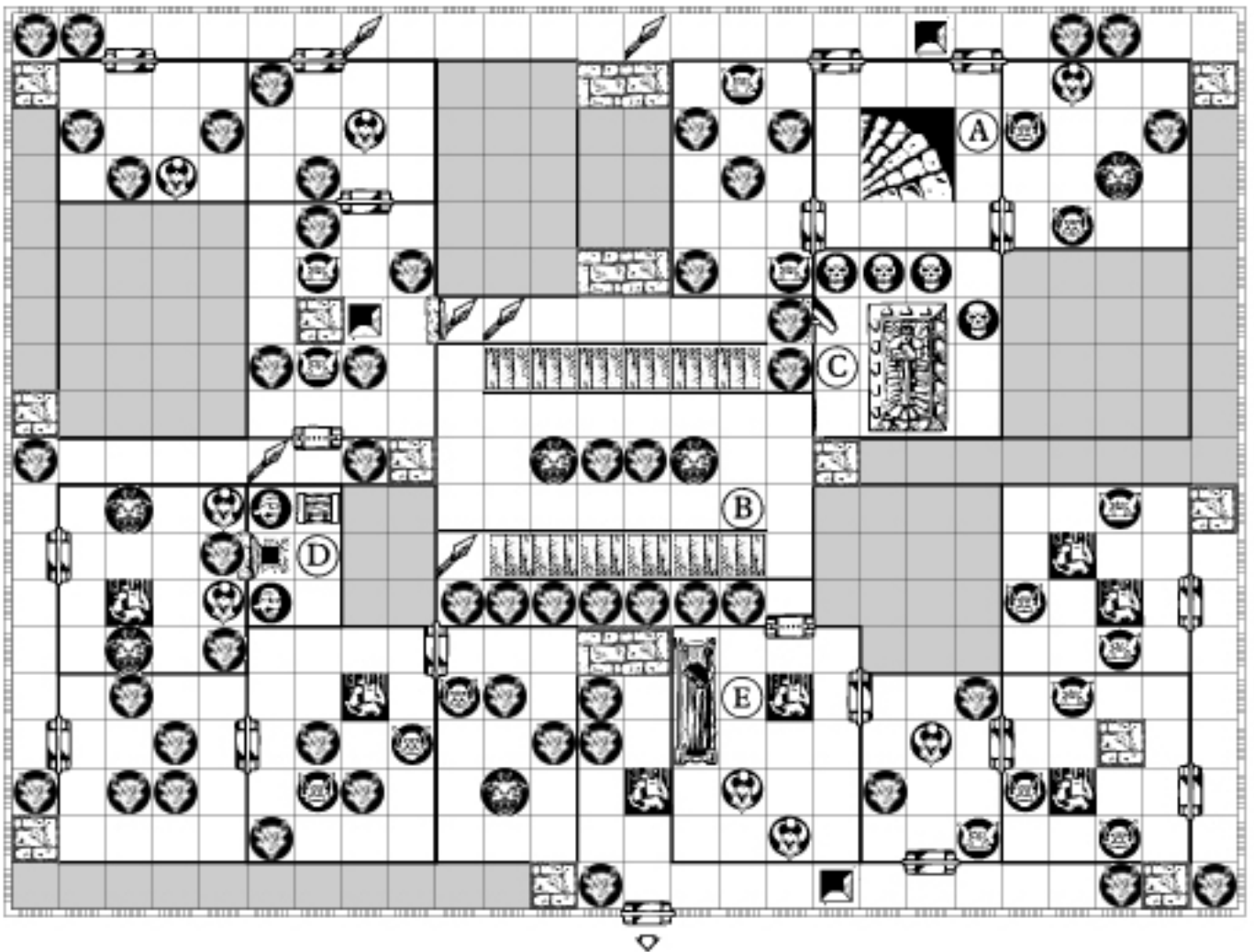
The Alchemist's Bench holds an *Elixir of Life* Potion.

B This stairway is the exit.

C The Giant Mine Shaft room works as detailed in the main rules. The Skaven here are Nightrunners, elite skirmish fighters. They have **Multiple Attacks (+1)** for Ranged Attacks only.

**Wandering Monster:** Rat Ogre





## The Low Chambers

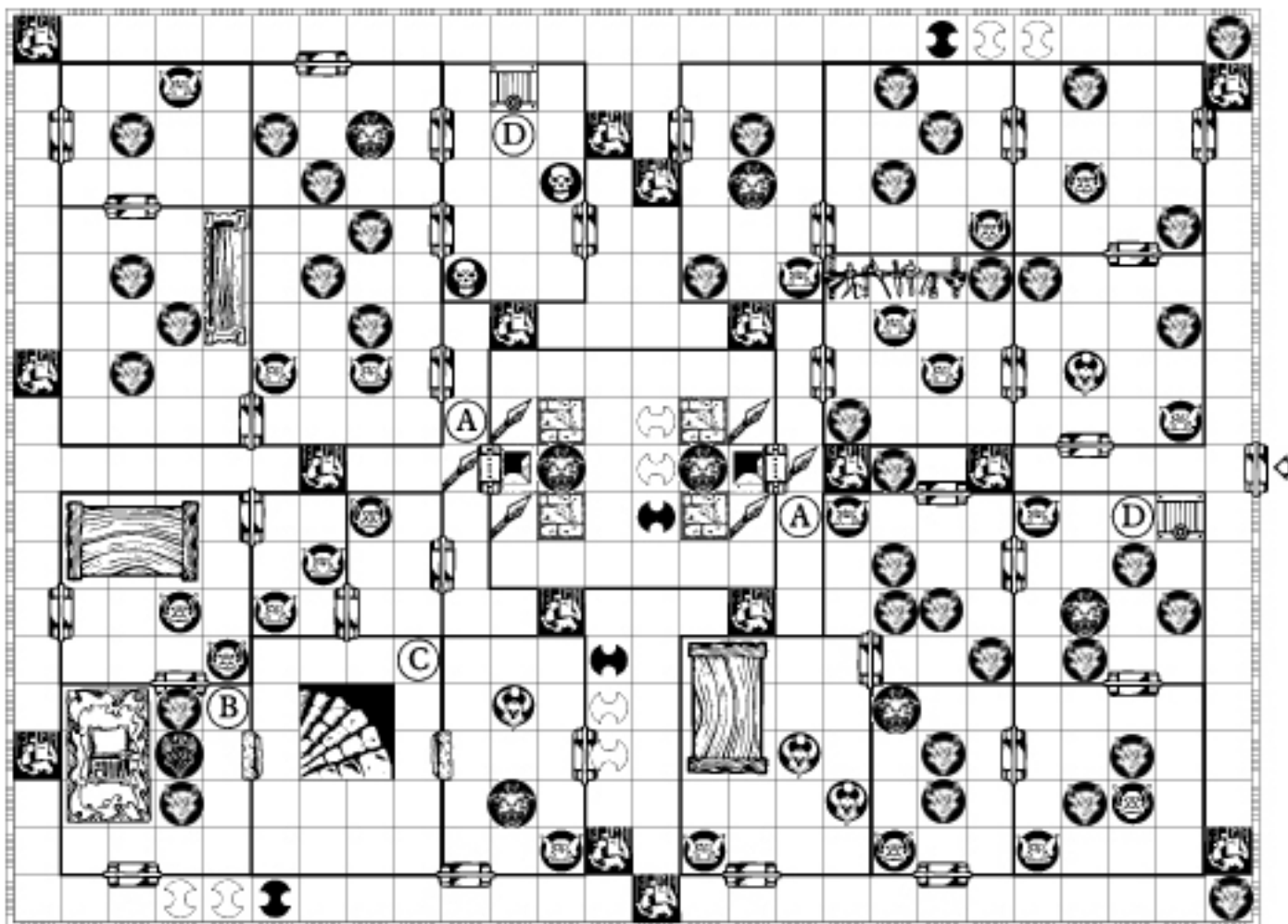
*"Here are the end of the Dwarven mines. It is from here that the veminous swarm has erupted into the hold. You must seek out the breach and penetrate the Skaven realm. There are none have tread before and returned to tell of it, be on your guard."*

### NOTES

- A The Heroes start on this Stairway.
- B This Portcullis is locked and can only be opened with the Iron Key at location C. The Skaven are armed with poisoned throwing stars. If their attacks cause one or more Body Points of damage, they cause an additional Body Point of **Poison Damage**.  
The Gallery Hall room works as described in the main rules.
- C The Tomb conceals the Iron Key Token and two *Potions of Healing*.
- D The Treasure Chest contains the **Crown of the Ancestors** Artefact, but is trapped with an acid trap. If the room is Searched for Treasure before this is Disarmed, every figure in the room will take three Combat Dice of Body Point damage which they may not defend against.
- E The Treasure Chests contain 300 Gold Crowns worth of diamonds.



**Wandering Monster:** 4 Skaven Warriors



## The Skaven Workings

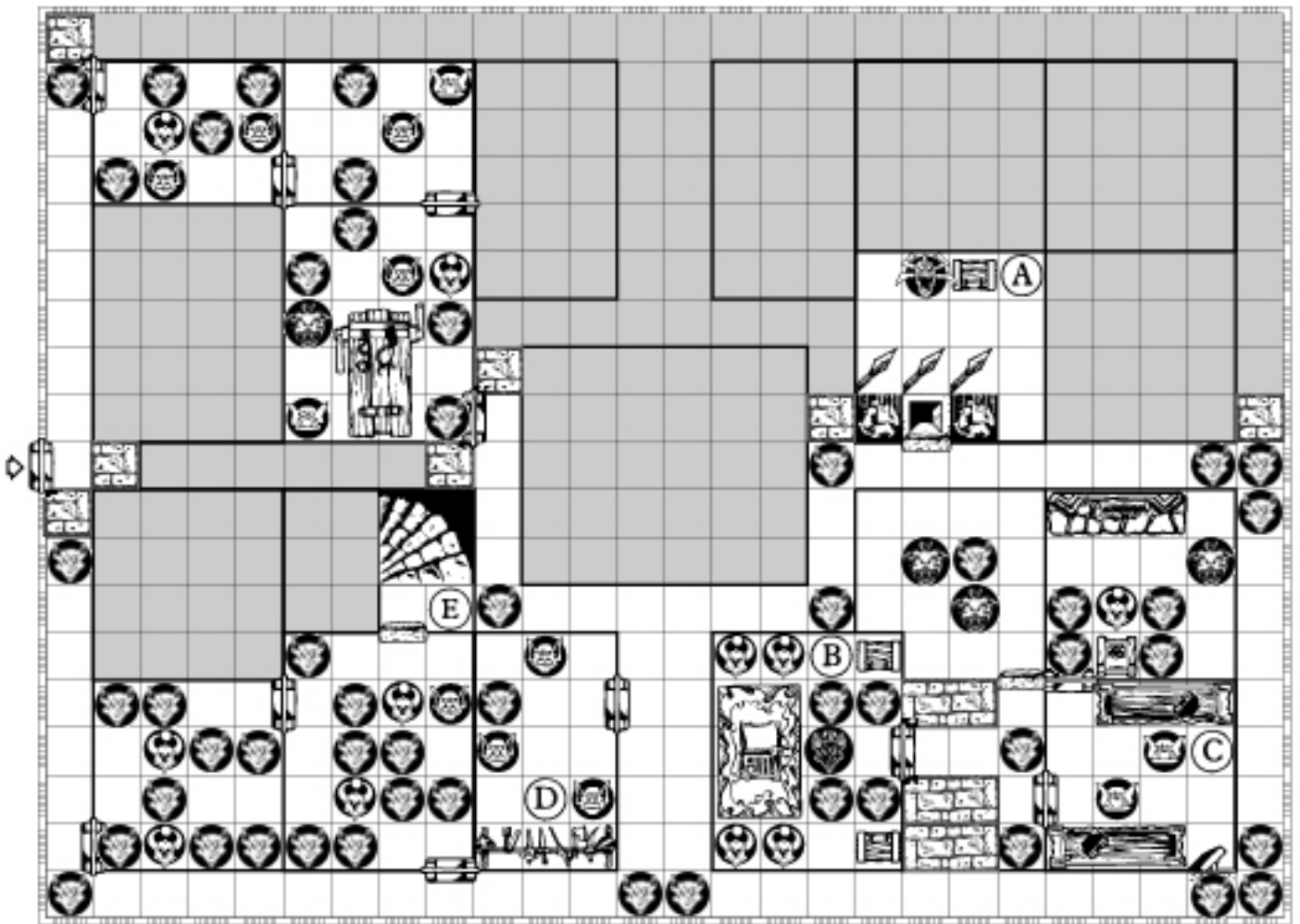
"You are now entering the true 'Under-Realm, home of the enemy. Here you will find them in greater numbers, as they mass for a push into the 'Dwarfhold. Time is against us. Hurry on towards your goal. Have a care, for the Skaven's workings are no doubt poorly excavated and liable to collapse at any time!"

### NOTES

- A The Portcullises here must be forced open. At the start of every Heroes' turn, any open Portcullis will close.
- B This White Seer knows the following Chaos Spells: *Cloud of Chaos*, *Deathbolt*, *Firestorm*.  
The Sorcerer's Table holds the *Obsidian Amulet* Artefact.
- C This Stairway leads to the next Quest.
- D Both these Trapdoors are linked by a treacherous tunnel as detailed in the main rules.

**Wandering Monster:** The Hero sets of a Falling Block Trap in the space they are standing in.





## Chamber of the High Seer

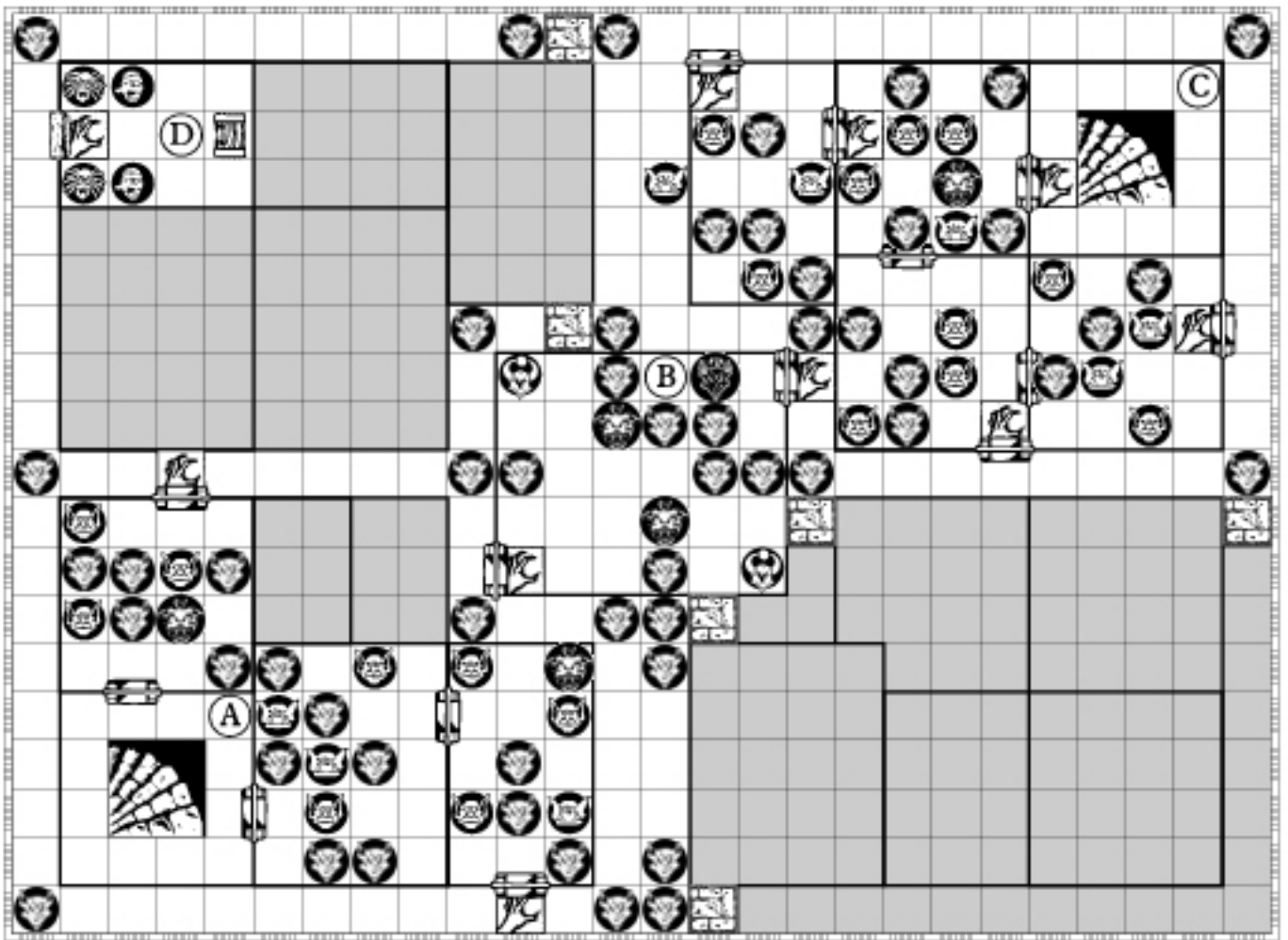
"In these chambers dwells 'Kur'Ik, the High Seer, master of the order of 'White Seers. The magical powers of the 'White Seers are a great threat. 'Without the elimination of 'Kur'Ik the power of the 'White Seers will."

### NOTES

- A The Treasure Chest contains the *Ratslayer* Artefact but is trapped. If the room is Searched for Treasure, the stone door will close and the room will fill with poison gas. On each of the Evil Wizard Player's turns, all Heroes in the room will be attacked with one Combat Die. They may not defend. Damage caused is **Poison Damage**.
- B The White Seer is Kur'Ik. He knows the following Chaos Spells: *Eathquake, Fear, Lightning Bolt, Terror, Summon Skaven*. Kur'Ik rolls two extra Combat Die in Defence. As a Cast Action, Kur'Ik may take one Spell Card at random from any Hero in the same room, and add it to his hand of Spells. The Treasure Chests hold 500 Gold Crowns worth of rubies, and two *Potions of Regeneration*. The Skaven in this room are Stormvermin, elite guards, who roll an extra Combat Die in Defence.
- C The Bookcases conceal for random Spell Scrolls
- D The Equipment Rack holds two *Hand Axes*.
- E The Stairway leads out to the next Quest.

**Wandering Monster:** If Kur'Ik is alive, he may use a Cast Action on the Searcher. Any Spell cast is not discarded from his hand of Spells.  
If Kir'Ik is dead, a Chaos Warrior.





## The Grand Warren

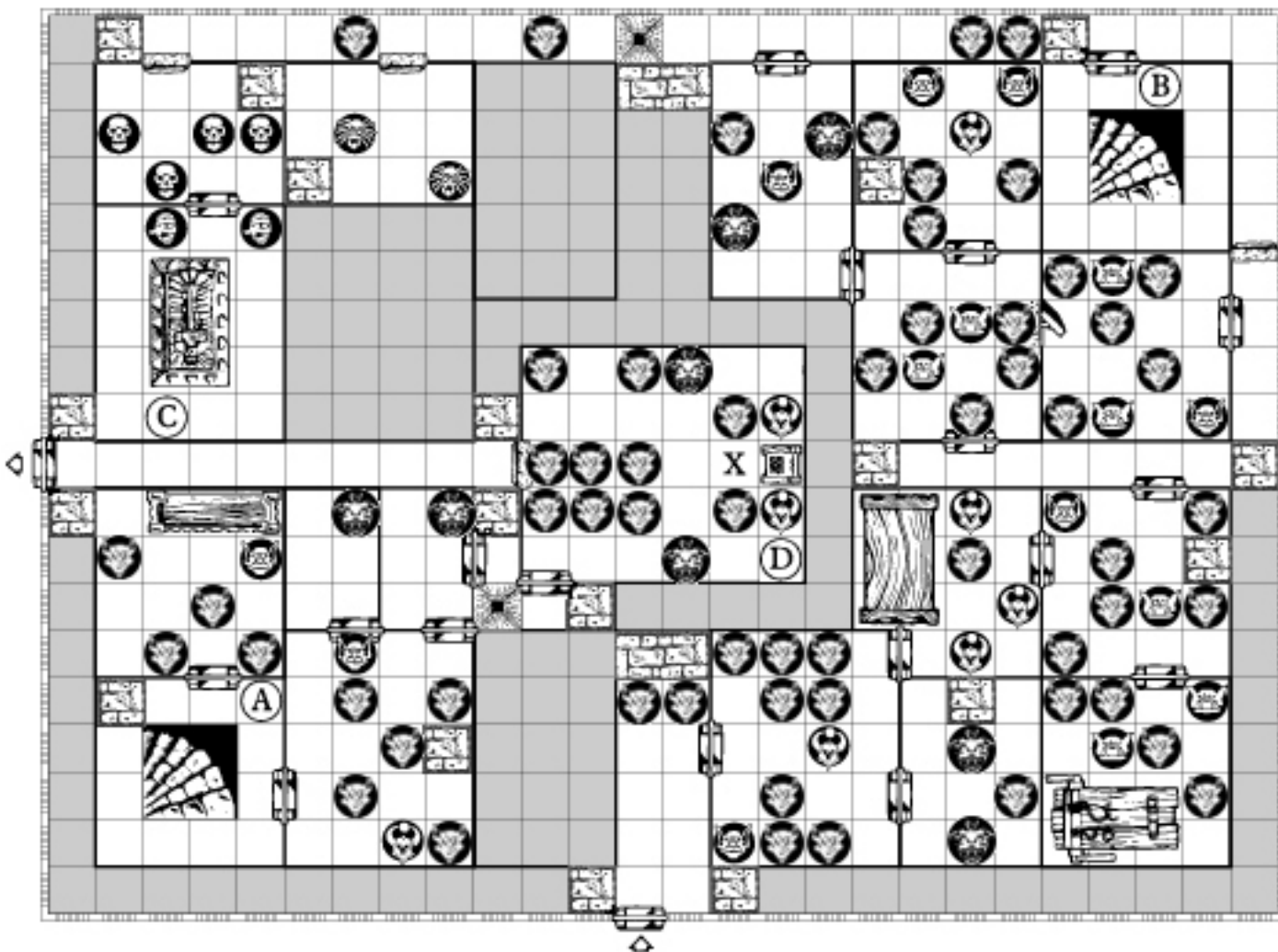
"Here live the bulk of the Skaven forces: a living throng of Chaos. Stealth is called for - the multitudes here are beyond your ability to defeat, such are their numbers. 'You must find a way through to the chambers of Snk'Khr, before the alarm is raised.'"

### NOTES

- A The Heroes begin on this Stairway.
- B Each of these Chaos Warriors carries a *Fire Ring* Magic Item.  
The White Seer knows the following Chaos Spells: *Conflagration*, *Lightning Bolt*, *Rust*.
- C The Stairway leads out to the next Quest.



**Wandering Monster:** Roll a D6. You may place a number of Orcs, Goblins and Skaven equal to the roll on the stairway in room A.



## The Heart of the Corruption

"Here dwells Snk'Khr, the Master of the Skaven Hordes. You must find a way through to Snk'Khr's throne room from where he directs his invasion. While he wears the Crown of Corruption, he will be a most dangerous foe. Slay Snk'Khr, and retrieve the crown, so that it may be placed beyond the reach of the agents of Chaos."

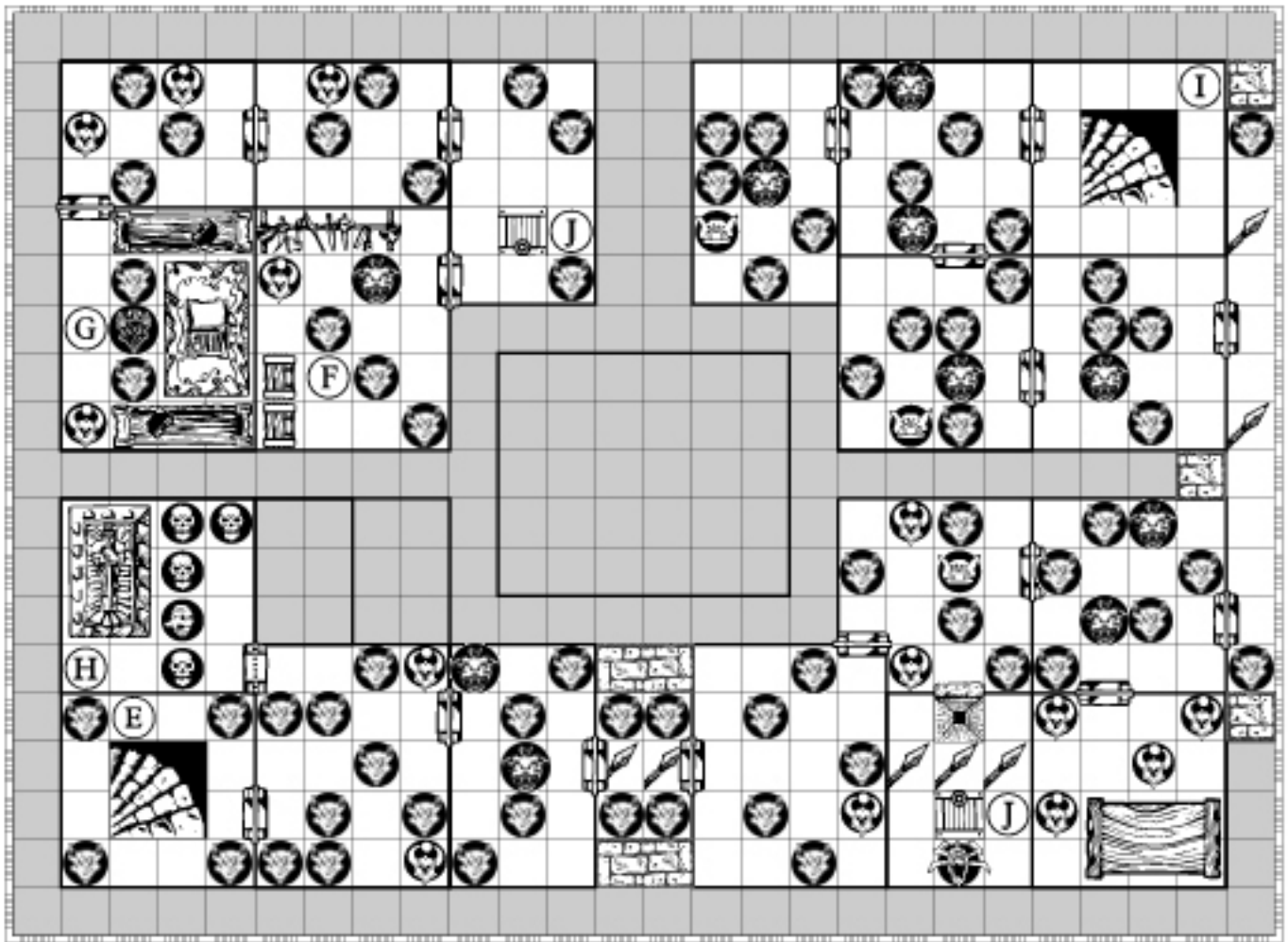
### NOTES

This is a double-sized quest, and the Heroes will move between the two maps as the quest continues. Mind and Body Points are not restored when moving between these quests. Once on Hero passes from one quest to another, they may take no more actions until the other Heroes join them. Monsters killed do not re-appear if a Quest is left and re-entered. If you have two game-boards, the Heroes may move freely between the quests.

- A This Stairway leads to room E on the second map.
- B This Stairway leads to room I on the second map.
- C The Tomb contains a *Battleaxe* and the *Dwarven Boots* Artefact.
- D The Skaven in this room are Stormvermin and roll an extra Combat Die in Defence. Snk'Khr stands in the space marked "X". His stats are listed on the following page. This room is enchanted. No effect will allow a figure to pass through it's walls until the door in the south-western corner is opened.

**Wandering Monster:** 3 Skaven Warriors





#### NOTES

- E This Stairway leads to room A on the first map.
- F The Treasure Chests contains a *Dwarven Fire Ring* and an *Heroic Brew*, the Equipment Rack holds a *Shield* and a *Helmet*.
- G The White Seer knows the following Chaos Spells: *Command*, *Conflagration*, *Lightning Bolt*, *Rust*.  
The Book Cases conceal two random Spell Scrolls, the Sorcerer's Table holds an *Essence of Granite*.
- H The Tomb conceals a *Distillate of Resolve* and a *Crossbow*. The Portcullis must be forced open.
- I This Stairway leads to room B on the first map.
- J Both these Trapdoors are linked by a treacherous tunnel as detailed in the main rules.

**Wandering Monster:** 3 Skaven Warriors

#### SNK'KHR

Move: 12    Attack: 8    Defend: 3    Mind: 4    Body: 5

Snk'Khr knows the following Chaos Spells: *Break Mind*, *Cloud of Chaos*, *Conflagration*, *Lightning Bolt*, *Restore Chaos*, *Skate*, *Summon Skaven*.  
Also choose a further six Chaos Spells for Ank'Khr, not including *Escape* or *Teleport*.  
In each Evil Wizard Player turn, if he is still alive, Snk'Khr may use any two of the following effects (he may take the same effect twice): regain one lost Body Point, regain one lost Mind Point, regain one Spell Cast returned to hand.

*"Congratulations my friends! 'You have once more triumphed over Morcar's plotting!"*

*"The Warrior Lodges descended on the Skaven hordes, calm and ordered, marching against a chattering sea of insanity. The Dwarves were strong, steadfast, and each knew his part in the battle: the vermin fought amongst themselves, leaderless, every feud brought back to mind, every trifle needing vengeance. The massacre was fierce.*

*"The Dwarven Loesmiths have recovered the Crown of Corruption. This foul symbol of power now lies securely locked in a lead-lined vault within the hold's treasury. There it will be safe until we can find a way to destroy it.*

*"Tonight, King Gorothim has declared there shall be a royal banquet in your honour. 'Your names are to be entered into the great saga of the hold, your likenesses carved in stone by Dwarven artisans, to remind those who will follow what bravery and honour are. 'Your names will become legends here. He has also ordered you each to be gifted with a 'small' purse of 500 Gold Crowns as a token of his thanks. No small praise indeed.*

*"Relax while you can, and enjoy the hospitality of the Dwarves, for tomorrow, our fight takes us elsewhere."*



# Chapter Nine

## Lord of Dæmons

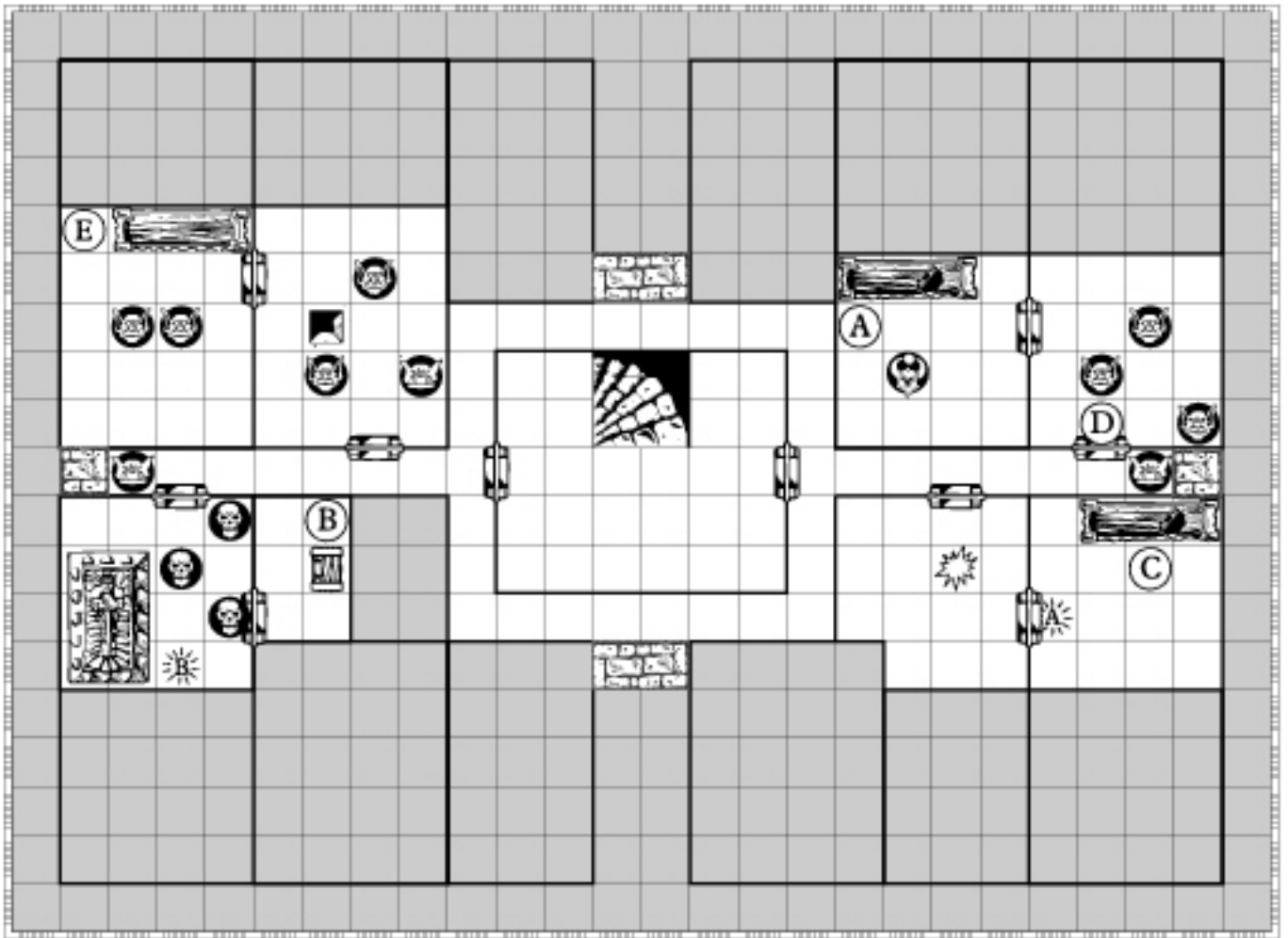
"Welcome, Wizard, to your old home, Telor's Bastion. It must seem like forever since you laid eyes on these stone walls in which you spent your youth. Glad are the eyes of the Masters' at your return, though dire is the portents they bear.

"Few have the power to see magic, and fewer still may manipulate it's raw power. Following the last War Against Morcar, Telor the Wizard built this great holdfast to house the Collage of the Mystical Arts - A place where those of suitability could be trained, as you where, to be great wizards. He did this that the Empire would forever have guardians against the return of Morcar and his ilk.

"Know to fewer is why he picked this place to build the Bastion. Here he defeated Ahravax the vicious, known as the Lord of Dæmons. Ahravax was one of Morcar's chief lieutenants, and following the defeat of his master by Rogar, he fled here. Telor was sorely pressed to defeat him, but found not the strength to destroy him. In stead, he bound him in a prison, hidden between realities, and built the bastion atop this goal to protect it.

"Now, it seems that Morcar's agents have managed to penetrate the Academy. They have broken the seals which held Ahravax secure, and he now rains in the catacombs beneath the Bastion. Now Ahravax seeks to summon an army of Dæmons from the Chaos Realms themselves. He must be stopped before he can regain his full strength.

"Your companions have not the capacity to face Ahravax's hordes as they are. A ritual has been prepared to fortify their minds. While this is done, three tasks await you, that you may begin to prepare the way for Ahravax's demise. Tread carefully, for a most dangerous foe awaits you."



## Solo Quest I - Vault of Shadows

"From this ancient chamber, a key was stolen that allowed Ahravx to escape his bondage. Within lies still the great Book of Binding which will be needed by the Masters to hold Ahravax's powers in check. Recover this book so that we may have a chance of success."

### NOTES

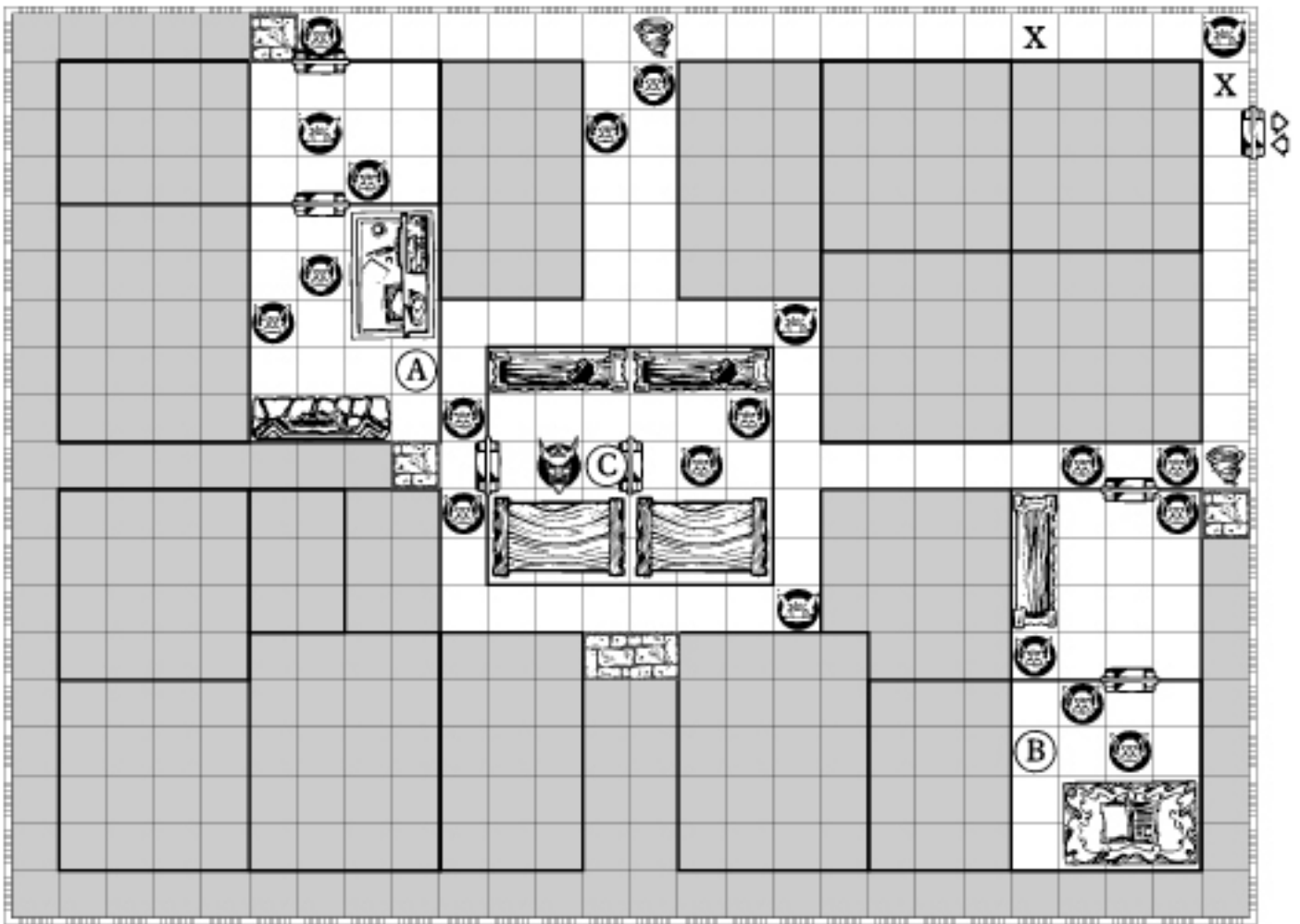
Until the end of "the Circle Broken" Quest, these Quests are played as a series.

In this series the Wizard plays alone. Any hired Men-at-Arms do not require upkeep, but neither may they partake in the Quest.

- A The Bookcase holds the Book of Binding. Give the Wizard the Book of Binding token.
- B The Treasure Chest contains a pair of *Bracers* and a *Brew of Scrying*.
- C The Bookcase holds two randomly drawn Spell Scrolls.
- D This Door is trapped with a magical spell, which counts as a magical trap. If the door is opened, the Wizard will be the target of the Chaos Spell *Drain Magic*.
- E The Cupboard contains a *Quarterstaff* and a *Sling*.

**Wandering Monster:** Orc





## Solo Quest II - The Secret Librarium

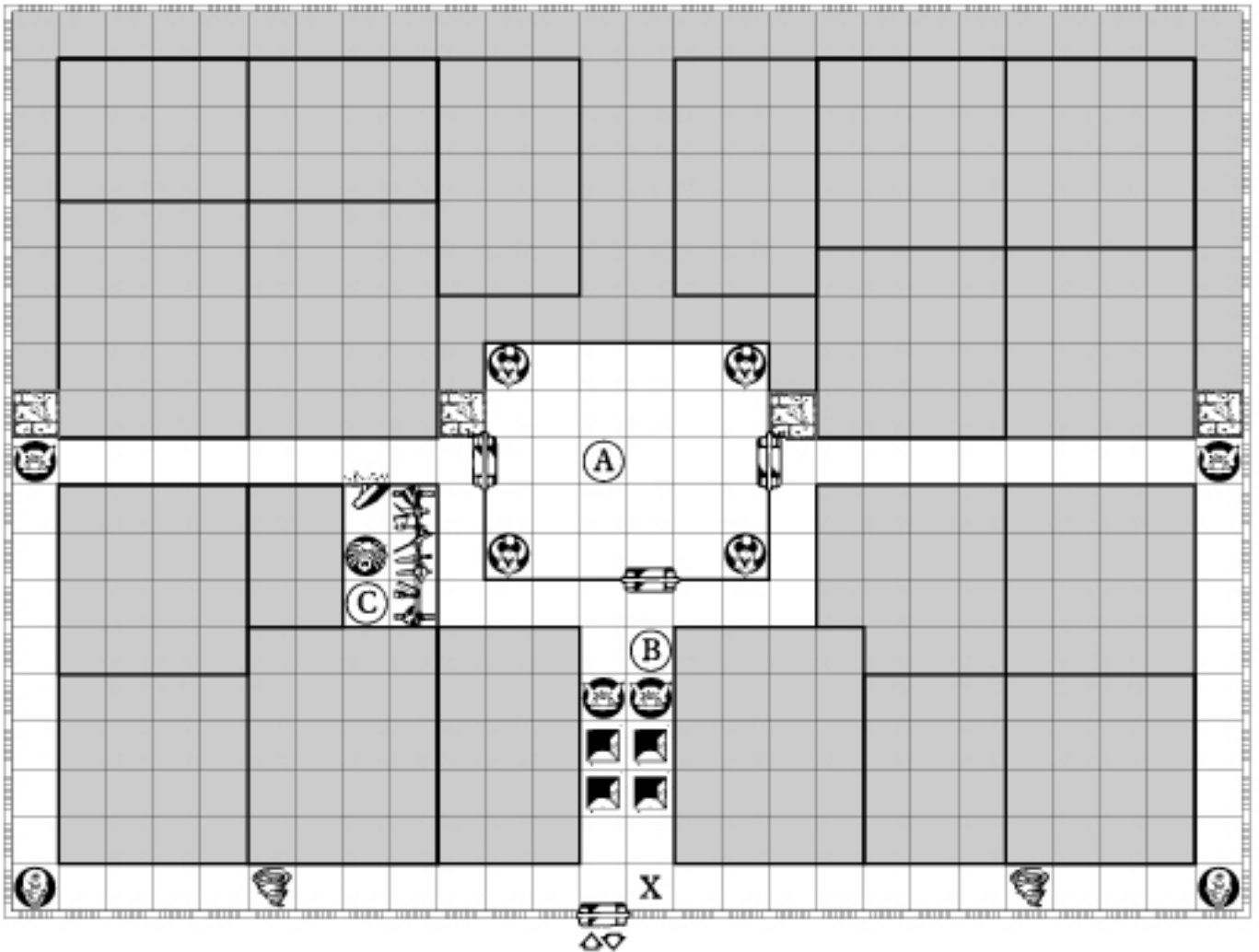
"The Librarium proper is given over to the study of the apprentices, a place of learning. Hidden beyond the Chambers of the masters is a second repository. A chamber filled with dark knowledge, kept only to prevent it reaching the hands of those who would use it to destroy or enslave us. Here Ahravax's servants have managed to make a small portal, and they seek to abscond with as many forbidden volumes as they can. You must stop them with all haste."

### NOTES

- A The Alchemist's Bench holds a *Potion of Magical Aptitude* and a *Potion of Healing*.
- B The Scoreror's Table hold two *Potions of Knowledge*.
- C This Portal is active. In each of your turns roll two Combat Dice. If you roll two black shields, a Dæmon enters the room via the Portal. The Portal may be deactivated it by attacking it. It has two Body Points and rolls three Combat Dice in Defence. If the portal is destroyed, all Dæmons in the Quest are immediately killed, and no more Dæmons are summoned this Quest. There are four random Spell Scrolls scattered around the room.



**Wandering Monster:** 3 Goblins



## Solo Quest III - The Circle Broken

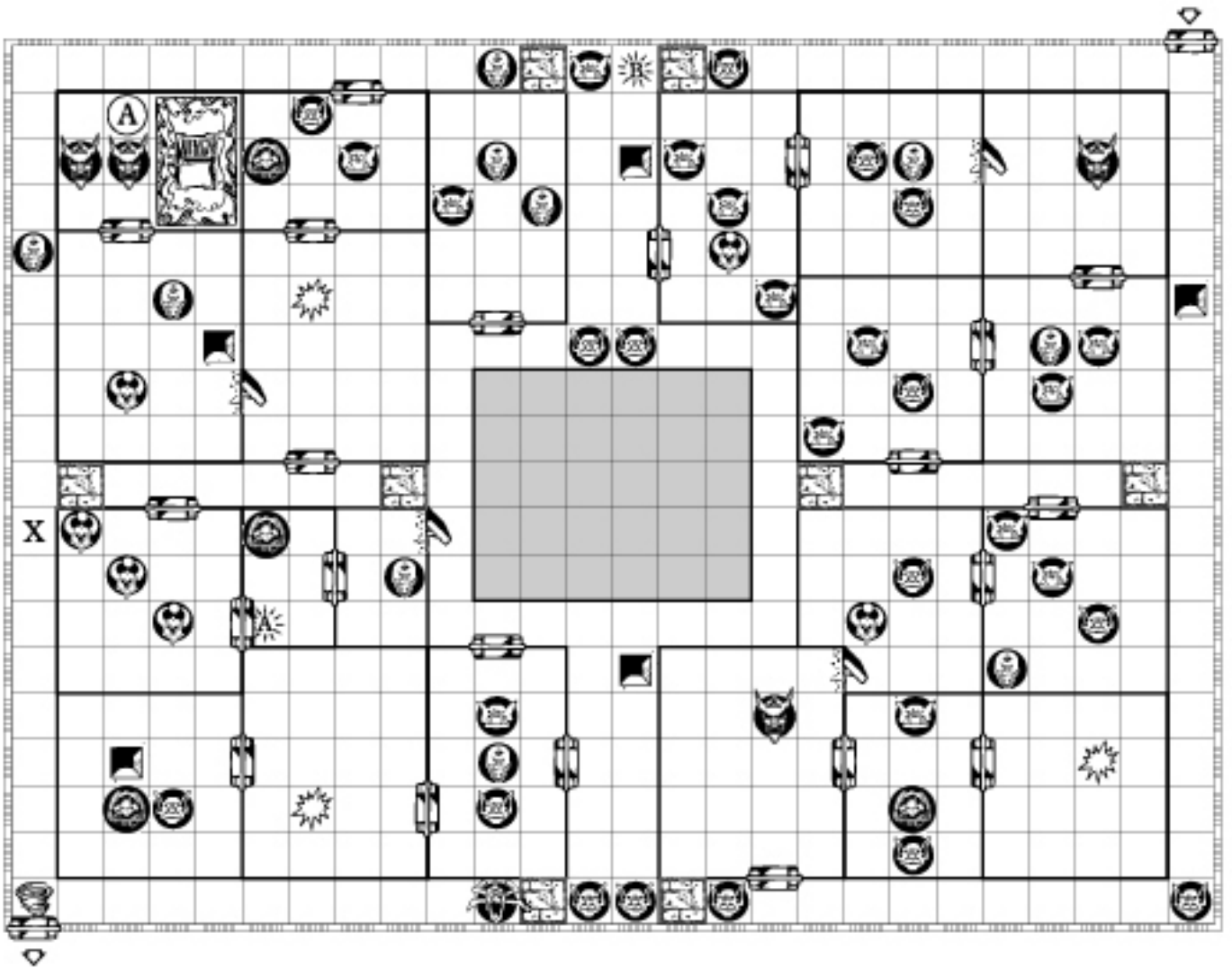
"The Great Circle was made to weaken the more powerful magics of evil, lest an apprentice unwittingly act as a conduit for the Dread Powers. Morcar's agents, to release Ahravax, have broken the circle. It is too well guarded for the masters to restore it. You must clear the area of the taint of Chaos so that the protections on the Collage can be restored. This will trap Ahravax in his own realm below for a time. Time not being something currently in our possession."

### NOTES

- A These Chaos Warriors guard the broken circle. They may roll an extra Defence Die or D6, as appropriate, when Defending against or resisting Spells. Once this room is clear of Monsters, the Wizard may make a Cast Action to restore the Circle.
- B These Orcs are armed with *Shortbows*.
- C The Equipment rack holds a *Heavy Robe* and a *Toolkit*.

**Wandering Monster:** 2 Orcs





## Into the Eyes of Night

"Beneath the Bastion lies a maze of passages, where the apprentices train daily, to hone their mastery of their own bodies. Below lies the way to Ahravax's Realm. This is also the point at which you will find the collage overrun. Beyond here, you will be without the aid of the Masters."

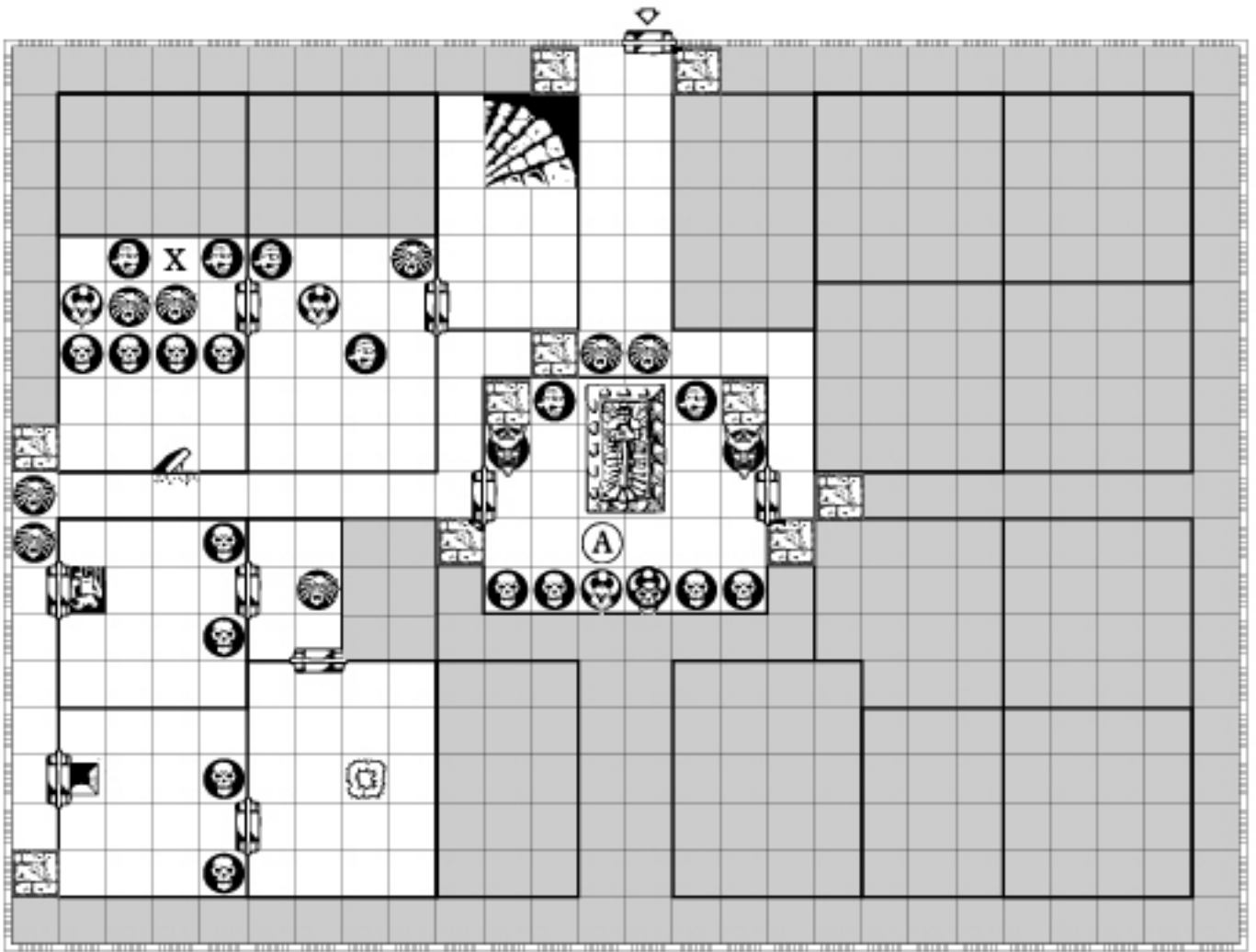
### NOTES

Until the end of the Realm of the Dark Portals Quest, these quests are played as a series.

A The Sorcerer's Table holds the *Rod of Tides* Artefact and a *Potion of Healing*.

**Wandering Monster:** Chaos Warrior





## The Mourning Halls

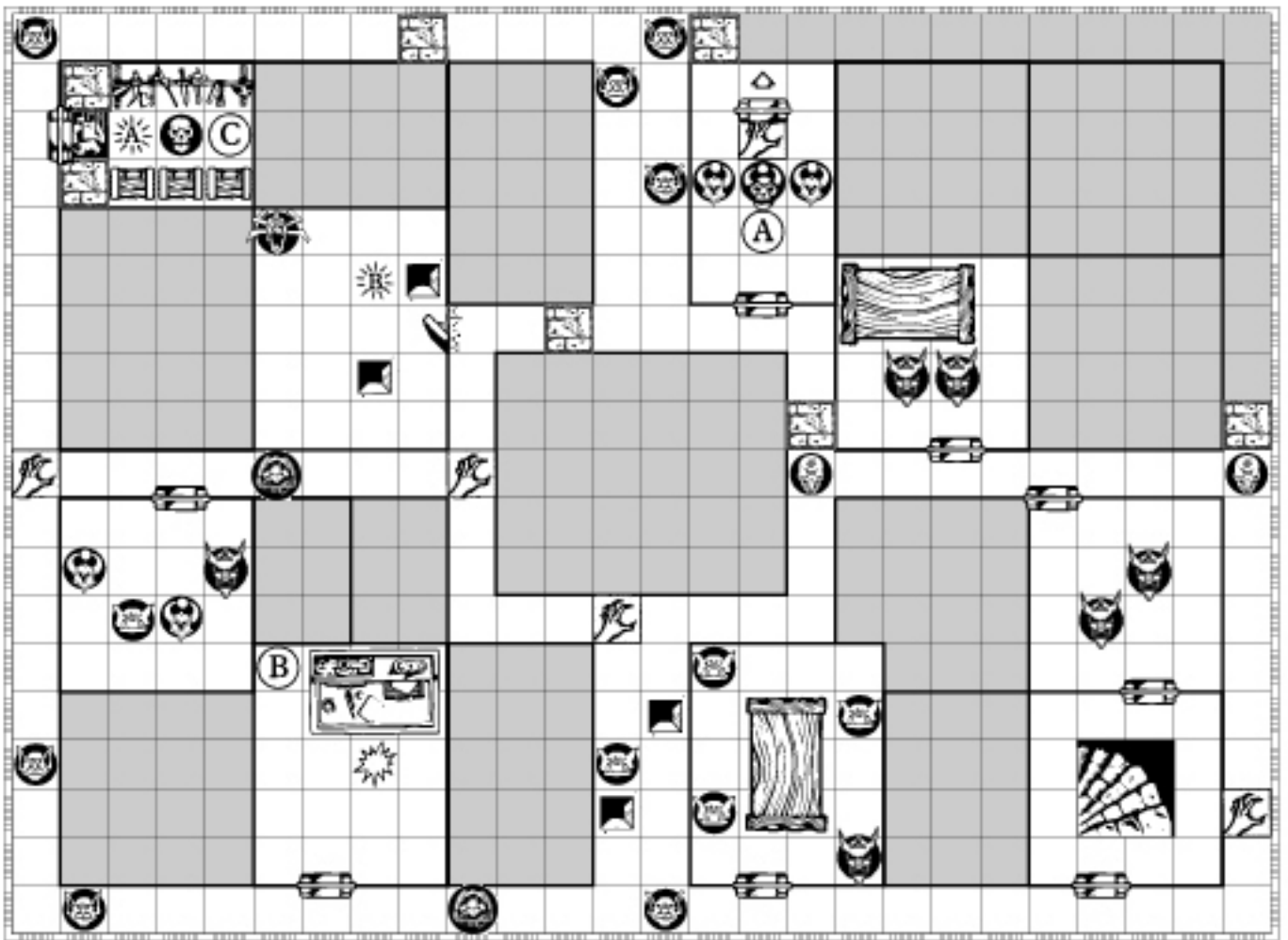
"Here are interred the bodies of all those Wizards who have fallen. Those who's bodies still existed to be recovered that is. Here. Rutger, the first of Morcar's agents, seeks to waken the dead to slow your passage. He must be destroyed, lest he becomes a thorn in your side. It would not be wise to move forward with an 'Undead army at the rear."

### NOTES

- A Rutger, the Chaos Sorcerer is here, he knows the following Chaos Spells: *Call Skeleton, Escape, Summon Mummy, Summon Undead, Skulls of Doom.* Rutger's *Escape* Spell will place him on the space marked "X". The Mummies hear guard the tomb, and are extremely powerful. Every time they cause a figure to loose one or more Body Point, they add that body point to their own total. The tomb holds the **Rod of Growth** Artefact.

**Wandering Monster:** 2 Zombies





## The Hidden Vaults

"Hear, beneath the World. Telor hid the passage to Ahravax's prison. You must find your way to the Portal, for the Prison hides the Shadow Key which will open the way to Ahravax's Realm. Marqs, Morcar's second agent awaits you here. I believe he seeks to trap you in his master's old cell. You must destroy him lest his plan succeed and you be lost to us for all time."

### NOTES

The Heroes start the Quest on the Stairway.

A Here stands Marqs. Use the Chaos Scorer to represent him. He has the same stats as a Chaos Warrior. Marqs knows the following *Chaos Spells*: *Break Mind*, *Conflagration*, *Earthquake*, *Lightning Bolt*, *Summon Dæmon*.

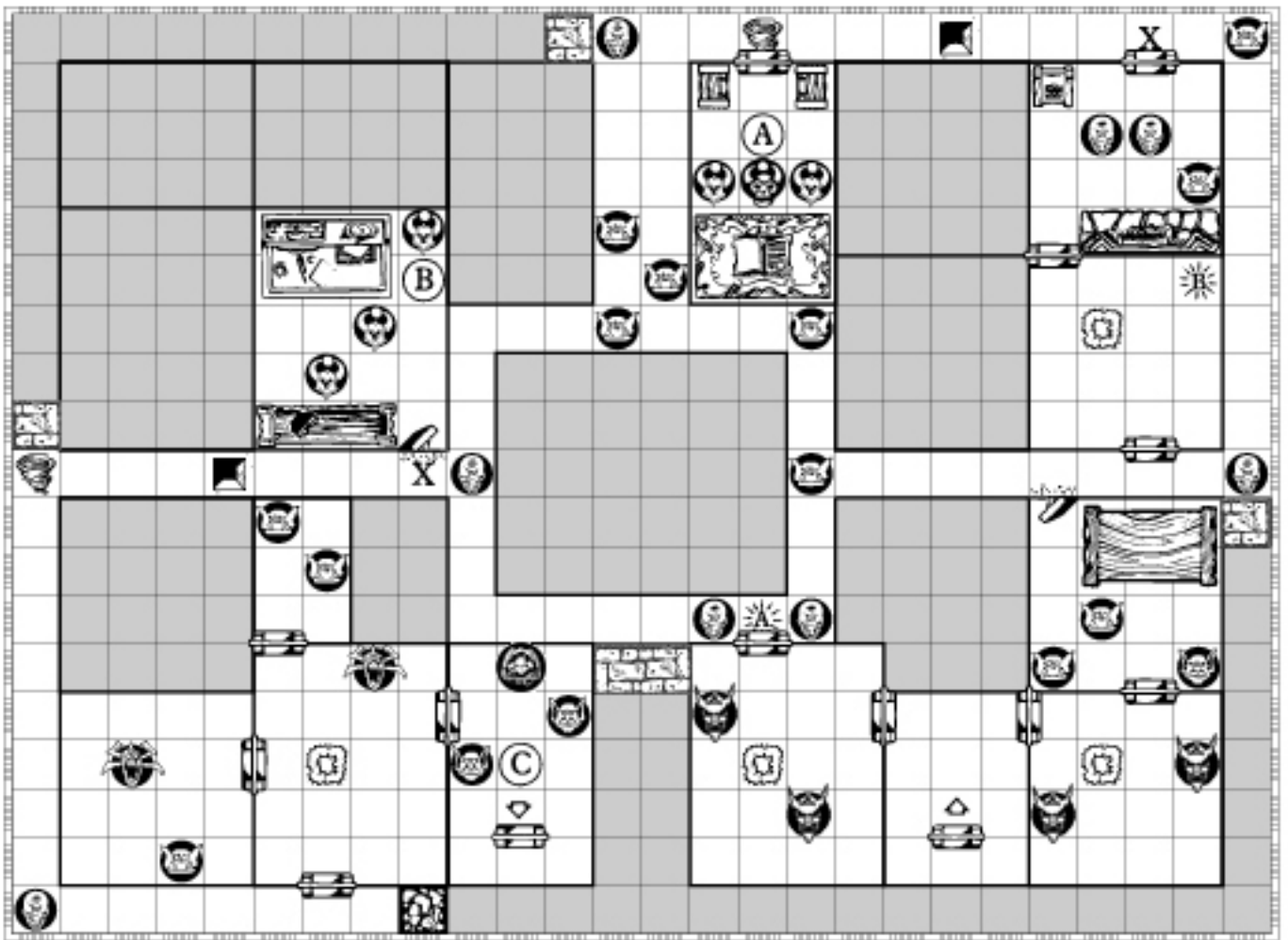
If Marqs is defeated, the Heroes may claim the **Ring of Wizardry** Artefact

B The table hold the **Rod of Flame** Artefact.

C The room contains 500 Gold Crowns, two *Quarterstaves* and four *Daggers*.

**Wandering Monster:** 2 Fimir





## The Prison Between Worlds

"Within this place, once was imprisoned Ahravax. Now little resides here, save what he seeks to keep apart from our world. This includes the Shadow Key, which must be recovered, if you are to pass the Crystal Gates and reach Ahravax."

### NOTES

The Heroes enter the Quest via the Portal to the bottom right of the board.

A Zerax the Chaos Sorcerer is here, he knows four randomly drawn Chaos Spells.

The Sorcerer's Table holds the Shadow Key, give the Heroes the matching token.

The Treasure Chest on the left hold the *Ring of Enchantment* Artefact, the one on the right a *Potion of Healing*, but are both trapped with Fireburst Traps. If the Heroes Search for Treasure, place two Fireburst tokens in the room.

If the Shadow Key is lost, it will be found here.

B The Alchemist's Bench holds an *Elixir of Life* Potion.

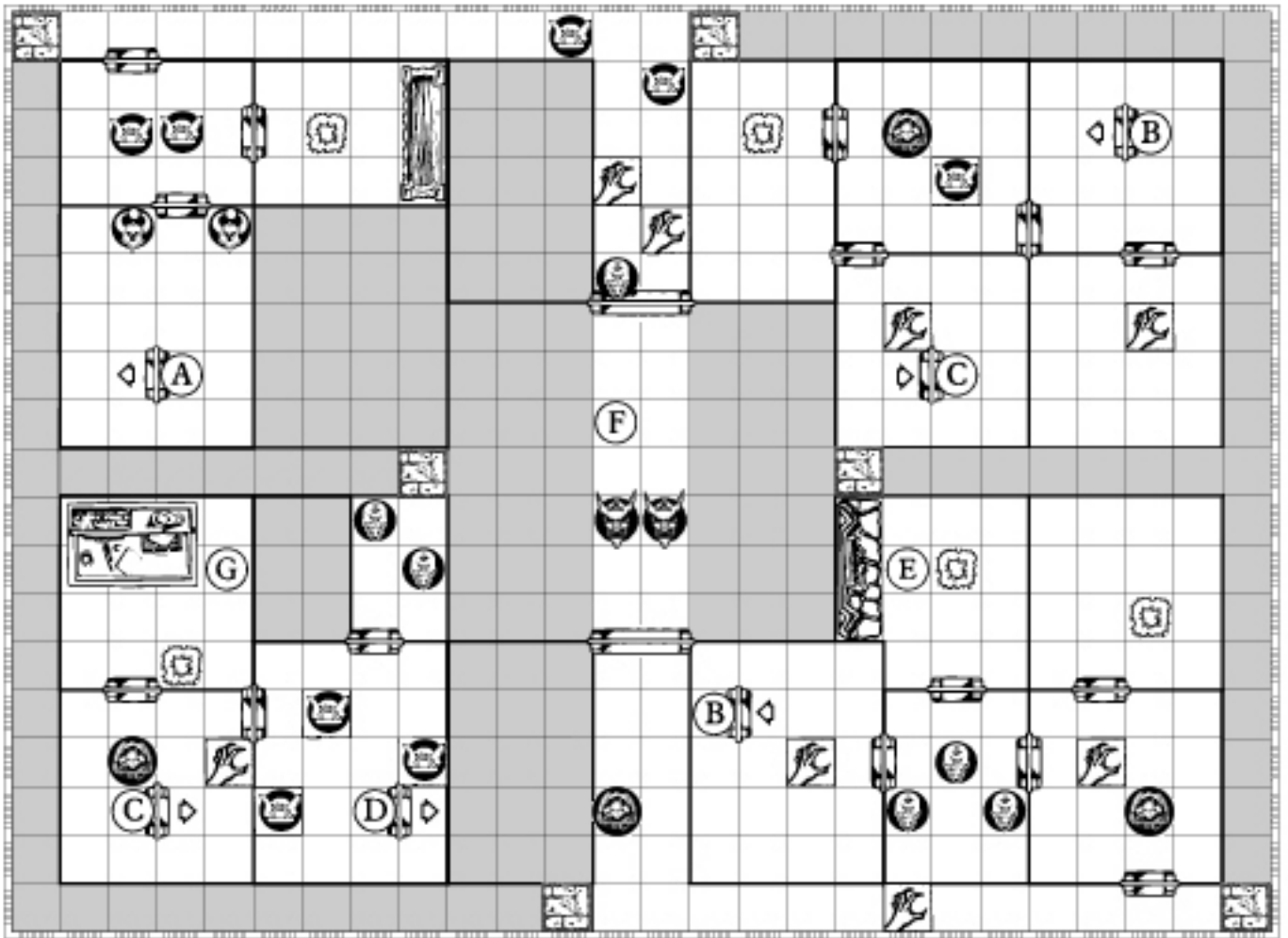
C This portal is inactive, and cannot be used unless the Shadow Key is in the same room. The portal is also the exit.

These Goblins are weak Shamen, and count as having Ranged 2, these attacks count as **Fire Spells**.

**Wandering Monster:** 2 Fimir







## The Crystal Gates

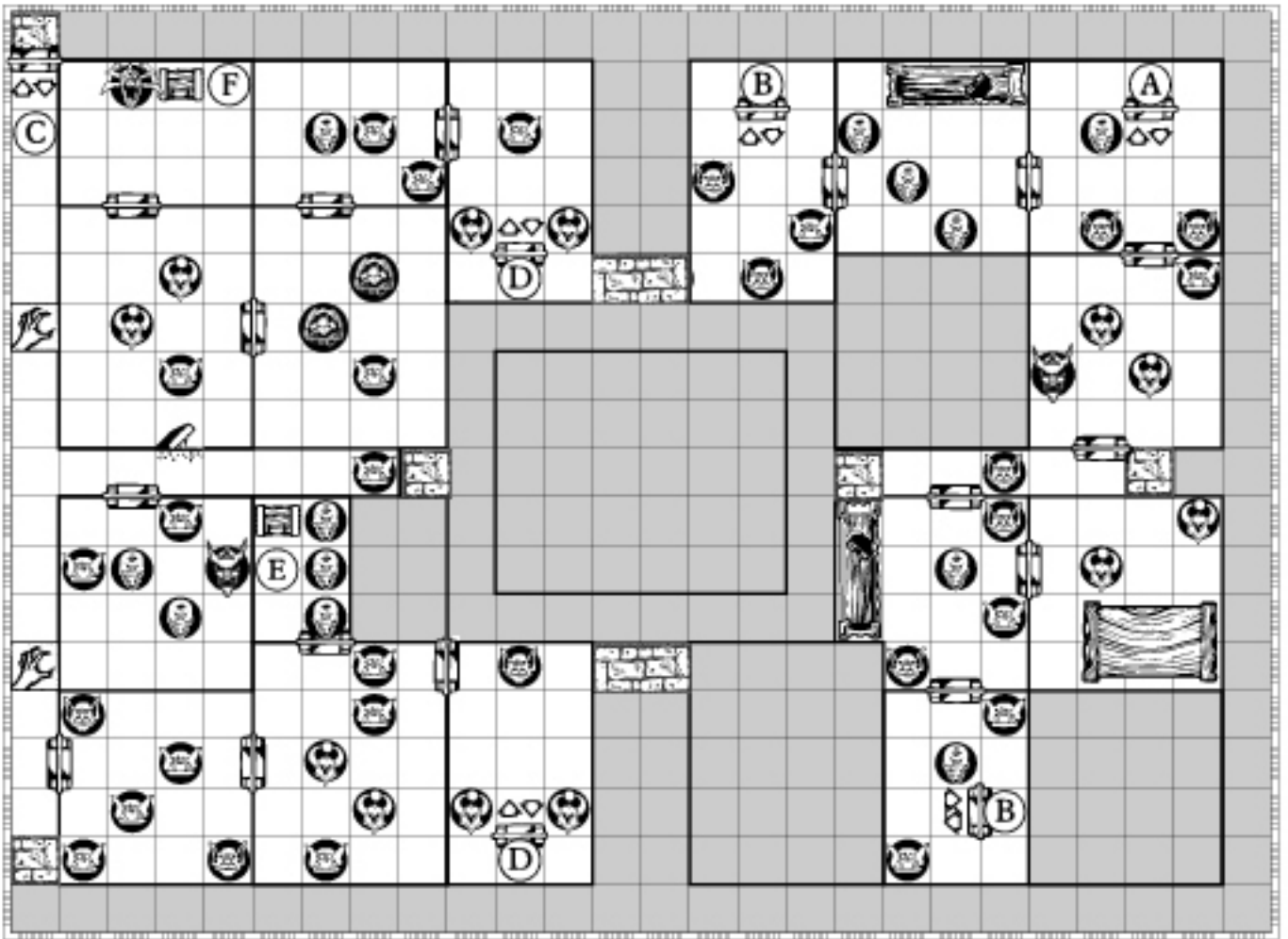
*"Beyond these gates lies the realm that Ahravx has carved out for himself. From this point onwards, you are in his world, so tread carefully."*

### NOTES

- A The Heroes enter via this Portal. The Chaos Warriors in this room wear Armour made of crystal. Any Spells that target them are reflected. The Chaos Warrior will then count as the Caster, and the original caster will count as the target.
- B These two Portals are linked, and the Heroes may travel through them in either direction.
- C These two Portals are linked, and the Heroes may travel through them in either direction.
- D This Portal leads beyond the Crystal Gates ending the Quest. The Orcs here are armed with Spears.
- E The *Rod of Winds Artefact* is buried in the ashes in the Fireplace.
- F The River of Corruption works as per the main rules.  
The Dæmons here are clad in armour of burning molten brass. They roll an extra Combat Die in Defence against Attack Actions and Fire Spells.
- G The Alchemist's Bench holds three random Spell Scrolls.

**Wandering Monster:** A Dæmon appears through the Portal in Room A





## Realm of the Dark Portals

"Ahrafax's personal realm is filled with magical conduits and traps. Many portals to the eather have been opened here, so tread carefully. You must find and destroy the fiend himself. Victory is close. Do not falter now."

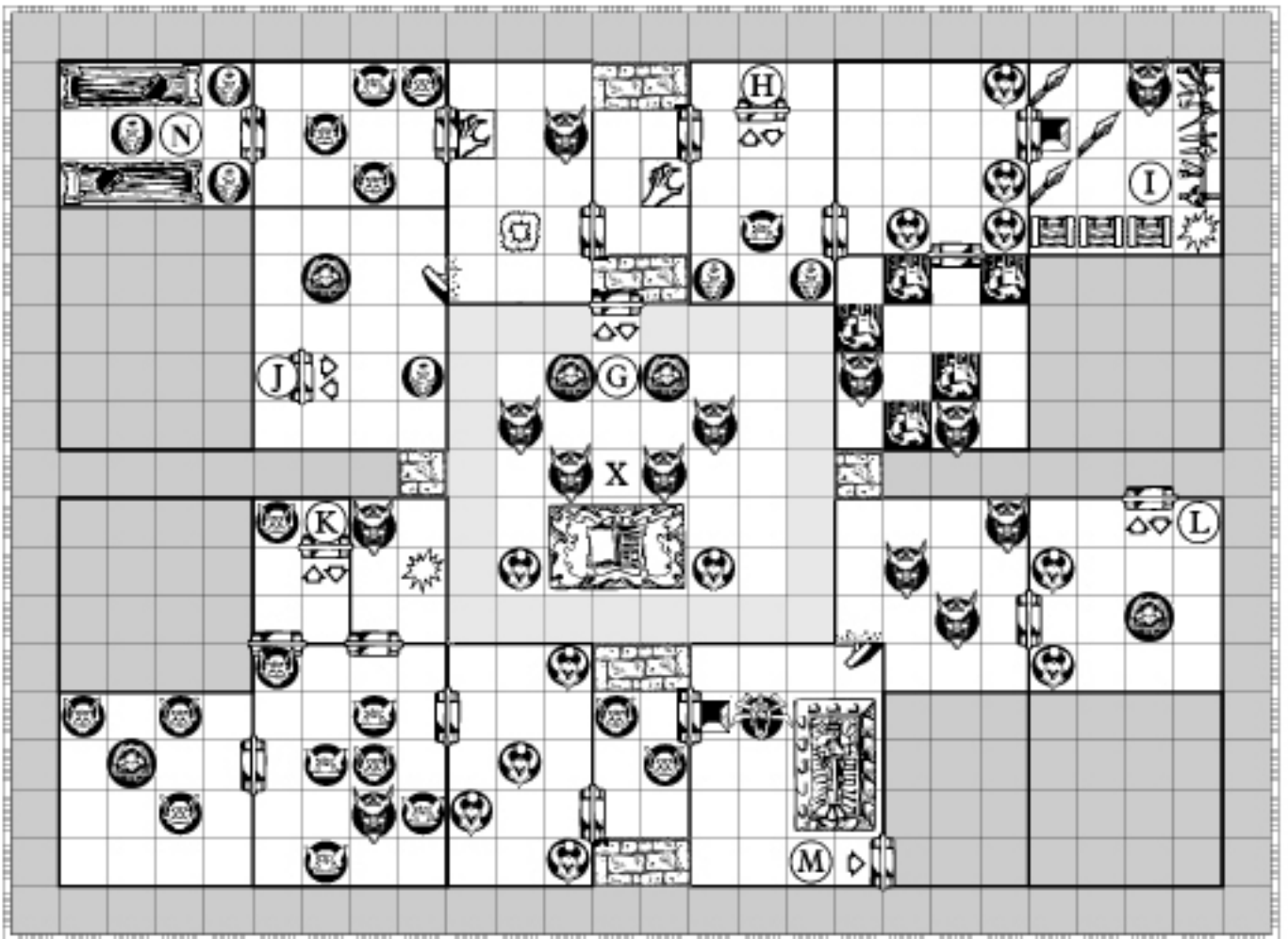
### NOTES

This is a double-sized quest, and the Heroes will move between the two maps as the quest continues. Mind and Body Points are not restored when moving between these quests. Once on Hero passes from one quest to another, they may take no more actions until the other Heroes join them. Monsters killed do not re-appear if a Quest is left and re-entered. If you have two game-boards, the Heroes may move freely between the quests.

- A The Heroes enter the Quest via this Portal.
- B These two Portals are linked to Portal C.
- C This portal is linked to both Portals labelled B. If a Hero passes through, they will be sent to one or other portal at random.
- D These two Portals are linked to Portal H.
- E The Treasure Chest holds the *Circlet of Sorcery* Artefact.
- F This Gargoyle knows the Chaos Spell *Lightning Bolt*.  
The Chest contains four *Potions of Calming*.

**Wandering Monster:** Chaos Warrior





## NOTES

G This is Ahravax. He has the following stats:

Move: 6      Attack: 4      Defend: 5      Mind: 5      Body: 5

Ahravax knows every Chaos Spell except for *Escape* and *Teleport*. He may cast *Summon Dæmon* any number of times, the summoned Dæmon will appear adjacent to the Portal in this room. Ahravax counts as a Dæmon.

If Ahravax is still alive, the Portal in this room leads to Portal L, and the Heroes may pass through in either direction. If Ahravax is defeated, the Portal changes colour and now leads to the outside world.

If Ahravax is defeated, the Heroes will find six large crystals worth 500 Gold Crowns each.

The Lava Chamber works as per the main rules. This room is enchanted. No effect will allow the Heroes to enter or leave the room, save via the portal.

H This portal is linked to both Portals labelled D. If a Hero passes through, they will be sent to one or other portal at random.

I The Equipment Rack holds three *Spears*.  
The Treasure Chests contain 300 Gold Crowns.

J This portal is linked to Portal K. The Heroes may pass through in either direction.

K This portal is linked to Portal L. The Heroes may pass through in either direction.

L This Portal leads to Portal G. It is inactive while the Troll in this room is alive.  
The Troll in this room glows with a baleful light, and rolls two extra Combat Dice in attack.

M Heroes entering this portal will exit through Portal K. There is no way to exit this portal.  
The Tomb conceals a *Battleaxe*.

N The Bookcases conceal three random Spell Scrolls.

**Wandering Monster:** Chaos Warrior

*"Congratulations, my friends. Success is yours once again.*

*"With the demise of Ahravax, his hosts vanished into the ether from whence they were summoned, fading into nothing. Ahravax's body, the Collage Masters have again interred in the Prison Between Worlds, and the Key of Shadow repaired to the Bastion's safest vault.*

*"The closing of the portals has drained the magical energies from the area around the Bastion. In a few weeks, all will return to normal, but for now, the entire place is without Magics. Thus, the Masters have decreed a week-long celebration in your honour. The fires will blaze high, and the mead will flow freely.*

*"They have also decreed that your story is to be embroidered into a tapestry, to be hung in the Collage's Chamber of Mastery, to remind all future Masters the cost of complacency, and the value of courage and sacrifice.*

*"For now, rest my friends. There will be much to occupy you soon enough."*

# Chapter Ten

## The Dark Company

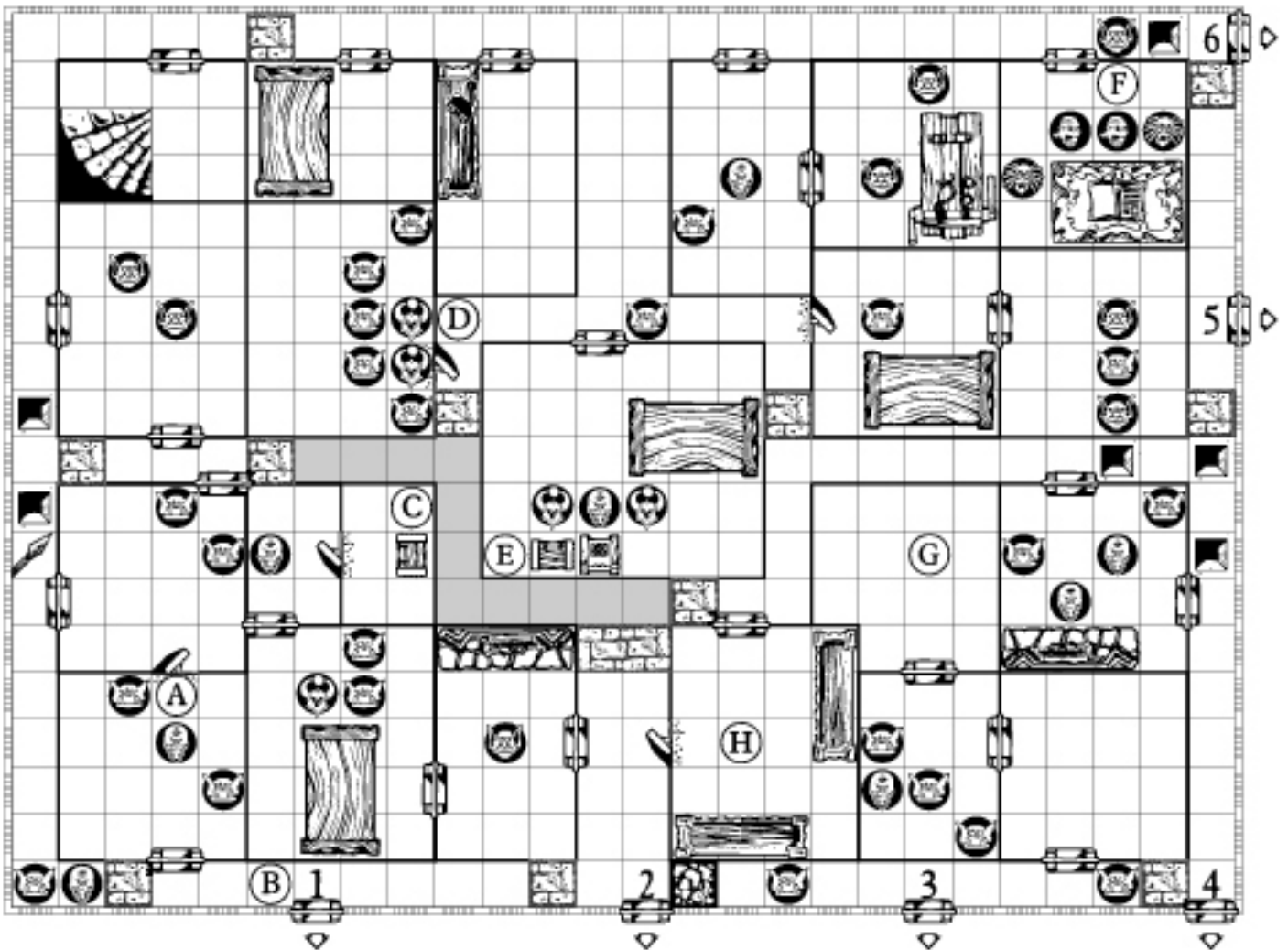
*"My friends, I bear ill tidings. It seems that your past defeat of the Ogre Horde was not without consequence. It appears that in the fighting that ensued, our friend Sir Ragnar was corrupted by the Chaos Energies of the great pit you thought destroyed. While you once saved him from the forces of Chaos, Sir Ragnar now aids them willingly. He has spread this corruption through the Guardian Knights, and their fortress at the Griffon's Rock is now a haven of evil.*

*"The Emperor has appointed you then this task: Go forth and dispatch Sir Ragnar and the other leaders of the Guardian Knights. No other warriors could hope to storm their fortress, for they are supreme fighters and their fortress is vast indeed and teeming now with creatures of Chaos.*

*"Sir Ragnar is no longer the man you once called friend. He will show no mercy and give you no quarter. Give him none in return."*

### NOTES

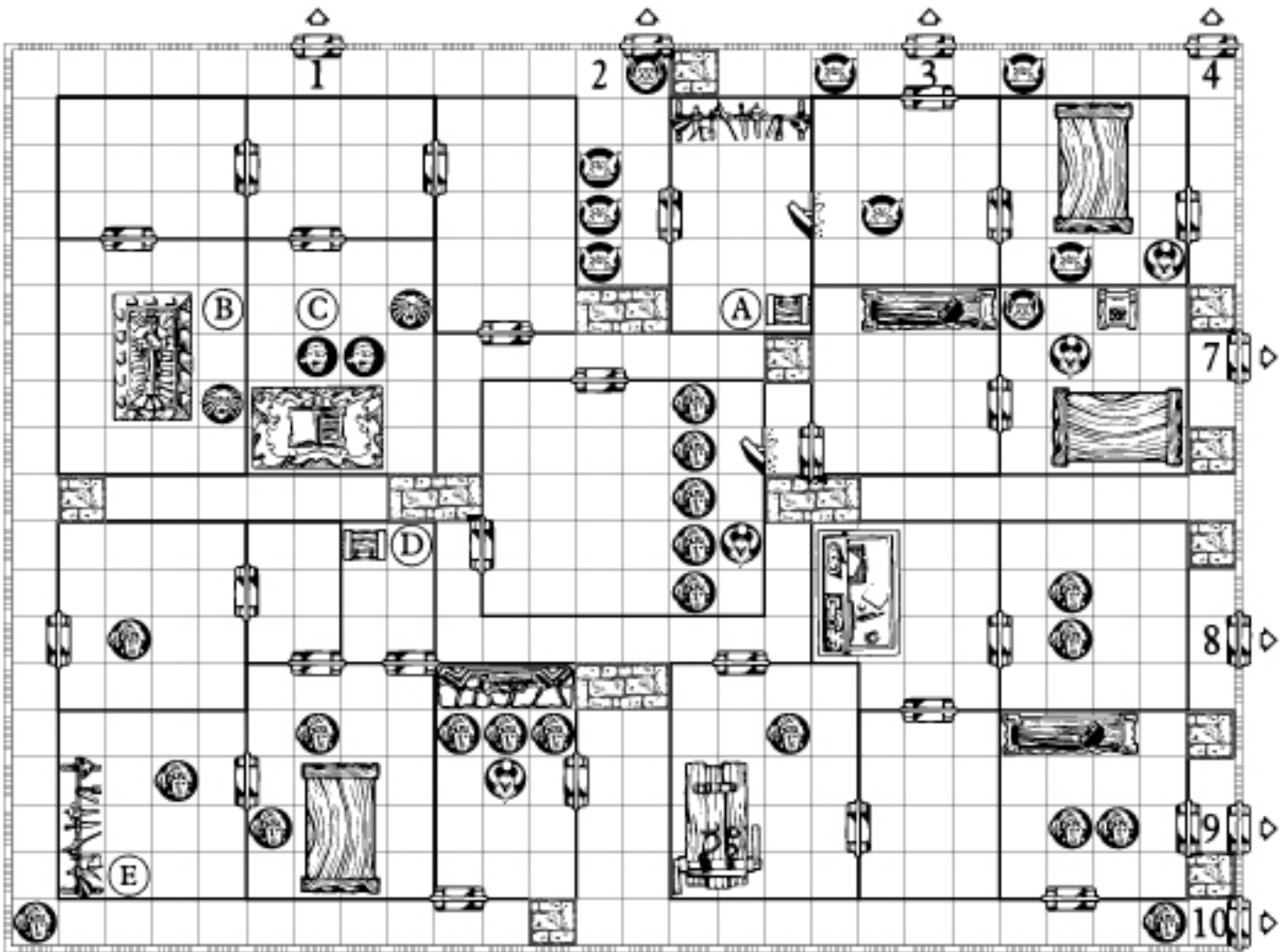
- This Quest consists of fourteen inter-linked mini-dungeons. The Heroes start on the Spiral Stairway of the first map.
- The Heroes may move from dungeon-to-dungeon via the numbered doors at the edges of the board. Each numbered door leads to the correspondingly numbered door on the other map.
- When a Hero leaves through a door at the edge of the board, they must wait for the other Heroes to leave via that door until they can move on.
- If the Heroes return to a previously explored area, they will have to explore it anew. However, once they have found a treasure listed in the Quest Notes, they may not find that treasure again.
- The Heroes do not heal nor replenish spells when moving between the boards, nor is the Treasure Deck re-shuffled.
- All Chaos Warriors in this quest are members of the Doomguard, and use the following stats:  
Move: 8      Attack: 4      Defend: 6      Mind: 3      Body: 3
- The Dark Warriors in this quest use the Mercenary/Men-at-Arms figures. You may equip each one with any available weapon you wish. They use the same stats as similarly armed Mercenaries, with the Masterful Defence ability.
- When the Heroes successfully complete this Quest, they each receive a Ring of Brilliance. Give the Heroes the four Ring of Brilliance Artefacts, and have them choose one each. How the Heroes distribute the rings between them is entirely their choice.



### NOTES

- A You may open this Secret door and activate the monsters in the room at any time.
- B A message is pinned to the door which reads: "*Beware the ghost of Vadil Gorfell, fight him not*".
- C The chest contains 50 Gold Crowns
- D You may open this Secret Door and activate the monsters in the room at any time.
- E The chest contains 100 Gold Crowns
- F This is the Shrine of Strength. If the room is clear of Monsters, a Hero may, as an action, Meditate. They roll one D6. If they roll greater than their current Body Points, they recover all lost Body Points. If they roll less than or equal to their current Body Points, the magical vortex that powers the shrine drains the life from them and they lose one Body Point.
- G This is the room of sleep, it is very warm. At the start of any turn a figure is in this room, they roll one die. If they roll greater than their current Mind Points, they fall into a wasting sleep, losing one Body Point and missing their turn.
- H A *Memory's Essence* Potion is hidden in this Bookcase.

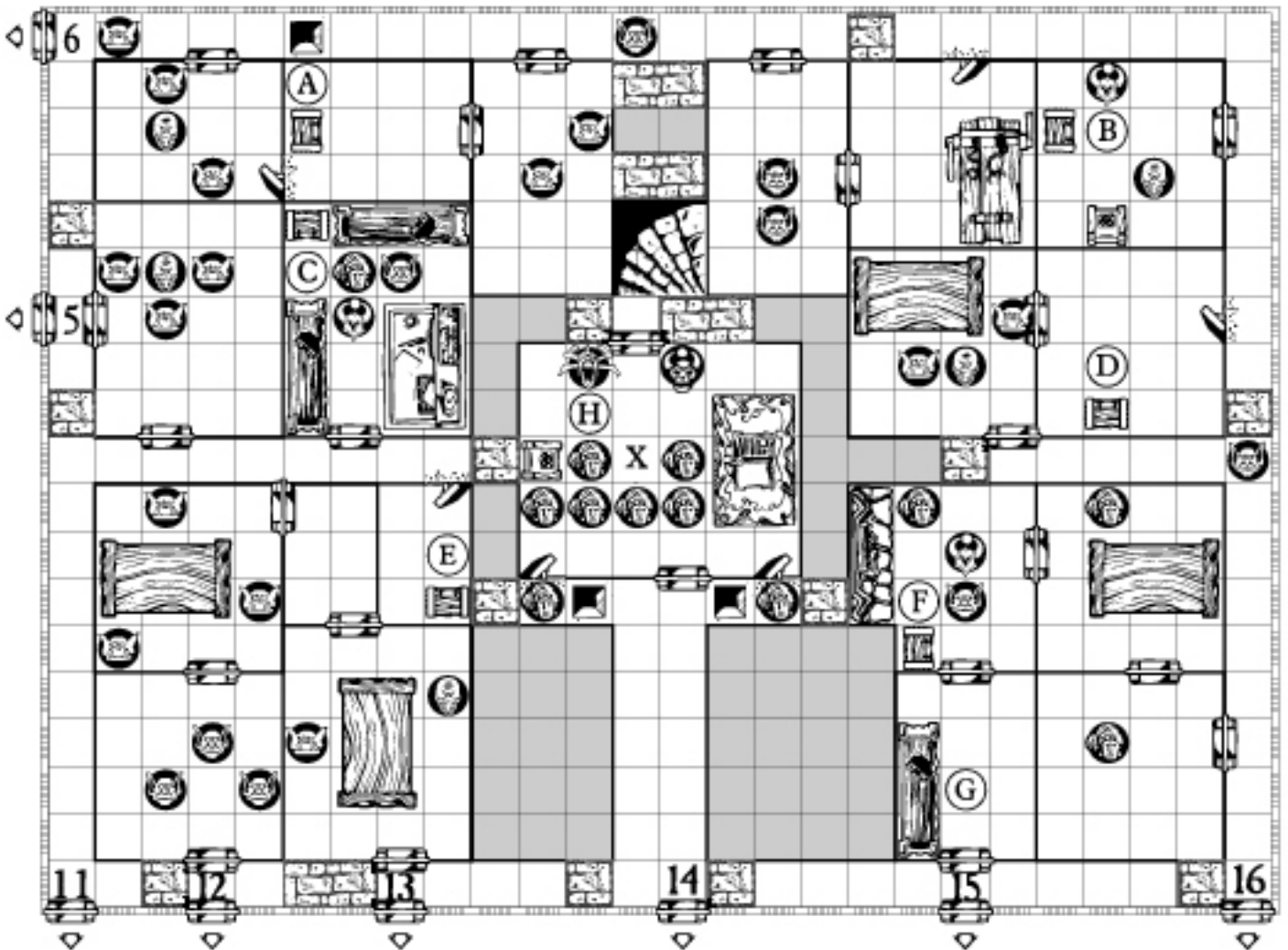
**Wandering Monster:** Dark Warrior



### NOTES

- A This chest contains two *Hand Axes*.
- B This is the tomb of Vadim Gorefel, the Zombie is his ghost, and should be described to the Heroes as a spirit. The Zombie will not attack unless attacked. The Zombie can only be harmed by **Spells**.
- C There is a Magic book on the table which Heroes will find if they search for treasure. They may read it at any time they wish, which counts as a Cast Action. Do not tell them the consequences of doing so until they read the book. If they do read the book, they are attacked by a Gargoyle as if it were a Wandering Monster
- D This chest contains a *Revitalisation Potion*.
- E The Weapons Rack holds a *Spear*.

**Wandering Monster:** Dark Warrior

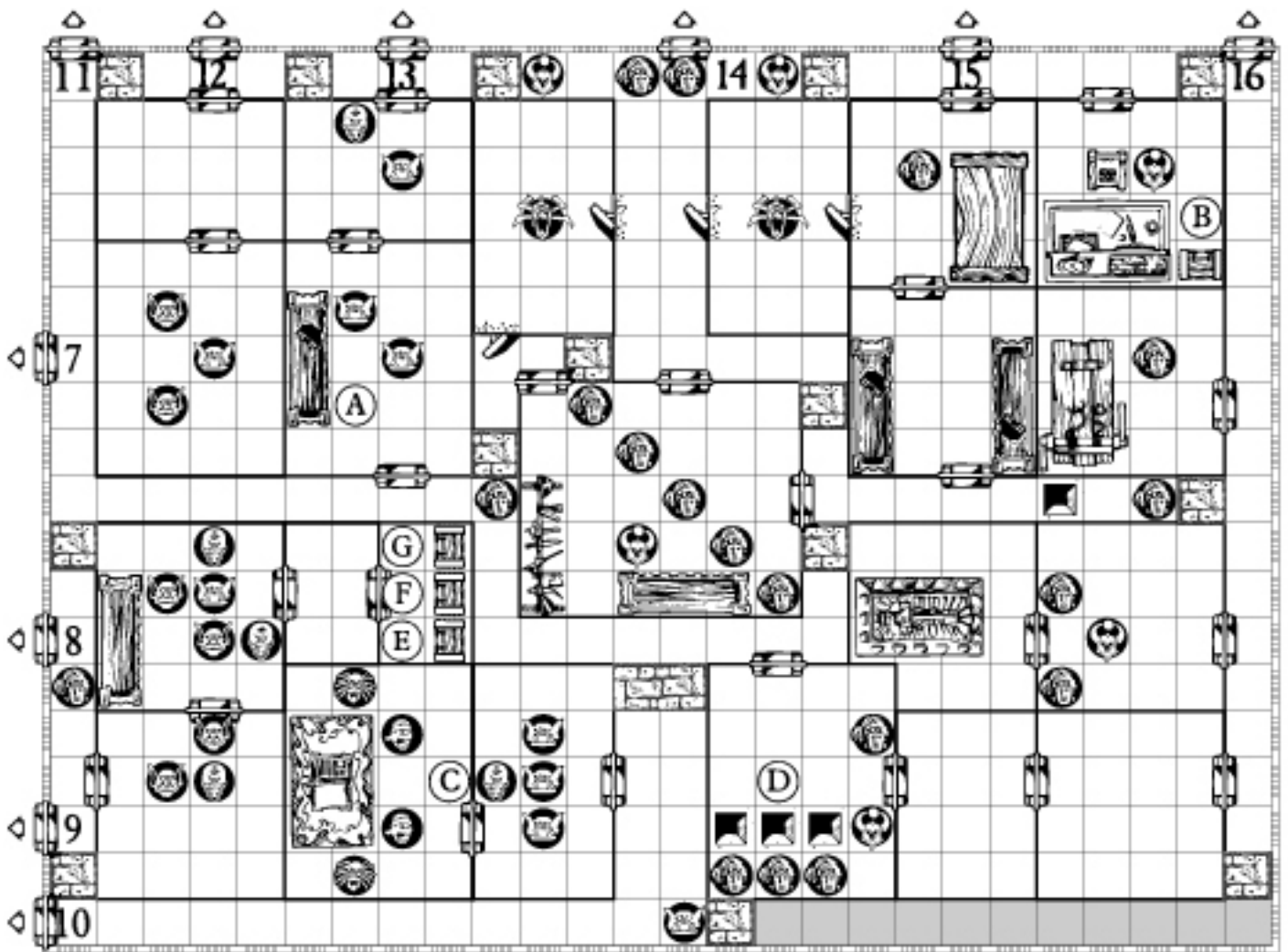


## NOTES

- A The Treasure Chest is empty.
- B This chest contains a *Magical Throwing Dagger* Magic Item and a *Crossbow*.
- C An Elixir of Life Potion is hidden under the table.
- D This chest a trap itself! It cannot be found by searching. If a Hero searches for Treasure every figure in the room will be hit by an explosion and loose one Body Pont. This counts as a **Fire Spell**.
- E This Treasure Chest is trapped. If a Hero searches for Treasure before the trap is disarmed, the Secret Door is replaced with a closed Stone Door. At the start of every turn a Figure is in this room thereafter, they loose one Body Point to **Poison Damage** through poison gas.
- F This chest contains 100 Gold Crowns and a *Revitalisation Potion*.
- G The bookcase hides a *Revitalisation Potion*.
- H Sir Ragnar stands in the space marked X. He has the following stats:  
 Move: 8      Attack: 5      Defend: 6      Mind: 3      Body: 6  
 Delzarron, the Chaos Sorcerer, is in this room. He knows the following Chaos  
 Spells:  
*Conflagration, Break Mind, Mind Lock, Mirror Magic, Summon Undead.*  
 The stairway beyond this chamber leads to the outside world and safety.

**Wandering Monster:** Dark Warrior





## NOTES

- A There is a *Revitalisation Potion* hidden in the Bookcase.
- B This Treasure Chest is trapped. If a Hero searches for Treasure before the trap is disarmed, they will be hit by a shower of darts. Roll three Combat Dice, they loose one Body Point per skull rolled.
- C This is the Shrine of Learning. If the room is clear of Monsters, a Hero may, in place of a Movement Action and one other Action, Meditate. They roll one D6. If they roll equal to or greater than their current Mind Points, they recover all Spells they have already cast this Quest. If they roll less than their current Mind Points, the magical vortex that powers the shrine drains their energy from them and they loose one Mind Point.
- D These Dark Warriors should be armed with Crossbows.
- E This Treasure Chest is trapped. If a Hero searches for Treasure before the trap is disarmed, they will be hit by a concealed blade and loose one Body Pont.
- F This chest contains 100 Gold Crowns.
- G This chest a trap itself! It cannot be found by searching. If a Hero searches for Treasure every figure in the room will be hit by an explosion and loose one Body Pont. This counts as a **Fire Spell**.

**Wandering Monster:** Dark Warrior

*"You have done well my friends, though our victory is without joy, as we have lost a friend and ally. The Emperor has begun the rebuilding of the Order of the Guardian Knights, though it will be many years before they will regain their former strength.*

*"The Emperor has asked me to give each of you a Ring of Brilliance, one of the Empire's highest honours. Not only does the ring mark the Emperor's recognition of your services and of your prowess, but it is also a potent artefact in it's own right. Guard them well.*

*"I fear that Sir Ragnar's corruption of the Guardian Knights was but a ruse on Morcar's part to distract us. Indeed, in the time you have spent in other lands of late, he has worked hard to bring more pressure to bear on the Empire. I fear we will need your aid again very soon.*

*"Grieve for your lost friend while you can, for the Emperor will doubtless call on his Champions again soon."*



# Chapter Eleven

## Shadows of Chaos

*The blazing fire greeted you as you entered Mentor's study for the first time in many months, it's warmth soothing to your travel-weary limbs. The old wizard sat in his chair, a look of concern on his face.*

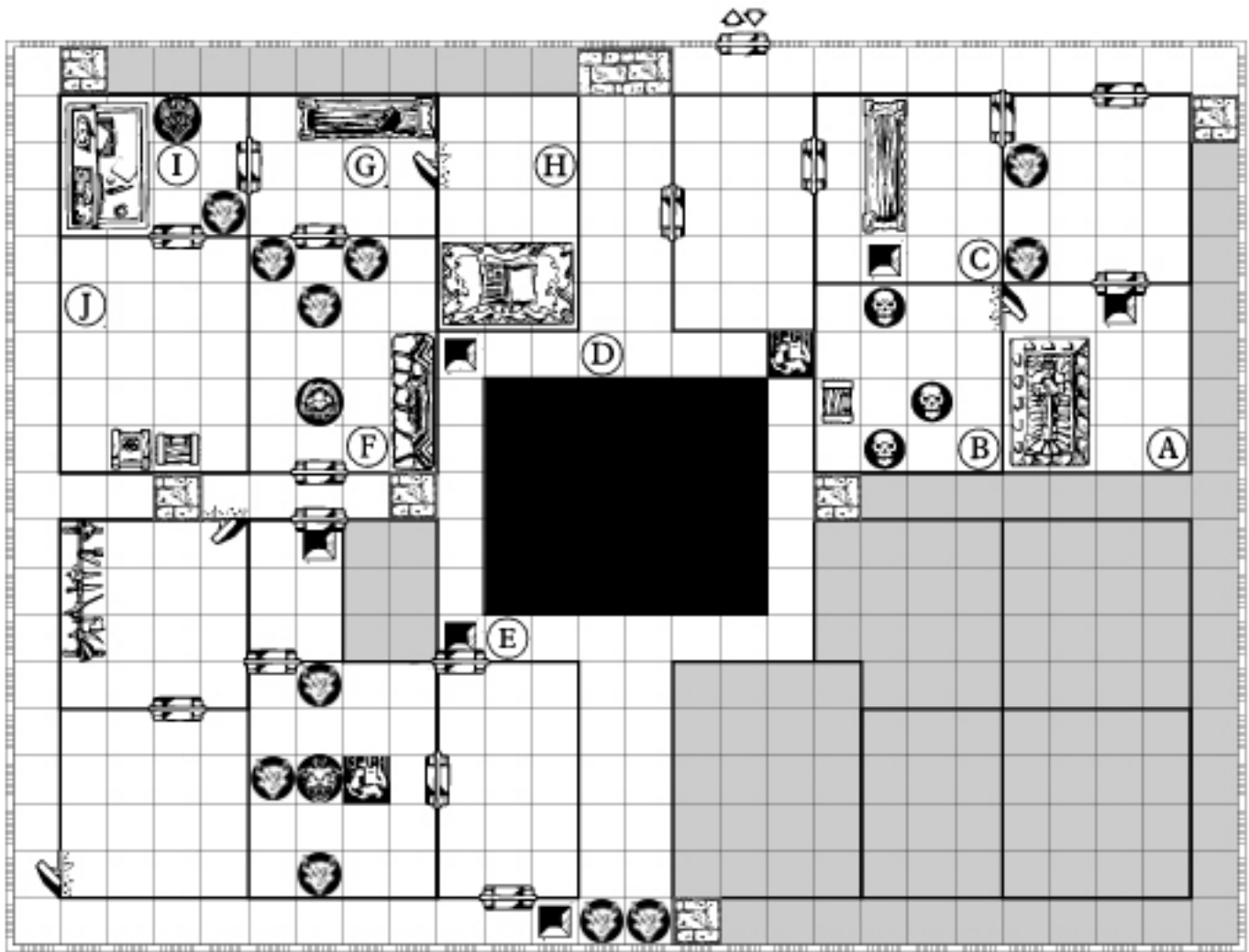
*"My friends, welcome back from your travels. Alas, your long absence has not been uneventful, and a dozen foes now seek to undo your works.*

*"Morcar has set to work many of his agents, seeding them throughout the Empire, causing Chaos and misery. And yet all the while, he is once more on the move, this time in the north.*

*"I fear he intends wholesale invasion of the Empire, a bold move indeed. These incursions are surely sent to distract us from his plans and weaken our forces and our resolve. We must not let him succeed.*

*"The Emperor is preparing for war, marshalling his armies. He has asked that you, personally, deal with the more pressing threats while he readies his forces. There is much to be done and the time is short. The time of the Final Battle draws nigh!"*





## The Halls of Durrag-Dol

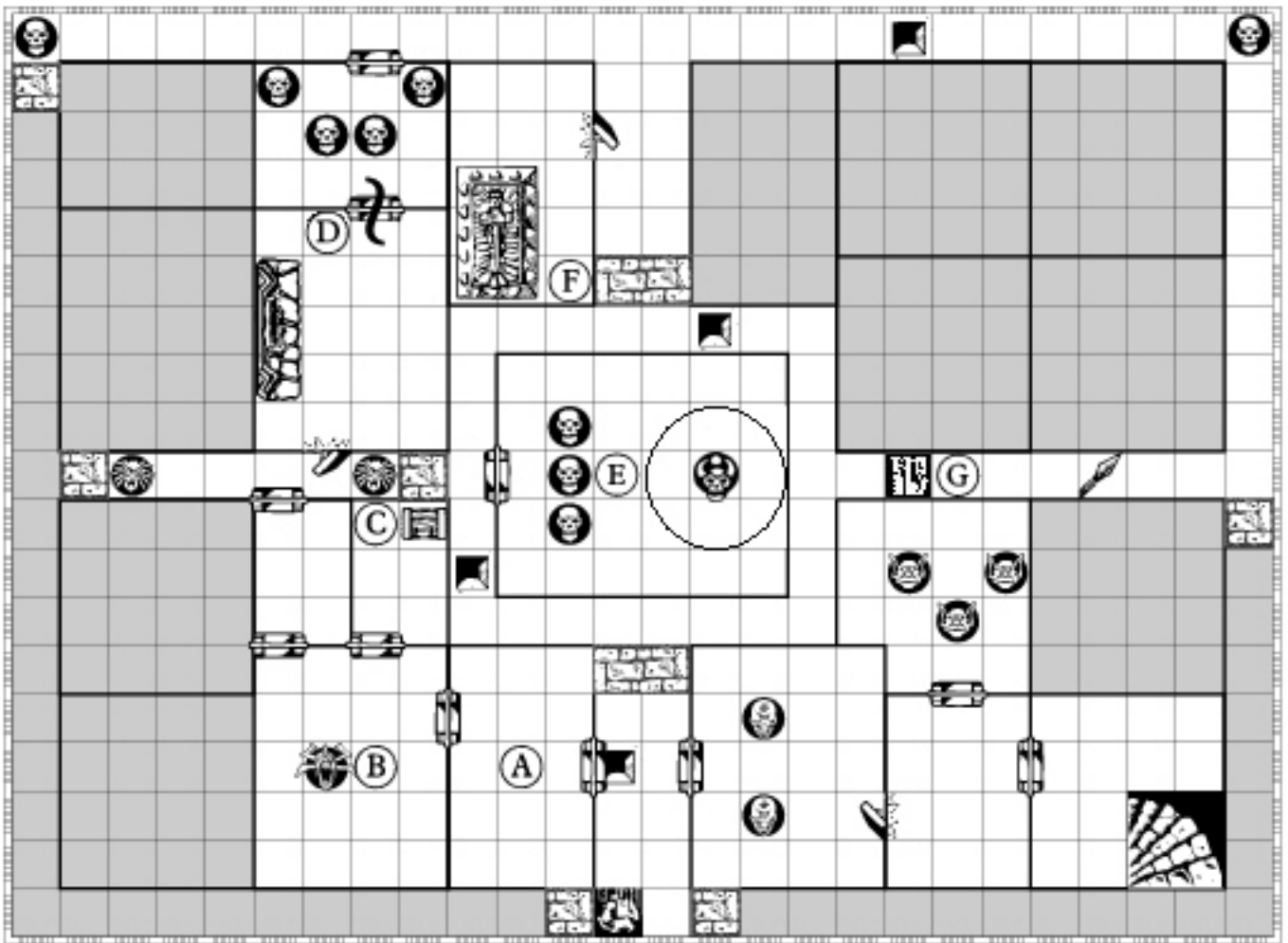
*"In the last war against Morcar, 'Dimrond-a-Durrag, Earl-King of Clan Durrag, was a mighty warrior who served in Rogar's armies when they cast down Morcar. 'Dimrond and his entire clan perished in the final battle and where laid to rest in 'Durrag-Dol, the clans home and hearth, deep beneath the roots of the World's Edge Mountains. 'Durrag-Dol now lies in ruins, occupied by the vile Skaven. You must go there and retrieve 'Dimrond's magical warhammer, Sognirstane. If placed upon the Alter of the Living Ancestors in 'Durrag-Dol, the clan's treasures may be dedicated anew to the war against 'Dimrond's hated enemy Morcar."*

### NOTES

- A This is the tomb of Dimrond. If the Heroes Search for Treasure, they are attacked by a skeleton as if they had attracted a Wandering Monster.
- B The chest contains 120 Gold Crowns and the Sognirstane Artefact, but is trapped with a hidden blade. If a Hero searches for Treasure before the trap is disarmed they will loose one Body Point.
- C The Cupboard is infested with small rats. Any Hero who ends their turn adjacent to the Cupboard is attacked with one Combat Die. The rats are too numerous to be slain.
- D The Giant Mine Shaft room works as detailed in the main rules.
- E This door is false and may not be opened.
- F The hearth is decorated with images of the Clan Durrag's exploits in the last war against Morcar.
- G The bookcase contains the Chronicles of the Durrag Clan. The Dwarf League will pay 50 Gold Crowns for their recovery.
- H As the Heroes enter this room they will hear eerie voices which say:  
**"Dedicate your Treasure on this alter to receive our blessing."**  
 Any Treasure found in this Quest and not dedicated here (as an action) before leaving the Quest will earn the Curse of the Dwaven Ancestors. They will roll one fewer Combat Dice in Defence until they give said Treasure to the Dwarf League.
- I When the Heroes enter this room the White Seer will smash a globe of magical poison. For three turns every figure in the room, save the White Seer, must roll one Combat Die, loosing a Body Point to **Poison Damage** on the roll of a skull. The White Seer knows the Chaos Spells *Lighting Bolt and Conflagration*.
- J This Chest contains 120 Gold Crown but is trapped and locked. Any Hero Searching for Treasure rolls three Combat Dice, loosing a Mind Point for each skull rolled, and still does not open the chest. The trap may not be disarmed. If a Hero carrying Sognirstane Searches for Treasure, the Chest will open for them, and the trap will not be set off.

Wandering Monster: 2 Skaven





## Revenge of the Air Mage

*"Many years ago, the 'Keep of the Wind-Talkers' was inhabited by Gwynt, the weathermancer. That was until the necromancer Erongil Corpsemaker came to the keep and entreated Gwynt to throw his lot in with the Chaos Powers. When Gwynt refused, Erongil slew him, and took possession of the keep. 'You, my friends, must rid the keep of Erongil and his minions, so that Gwynt may rest in peace.'"*

### NOTES

All Skeletons in this Quest are Death Reapers They roll an extra Combat Die to both Attack and Defend. Every time a Death Reaper causes damage against figure, it also casts the Chaos Spell *Torpor* on that Figure.

A This is an Ice Vault room as per the main rules.

B This Gargoyle is made of ice. Fire Spells cause double damage against the Ice Gargoyle and it has the following stats:

Move: 6                  Attack: 6                  Defend: 5                  Mind: 4                  Body: 6

C The Chest contains 120 Gold Crowns.

D The Faming Door works as per the main rules.

E This is the chamber of Erongil, the Chaos Sorcerer. Erongil knows the following Chaos Spells: *Call Skeleton, Summon Mummy, Summon Undead.*

The Circle of Power here works as per the main rules.

F If the Tomb is Searched for Treasure before Erongil is slain, they will find nothing.

When the Heroes first enter the room if Erongil is not yet slain, a ghost of Gwynt appears and tells them:

**"Beware! No magics may cross the Circle of Power."**

When the Heroes first enter the room after Erongil is slain, a ghost of Gwynt appears and tells them:

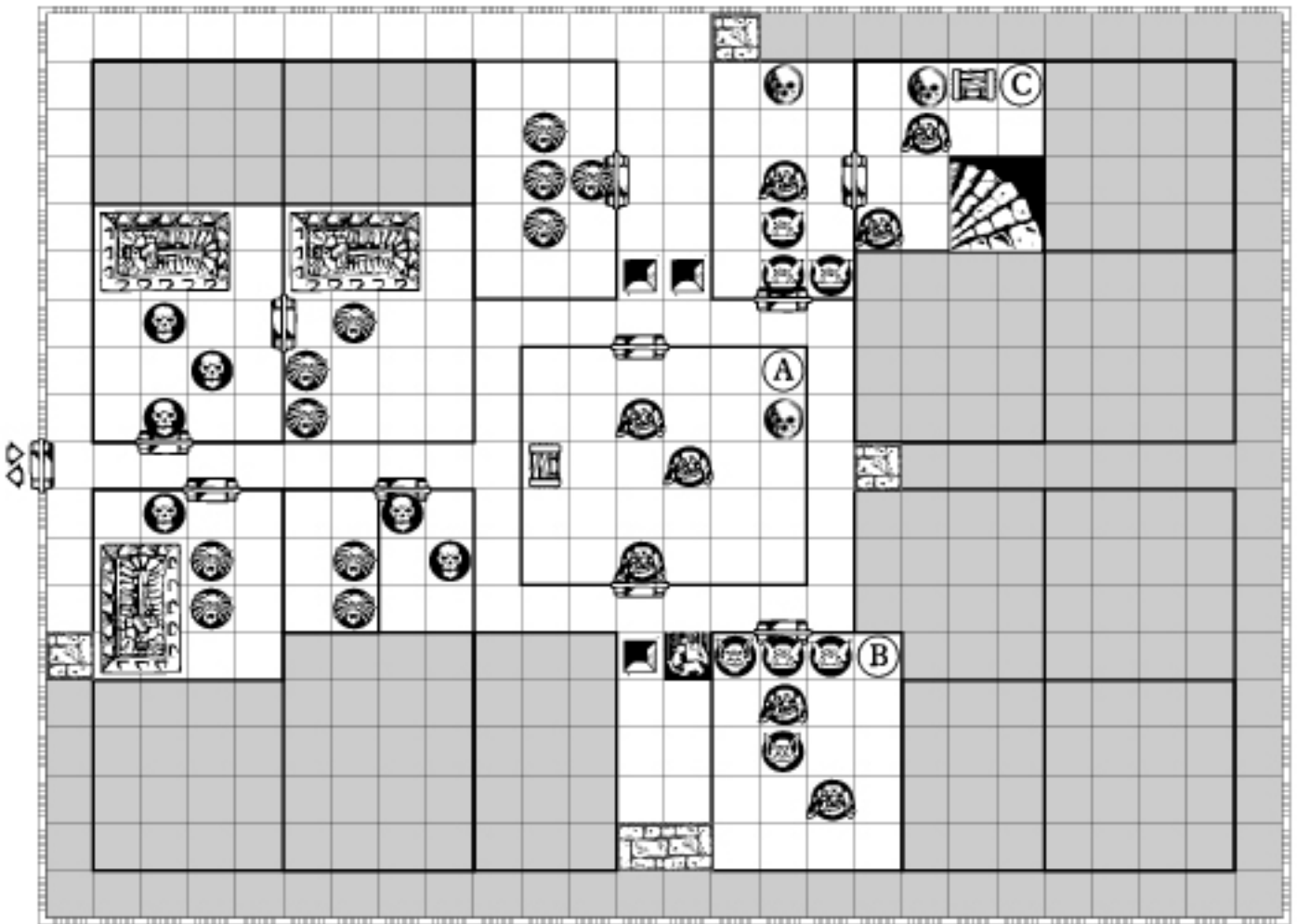
**"You have done well. Look beneath my tomb for your reward."**

A Search for Treasure will reveal 600 Gold Crowns beneath the Tomb.

G The Lava Chasm works as per the main rules.

**Wandering Monster:** Skeleton





## The Eyes Of Chaos

"Those who fell in the Grey mountains during the First War Against Chaos are celebrated at their resting place, the Tombs of Phalanx, each year. However, a group of Ogres have ambushed and killed the mourners this year, and now infest the ruins. I suspect that one of Morcar's servants is behind the attack of the Ogres, no doubt drawn by rumours of an old Chaos Magic sealed beneath the tombs. You must travel to the Tombs and slay any creatures of Chaos you may find there. If you can, find the source of Chaos Magic and destroy it."

### NOTES

This is a double-sized quest, and the Heroes will move between the two maps as the quest continues. Mind and Body Points are not restored when moving between these quests. Once on Hero passes from one quest to another, they may take no more actions until the other Heroes join them. Monsters killed do not re-appear if a Quest is left and re-entered. If you have two game-boards, the Heroes may move freely between the quests.



Throughout these two Quests are a number of Eyes of Chaos, denoted by the symbol shown to the left. Unless otherwise noted, the Eyes steal spells from Heroes in the same room. On each of your turns, roll one D6. On the roll of a 1-3, any Wizard in the room loses one spell (or must drink a Memory's Essence). On the roll of a 4, any Elf in the room loses one spell (or must drink a Philtre of Recall). On the roll of a 5-6 nothing happens. After this, the eye disappears.

The Tombs on the upper level are cursed. Any Hero searching for Treasure there will have their current and starting Body Point total reduced by one until the end of the (double) Quest. A cursed Hero who dies becomes a Zombie.

A This Eye of Chaos does not steal spells, but instead adds one Combat Die to the Attack value of every Monster in the room.

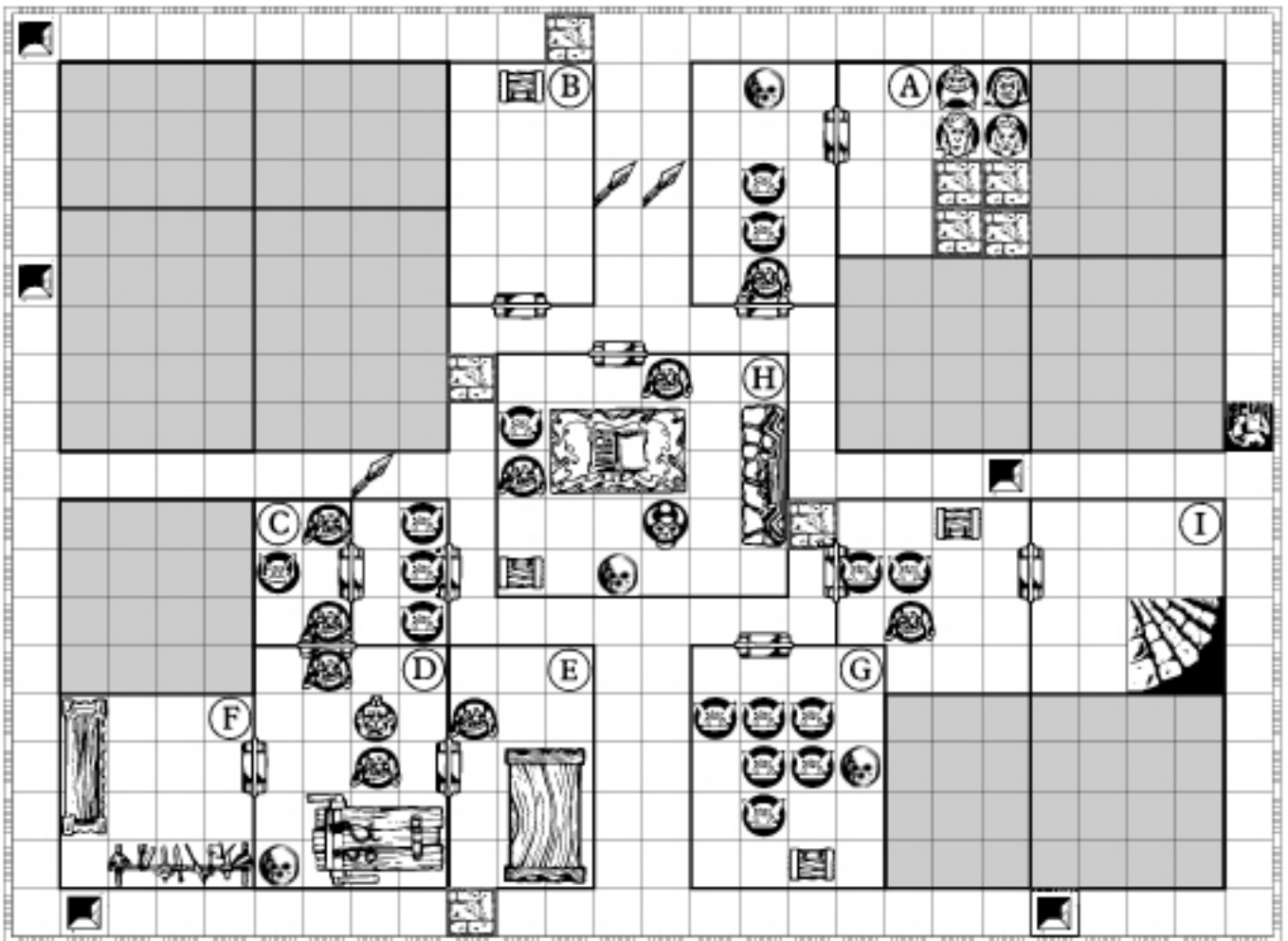
B These Goblins are weak shamen and as a result count as having Ranged (3).

C If the Heroes Search for Treasure here they draw two Treasure Cards each. They will also release a pall of poisonous smoke from the Treasure Chest. Each of them must roll one Combat Die, losing one Body Point to **Poison Damage** on the roll of a Skull. This also summons a Troll, which you may place anywhere in the room.

The Stairs are trapped with falling blocks. Each Hero must roll their Movement Dice twice. Each who rolls six or less, they lose one body point.

**Wandering Monster:** Ogre Warrior

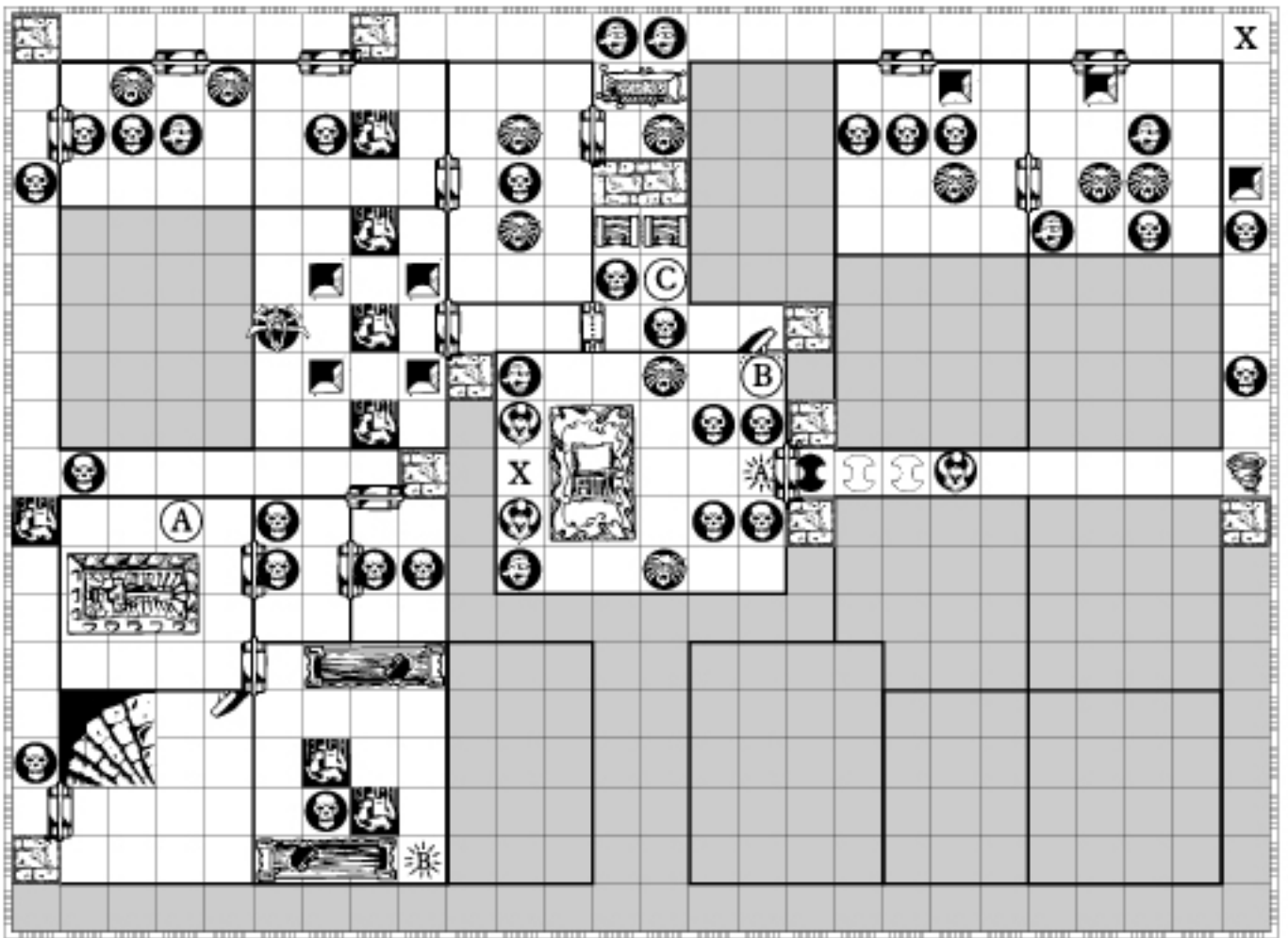




## NOTES

- A The Heroes start here.
- B This chest is a trap. If a Hero Searches for Treasure before it is disarmed, the door will lock shut, and the room will fill with poisoned gas. The door must be smashed open via an attack action causing three points of damage in a single Attack Action. During each of your turns, every model in the room loses one Body Point to **Poison Damage**.
- C This Goblin is weak shaman and as a result count as having Ranged (3).
- D The Ogres may re-roll any one Combat Die any time they make an Attack or Defend roll.
- E If this room is searched for Treasure, the Heroes will find two random Spell Scrolls, a large brass key and then draw two Treasure Cards.
- F The Cupboard contains 80 Gold Crowns but is trapped. A Hero Searching for Treasure before the trap is disarmed will be attacked by two Spear Traps. The Equipment Rack conceals a *Spear*.
- G These Orcs are armed with magical Crossbows. If making a ranged attack, they add one to the number of skulls rolled. The Crossbow cannot be used by the Heroes due to the Chaos Magic in them.
- H The door to this room is locked and can only be opened with the key from room E. No effect will allow a figure to cross the walls of this room.  
The Orc here is armed with a *Crossbow*. This is of poor quality and useless to the Heroes.  
The Eye of Chaos here gives all Monsters an additional Combat Die in Defence for three turns before vanishing.  
The Chaos Sorcerer Sarrok knows the following Chaos Spells: *Conflagration*, *Nullify*, *Deathbolt*, *Firestorm*, *Lightning Bolt*, *Restore Chaos*.  
Searching for Treasure here allows the Hero to draw three Treasure Cards, ignoring Hazards. There is also a Fire Ruby worth 200 Gold Crowns hung inside the Fireplace. Any Hero wishing to take it will lose two Body Points from the heat, which counts as a **Fire Spell**.  
Once Sarrok is slain, the tombs begin to collapse, and each model loses one Body Point at the end of each of your turns.
- I The Stairway leads out of the dungeon.

**Wandering Monster:** Ogre Warrior



## The Shadow of Barak Tor

"Dire news my friends. It seems that your old foe Skulmar, has found a way to make himself more powerful than even his master of old, the Witch Lord. He has Travelled to Barak Tor. You must return there and vanquish him before he can complete his ritual, or else not even the Spirit Blade would be able to destroy him. You must not fail."

### NOTES

All Chaos Warriors in this quest are members of the Doomguard, and use the following stats:

Move: 8 Attack: 4 Defend: 6 Mind: 3 Body: 3

A The tomb of the Witch Lord lies empty, daubed with crude mystical sigils for Skulmar's ritual. Cast Actions are impossible in this room.

B This is the chamber of Skulmar, who stands in the space marked X. He has the following stats:

Move: 8 Attack: 5 Defend: 6 Mind: 4 Body: 5

Due to the ritual in progress, if a Hero Casts a Spell in this room, they must roll two Combat Dice. If either of them rolls a black shield, the spell is sucked into the vortex hovering above the Sorcerer's Table without having any effect, and Skulmar (if still alive) gains both one Mind Point and one Body Point.

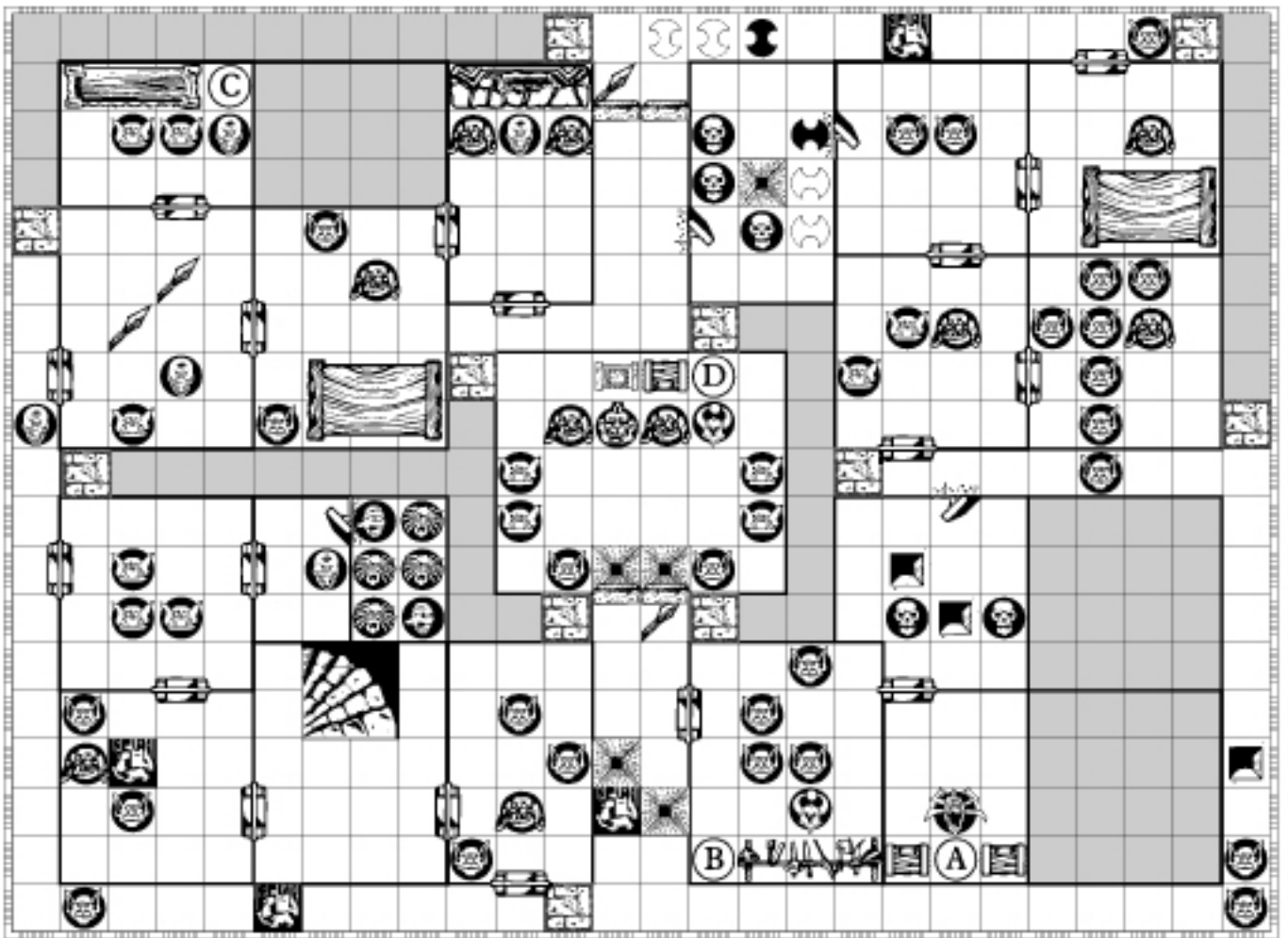
The Sorcerer's Table conceals a gem worth 500 Gold Crowns and an *Elixir of Life* Potion.

C These chests contain 200 Gold Crowns and a random Spell Scroll.

**Wandering Monster:** Mummy







## Burrughast's Revenge

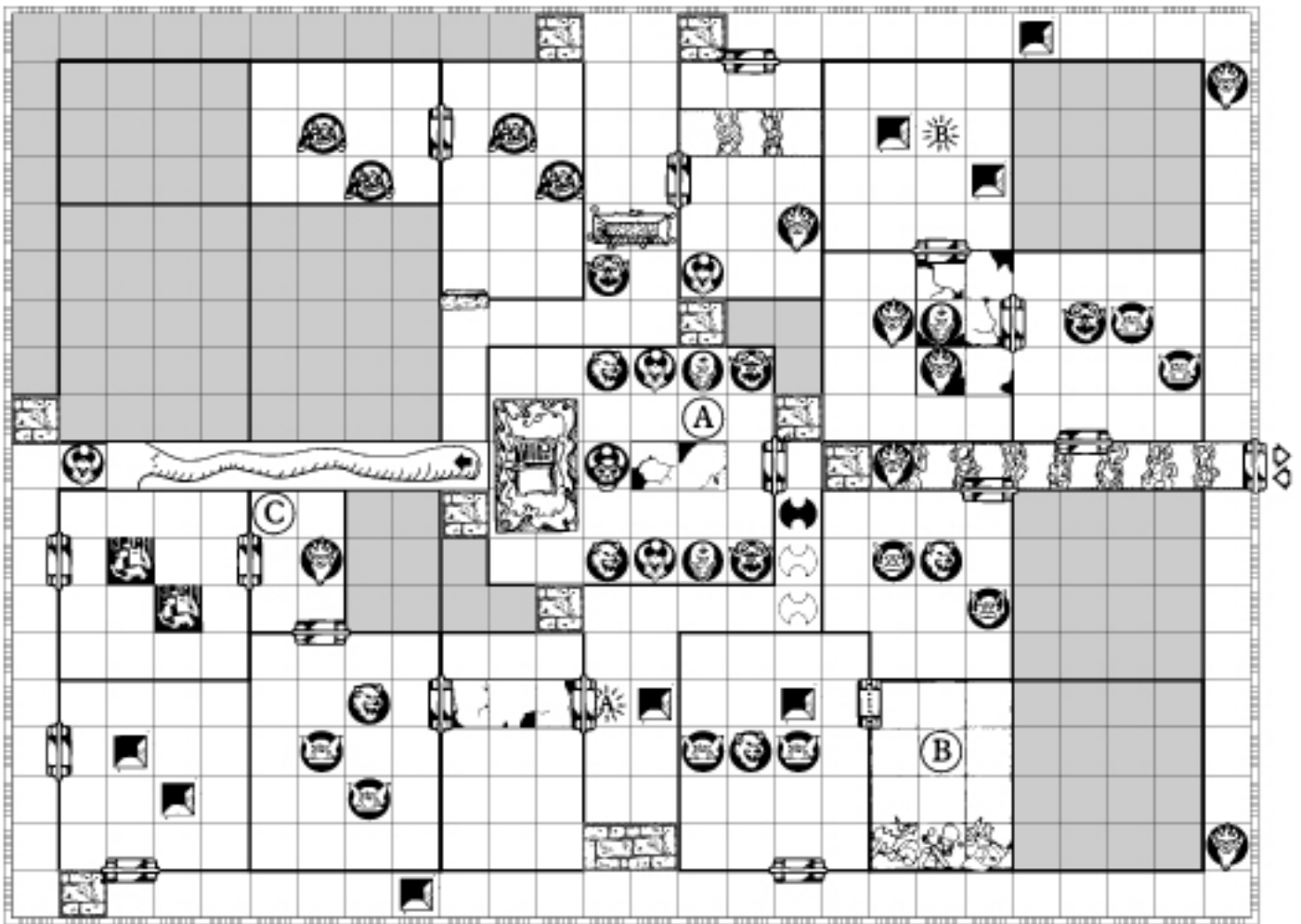
"Burrughast, chieftain of the Dirgrusht Ogre Clan, has sworn revenge on you for his Clan's destruction. He has built a new fortress with his followers, close to the high pass. You must take the fight to him and dispatch both he and his minions before they can be reinforced. Take care, for the stronghold will be heavily defended."

### NOTES

- A The Treasure Chests contain two *Potions of Revitalisation*, and 500 Gold Crowns.
- B The Equipment Rack holds two *Longswords* and a *Helmet*.
- C The Cupboard contains two sets of *Pitons* and a *Crowbar*.
- D Burrughast's Treasure Chest contains a *Potion of Speed* and the *Fiend Slayer* Artefact.

**Wandering Monster:** Ogre Warrior





## Peril at Frost Peak

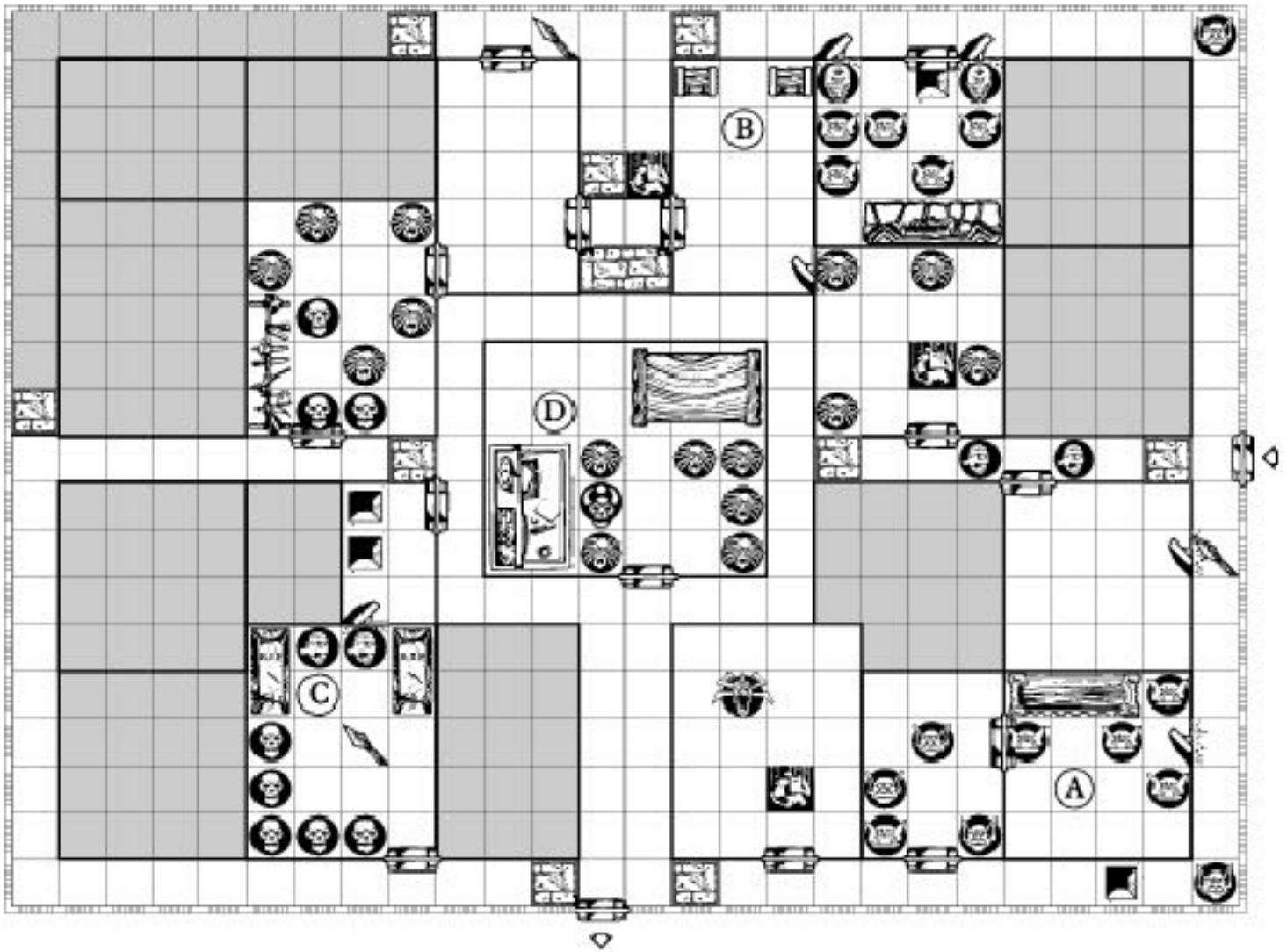
"Atop Frost Peak in the high mountains lies a ruined citadel from before the dawn or recorded history. It has recently become the home of Galrod, the Ice Mage. Galrod is a dangerous foe, and must be destroyed before his magics can bring devastation to the Empire."

### NOTES

- A Here stands Galrod the Chaos Sorcerer, he knows the following Chaos Spells: *Blinding Sleet, Chill, Ice Storm, Hurricane, Mind Freeze, Thieving Wind, Vortex*. The Sorcerer's Table holds four random Spell Scrolls. The Monsters hear are covered in a thin layer of Magical frost and may roll an extra Combat Die in Defence. This frost is lost if that figure makes a Movement Action. Galrod may sacrifice a Body Point to renew the frost layer to all figures in the room during your turn. This does not count as an action
- B In addition to any stolen items found here, the Heroes will also find two *Revitalisation Potions*.
- C This Ice Gremlin is a frozen statue and cannot be harmed, nor may it take any actions. After the last Hero has passed through this room, it will thaw during your next turn and may take actions normally.

**Wandering Monster:** Polar Warbear





## The Plague of Zombies

*"The peaceful farmlands of the Empire have been disturbed by a growing tide of attacks by undead creatures. The source of this evil is a series of caves in the highlands. Now you must enter the caverns to find and destroy the source of this evil undead plague."*

### NOTES

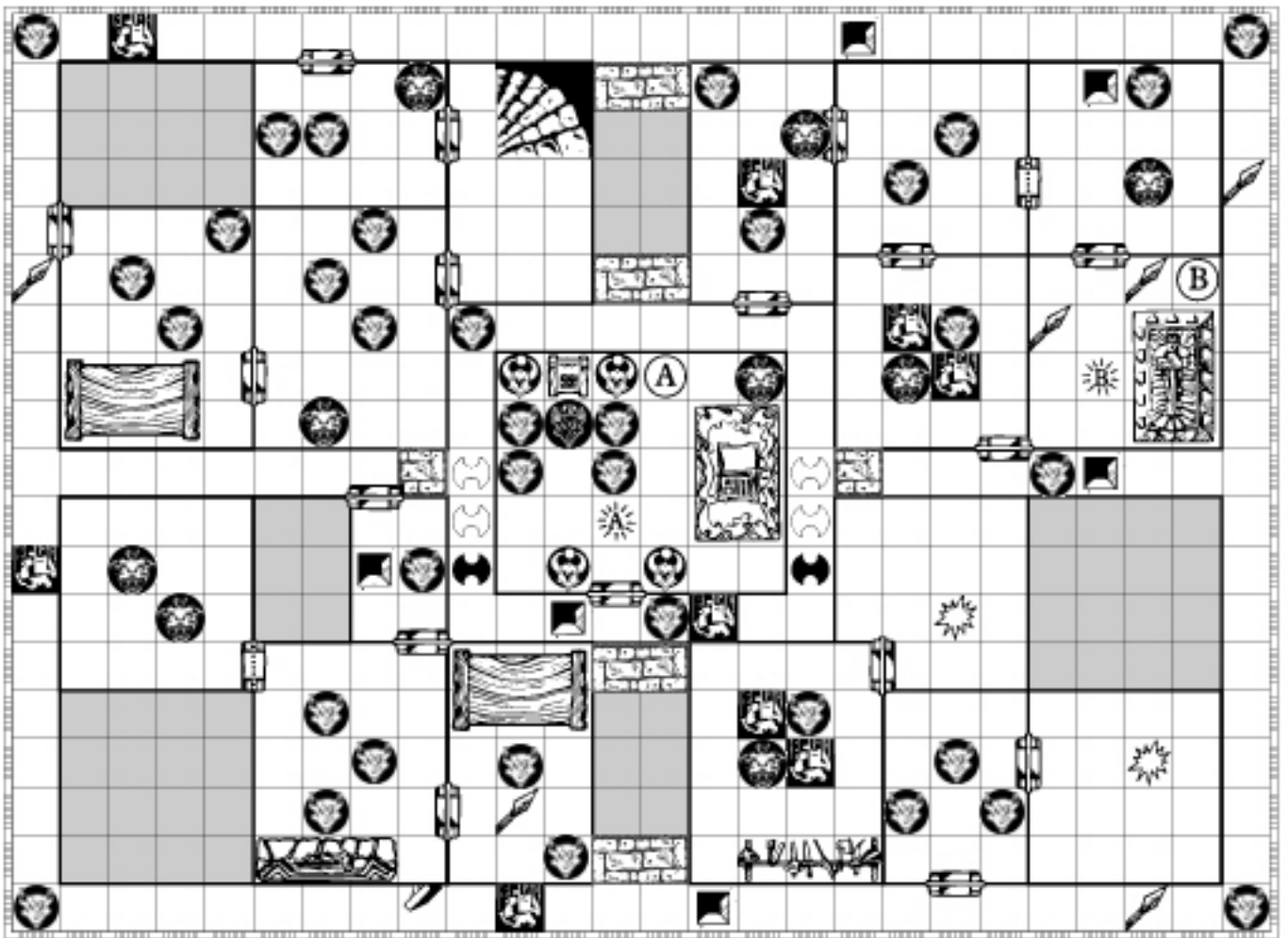
The increase in Undead activity is due to a Chaos Sorcerer known as the Deathmaster. He has learned many powerful spells allowing him to raise and control the dead, and plans to use these to damage the food sources of the accursed Emperor's armies.

The Deathmaster's power is spread throughout the caverns and therefore if any figure without the Undead rule is killed in the caves, the Evil Wizard player may replace it with an active Skeleton or Zombie figure. This includes the Heroes and any Men-at-Arms, although Heroes may only be raised when they can no-longer be revived by an *Elixir of Life*.

- A These four Orcs have Crossbows, but they are of such poor quality that they are useless to the Heroes.
- B No traps will be found in this room. If the left-hand Chest is opened, the Hero will be teleported into room C. The Chests contain a vial of *Holy Water* and 50 Gold Crowns.
- C Heroes who open the chests in room B will be transported here.
- D The Chaos Sorcerer is the Deathmaster. He knows the following Chaos Spells: *Call Skeleton*, *Command*, *Deathbolt*, *Summon Mummy*, *Summon Undead*.

**Wandering Monster:** Zombie





## The Claws of the Rat

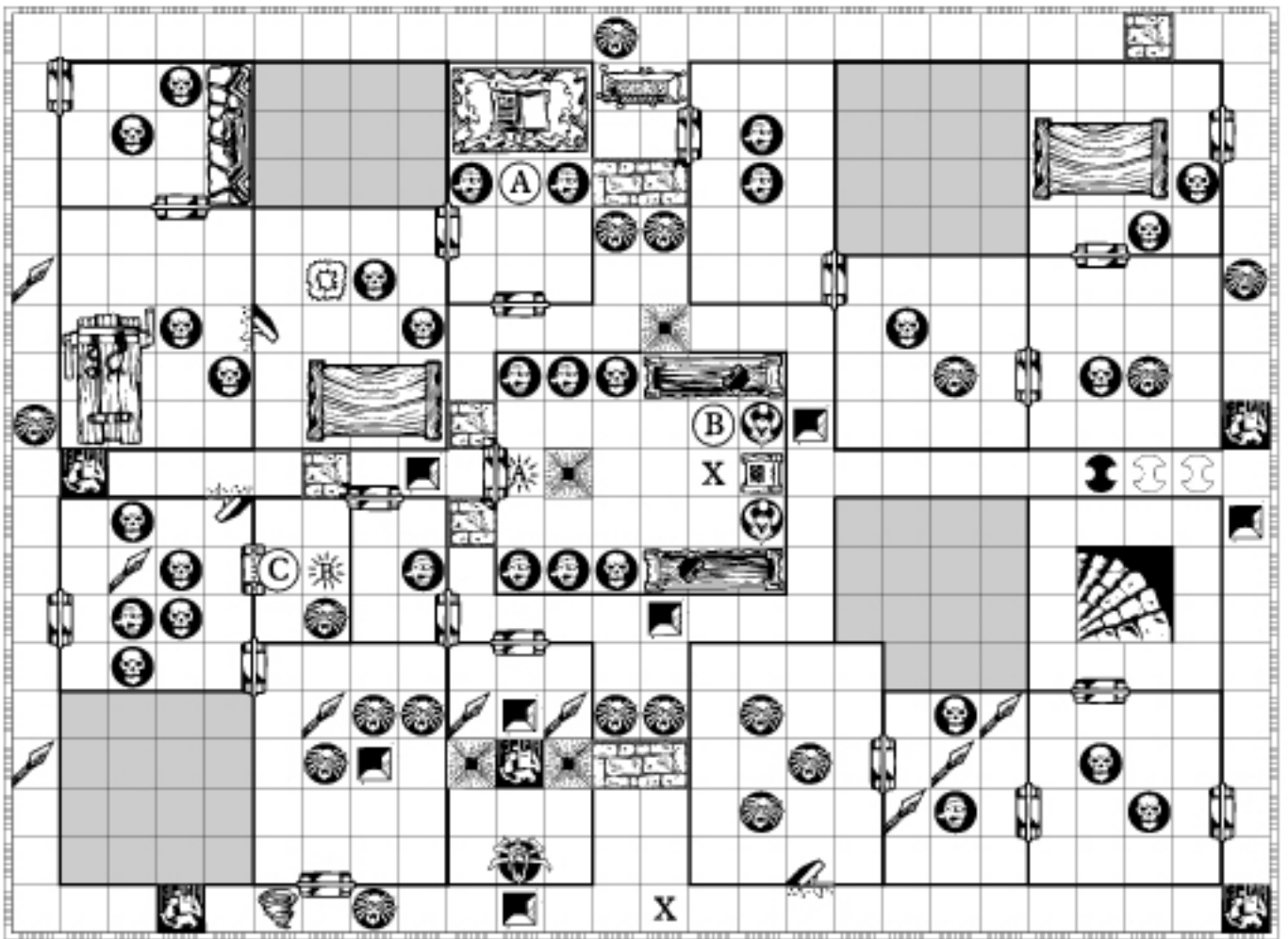
"Cheerep the White Seer and his Skaven have been terrorising farms to the east. It is believed that this is a diversionary tactic, for war brews in the North. The Emperor cannot risk diverting his forces. He has asked that you deal with Cheerep personally. Take care, for if Morcar is behind this, Cheerep's forces will be far stronger than can be reckoned."

### NOTES

- A The White Seer is Cheerep, he knows the following Chaos Spells: *Conflagration*, *Dominate*, *Lightning Bolt*, *Restore Chaos*, *Rust*, *Summon Skaven*. These Skaven are Stormvermin, elite Skaven guards, and roll an extra Combat Die for their Melee Attacks. If defeated, Cheerep holds a gem worth 300 Gold Crowns and a random Spell Scroll.
- B The Tomb conceals the *Pendant of Warding* Artefact.
- C The Equipment Rack holds a *Sling*.

**Wandering Monster:** Three Skaven





## Torak Spire - Palace of the Witch Queen

"Kessandria, the Witch Queen stirs. She has returned to her palace, high on Torak Spire. There she is raising an army of the Undead with which to have her vengeance. You must destroy her before her powers grow too strong. The palace is well defended. Take care."

### NOTES

All Chaos Warriors in this quest are members of the Doomguard, and use the following stats:

Move: 8    Attack: 4    Defend: 6    Mind: 3    Body: 3

A    These Mummies are newly raised by Kessandria's magic and roll an extra Combat Die in Defence.

The Sorcerer's table holds two *Potions of Healing*.

B    This is the throne room of Kessandria the Witch Queen. She has the following stats:

Move: 6    Attack: 4    Defend: 6    Mind: 4    Body: 4

Kessandria knows the following Chaos Spells: *Call Skeleton, Cloud of Chaos, Fear, Lightning Bolt, Torpor, Skate, Summon Undead, Vortex*.

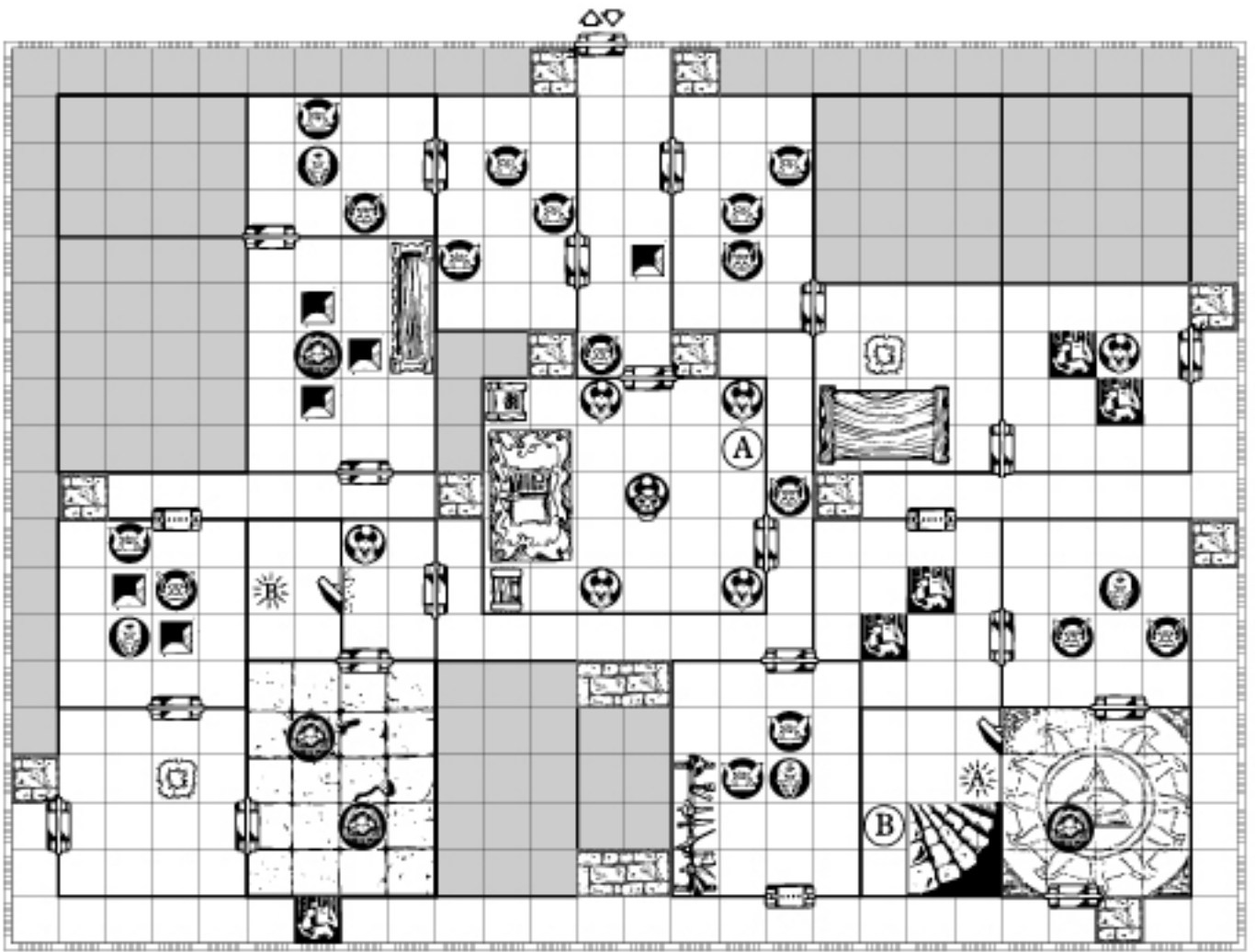
The Mummies are newly raised by Kessandria's magic and roll an extra Combat Die in Defence.

The throne conceals two random Scrolls and four fire rubies worth 75 Gold Crowns each.

C    This Portculis must be forced open. It will fall closed if the Teleport Trap is set-off.

**Wandering Monster:** Mummy





## The Well of Tears

"Plague has struck the empire. All about, innocents are being brought down with lesions and boils. It is suspected that Ghullur the Water Mage is responsible. I have traced him to the Well of Tears, an ancient place of healing. This vast monastery was once home to a peaceful sisterhood of priestesses who used the Well to heal the sick. It is likely that Ghullur seeks to undo the magics there and sicken the Empire from within. You must take a vial of water from the well, and break his magic circle with it in order to save the land."

### NOTES

This is a double-sized quest, and the Heroes will move between the two maps as the quest continues. Mind and Body Points are not restored when moving between these quests. Once on Hero passes from one quest to another, they may take no more actions until the other Heroes join them. Monsters killed do not re-appear if a Quest is left and re-entered. If you have two game-boards, the Heroes may move freely between the quests.

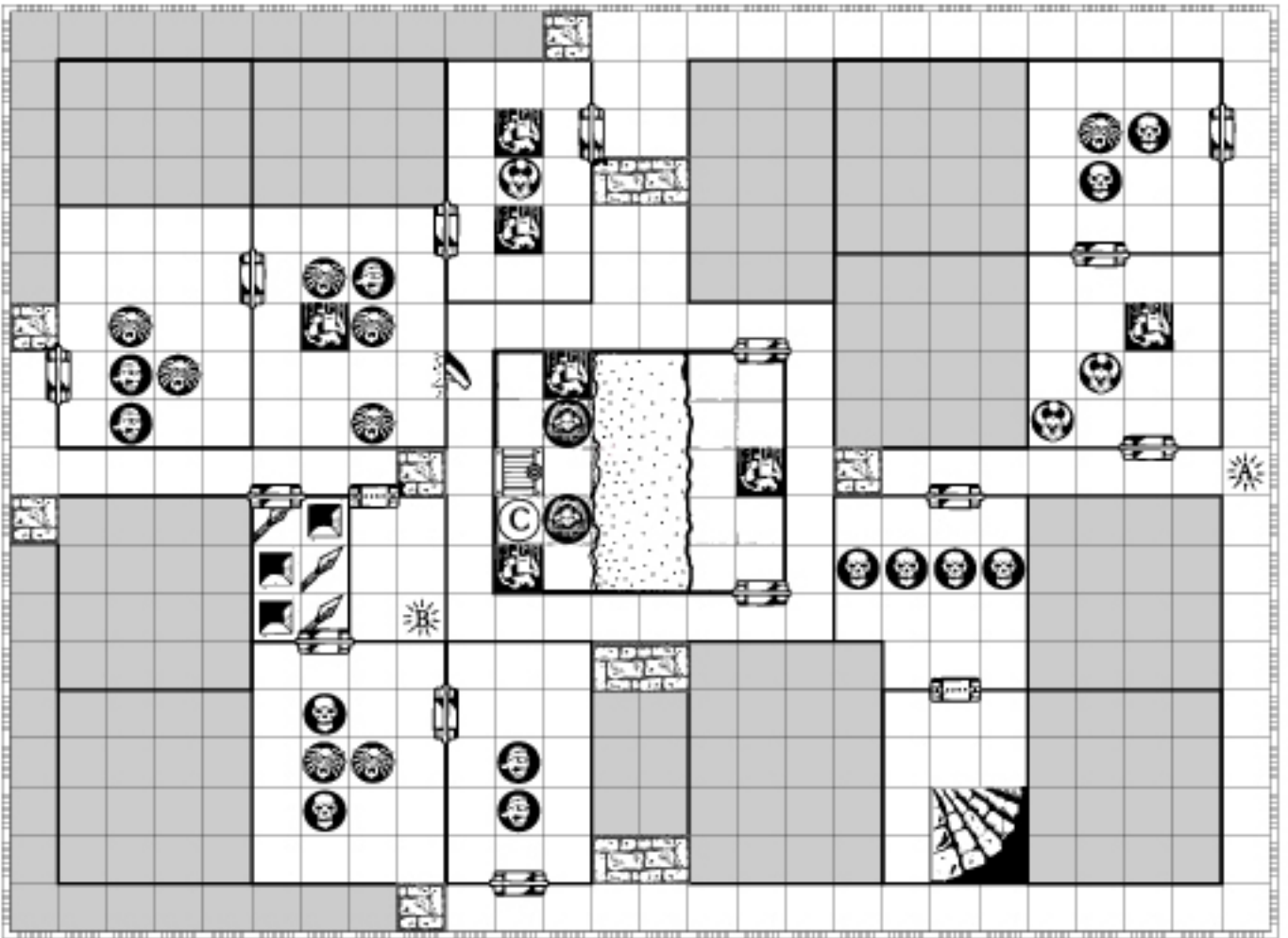
A Ghullur the Chaos Sorcerer stands here. Ghullur's magics mean that he cannot be harmed while in this room, until a vial of water from the well enters the room. Ghullur knows the following chaos spells: *Break Mind, Conflagration, Deathbolt, Earthquake, Rust, Terror.*

The Treasure Chest contains the *Bracelet of Fortitude* Artefact.

B This stairway leads down to the other map.

**Wandering Monster:** 3 Orcs

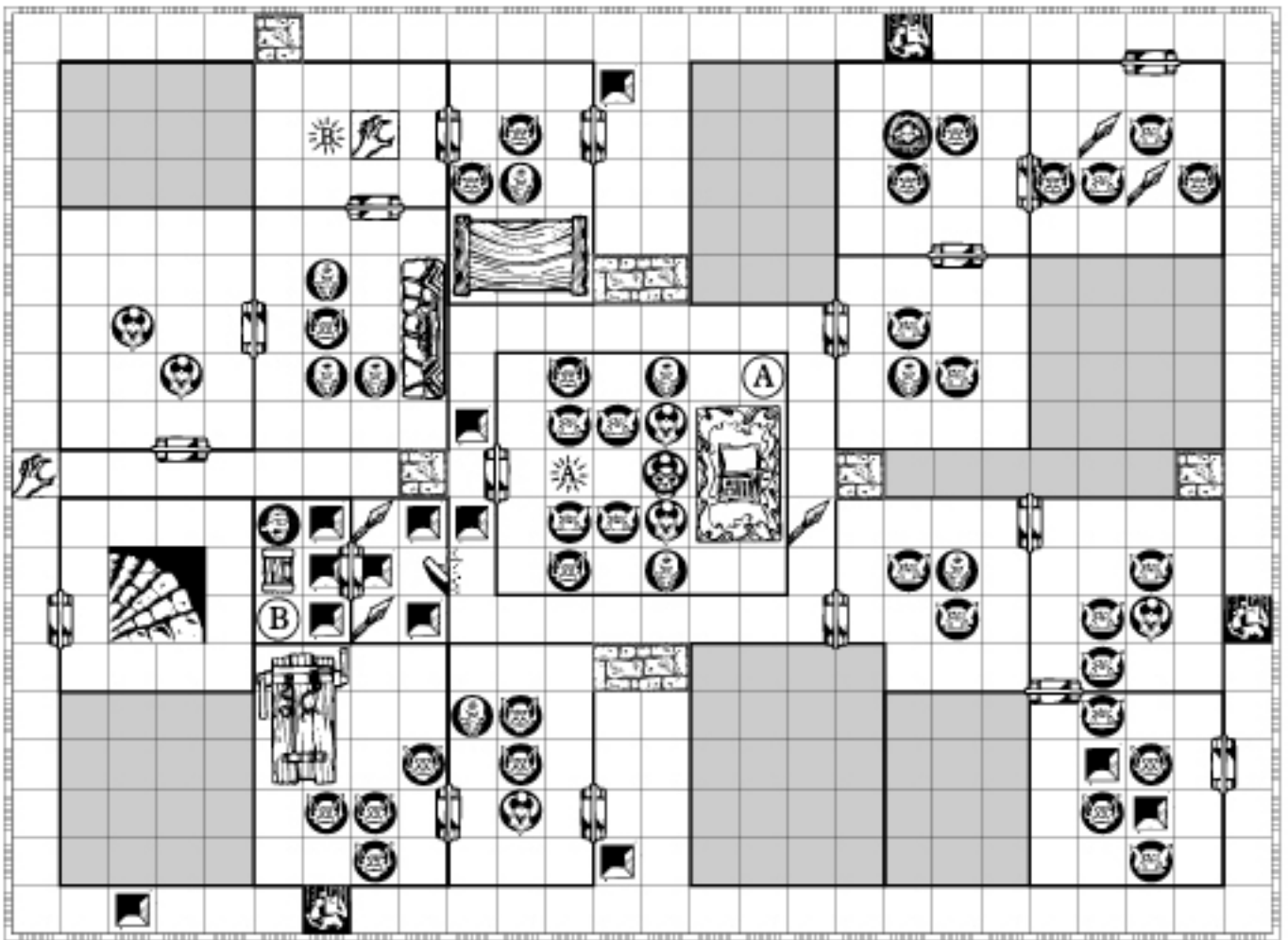




**NOTES**

- C This trapdoor covers the Well of Tears. Any Hero on this space may draw one vial of mystical water as an Action. They should be given a Vial of Tears token. A hero can only carry one vial at any time. It can be used to break Ghullar's circle, as a vial of Holy Water, or as a Rejuvenation Salve. At the end of the quest, all mystical water becomes inert and useless.
- D This Portcullis must be forced open.

**Wandering Monster:** Troll



## Keloth's Maw

"War is brewing in the North: Morcar's legions gather. Once, you recovered the Star of the West for the Emperor, so that the lesser kingdoms could be assured to aid our cause. Now, the ancient Torc of the South must be found, to unite the southern Kingdoms to our cause. It is thought to lie in the ruins of the fortress overlooking the pass of Keloth's Maw, once a stronghold of light defending the Empire from invasion, it is since overrun by Chaos. Tread carefully my friends."

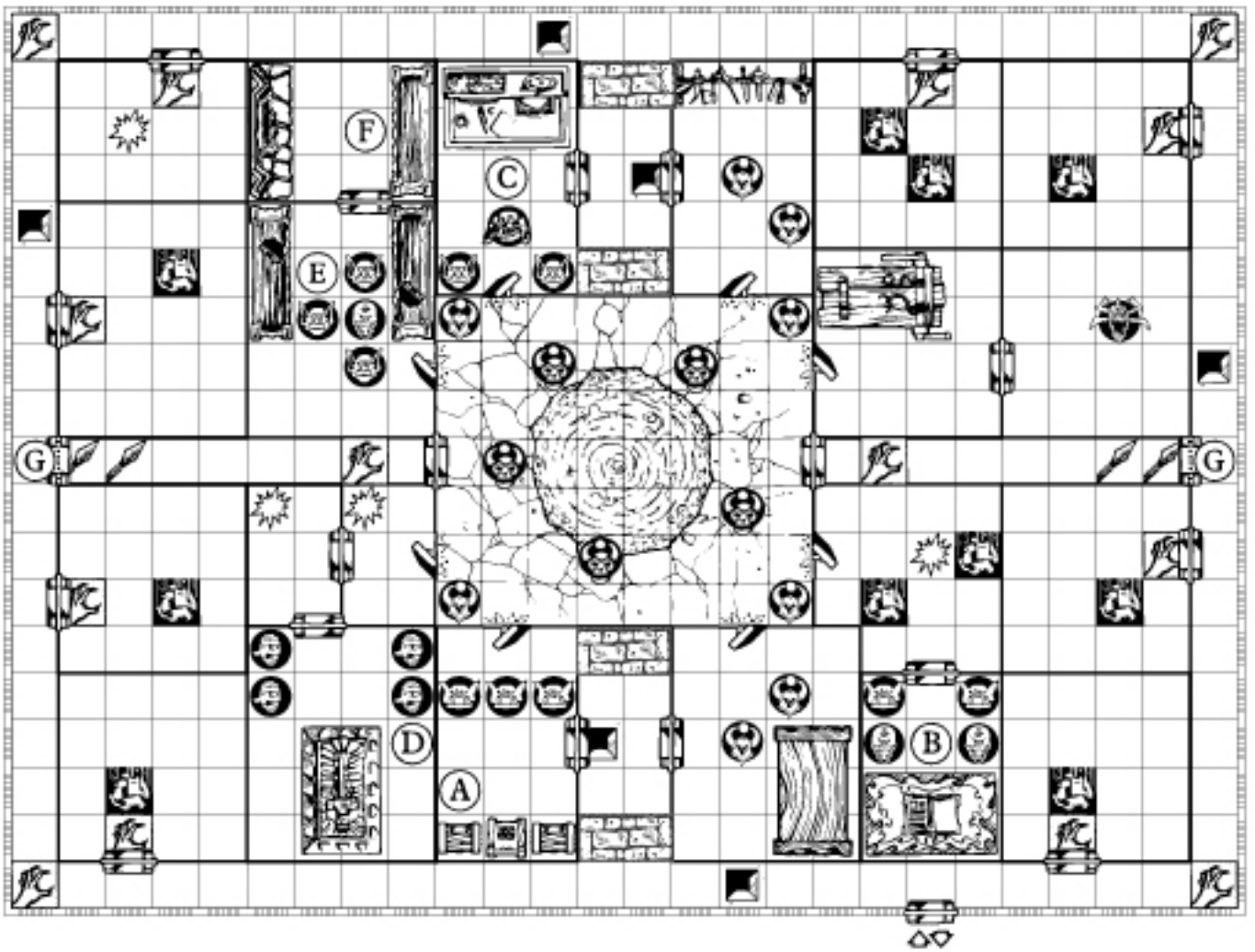
### NOTES

- A Here stands Kallov, the Chaos Sorcerer. Kallov knows the following Chaos Spells: *Break Mind, Conflagration, Dominate, Mind Blast, Werewolf's Curse.* The Goblins are armed with *Shortbows*, and the Orcs with *Spears*. These weapons are of poor quality and may not be used by the Heroes. The Sorcerer's Table conceals 60 Gold Crowns and the **Ring of Swiftness** Artefact.
- B This Chest contains the Torc of the South, but is trapped with an exploding trap which will cause one Body Point of damage to every figure in the room if not disarmed.  
If a Hero takes the Torc, give them the Torc of the South token.



**Wandering Monster:** Ogre Warrior





## The Nameless Hold

"In the last War against Morcar, he was aided by a group of five evil Sorcerers, the Brotherhood of Fallen Night. It would seem that these five have returned now to their ancient hold, a nameless tower that sits high above the northern reaches. Not only is this a dire portent of Morcar's renewed ambition, but a great peril in it's own right. You must seek out and slay these five, or else our cause could well be lost."

### NOTES

- A These chests contain five large diamonds worth 60 Gold Crowns each.
- B The Sorcerer's Table holds the *Grimoire of the Fallen* Artefact.
- C The Alchemist Bench holds five *Potions of Healing*.
- D The Tomb conceals five Sceptres worth 60 Gold Crowns each.
- E The Bookcases hold five random Spell Scrolls
- F The Cupboard conceals five *Quarterstaves*.
- G These Portcullises must be forced open. At the start of any player's turn, they will close if already open.

### The Brotherhood

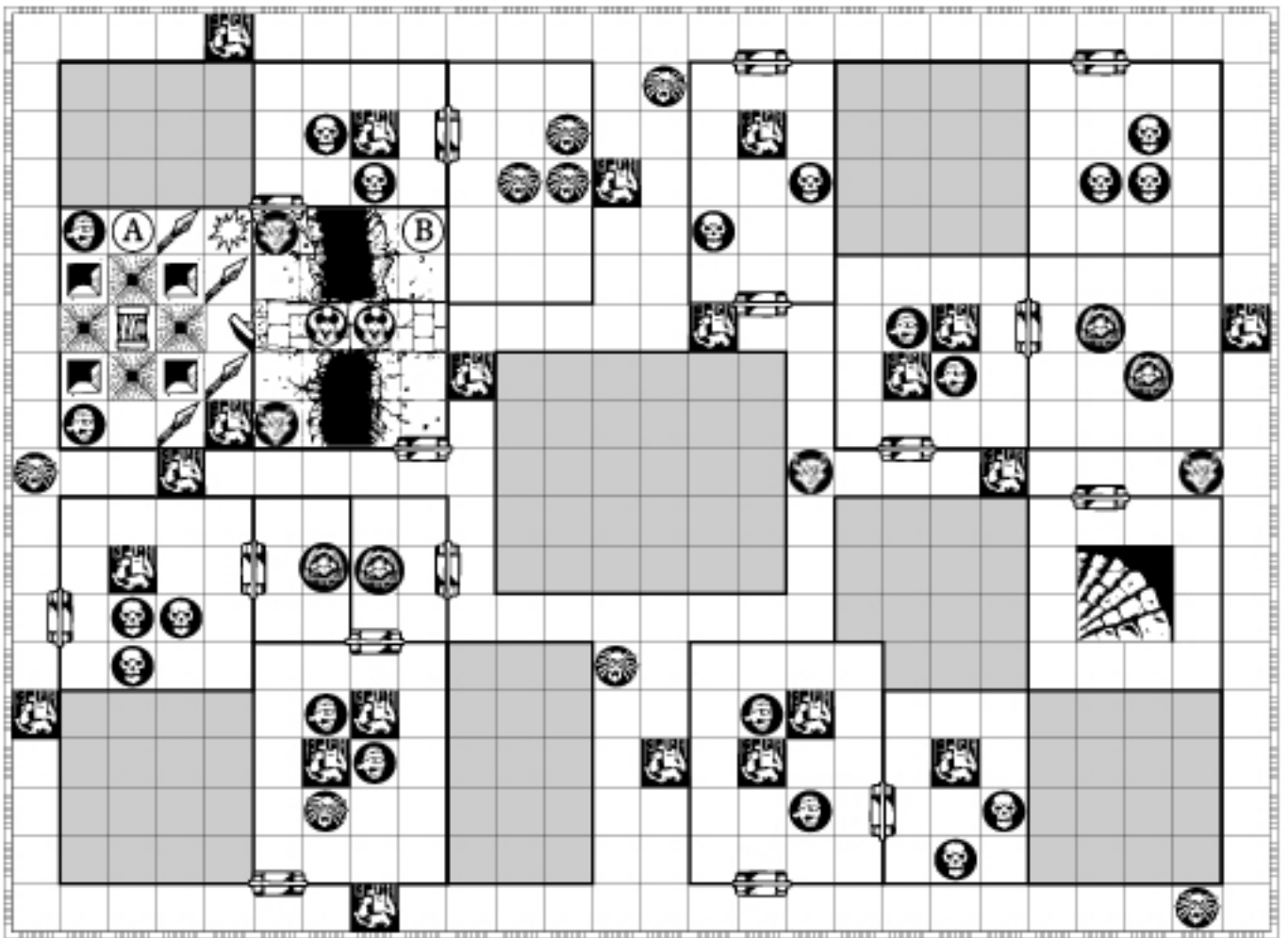
The Brotherhood are a group of five Chaos Sorcerers. They have a single pool of Spells, Body Points and Mind Points. If one of them casts a spell, they must all cast that same spell as their action that turn. If any of them loose Body or Mind Points, the lost Points come from the Brotherhood's Pool. If the Body or Mind Point pool ever totals less than the number of Brothers left alive, a number of them are slain until this is not the case.

Move: 10      Attack: 3      Defend: 3      Mind: 20\*      Body: 20\*

The Brotherhood know the following Chaos Spells: *Break Mind, Conflagration, Drain Magic, Lightning Bolt, Teleport, Restore Chaos, Vortex.*

**Wandering Monster:** 2 Chaos Warriors





## Realm of the Dæmon Bane

*"It seems that the demise of the Brotherhood of Fallen Night was not in vain. In their deaths they have summoned Xx'Xxar'Khel-Cha, the Dæmon, and his essence has been bound into a physical form more potent than any you have thus faced. To even hope to kill him, you will need to recover the Æther Blade, an ancient sword with the power to send the fiend back to the void forever. It lies in an ancient holdfast, deep beneath the World, guarded by many traps to hold it against the dark powers."*

### NOTES

The power of the Æther Blade has leaked out into the dungeon. All **Undead** figures roll an extra die in both Attack and Defence, and glow with a strange purple light.

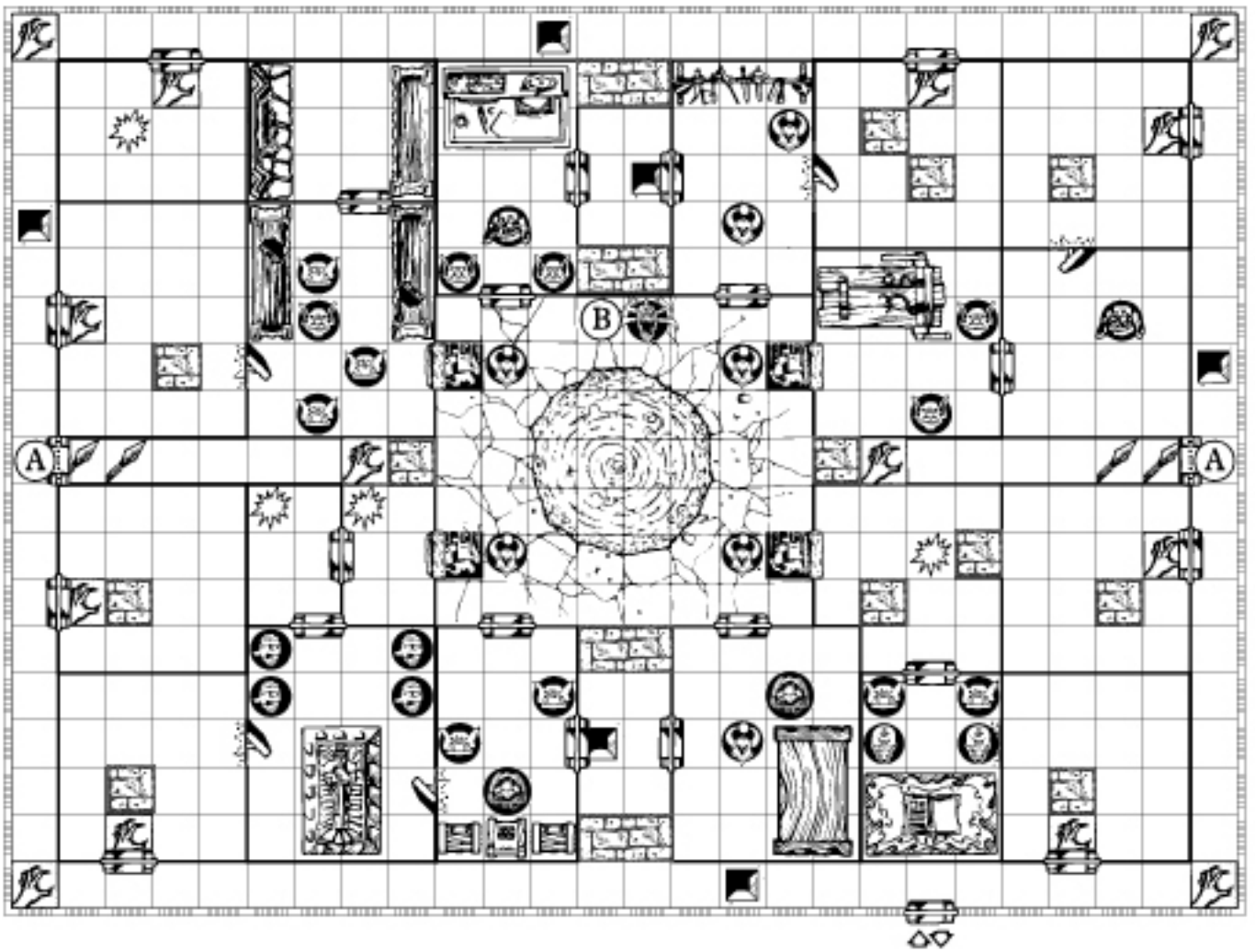
A The chest contains the *Æther Blade* Artefact, and two vials of *Holy Water*.

B These two Chaos Warriors are wearing magical armour cast from jet, and have the **Masterful Defence** Ability.

The Pit & Bridge operates as per the main rules.

**Wandering Monster:** 2 Zombies





## Return to the Nameless Hold

"Xx'Xxar'Khel-Cha the Dæmon awaits with his minions in the nameless hold His powers flow slowly into our world, and he is weak from his summonation. You must destroy him while it is still possible. The Brotherhood have managed to bind his form into that of a Gargoyle. This unholy abomination must be stopped, or all the Empire's armies will be unable to defeat it."

### NOTES

- A These Portcullises must be forced open. At the start of any player's turn, they will close if open.
- B The Gargoyle has had the essence of the Dæmon Xx'Xxar'Khel-Cha bound into it. It has the following stats:  

|         |           |            |         |           |
|---------|-----------|------------|---------|-----------|
| Move: 8 | Attack: 8 | Defend: 8* | Mind: 8 | Body: 10* |
|---------|-----------|------------|---------|-----------|

The Gargoyle can only be harmed by the *Æther Blade*.  
The Gargoyle does not count as a Dæmon.  
The Gargoyle knows the Chaos Spell *Conflagration*. When making a Cast Action, the Gargoyle may loose a Body Point instead of discarding the Spell Card.  
If the Gargoyle is defeated, its eyes are made of two diamonds worth 300 Gold Crowns each.



**Wandering Monster:** Dæmon

*"You have once more triumphed, my friends. Morcar's allies within the Empire have been broken. Now, the Empire is in a position to withstand the onslaught that must surely come.*

*"The Emperor has send riders to the Southern Lands, the Eastern Kingdoms and the Boarder Princedoms. To the Elven Kingdom, the Dwarven Realm, the Nothland Tribes and the Academy of the Mystical Arts.*

*"It is imperative to our allies that the Empire shall not fall against Morcar, less he gain a foothold here and threaten them on their own soil. It is expected that many will answer the Emperor's call to arms. Soon a host of great might will be assembled to take on Morcar's own forces.*

*"It is my hope that we will be able to break his power at the least, as we did when Rogar won his great victory. Soon we will know, for better or ill. Rest well now, for the call to war will come soon."*



# Chapter Twelve

## Knights of Chaos

*"My friends, I bring you grave news.*

*"The war we feared approaches. In a matter of days the Emperor will engage Morcar's forces. However, not even I could have predicted the size of the Chaos armies.*

*"While your past victories have thinned Morcar's hordes, they are still legion, and the Emperor will be sore pressed to repulse them, even with his many allies.*

*"Thankfully, there is hope, for Loretome has shown me a way in which we may aid the Emperor's cause. You must eliminate the Doomguard.*

*"No easy task is it to fight Morcar's elite regiment of Chaos Warriors, but do this you must. They reside far to the north in Castle Drakholme, a vile, corrupted citadel of jet black stone. It is here you must face them.*

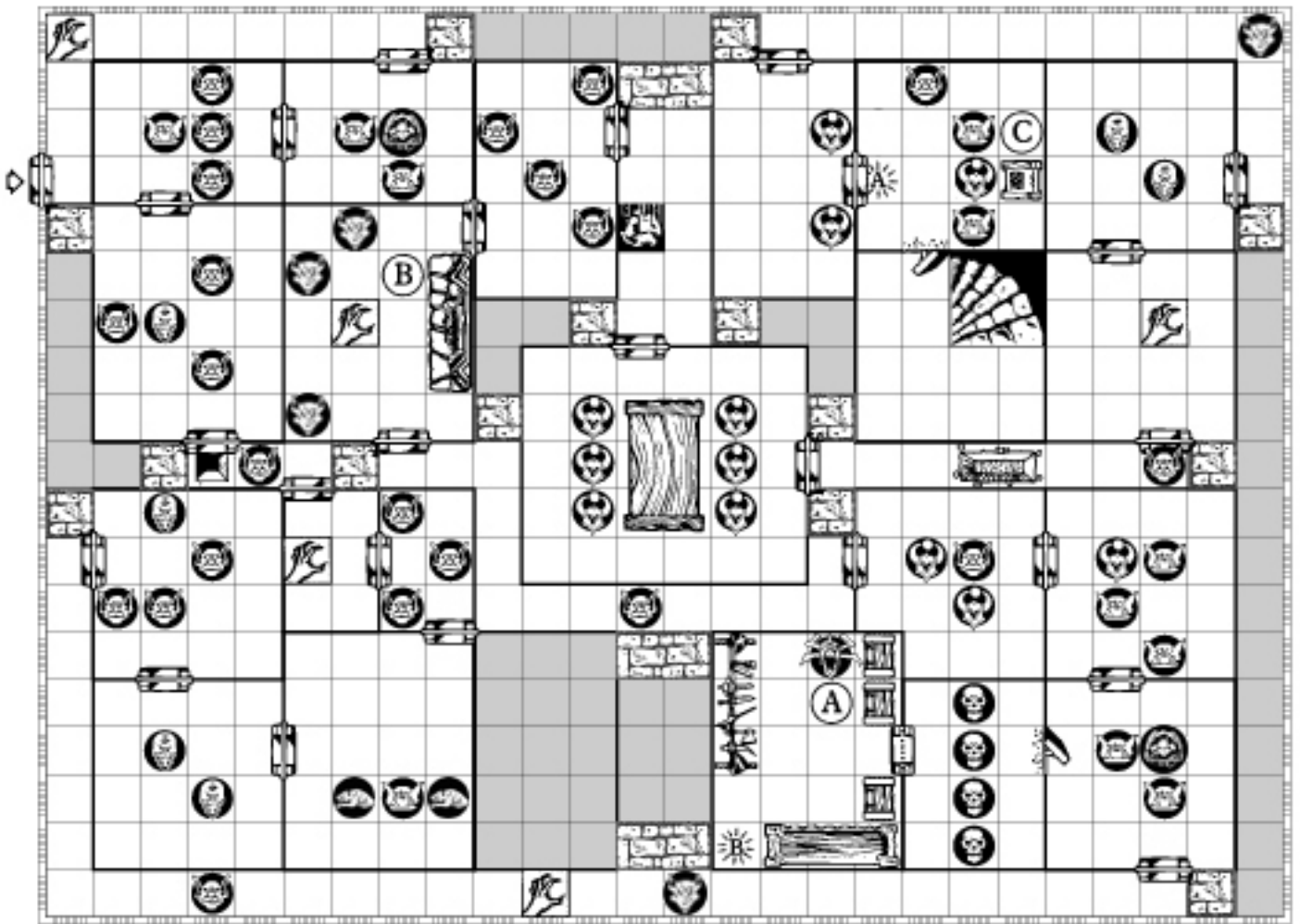
*"Morcar relies on the Doomguard to keep his fractious allies in check. Without them, his army will be in disarray. An army could not hope to defeat the entire Doomguard, but that need not be done. Eliminating their command structure will render them useless for a time, and time is all we need.*

*"Morcar has left their command to their Champion, Demok. Known as the Slayer of Light, he is a fearsome warrior and well versed in the mystical arts as well. But he is not your only concern, for Demok has four lieutenants.*

*"Woe is mine for these four are known to me personally. You are not the only Champions I have trained over time. Alas, four I once trained were defeated and enslaved by the dark powers they fought. These four live on as Dark Champions in the service of Morcar. You will need all your wits and strength to overcome them.*

*"I have prepared a spell which will carry you to the outer gates of Castle Drakholme. From there, you must proceed without me. I will guide you what little I can. You must not fail in your task, for victory is as much in our grasp, as it is in Morcar's..."*





## The Southern Passage

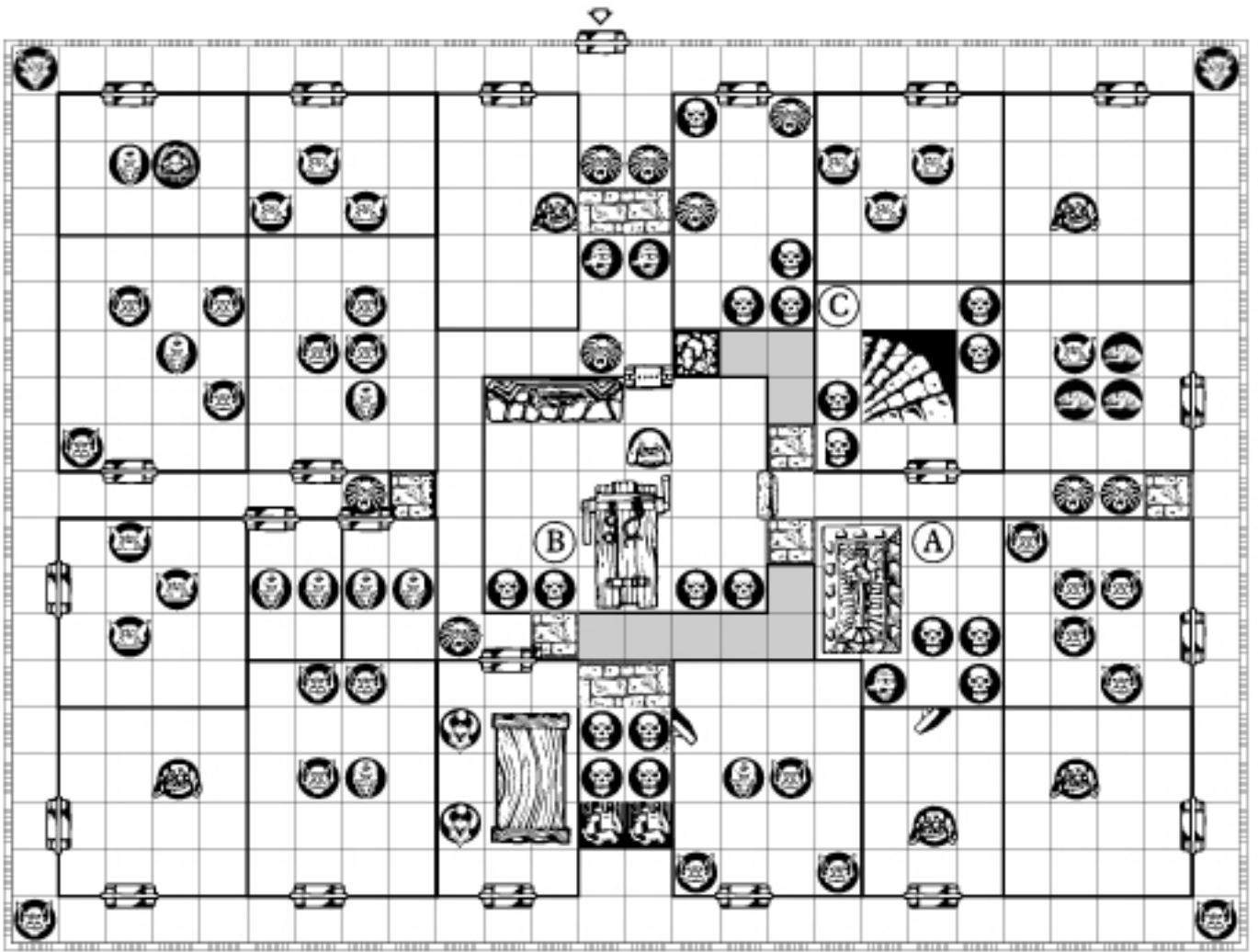
"The oldest part of the castle, this passage leads to the goals and oubliettes beneath the castle. A dark place where the screams of the damned below greet the prisoners the Doomguard's greenskin servants drag this way."

### NOTES

- A The chests contain 500 Gold Crowns, three *Potions of Healing*, and a *Gem of Negation* Magic Item.
- B Hanging on a peg by the fireplace is a *Cloak of Sanctuary* Magic Item
- C The Chaos Warrior in this room is Halthor, Captain of the southern wing. He has the **Masterful Defence** Special Rule, and knows the Chaos Spells *Break Mind* and *Command*. Hanging on the wall behind the Throne is the *Shield of Champions* Artefact.



**Wandering Monster:** 3 Orcs



## The Crypts of Agony

"The Prisons beneath Castle Drakholme are vile places, filled with the stench of death, walls painted in blood. They are ruled by Agraashk, the Lord of Pain, an Ogre, corrupted by the Dark Powers, who revels in the torture and suffering of his charges. You must find your way up to the centre of the fortress, or else Agraashk will have new toys to play with."

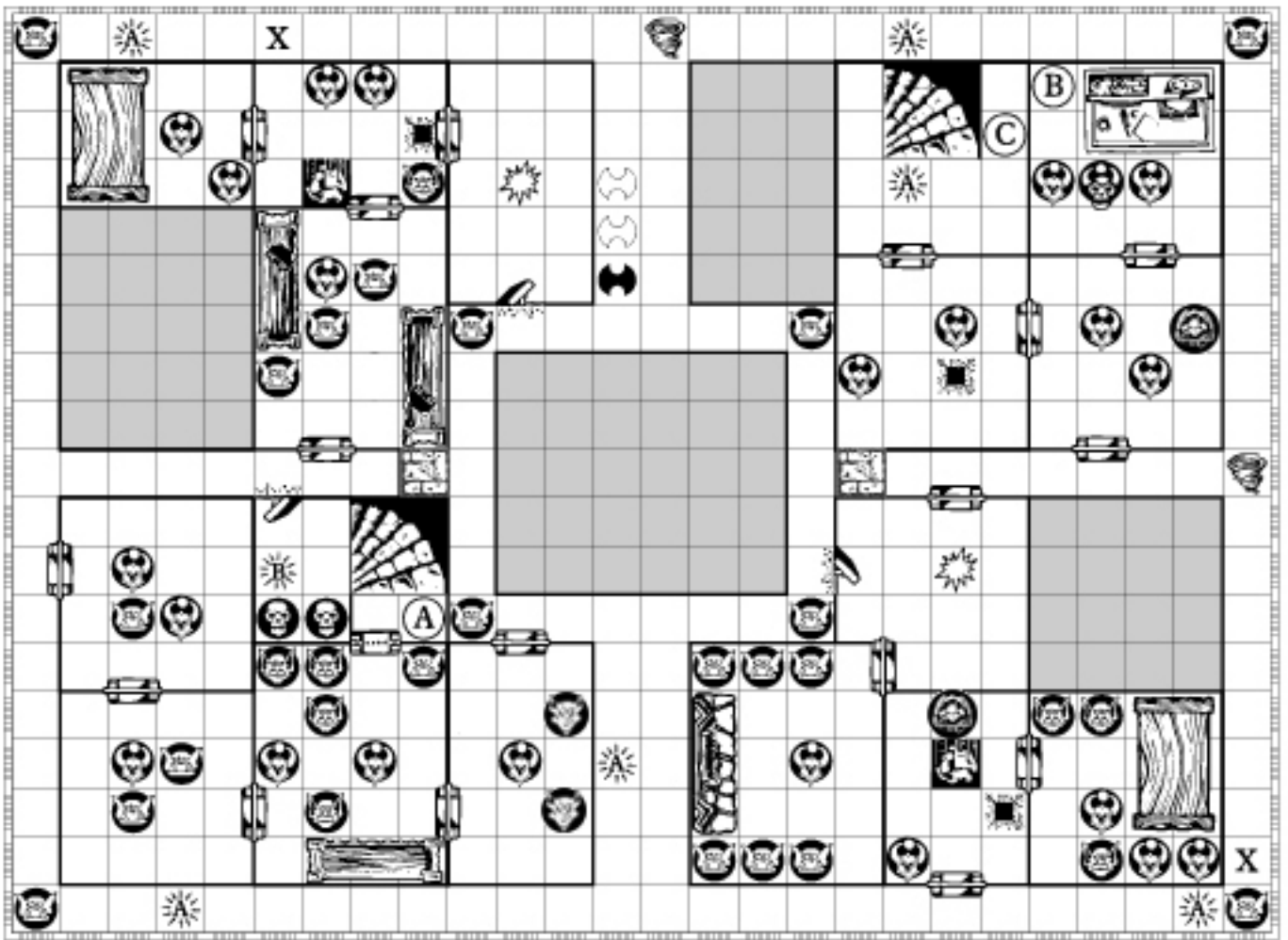
### NOTES

- A This Tomb contains the *Incandescent Wand* Artefact.
- B This is the torture-chamber of Agraashk. Beneath the Rack is a *Potion of Regeneration* may be found.
- C This Stairway leads upwards and out of the Quest. It is covered in running blood.

**Wandering Monster:** 4 Skaven







## Galleries of Insanity

"The walls of these grim passages are covered with enchanted images, which confuse and disorientate the unwary. Tread carefully my friends for the walls themselves are your enemies in this place. You must find your way up to towards the central keep, where the first of Demok's lieutenants reside."

### NOTES

When moving in this Quest, Heroes roll one less D6 per movement action. Instead, they add their current Mind Points to their Movement total.

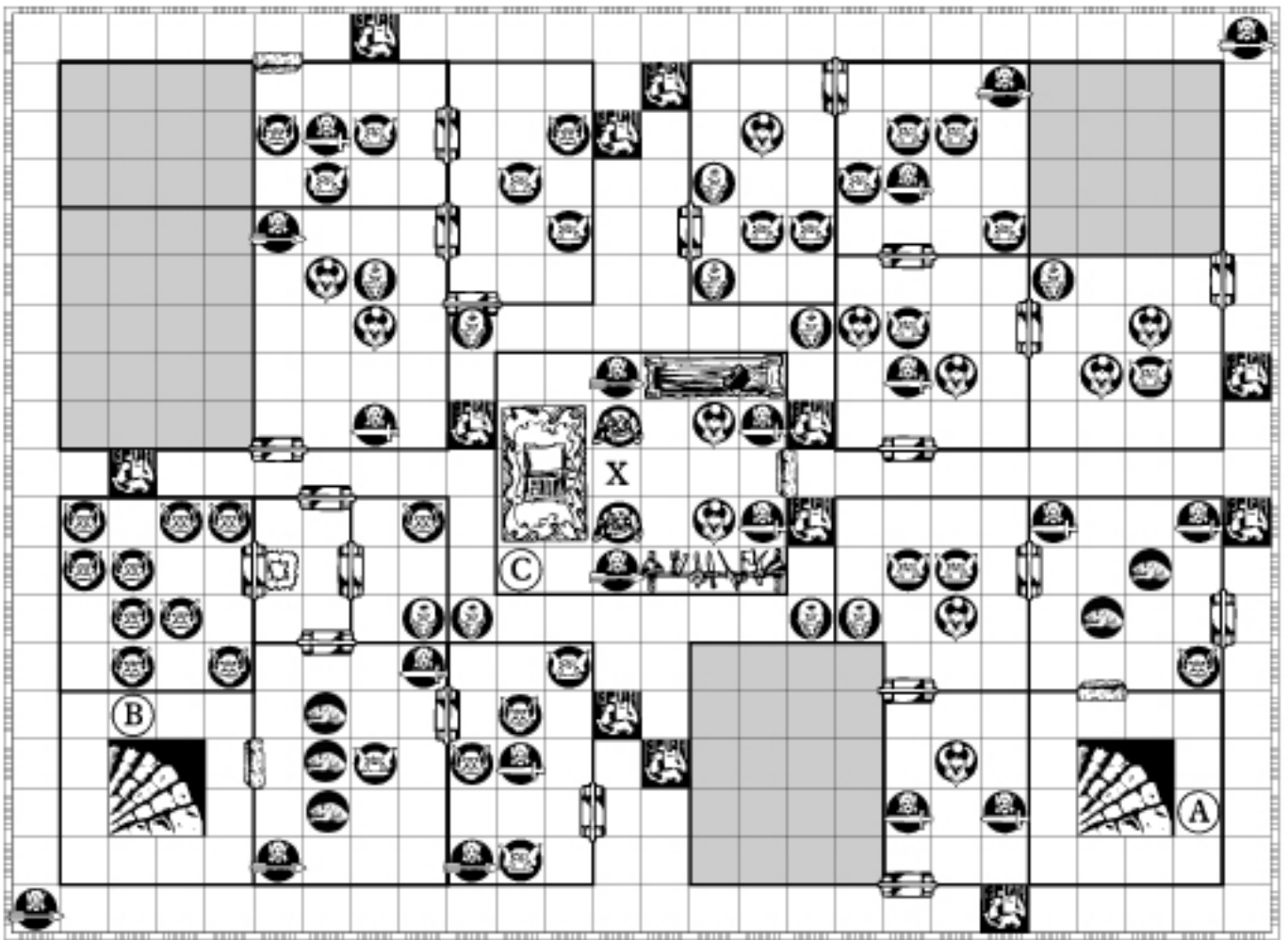
This Quest features multiple Teleport Traps. They all lead to the same place. Further, they are not disarmed when set-off by Heroes, and remain in place for the entire Quest.

- A The Heroes start on this Stairway
- B The Chaos Sorcerer is Trenoth, he knows the following Chaos Spells: *Madness*, *Terror*, *Werewolf's Curse*.  
The Alchemist's Bench holds an *Elixir of Life* Artefact.
- C This Stairway is the exit.

**Wandering Monster:** The Hero sets off a Teleport Trap







## Lair of the Dark Fey

"In this twisted palace of rock dwells Yilorr, the Dark Fey, Demok's second lieutenant. Once an Elf of bright spirits, Yilorr's soul has been turned to darkness. Your goal is close, do not falter. Slay Yilorr and move beyond these halls with all the swiftness you can muster."

### NOTES

In this Quest, the Falling Block Traps do not descend until after a Hero has passed by them, causing no damage. They cannot be detected by Searching for Traps.

A The Heroes start on this Stairway

B This Stairway is the exit.

C Yilorr, the Dark Fey, stands in the space marked "X". Use the spare Elf figure to represent Yilorr, who has the following stats:

Move: 12    Attack: 3    Defend: 5    Mind: 7    Body: 5

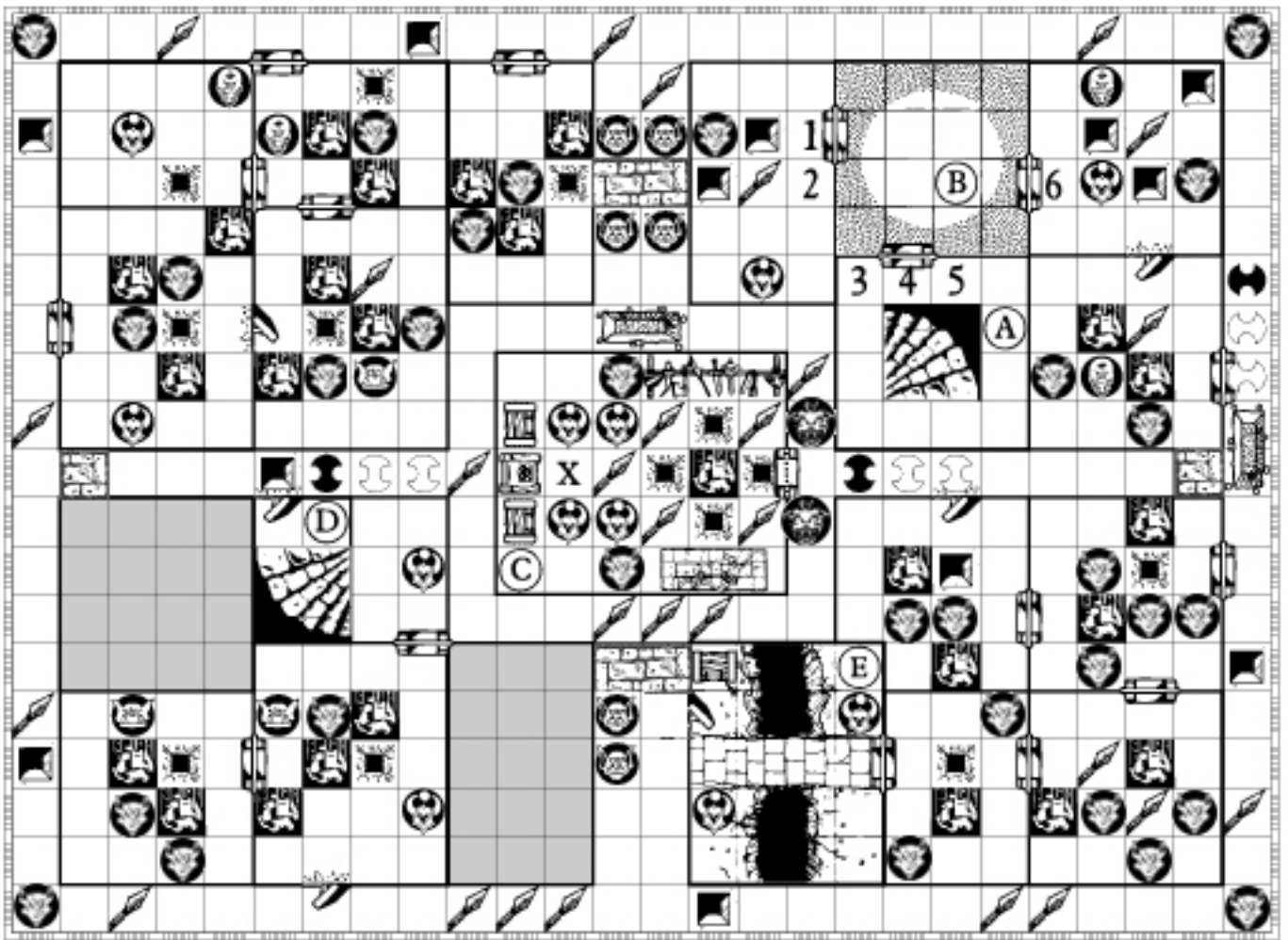
Yilorr knows the following Chaos Spells: *Break Mind, Dominate, Firestorm, Mind Blast.*

Yilorr has the following Special Rules: **Diagonal, Range 5.**

If Yilorr is defeated, the Heroes may claim the *Bow of Living Wood* Artefact.

**Wandering Monster:** 2 Elven Warriors OR 2 Elven Archers





## Lair of the Dark Artificer

*"Within these boughs of dark, chaotic wood dwells Brugar, the Dark Artificer, another of Demok's Lieutenants. Once a Dwarf of valour, Brugar's will has been broken by the Chaos Powers, and he serves his masters with twisted genius. His halls are said to be filled with traps, so tread carefully. Dispatch Brugar and move on towards your goal."*

### NOTES

The traps in this Quest are incredibly fiendish. All rolls to disarm them suffer a -1 penalty.

A The Heroes start on this Stairway

B This is a standard Revolving Room.

C Brugar, the Dark Artificer, stands in the space marked "X". Use the spare Dwarf figure to represent Brugar, who has the following stats:

Move: 6      Attack: 4      Defend: 4      Mind: 4      Body: 8

Brugar has the following Special Rules: **Ranged 2, Masterful Defence.**

The Dwarven Forge is a standard Dwarven Forge as per the main rules.

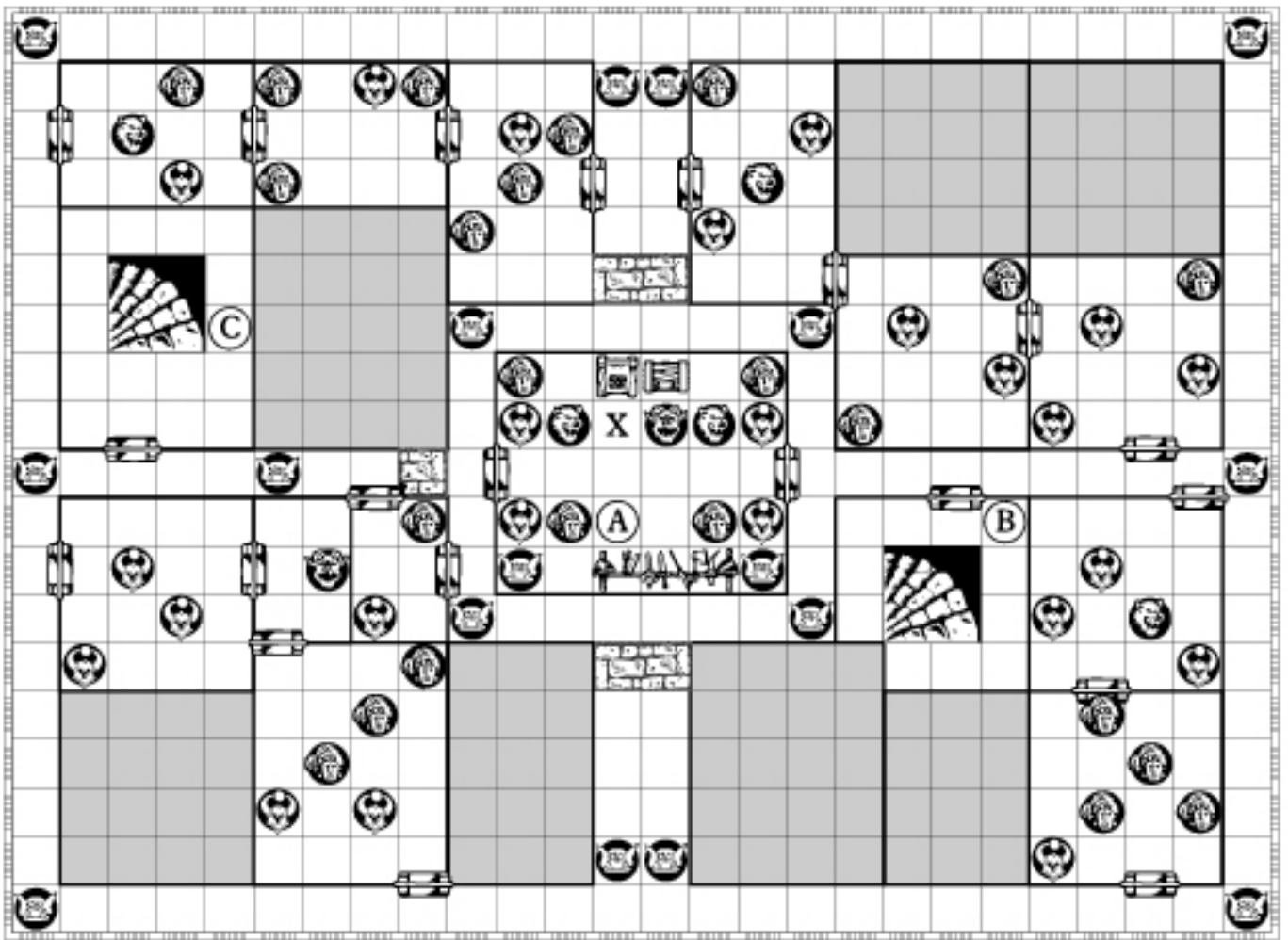
If Brugar is defeated, the Heroes may claim the *Gromil Axe* Artefact.

D This Stairway is the exit.

E The Chest contains two *Gem of Negation* Magic Items, and 600 Gold Crowns.

**Wandering Monster:** The Hero sets off a Pit Trap where they stand





## Lair of the Dark Warrior

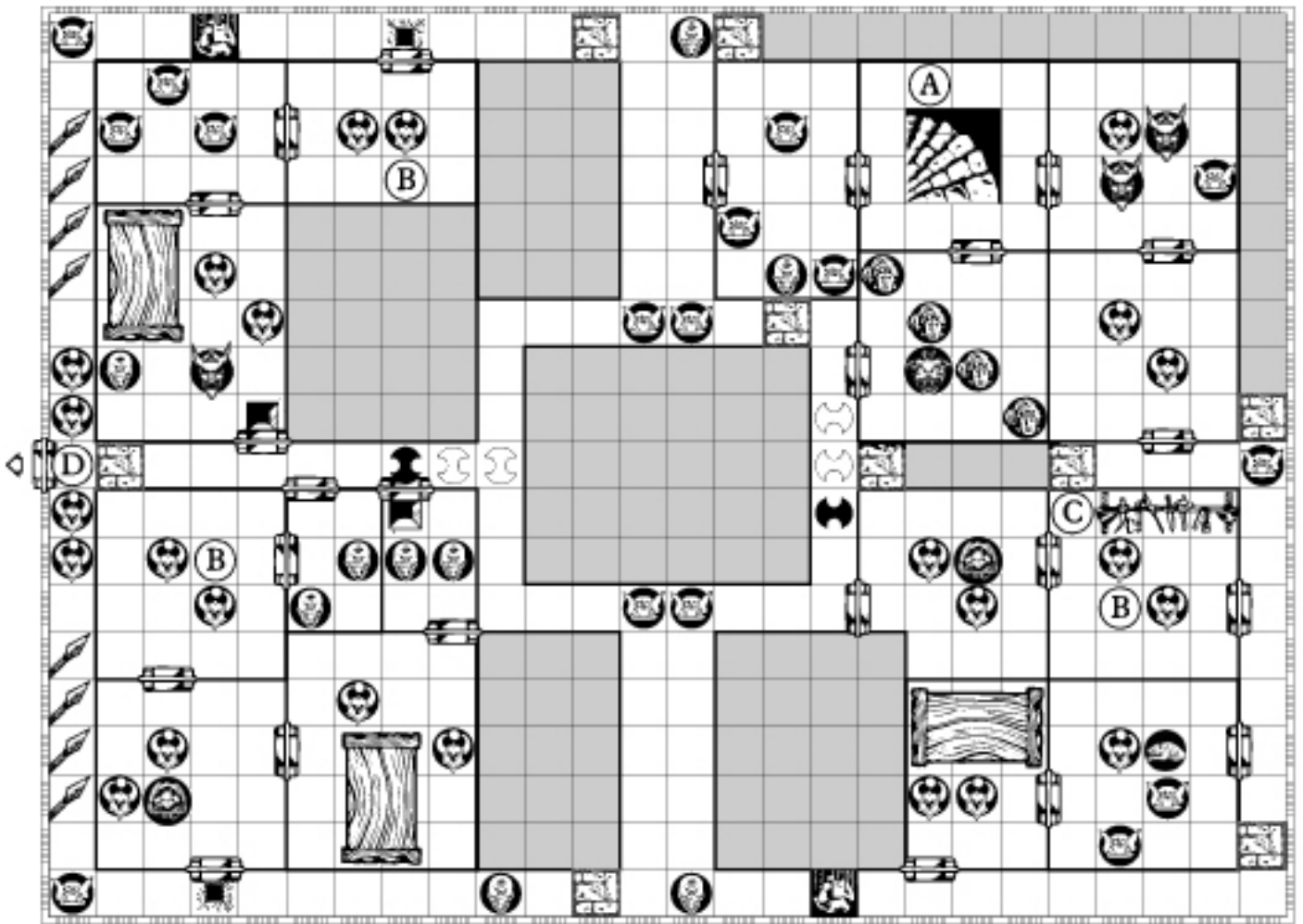
"The last of Demok's lieutenants is Xanarr, the Dark Warrior. Once a Barbarian, Xanarr's mind has been wiped out. Now only the commands of Xanarr's dark masters give motivation to the limbs of a once mighty warrior. Defeat him, and only Demok stands between you and victory."

### NOTES

- A Xanarr, the Dark Warrior, stands in the space marked "X". Use the spare Barbarian figure to represent Xanarr, who has the following stats:  
 Move: 12    Attack: 4    Defend: 5    Mind: 2    Body: 10  
 Xanarr has the following Special Rules: **Diagonal**, **Multiple Attacks (+1)**, **Ranged 1**, **Sentry**. Xanarr is *Immune* to **Control Spells**.  
 If Xanarr is defeated, the Heroes may claim the *Ancient Greatsword* Artefact.
- B The Heroes start on this Stairway
- C This Stairway is the exit.



**Wandering Monster:** Polar Warbear



## Drakheart Keep

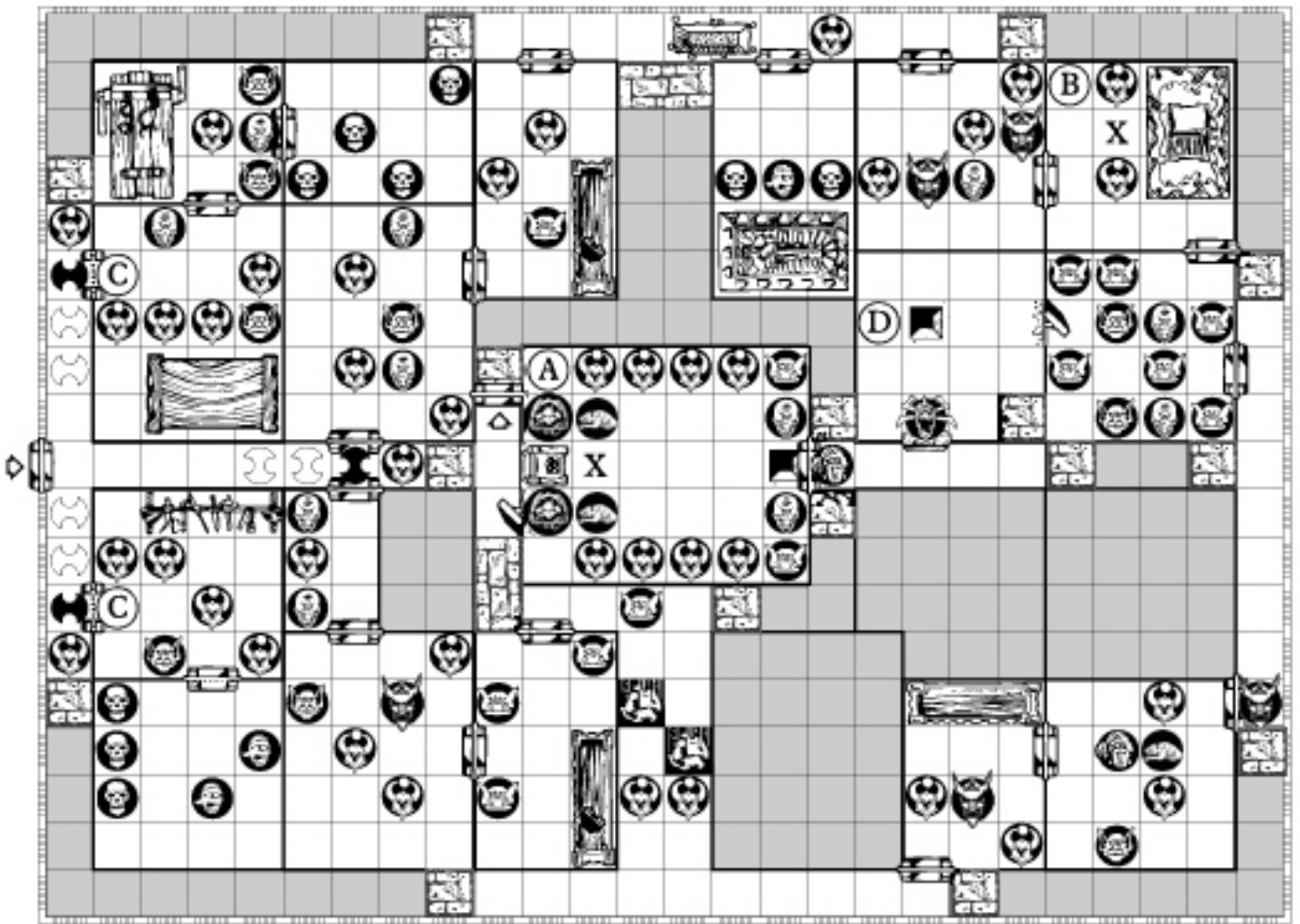
*"Drakheart Keep stands at the centre of Castle Drakholm, a dark spire pointing angrily at the storm-shrouded sky. Within lies the chambers of Demok, your quarry. Hurry now, for you do not have long before the Doomguard will ride."*

### NOTES

- A The Heroes start on this Stairway.
- B These Chaos Warriors are expert fighters and have the **Diagonal** rule.
- C The Equipment Rack holds two *Longswords*.
- D The Chaos Warriors in this corridor have Scorcrous powers. They have the **Ranged 3** ability, which counts as a **Darkness Spell**.



**Wandering Monster:** 2 Dark Warriors



## The Throne of Demok

"At last, you are to come face to face with Demok. You must work together now more than ever before. Loretome has shown me that within his chambers lies an effective means of escape for you. Hurry for the time of battle is close at hand. Demok no doubt expects you this night."

### NOTES

- A No effect will allow figures to cross the walls of this room. The doors into it may not be opened unless the Gargoyle in room D is slain.  
Demok, Master of the Doomguard, stands in the space marked "X". Use the Chaos Champion figure to represent Demok, who has the following stats:  
Move: 8      Attack: 6      Defend: 6      Mind: 8      Body: 8  
Demok knows the following Chaos Spells: *Break Mind, Conflagration, Ice Storm, Lightning Bolt, Restore Chaos, Summon Dæmon, Summon Orcs, Summon Skaven, Summon Undead, Werewolfs Curse.*  
Demok has the following Special Rules: **Diagonal, Masterful Defence, Multiple Attacks (+2), Ranged 3.** Demok may take an additional Action of choice each turn.  
Demok's Throne conceals 900 Gold. The portal beyond the Secret Door leads to safety.
- B The Chaos Sorcerer is Burlock. He knows the following Chaos Spells: *Dominate, Mind Lock, Command, Madness.*  
On the Sorcerer's Table is a *Cloak of Sanctuary* Magic Item and two random Spell Scrolls.
- C These Portcullises must be forced open.
- D The Gargoyle is made of Obsidian and is immune to all **Spells, Magic Items** and **Artefacts.**

**Wandering Monster:** 2 Chaos Warriors



"My friends, you have done well. The Emperor and his forces battled for two days while you recovered from your ordeal. Many good Men and no few Elves and Dwarves lost their lives that day. But the legions of Morcar fell like wheat to the scythe.

"Morcar's power I managed to counter, for the most part. Though he would blast gaping holes in the lines of the alliance, the Human wizards and the Elven mages both caused equal damage to his lines. In the end, the day was tipped in our favour by the slightest margin, his forces unable to co-ordinate their attack without the Doomguard to command them.

"As the field was near won, the Doomguard arrived on the eve of the second day. Little of Morcar's forces were left for them to command, and the Emperor's Guardian Knights charged at them, lest they - fully rested - sweep forward and break what was left of our lines.

"Unaccustomed to acting on the defensive, the Doomguard fought their best, staying two for each of their own they lost. In the end, one champion from each side remained, the Guardian Knight wounded, and fighting on his knees. The Doomguard had no time to finish his foe, for Morcar sounded his retreat.

"The alliance gave chase and Morcar disappeared once more beyond the Sea of Claws. Once more, Morcar is vanquished. I have no doubt that he will return again, though it may take him another thousand years, I will be waiting him. For now though, the remains of his army are still at large, and the land is not yet safe. But the lion's share of the victory is ours at last.

"My thanks to you my friends, and my congratulations. You have proven yourselves the match for Rogar and his companions. Tonight, the Emperor is throwing a grand banquet to celebrate the victory that has been won. You are each to be gifted with laurels, decreeing you Heroes of the Empire, the highest honour that can be bestowed on any.

"After all your trials, your quest to become Heroes is at an end. Rejoice tonight, and rest tomorrow. For then, the work of Heroes awaits you!"