

# TABLE OF CONTENTS

PAGE NUMBERS WILL GET SORTED OUT ONCE I HAVE PUT IN ALL THE CONTENT 😊

Foreword .....	xx
<b>1. THE GATHERING STORM</b>	
Introduction.....	3
1.1 The Maze.....	xx
1.2 The Rescue of Sir Ragnar .....	4
1.3 Lair of the Orc Warlord .....	5
1.4 Prince Magnus' Gold .....	6
1.5 Melar's Maze .....	7
1.6 Legacy of the Orc Warlord.....	8
1.7 The Lost Wizard .....	9
1.8 The Fire Mage .....	10
1.9 Race Against Time.....	11
1.10 Castle of Mystery.....	12
1.11 Bastion of Chaos.....	13
1.12 Barak-Tor - Barrow of the Witch Lord .....	14
1.13 Quest for the Spirit Blade .....	15
1.14 Return to Barak Tor .....	16
Epilogue.....	17
<b>2. KELLAR'S KEEP .....</b>	<b>18</b>
Introduction.....	xx
2.1 The Great Gate.....	xx
2.2 The Warrior Halls.....	xx
2.3 The Spiral Passage .....	xx

2.4 The Dwarven Forge .....	XX
2.5 Hall Of The Dwarven Kings.....	XX
2.6 The Great Citadel.....	XX
2.7 The Eastern Passage .....	XX
2.8 Belorn's Mine .....	XX
2.9 The East Gate .....	XX
2.10 Grin's Crag.....	XX
Epilogue.....	XX
<b>3. RETURN OF THE WITCH LORD.....</b>	<b>XX</b>
Introduction.....	XX
3.1 The Gate of Doom.....	XX
3.2 The Cold Halls .....	XX
3.3 The Silent Passages.....	XX
3.4 The Halls of Vision .....	XX
3.5 The Gate of Bellthor .....	XX
3.6 The Halls of the Dead.....	XX
3.7 The Forgotten Legion.....	XX
3.8 The Forbidden Caverns.....	XX
3.9 The Last Gate .....	XX
3.10 The Court of the Witch Lord.....	XX
Epilogue.....	XX
<b>4. AGAINST THE OGRE HORDE .....</b>	<b>XX</b>
Introduction.....	XX
4.1 Search for the Ogre Fortress.....	XX
4.2 The Outer Caves .....	XX
4.3 Lair of the Ogre Horde .....	XX

4.4 The Carrion Halls .....	XX
4.5 The Pit of Chaos.....	XX
4.7 Fortress of the Ogre Lord.....	XX
4.7 Flight to the Surface .....	XX
<b>5. WIZARDS OF MORCAR.....</b>	<b>XX</b>
Introduction.....	XX
5.1 The Tower of the High Mage .....	XX
5.2 Crypt of the Necromancer .....	XX
5.3 Eyrie of the Storm Master.....	XX
5.4 Lair of the Orc Shaman.....	XX
5.5 The Final Conflict.....	XX
<b>6. THE FROZEN HORROR.....</b>	<b>XX</b>
Introduction.....	XX
6.1 Xanon Pass .....	XX
6.2 Trial by Ice .....	XX
6.3 The Rescue.....	XX
6.4 The Glacial Gate.....	XX
6.5 The Deadly Depths .....	XX
6.6 The Frosted Path.....	XX
6.7 The Halls of Kelvinos.....	XX
6.8 The Search for the Sceptre.....	XX
6.9 The Heart of Ice.....	XX
Epilogue.....	XX

## FOREWORD

Hello friends.

Welcome to my compendium of official quests for the immortal game Heroquest. Like many things, this project was born from one simple idea and quickly grew. My players and I wanted to bump up the number of body points of 'boss' monsters so that epic final confrontations are not over in one turn. Those poor evil sorcerers can some fun spells to play with, but are usually dead before they get a chance to lift a finger! It would be simple enough to just agree a number at the start of the game, but I thought it would be nice to reprint the quests so the new monster stats look more 'official'.

A quick search on the Internet did not turn up any quests books in an editable format, so I decided to make my own. I have increased the health of most of the named monsters, but fear not, I have kept changes to the original quests to the absolute minimum. Gulthor the Chaos Warrior has a proper stat line now, as I felt fitting for a named boss. I have also added a couple of monsters to Return to Barak Tor as the final battle of the original campaign felt like an anti-climax. This is largely the extent of my meddling.

Perhaps controversially, I have chosen to take 'The Maze' as the first quest. The pro and cons of The Maze versus The Trial have been covered elsewhere, so I will not rehash them here. I have also taken this opportunity to merge what I see as the best of both the American and European versions of the quests. The quest content itself is based on the American quest book, being something of an unofficial second edition it is clearly an improvement. Aesthetically though I went with the European black and white style. Not only is it more printer friendly, but personally I find the coloured maps ugly. I prefer the more timeless and clean black and white. This is simply my personal preference. There are also differences in the quest descriptions and fluff between the American and European versions. I have compared both and taken what I feel to be the superior version on a quest by quest basis. Finally, as someone born on the Fair Isle of Albion I know that the evil wizard is, of course, named Morcar.

I highly recommend playing with the superb cards produced by Sjeng. The Evil Wizard Cards especially make the game more fun for Morcar without adding any unnecessary complexity. I cannot imagine playing Heroquest without them now. His Equipment, Artefact, Potion, Scroll and Chaos Spell cards I also consider essential. All the cards match the original art style perfectly. I cannot recommend them enough. They are available to download at [www.yeoldeinn.com](http://www.yeoldeinn.com)

A huge thanks to all those at Games Workshop and MB Games who gave us Heroquest. They have inspired a generation of gamers. What you see here builds on the excellent work of Phoenix, and is made possible with the beautiful map creating software Heroscribe. I intend this document to act as a base for others to make their own tweaks and changes to the original campaigns, and so I shall release it in editable docx format. Do with it what you will, but please give myself and those others credit.

Happy adventures.

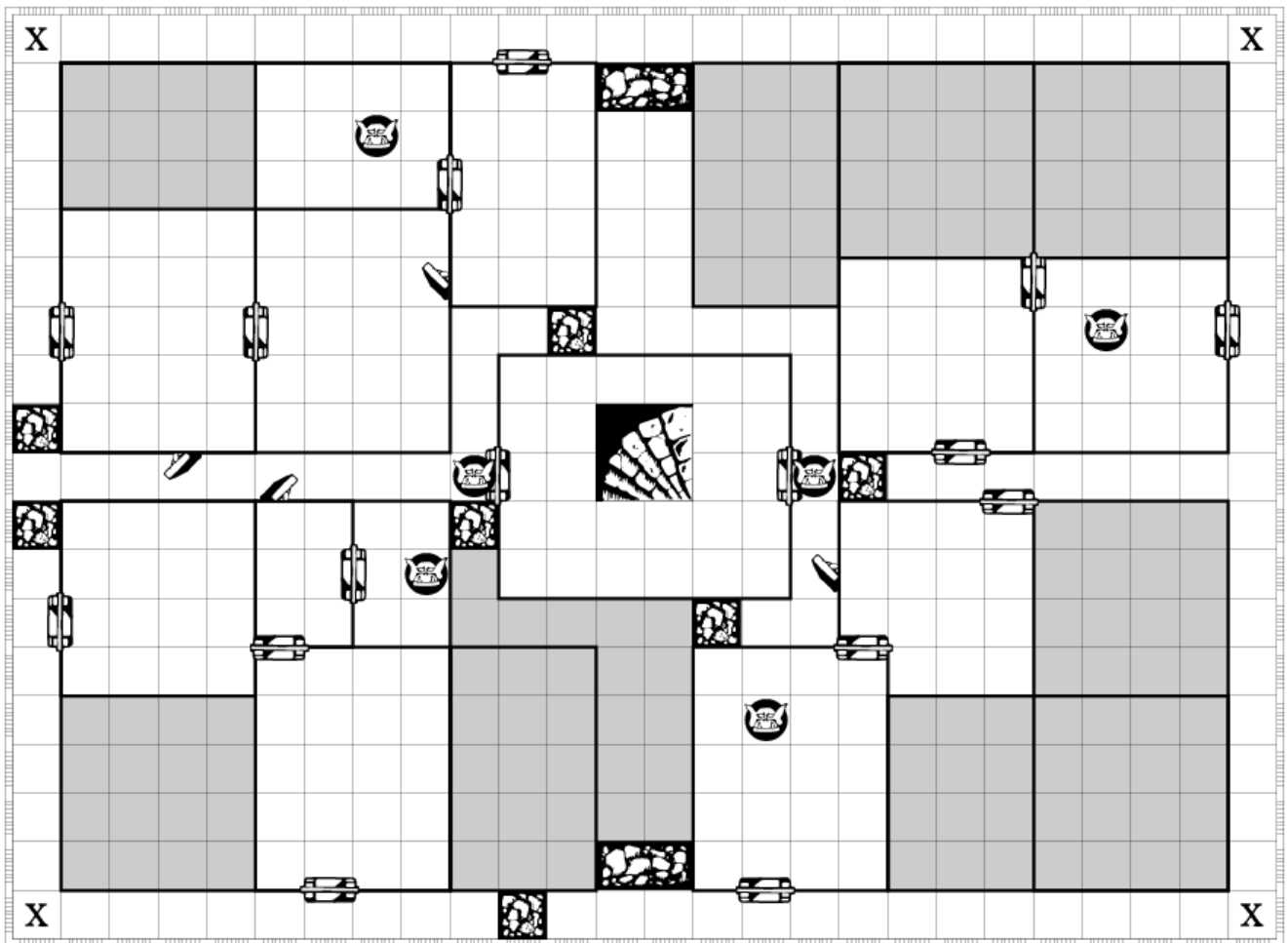
- Hendar23



**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 true 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. 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 Sorcerer. But Morcar could 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 learned 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 paid 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 and then unleashed a terrible spell which I was hard-pressed to counter. For many days we battled, but Morcar had allies stronger even than 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. I must watch Morcar and measure the strength of his magic. The powers Morcar has called upon will destroy us all if I relax from this vigil. Morcar's legions 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 Borderlands. The Empire must again look for Heroes and to this end have I trained you. Each of you must complete 14 Quests. If you do this, you will be acclaimed as Champions of the Realm and dubbed Imperial Knights. Only then will you be on the road to becoming true Heroes. I shall speak with you again on your return—if you return..."



- Quest 1 -

## 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 your way out. Several monsters have been placed in the Maze. They will try to stop you, so take care. Whoever finds his way out first will be rewarded with 100 gold coins. This may be used to buy equipment for the adventures to come.”

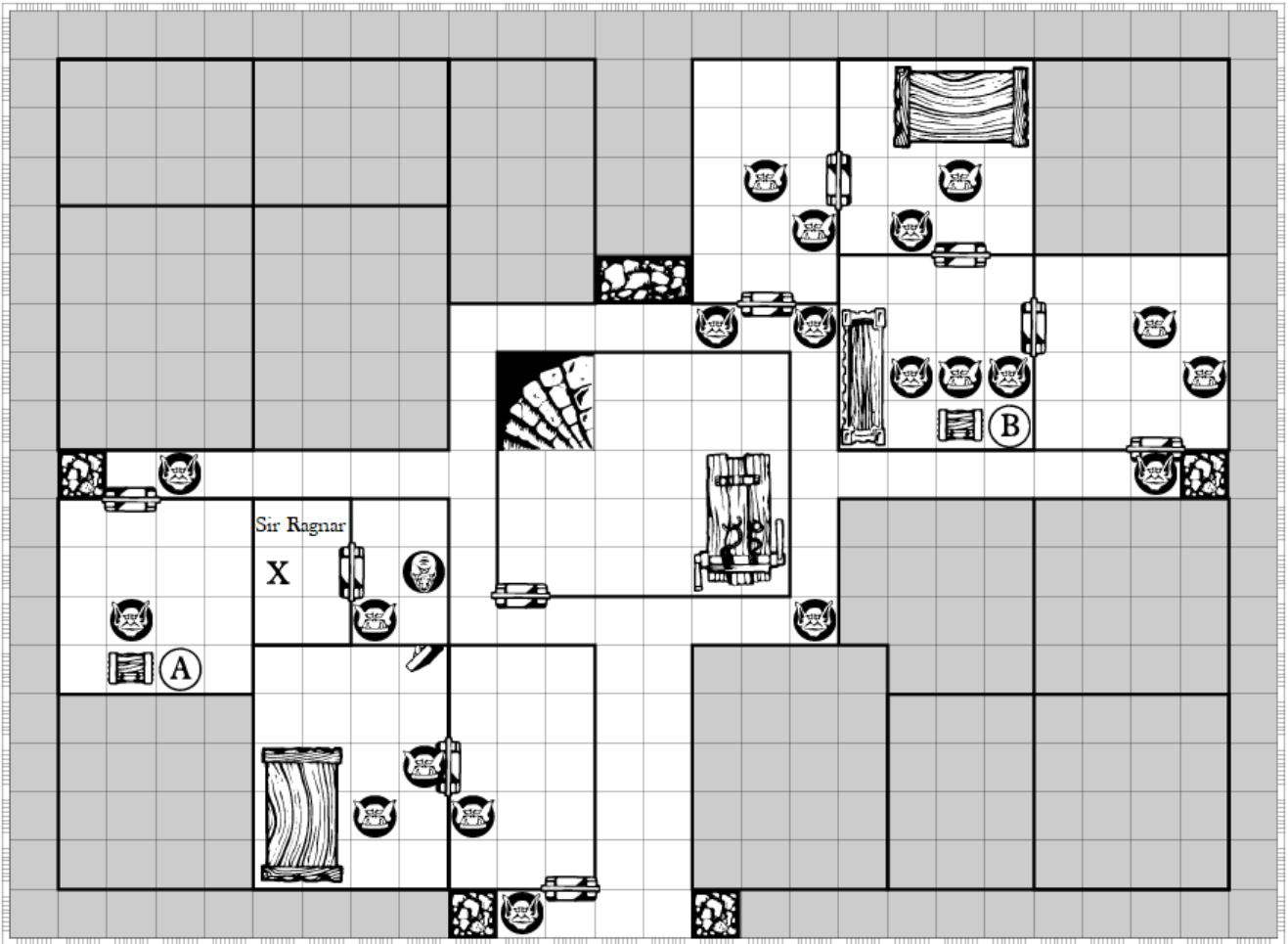


*This is a very simple tutorial quest designed to teach the basic game mechanics to younger players and those new to dungeon crawling adventure games. Feel free to skip this quest if you feel you and your friends have a good understanding of the rules.*

At the start of the game put out everything the players can see. Remember not to put out the secret doors until a player searches for them.

The Xs show where the heroes start the game.

To finish the quest all the heroes must reach the spiral staircase in the centre. The first player to do so receives 100 gold coins.



- Quest 2 -

## The Rescue of Sir Ragnar

“Sir Ragnar, one of the Emperor’s most powerful knights, has been captured. There is reason to believe that 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 200 Gold Coins to the Hero who rescues Sir Ragnar. The reward may be split between several adventurers, but no reward will be paid if Sir Ragnar is killed whilst escaping.”

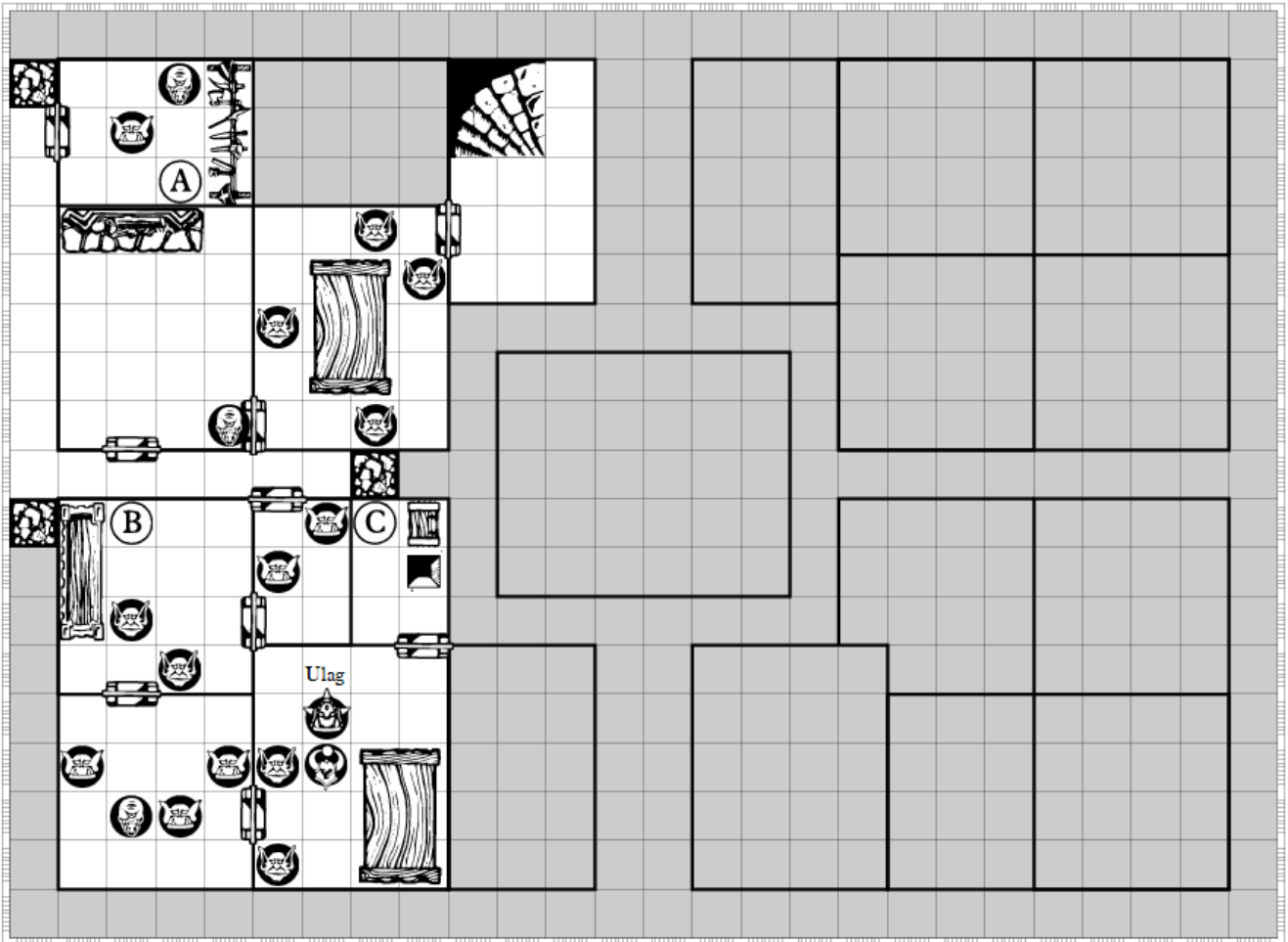
**A** The treasure chest has a trap with a poison needle on it. If a Hero searches for treasure before the trap is disarmed, he will lose 1 Body Point. The chest is empty.

**B** The first Hero who searches the room for treasure will find 60 Gold Coins inside this chest. He will also find a Potion of Healing, which will restore up to 4 lost Body Points when consumed.

**FINDING SIR RAGNAR** When Sir Ragnar is found an alarm sounds. Use the plastic Chaos Warlock figure to represent Sir Ragnar on the board. Place ALL remaining monsters, doors and furniture on the board. All doors are now open. Sir Ragnar should be moved by the Hero who opened the door to his cell. (Heroes cannot search for treasure in the cell.) The Hero takes his regular turn first, and then rolls one Red Die to move the wounded knight. Sir Ragnar must be moved back to the stairs alive to collect your reward (see parchment text above). Sir Ragnar may not attack but may roll 2 dice to Defend. He has 2 Body Points left.







- Quest 3 -

## Lair of the Orc Warlord

“Prince Magnus has ordered that the Orc Warlord Ulag, who was responsible for the imprisonment of Sir Ragnar, be sought out and destroyed. When Ulag is destroyed, the Heroes will receive a reward of 180 Gold Coins to be divided among them. Any treasure found in Ulag’s stronghold may be kept by the finder alone.”

**A** This is the Orc’s Armoury. The first Hero who searches for treasure will find a staff that he may add to his character sheet or may give to another Hero. This staff is exactly like the one described on the Equipment Card.

**B** The first Hero who searches for treasure will find 24 gold coins and a Potion of Healing in the cupboard. The Potion will restore up to 4 lost Body Points when consumed.

**C** This treasure chest contains a trap. Anyone who opens the chest without searching for traps will lose one Body point. The chest contains 100 gold coins.

**Ulag** Use the orc figure with the large sword to represent Ulag. Ulag has the following stats:

*Movement 10*

*Attack 4*

*Defend 5*

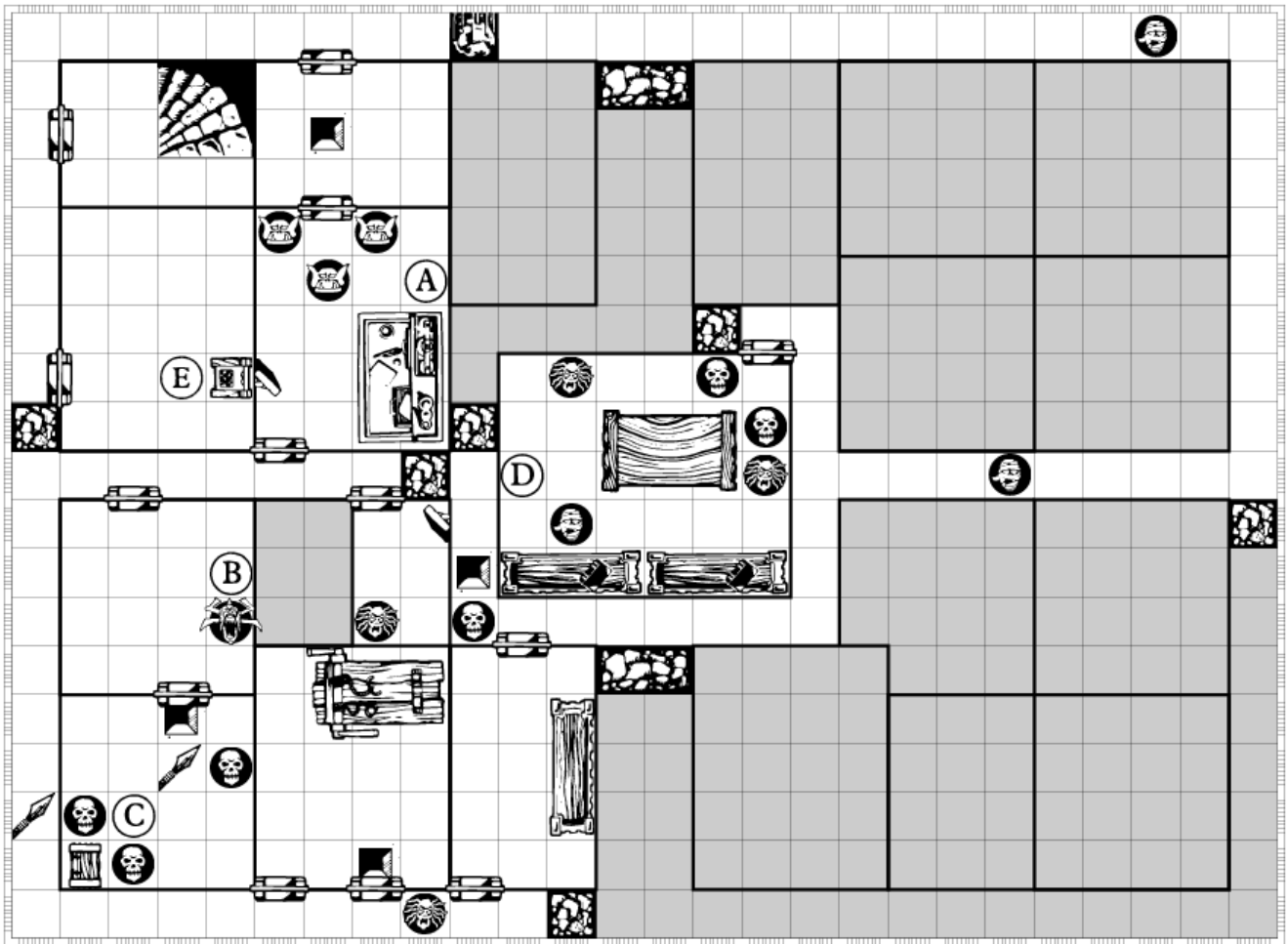
*Body 6*

*Mind 3*



Wandering Monster: Orc





- Quest 5 -

## Melar's Maze

“Long ago, a powerful sorcerer by the name of Melar created a Talisman which would enhance the wearers understanding of magic. He kept the talisman with him at all times, fearing 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...”

**A** The first Hero to search for treasure will find a half-filled flask sitting on the alchemist's bench. It is a Potion of Healing that will restore up to 2 lost Body Points when consumed.

**B** This chamber contains a Gargoyle that appears to be paralyzed. The Gargoyle will not move at first and will only “come to life” after one of the Heroes open the door that leads into the next room. The Gargoyle cannot be harmed (takes no damage) until it has either moved or attacked a Hero.

**C** The chest is filled with poisonous gas—it is a trap! If a Hero searches for treasure before the trap is disarmed, he will lose

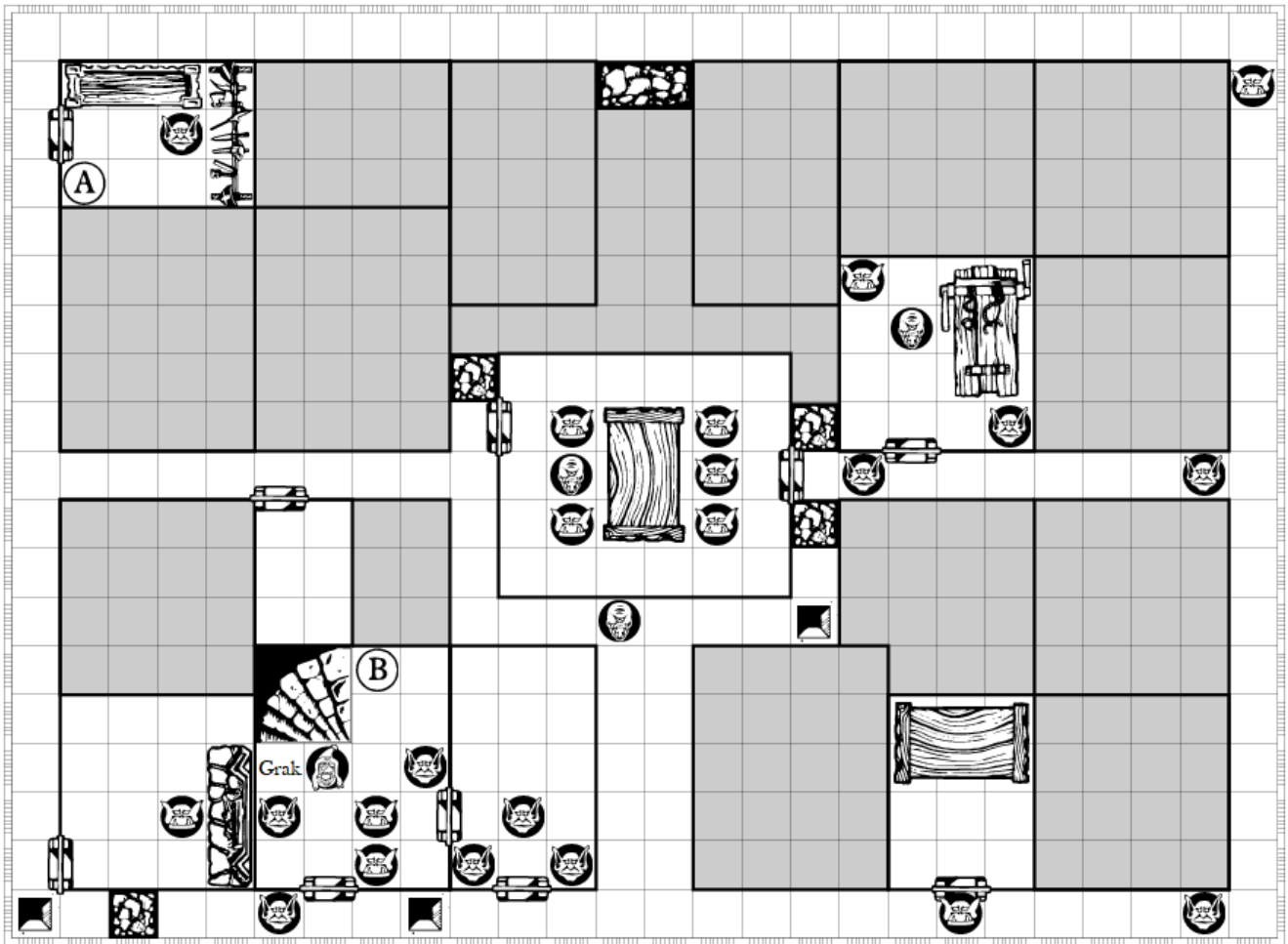
2 Body Points. The chest also contains 144 Gold Coins. There is no other treasure in this room.

**D** The first Hero who searches for treasure will find the Talisman of Lore. The Talisman is a magical artefact. Its use is explained on the matching Artefact Card.

**E** If a Hero searches for secret doors, he will find nothing on either side of the wall. However, if a Hero searches for treasure he will find Melar's Key. Upon touching it, the key will disappear and the throne will slide sideways, revealing a secret door!



Wandering Monster: Zombie



- Quest 6 -

## Legacy of the Orc Warlord

“Ulag’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 all held prisoner in his dungeon while he decides when and how you will meet your fate. While the guard sleeps outside of your cell, however, you manage to pick the lock with an old rat bone. You must find your equipment and escape.”

*Heroes begin their Quest in the room marked CELL. Heroes cannot search for treasure in the cell. All of the Heroes equipment has been taken. They may not use any equipment (weapons, armour, potions, etc.) or cast any spells until they locate their equipment. A Hero with no weapons or armour rolls 1 Die to Attack and 2 Dice to Defend.*

**A** The Heroes’ equipment is stored in the cupboard in this room. When the room is searched for treasure, the equipment will be found. Each remaining Hero must then enter the room to collect their belongings. The Wizard and Elf may again cast spells once they enter the room and reclaim their magical powers.

**B** These stairs lead out of the dungeon to freedom. Any Hero who manages to move onto the stairway tile has escaped. Use an Orc figure for Grak. He is an extra tough-looking Orc who is holding a staff

exactly like the one described on the Equipment Card. Grak is also wearing a Wizard’s Cloak. Its use is explained on the matching Equipment Card. If Grak is killed, the cloak will be of special interest to the Wizard. Give him the matching Equipment Card. Grak has the following stats:

*Movement 8*

*Attack 4*

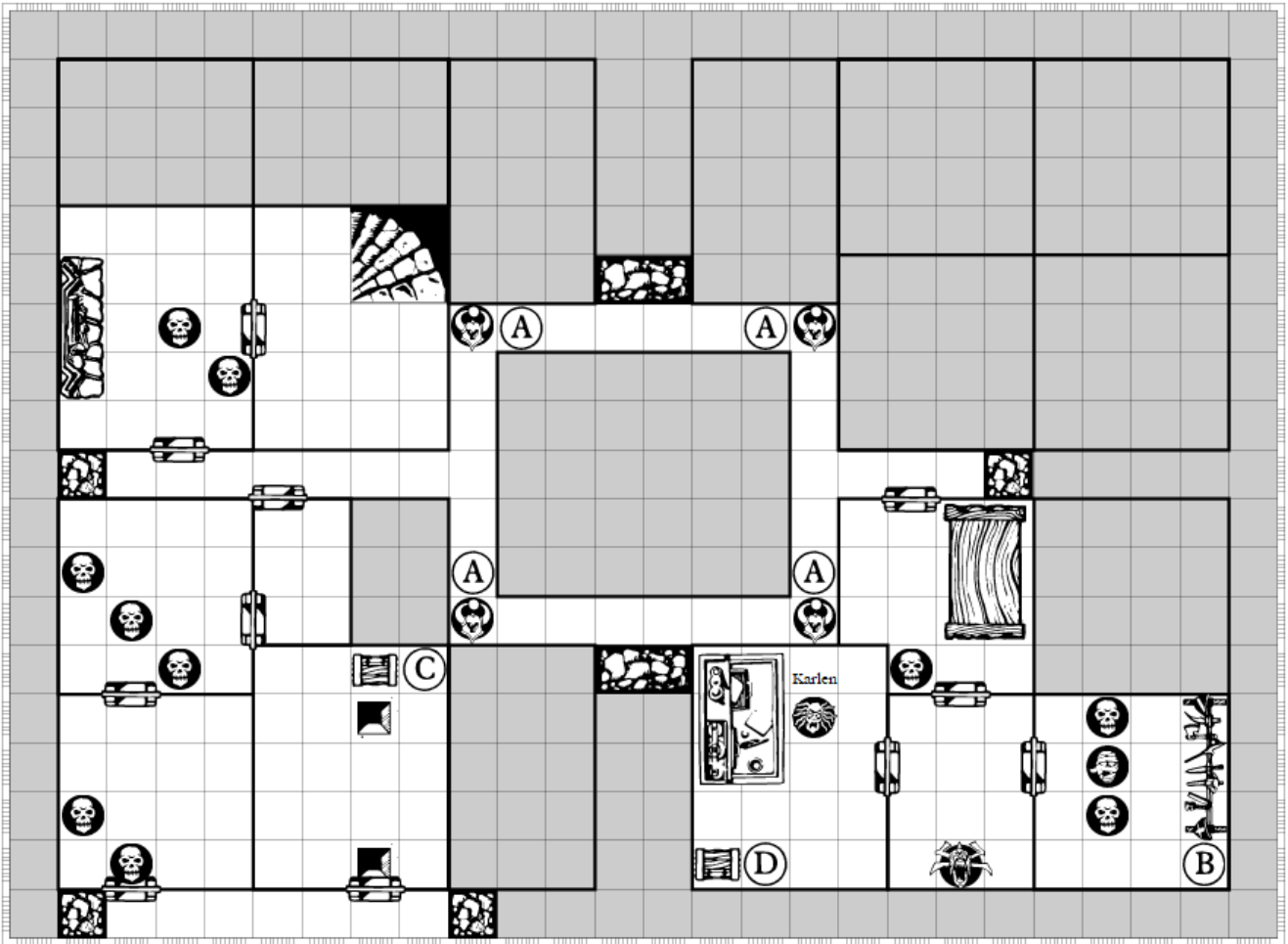
*Defend 4*

*Body 9*

*Mind 3*

Grak knows 3 Chaos Spells that he may cast (one per turn) instead of attacking. The spells are: **Fear**, **Sleep** and **Tempest**. (Refer to the Chaos Spell Cards for details.)





- Quest 7 -

## The Lost Wizard

“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 must find out what has happened to Karlen and, if he is alive, bring him to safety. You will be paid 100 Gold Coins each upon returning.”

**A** All Chaos Warriors in this adventure are made of stone and may roll an extra Defend die.

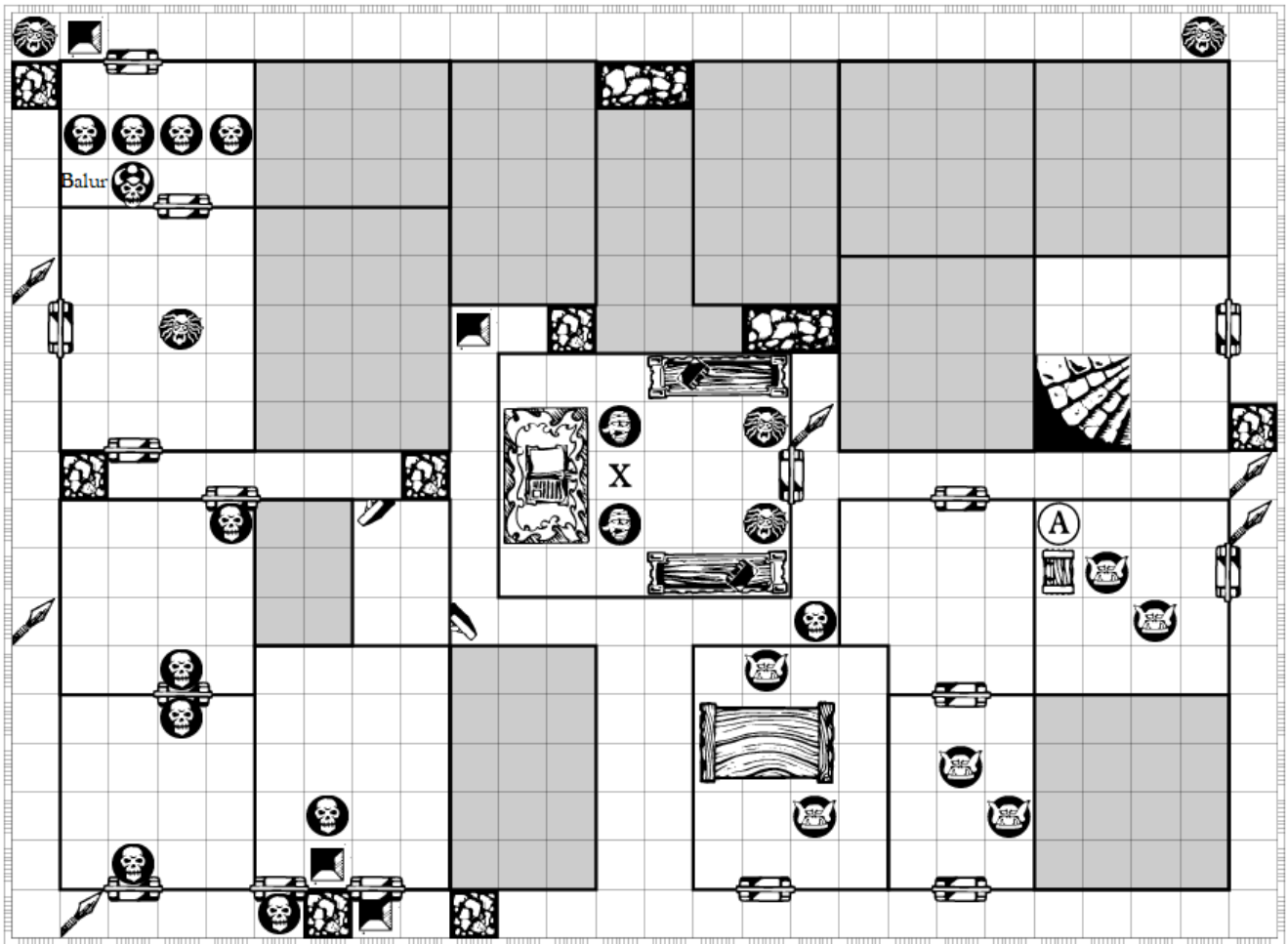
**B** This is the weapons room. The first Hero who searches for treasure in this room will find the magical artefact, Borin’s Armour. Its use is explained on the matching Artefact Card.

**C** This chest has a trap with a poison needle in it. If a Hero searches for treasure before the trap is disarmed, he will lose 2 Body Points. He will then find a flask filled with an unidentifiable purple liquid. Do not tell the Hero what the liquid is at this time. If he drinks the liquid,

it will taste terrible and cause the Hero to temporarily turn into a stone statue. He will be unable to move for 5 of his turns. However, during that time he cannot be harmed. After 5 of his turns, he comes back to life.

**D** Karlen’s treasure chest contains 200 Gold Coins. The zombie in this room is dressed in Wizard’s robes. It is Karlen. After destroying Karlen, the first Hero who searches for treasure will find the coins. He will also find some papers on Karlen’s bench. These papers prove that Karlen was consumed by the Chaos magic he was experimenting with and was turned into a mindless Zombie.





- Quest 8 -

## 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 magic can harm Balur 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 each Hero with 100 Gold Coins for Balur’s destruction.”

**Balur** Use the Chaos Warlock figure for Balur. Fire spells do not affect him. Balur has the following spells which he may use once during the Quest: **Ball of Flame, Firestorm, Tempest, Summon Orcs, Fear** and **Escape**. (Refer to the Chaos Spell Cards for details.) The Escape spell will teleport him to the square marked “X” in the middle room. If Balur uses the escape spell, do not put him onto that square until the Heroes open the door.

Balur has the following stats:

*Movement 8*

*Attack 2*

*Defend 5*

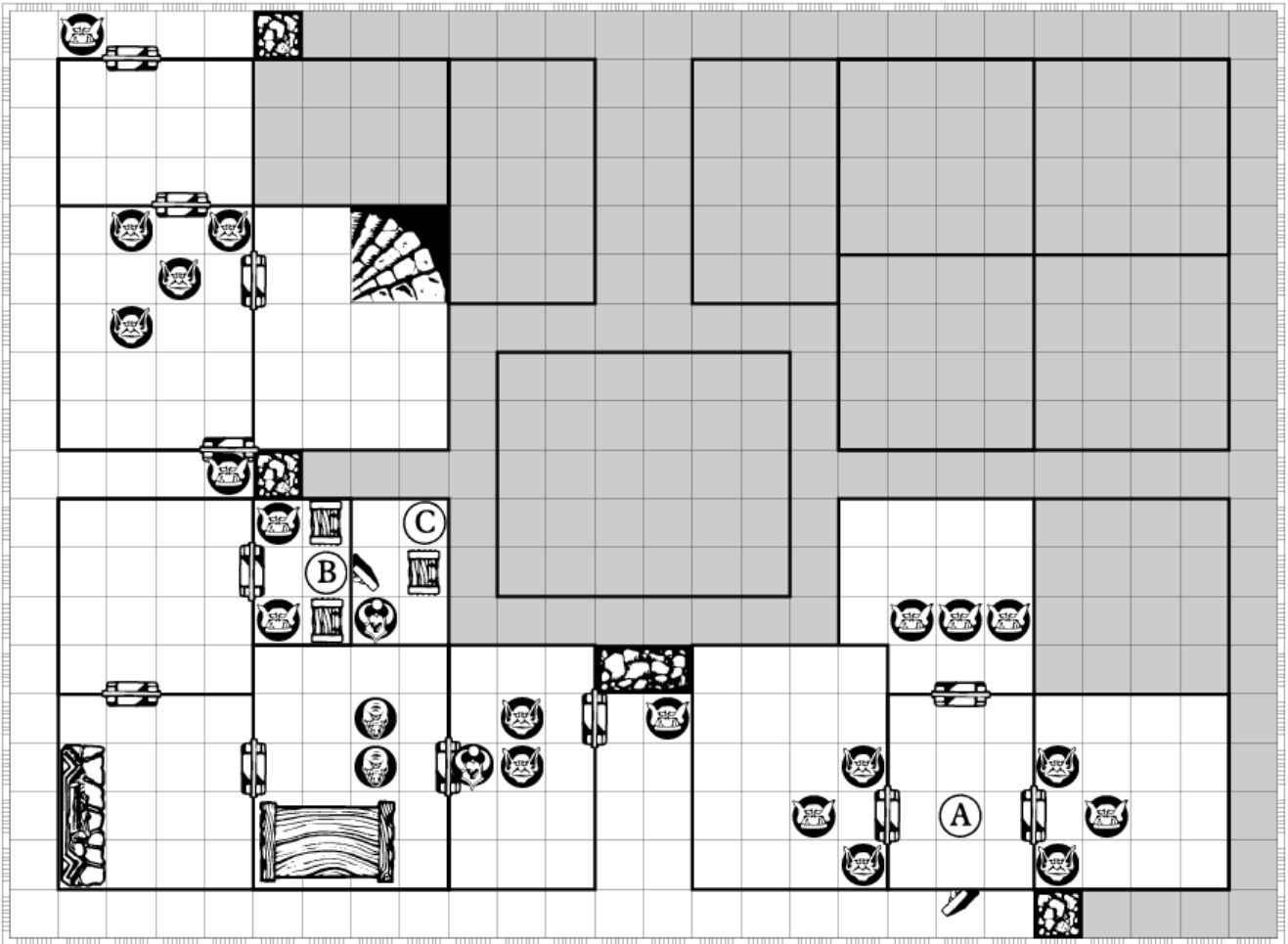
*Body 9*

*Mind 7*

**A** The treasure chest contains 150 Gold Coins and the Artefact called the Wand of Recall. Its use is explained on the matching Artefact Card.







- Quest 9 -

## Race Against Time

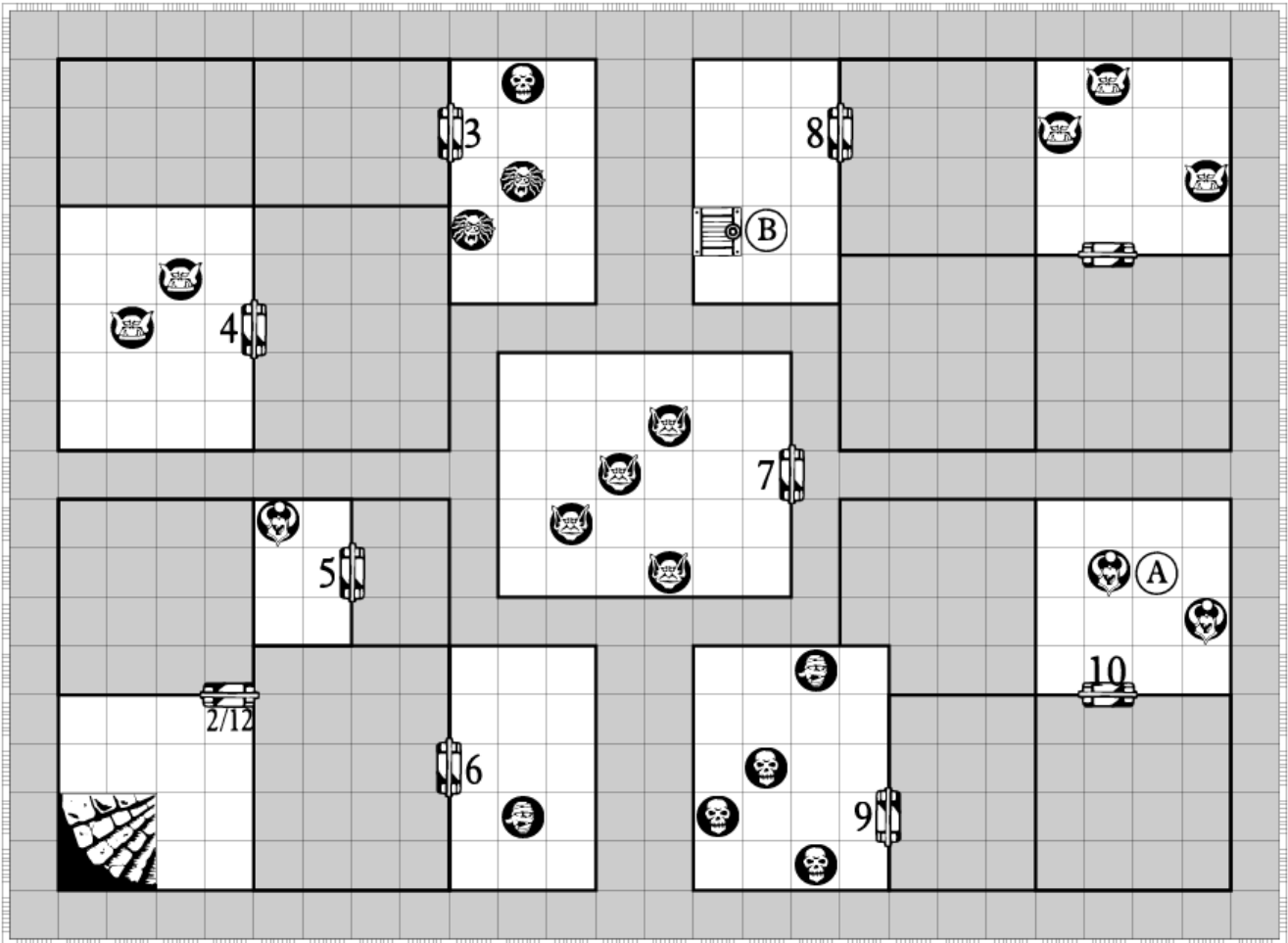
“A guide has led you into an underground maze that is rumoured to hold a great secret. He has led you down many dark corridors and finally you find yourself in a room with three doors. Suddenly the guide puts out his torch and in the darkness you hear him laugh. ‘Farewell, my Heroes’, he sneers as he makes his escape. You realize to your horror that it is a trap! You must escape or perish in this dark, forgotten hole.”

**A** This is the room where the Heroes begin their Quest.

**B** These treasure chests each contain 100 Gold Coins.

**C** This chest has a trap with poisonous gas. If a Hero searches for treasure before the trap is disarmed, he will lose 3 Body Points. Inside the chest is the Artefact called the Elixir of Life. Its use is explained on the matching Artefact Card.





- Quest 10 -

## Castle of Mystery

“Long ago, a wizard named Ollar discovered the entrance to a gold mine. Using his great powers, he built a magic castle above the mine to protect it. The lower chamber of the castle has many magical doors and is guarded by a host of monsters who were trapped in time. Can you find the entrance to the gold mine? Others have tried, but the castle thwarted them every time.”

*As soon as a Hero moves through any door, he must stop immediately and roll two Red dice. He will then be teleported to the square with the same number as the dice total. If that square is already occupied, he will land on the Hero or monster in the square. The landed-on Hero or monster will lose 1 Body Point and if still alive, must roll 2 Red dice to see where he/it is teleported. If the same square number is rolled, roll again. The first teleported Hero remains on the square. Heroes may only pass through one door per turn!*

**A** If both of these Chaos Warriors are defeated, the first Hero to search for treasure will find that one of the warriors was wearing the magical artefact called the Ring of Return. Its use is explained on the matching Artefact Card.

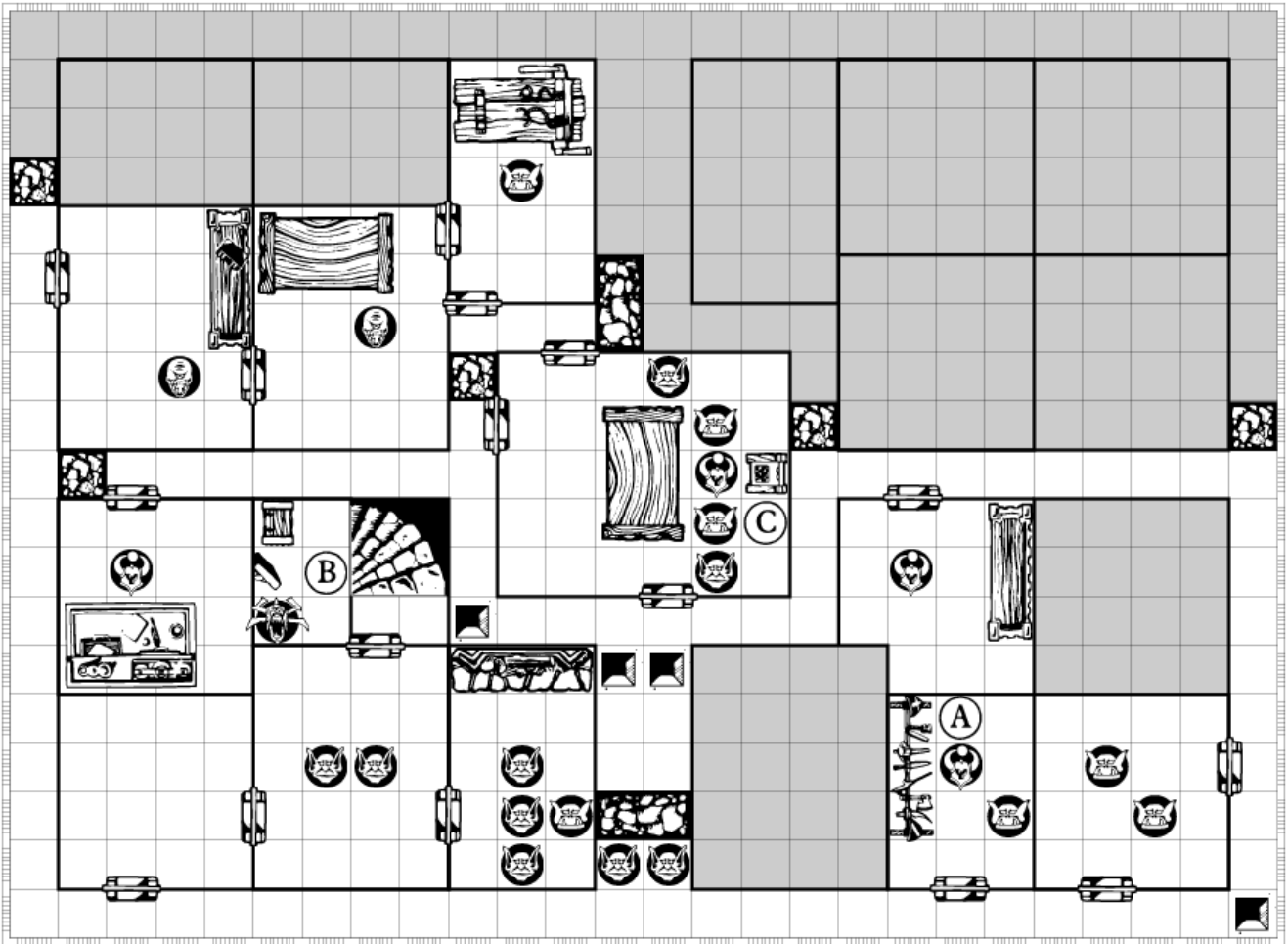
**B** This square is the entrance to the mine. Any player who enters this room may take 5,000 Gold Coins. However, as long as he is carrying the gold, he may not Attack or Defend himself. If the Hero puts the gold down, it will disappear back into the mist.

*The Quest is over when all of the monsters have been killed or when all of the Heroes have left the Quest by returning to the stairs on a roll of 2 or 12. When the game is over tell the players that all the gold found at the mine entrance is fool's gold, and is worthless. Any other treasure that is found is real.*



**Wandering Monster:** Tell the player that the ghost of Ollar appears, chuckles madly and disappears.





- Quest 11 -

## Bastion of Chaos

“Lands to the East have been plagued by marauding Orcs and Goblins. The Emperor has ordered that a band of worthy Heroes should be sent forth to destroy them. The Orcs are well-protected in a strong underground fortress known as the Bastion of Chaos. They are led by a small group of Chaos Warriors. You must fight your way in and kill all of the monsters you find. A Hero will be paid a bounty of 10 Gold Coins for each Goblin killed; 20 Gold Coins for each Orc killed; 30 Gold Coins for each Fimir killed; and 50 Gold Coins for each Chaos Warrior killed.”

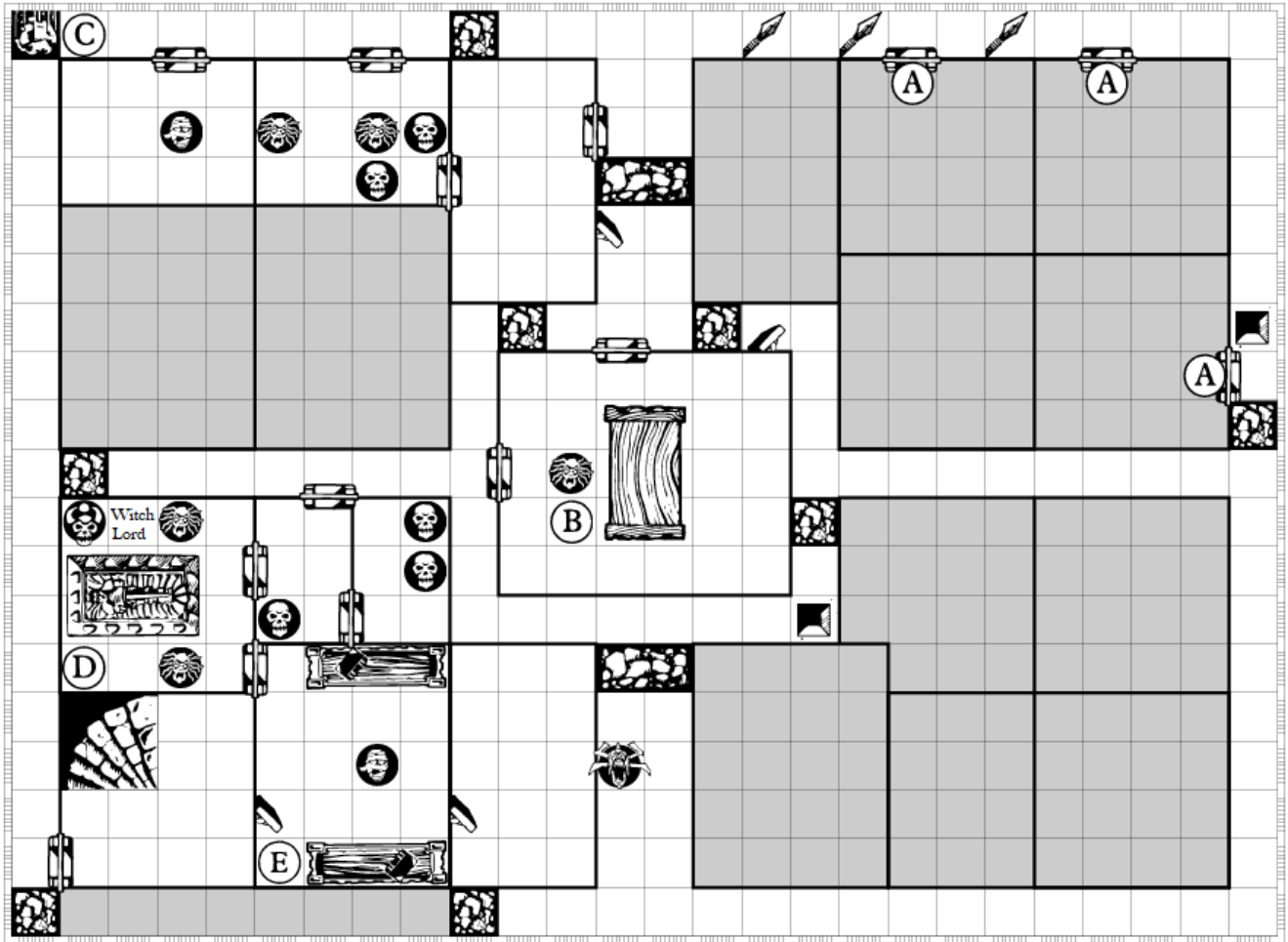
**A** This is the Armoury. The first Hero to search for treasure will find a shield exactly like that one described in the Armoury on the Equipment Card. All the other weapons here are unusable.

**B** The Gargoyle appears to be a stone statue that does not move. The treasure chest is a trap. If a Hero searches for treasure before the trap is disarmed, the Gargoyle will spring to life and immediately attack. If a Hero disarms the trap first, he will discover (be told by you) what would have happened if he had searched for treasure. The Gargoyle cannot be harmed until it has

either moved or attacked a Hero.

**C** This Chaos Warrior has a magic sword. Whoever kills the Chaos Warrior may take the sword as a prize. The sword is the Artefact known as Orc's Bane. Its use is explained on the matching Artefact Card.





- Quest 12 -

## 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, you must find the ancient Star of the West as worn by the Kings of Legend in ages past. You will be rewarded with 200 Gold Coins (to be divided evenly among all Heroes) when the Star of the West is returned to safety. The Star of the West lies in Barak Tor, the resting place of the evil Witch Lord. He was defeated by the magical Spirit Blade long ago. This blade is the only weapon that can harm him.”

**A** These are false doors and cannot be opened at all.

**B** The Star of the West is in the Zombie's hand.

**C** This is a special falling block trap that will collapse automatically after the last Hero passes by it. It will not be sprung by the Heroes as they move onto the square. After it falls, it will forever block that path back to the stairs.

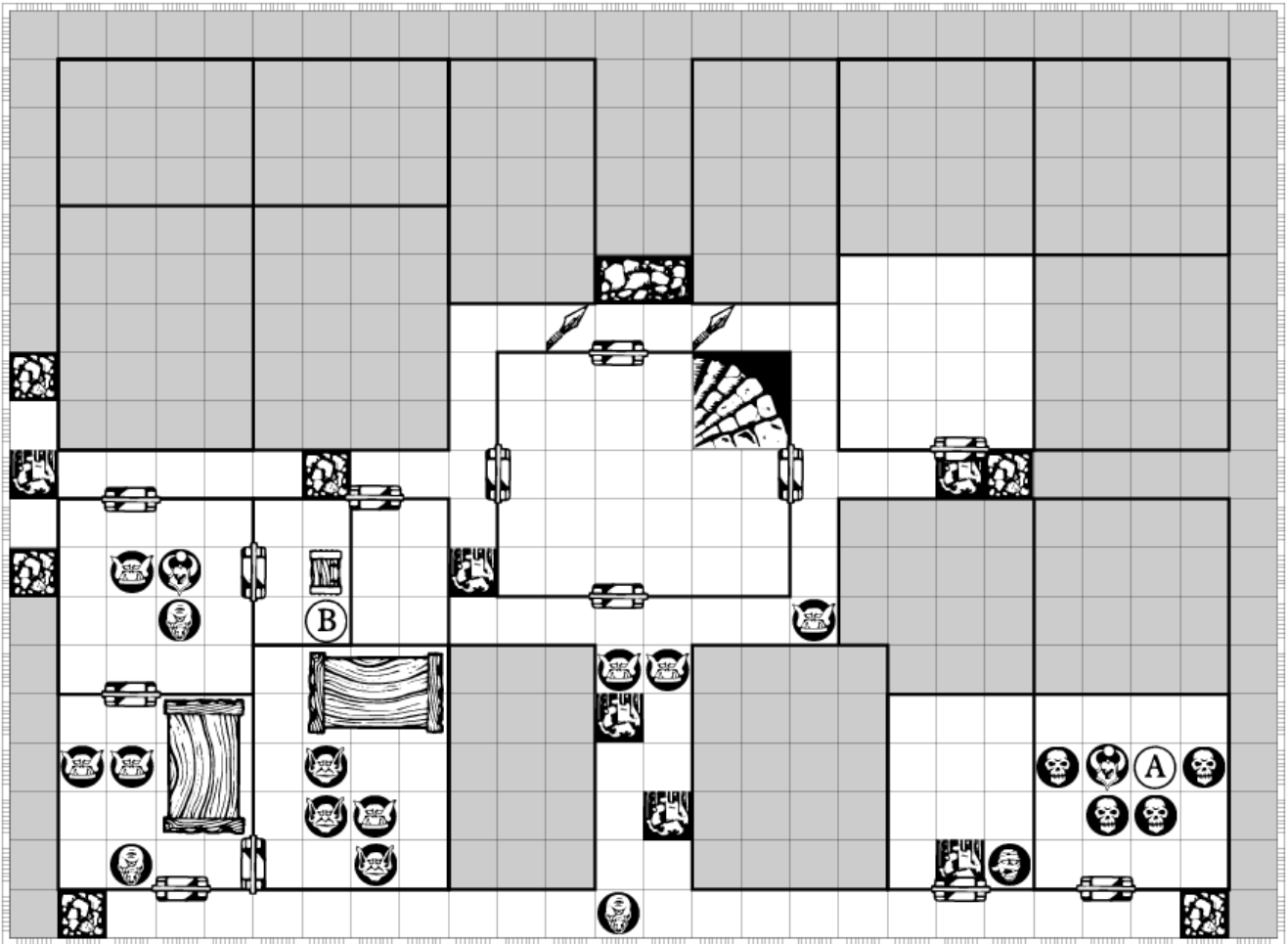
**D** This is the tomb of the Witch Lord. The Witch Lord will be released from his imprisonment when the first Hero enters the room. Use the Chaos Warlock figure to represent the Witch Lord on the board. Read the text that follows to the players:

*“You have broken the magic seal that kept the Witch Lord imprisoned. Now he has awoken and you must run. Only the Spirit Blade can harm him.”*

**E** The first Hero to search for treasure will find a magical staff hidden behind the bookcase. It is the Artefact known as the Wizard's Staff. Its use is described on the matching Artefact Card.

**THE WITCH LORD** The Witch Lord is not affected by any weapon or spell. Only the Spirit Blade can harm him. The Heroes must try to recover the Spirit Blade in the NEXT Quest. The Witch Lord moves 1 space per turn and rolls 2 Combat Dice when attacking. He also knows the following spells: **Summon Undead**, **Fear**, **Command**, and **Ball of Flame**. (Refer to the Chaos Spell Cards for details.)





- Quest 13 -

## Quest for the Spirit Blade

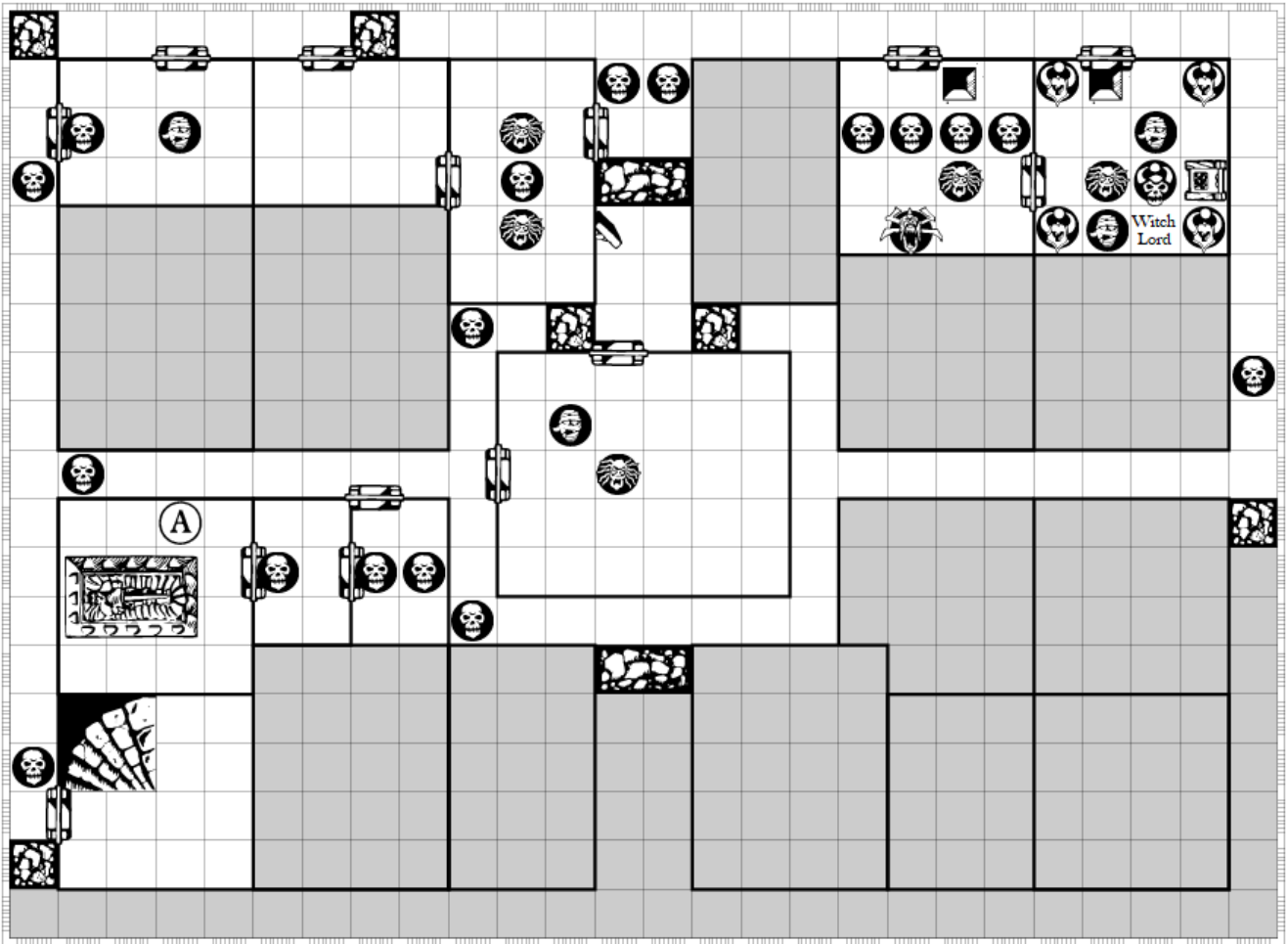
“You have awoken the Witch Lord! He will pose a most serious threat to the Emperor in the coming war. The Witch Lord must be destroyed before he can bring his army of Undead to attack the Emperor’s forces. Your goal in this Quest is to find the Spirit Blade and return it to safety. Only this ancient weapon can harm the Witch Lord. The Spirit Blade was forged by the Dwarves of the World’s Edge Mountains and cooled in the Elven Fountain of Leben. The sword now lies somewhere in an ancient ruined temple and you must recover it.”

*In this Quest, the rules for falling block squares are different. Spaces marked with a falling block show where the ceiling is dangerous. Any player who moves onto one of these squares must roll a Red die. If he rolls a 4, 5, or 6, he will lose 1 Body Point. If the player is equipped with a helmet, he will only lose a Body Point on a roll of a 6. Monsters are not affected by these squares. Do not place the falling block tiles onto the gameboard. These ‘traps’ cannot be disarmed. Heroes are not blocked by these squares in this Quest.*

**A** The first Hero who searches for treasure in this room will find the Spirit Blade. It is a magical Artefact. Its use is explained on the matching Artefact Card.

**B** The treasure chest contains 200 Gold Coins.





- Quest 14 -

## Return to Barak Tor

“Now that you have found the Spirit Blade, you must return to Barak Tor 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 from overrunning the land!”

**A** The Witch Lord’s tomb is now empty.

**The Witch Lord** Use the Chaos Warlock figure for the Witch Lord. The Witch Lord is not affected by any weapon or spell other than the Spirit Blade. The Witch Lord is now fully awoken and has grown stronger! Also, he knows the following spells: **Summon Undead** (unlimited uses), **Fear** (which he can cast twice), **Ball of Flame**, **Command** and **Tempest**. Refer to the Chaos Spell Cards for details.

The Witch Lord has the following stats:

*Movement 10*

*Attack 5*

*Defend 6*

*Body 10*

*Mind 6*

If the Witch Lord is defeated, he will vanish in a puff of foul, black smoke. When the smoke clears the Heroes will hear the tinkle of metal skittering across the floor. On the floor, they will find an Artefact -the magical Spell Ring- which the Witch Lord was wearing. Its use is explained on the matching Artefact Card.



After this Quest is successfully completed, all surviving Heroes are awarded the title of “Champion” by the Emperor!

## EPILOGUE

“You have done well. And yet it 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. They drew up their battle lines on the grassy plains 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 was 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. He stood high on a ridge overlooking the battlefield and unleashed his terrible magic. Lightning flashed from his fingertips and 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 elite force of 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 Emperor’s army are now holed up in Karnak 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. Yet there is another evil to be confronted. The Witch Lord lives. He too had magic I had not foreseen and was protected from the Spirit Blade. He was sorely wounded, however, and fled to his ancient retreat in the Black Mountains. But soon he will have recovered enough to lead the Legion of the Damned once more. Prepare for future Quests, my friends. 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. Until we meet again, take care my friends. Farewell...” - Mentor



**KELLAR'S KEEP**

“Friends, as you know, the Emperor is besieged in Kellar's Keep, the inner bastion of Karak Varn. The fortress is well defended, but I fear that time is against us. The garrison weakens with starvation, while the enemy grows stronger by the day.

There is a way in which we can help. The great book Loretome has revealed a secret passage to me that has long been forgotten. It will be your task to find this passage and bring the Emperor to safety. The passage is known as Grin's Crag and is named after the Dwarf who first discovered the passage. 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, the inner bastion of Karak Varn (the great Dwarven stronghold that lies within the heart of the World's Edge Mountains) Grin carved a map onto a stone tablet so that he might find the path again. This he gave to his Lord, Belorn.

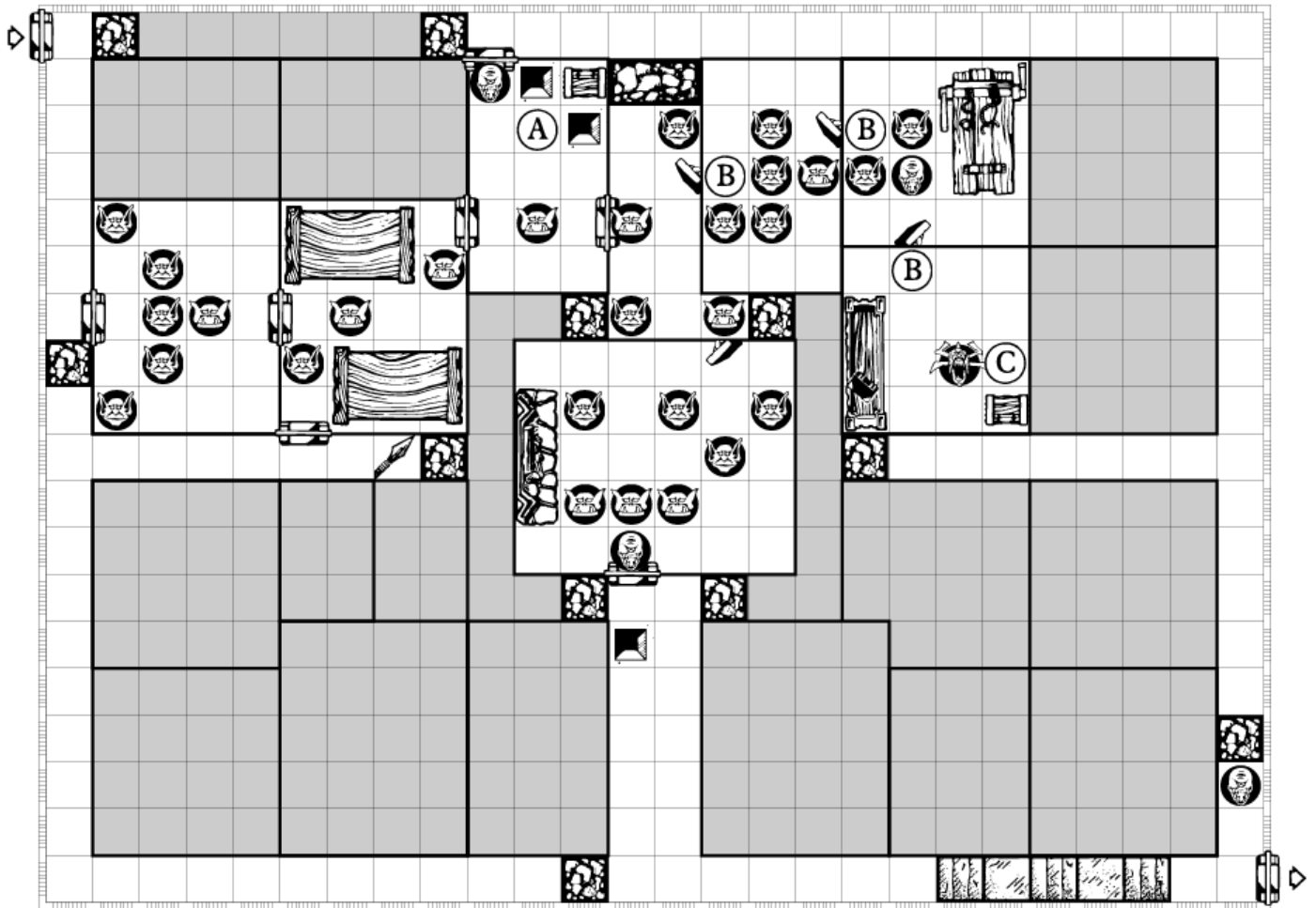
The World's Edge Mountains stretch along the eastern edge of the Empire. Many thousands of years ago the Dwarves made these mountains their home. With their great engineering skills they built vast cities that cut deep into the rock. The cities were connected by tunnels that stretched for miles beneath 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 dare 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 the guards 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.

You will need to journey through the Halls of Belorn, ancient passages that lie deep beneath the World's Edge Mountains. The Halls of Belorn are now ruined. They have been stripped of the riches that once adorned the many passages and chambers. Only Orcs and Goblins dwell there now. You must make them pay dearly for their trespass.

Even Loretome cannot show exactly where the secret passage lies. The four pieces of Grin's map are scattered throughout his halls, you must find them if you are to locate the path to Kellar's Keep. You must not fail, for should you do so, our cause will be lost. I shall take you to the Great Gate, but from there you will be on your own. Prepare yourselves, for we leave in the morning." - Mentor





- Quest 1 -

## The Great Gate

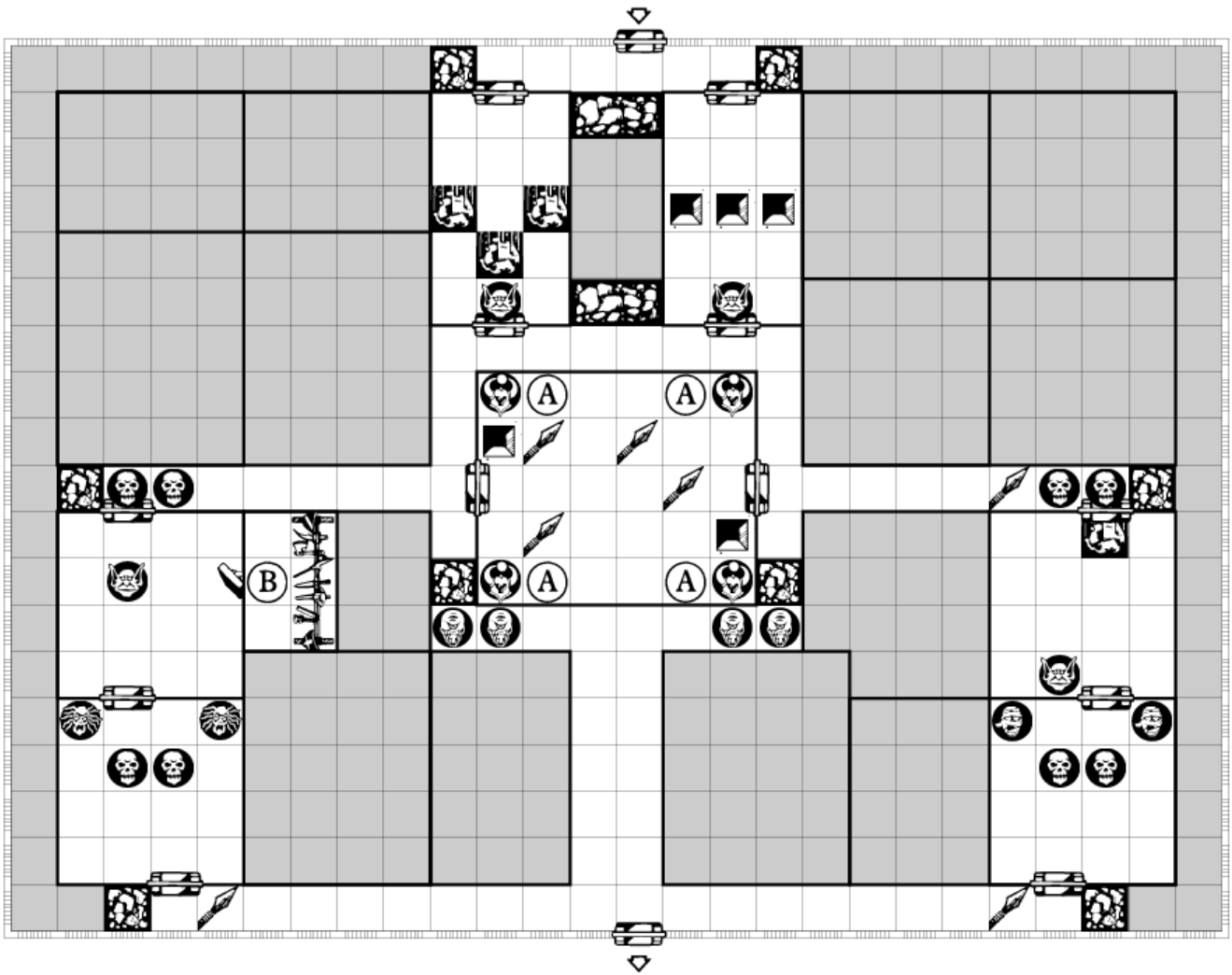
“This is as far as I may go with you: once beyond these gates you will be on your own. This gateway will lead you into the Halls of Belorn. I shall watch over your progress and aid you, if I can. Carry these crystals with you at all times. If the crystal you are carrying glows red look deep into it.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

**A** The treasure chest is empty

**B** These 3 secret doors are magically controlled and cannot be found by normal searching. You (as Morcar) may place one or more of these door(s) on the gameboard at the beginning of any of your turns. When you do so, you must immediately declare the door(s) open. Then place any monsters on either side of the doors onto the gameboard. You may move those monsters during your turn.

The Gargoyle appears to be a stone statue that does not move. The chest contains 200 Gold Coins, but it has a trap on it. If a Hero searches for treasure before the trap has been disarmed, the Gargoyle will spring to life and immediately attack. If a Hero disarms the trap first, he will discover (be told by you) what would have happened if he had searched for treasure before disarming the trap. The Gargoyle cannot be harmed until it has either moved or attacked a Hero.





- Quest 2 -

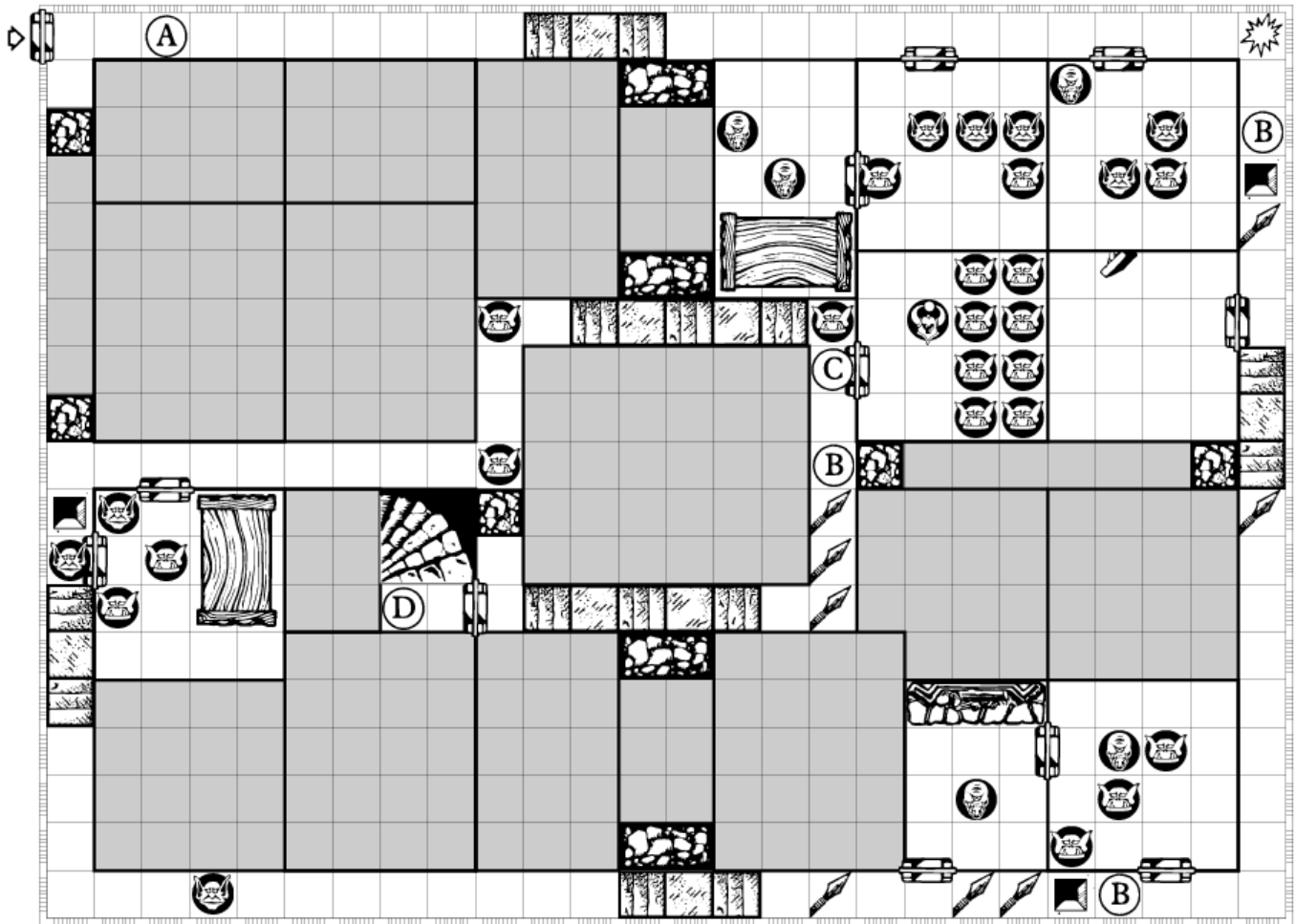
## The Warrior Halls

“Another great door lies before you. The crystal Mentor gave you glows red. You look into it and see him. Beyond are the Warrior Halls, ancient halls 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 designed to test the bravest and most cunning of the Dwarven Warriors. Beware of traps and magical opponents as you search for the door that leads to safety.”

**A** You may tell the Heroes that these 4 Chaos Warriors are actually enchanted suits of armour. They were used centuries ago to test the fighting skills of Dwarven Warriors. They have the same stats as real Chaos Warriors.

**B** This is the secret armoury of the Dwarves. The first Hero to search for treasure in this room will find 2 Magical Throwing Daggers. (See the new Artefact Card.) The daggers may be divided between 2 Heroes.





- Quest 3 -

## The Spiral Passage

“Another great iron door lies before you. Beyond, a series of staircases will eventually lead to the Great Citadel. It seems that those who journey through these passages are forever going down and around into the very heart of the mountain. Your goal is to find the spiral stairway. It will bring you deeper into the heart of the mountain – and closer to the Great Citadel. Beware! The Orcs may have laid traps to guard against attack.”

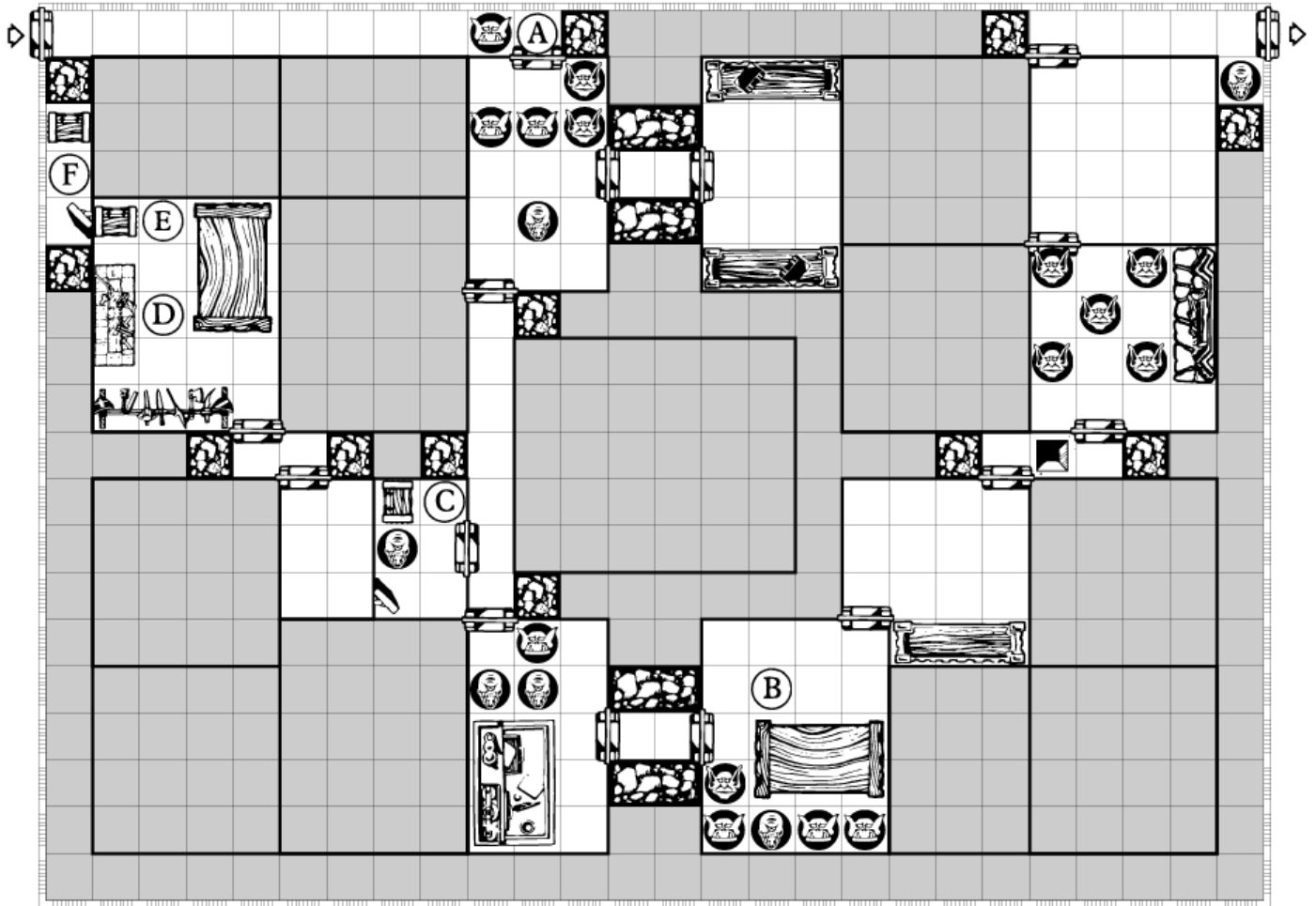
**A** When the last Hero passes the square marked “A”, a giant stone boulder will fall from the ceiling. Place the round boulder tile on the square marked “A”. On your (Morcar's) next turn and subsequent turns, roll 2d6 to see how far down the corridor the boulder rolls (to the right, toward the Heroes). The boulder will eventually crash into the wall at the end of the passage, on the corner square marked with a starburst. The passage will then be blocked for the rest of the Quest. Tell each Hero hit by the boulder to roll 5 Combat Dice. For each Skull rolled, a Hero loses 1 Body Point. (No Defend Dice are rolled.) The boulder trap cannot be searched for or disarmed.

**B** All of the traps in the corridors marked “B” are so well hidden that any Hero who searches for traps will find only one trap – the one closest to him. After a discovered trap has been sprung or disarmed, the next trap can be found if searched for. (The Heroes will have to discover this on their own.)

**C** Place the wooden exit door here to fool the Heroes into thinking that this is an exit.

**D** When a Hero steps onto this stairway, tell him that he has made it through the Spiral Passage.





- Quest 4 -

## The Dwarven Forge

“The greatest of the Dwarven crafts is 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 Belom, they have yet to find the Dwarven Forge. You must find the Forge, for it is written that part of Grin’s stone map lies somewhere nearby. Once you find part of the map, you must find the wooden exit door to continue on your journey.”

**A** When this Orc is killed, he screams out and the door he was guarding opens. The monsters in the room must then be placed on the gameboard.

**B** The Fimir in this room knows the Chaos spell **Rust**. (See the Chaos Spell Card in the Game System.) It can cast this spell on 3 separate turns. The first Hero to search for treasure in this room will find a beautiful fire opal hidden under the table. The opal is worth 100 Gold Coins.

**C** The first Hero to search for treasure in this room will find a Fire Ring in the chest. This powerful ring is explained on the Artifact Card.

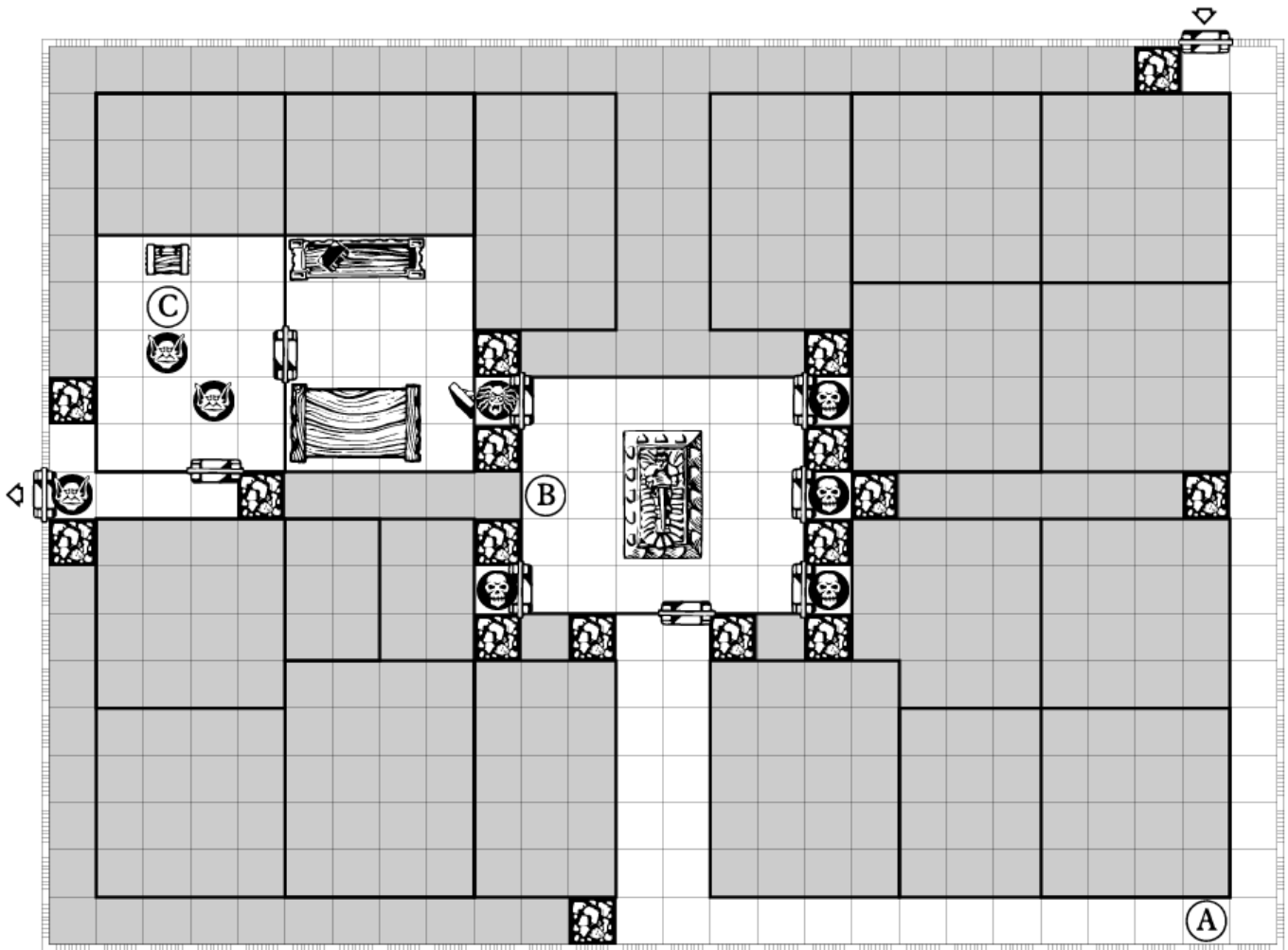
**D** This is the Dwarven Forge. The heat from the forge is intense, for the embers burn with a magic fire brought from the depths of the earth. Burning embers blast out of the forge, threatening any Hero in the room except the Dwarf. Any Hero (except the Dwarf) who ends his move in this room must immediately roll 1 Combat Die. If a Skull is rolled, the Hero loses 1 Body Point.

**E** This chest is trapped with a poison dart. If a Hero searches or treasure before the trap has been disarmed, he will lose 2 Body Points. One part of Grin’s stone map is inside the chest. The Hero who finds it should take one of the stone map tokens

**F** The first Hero to search for treasure in this special room will discover 300 Gold Coins in the chest.



**Wandering Monster: Fimir**



- Quest 5 -

## 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 alongside his forefathers: Kings such Holgar, who led his warriors at the battle of Keloth's Hill; 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. It is here in their burial hall you must find another part of Grin's stone map and then escape through the wooden exit door to continue your journey.”

**A** When the last Hero passes the square marked “A”, read the following sentence aloud:

**“The distant sound of warriors echoes down the passage. There can be no doubt that a war party has been sent after you. Hurry, for time is short!”**

Morcar, beginning on your turn (and on each of your future turns), roll 1d6 to see how many monsters enter the corridor through the iron door. You may choose any monsters except the following: the Chaos Warlock, the Gargoyle, 1 of the Zombies, 4 of the Skeletons and 3 of the Goblins. After moving the new monsters into the corridor, you may then move any other monsters present on the gameboard, as usual.

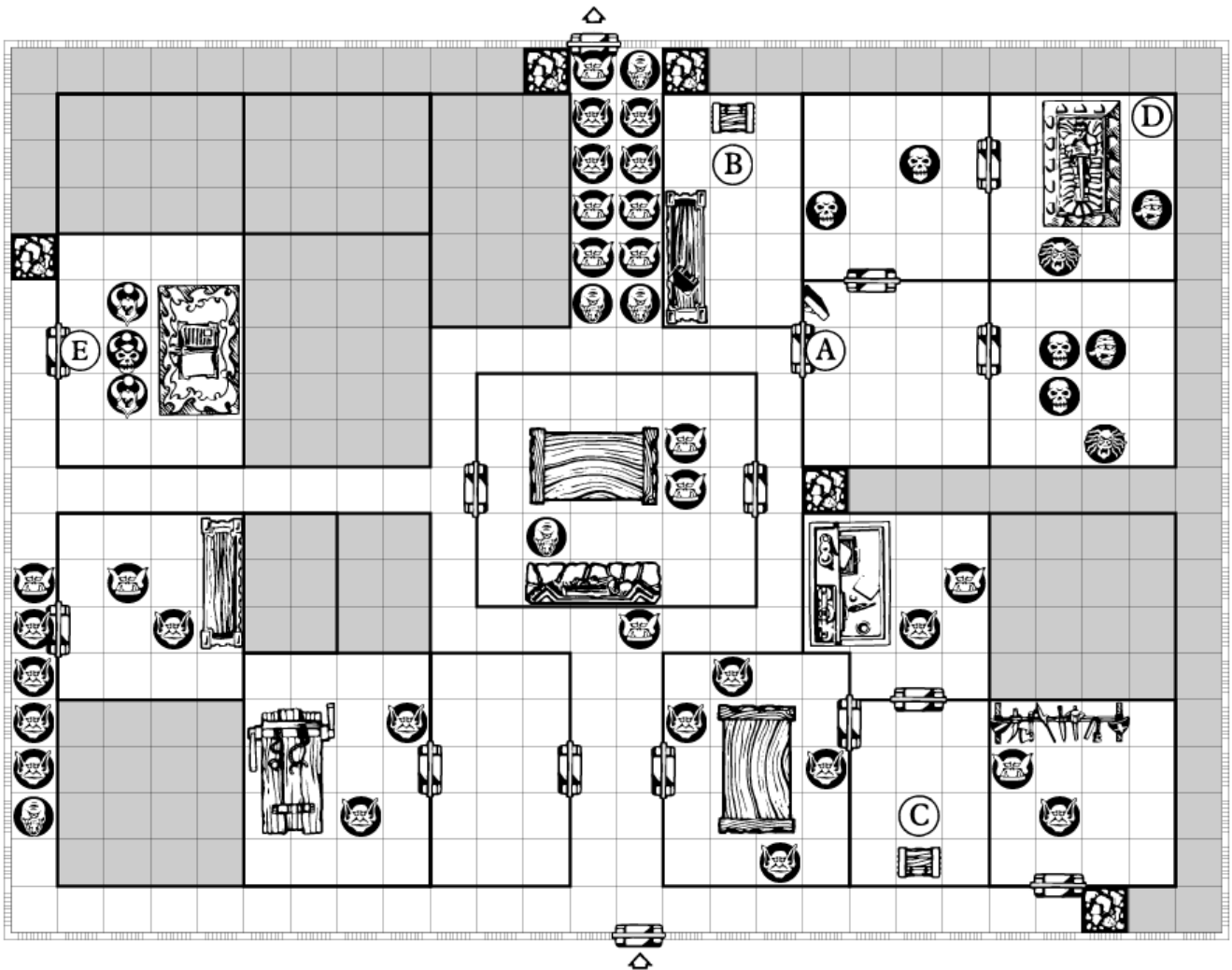
**B** When one of the doors (with a skeleton behind it) is opened, all of the other doors in this room will open at the same time. All of the monsters behind the doors are then placed on the gameboard. The Zombie will

move and attack as usual on your (Morcar's) next turn. However, the Skeletons will not move or attack until one of the Skeletons has been attacked. Then on Morcar's next turn, they will all attack. Skeletons are those of ancient Dwarven Kings and are more powerful than “regular” Skeletons. If they are attacked, they will fight and move as follows:

*Movement 6*  
*Attack 3*  
*Defend 4*  
*Body 2*  
*Mind 0*

**C** The first Hero to search for treasure in this room will find the second part of Grin's stone map in the chest. This Hero should take another of the remaining map tokens.





- Quest 6 -

## 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 here in great numbers, as they amass for their attack on the Empire. They are led by Gragor, an evil magician. So prepare yourselves well, for victory is not certain. The third part of Grin’s stone map lies hidden within the Great Citadel. You must find the map piece and then escape through the wooden exit door to continue your quest.”

**A** This door has been locked for many years. To open the door, a Hero must stand next to it and roll 2d6. If he rolls LESS than his starting number of Body Points, the door will open. If he fails to open the door, his turn ends.

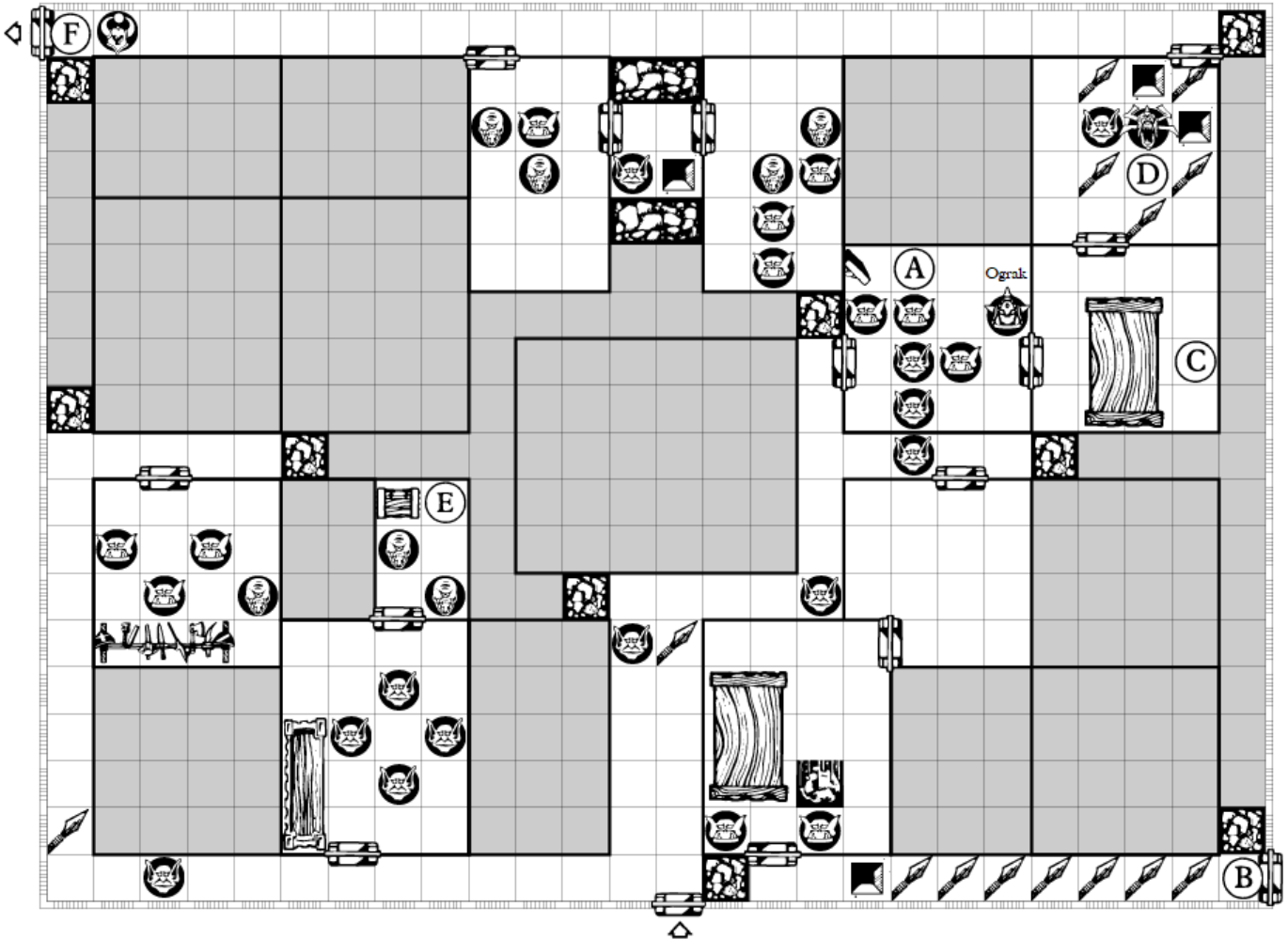
**B** The first Hero to search for treasure in this room will find 2 Potions of Healing in the chest. Each potion will restore up to 4 lost Body Points.

**C** The first Hero to search for treasure in this room will find the third part of Grin’s stone map, as well as a spell scroll and a Magical Throwing Dagger! (See the Artefact Card.) The Hero who finds these items should take another one of the remaining map tokens, draw a spell scroll at random from the scroll cards and list it on his Character Sheet, and finally list the dagger on his Character Sheet.

**D** The tomb in this room contains the skeletal remains of a great Hero. The first person to search for treasure in this room will discover a sturdy crossbow among the bones. The crossbow is described on the Equipment Card.

**E** Use the Chaos Warlock figure to represent Gragor. He has the following stats:  
*Movement 6*  
*Attack 3 Defend 4*  
*Body 6 Mind 3*  
 He also knows the following spells: **Summon Orcs**, **Fear**, **Rust**, **Ball of Flame** and **Lightning Bolt**. The first Hero to search for treasure in this room will find 2 spell scrolls on Gragor’s table. This Hero should draw 2 spell scrolls at random from the scroll cards and list them on his Character Sheet.





- Quest 7 -

## The Eastern Passage

“The East Gate marks the end of the Halls of Belorn. But to get there you must first negotiate 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. Find it, and make your escape through the wooden exit door.”

**A** The leader of these Orcs is Ograk, the infamous Orc Captain who led his evil marauders into the border provinces of the Empire. Use the Orc with the large notched sword to represent Ograk. On any one of your (Morcar's) turns, you may place the secret door tile on the gameboard and move Ograk through the secret door. Ograk has the following stats:

*Movement 8*  
*Attack 5 Defend 6*  
*Body 8 Mind 3*

**B** When a Hero tries to open this door, tell him that the door just won't budge.

**C** The first Hero to search for treasure in this room will find an Elixir of

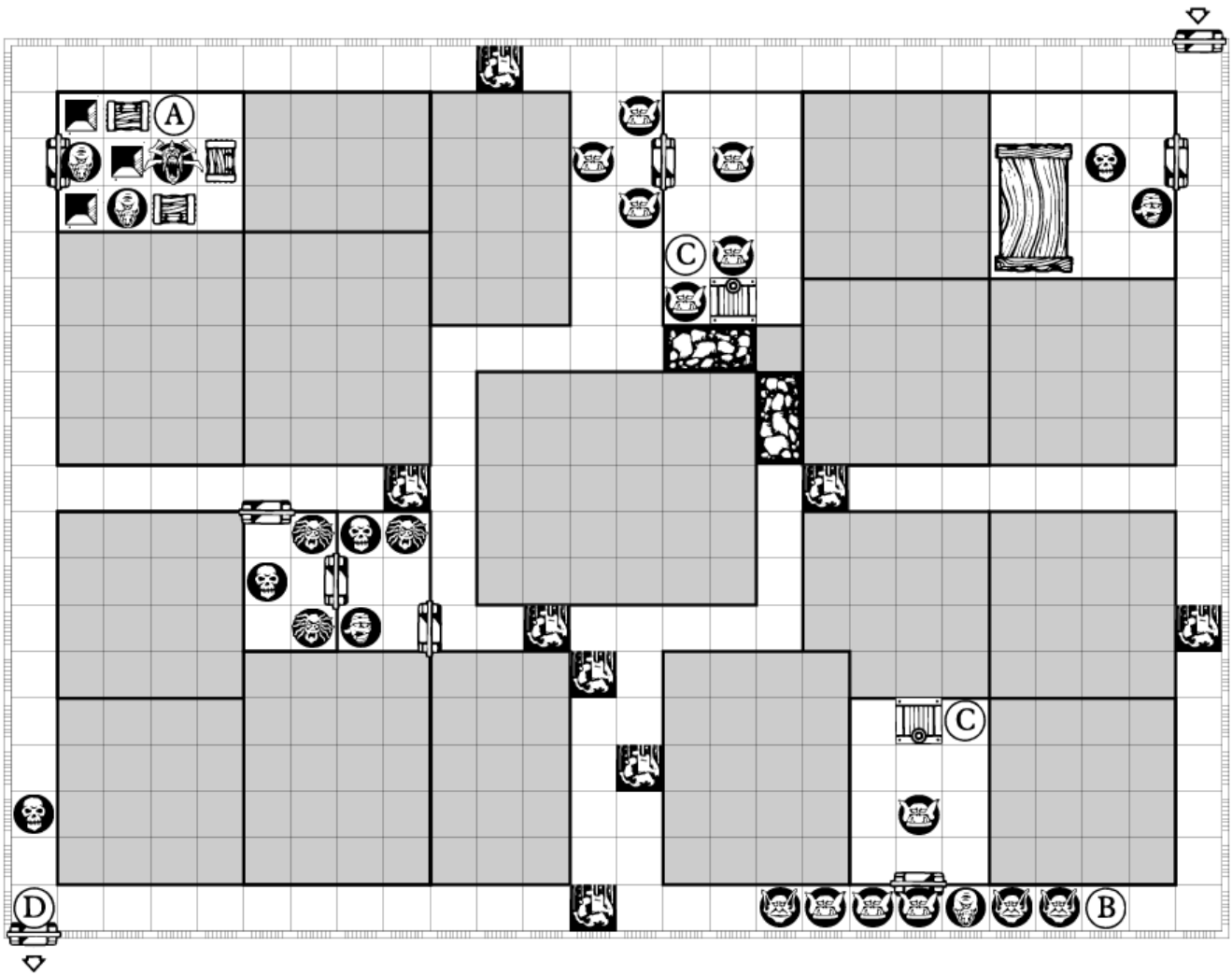
Life in the table drawer. The Elixir is described on its matching Artefact Card.

**D** The Gargoyle in this room is a stone statue that cannot harm anyone and cannot be harmed. Of course, don't reveal this information right away. Sit back and watch the Heroes try to figure it out.

**E** The first Hero to search for treasure in this room will find the last part of Grin's stone map in the chest. This Hero should take the remaining map token.

**F** This wooden exit door leads to Belorn's mine. Tell the Heroes that there are Dwarven danger symbols on the door.





- Quest 8 -

## Belorn's Mine

“Morcar has blocked the main passage to the East Gate. It is written in Loretoime that another passage leads through Belorn’s mine to the Gate. This mine was once the richest of all. The tunnels have long since been abandoned and are likely to collapse. Monsters often wander through the mine, searching for the gold that was hidden there. You must find the wooden exit door leading out of the mine.”

**A** The Gargoyle in this room is alive and ready for battle. The 3 chests in this room have poisonous gas traps on them. If a Hero searches for treasure before all 3 traps have been disarmed (one at a time), all of the Heroes in the room will lose 2 Body Points. Each chest contains 200 gold coins.

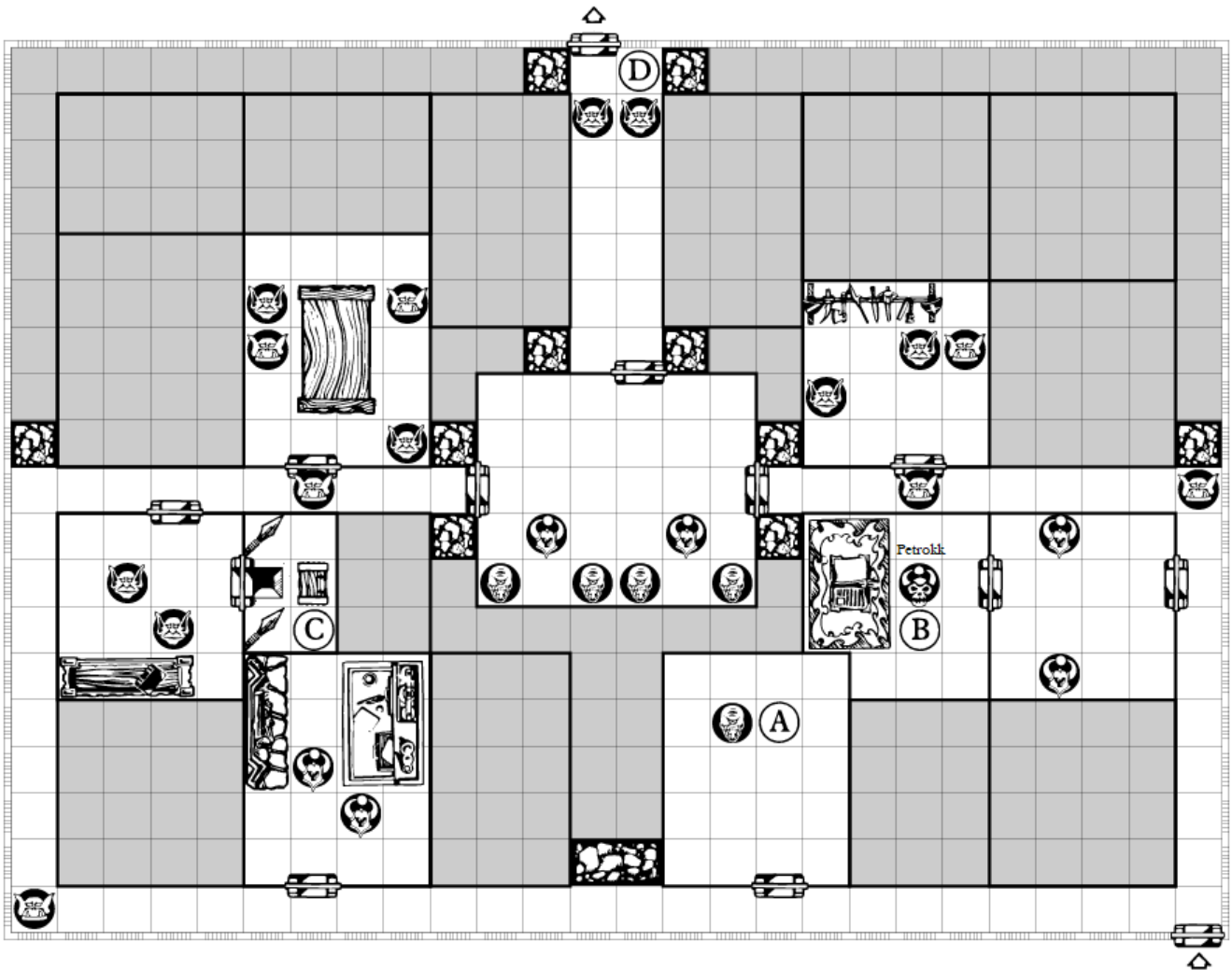
**B** This group of monsters is looking for the gold.

**C** Both of the trap doors are linked by a tunnel. Any Hero or monster landing on one of these squares immediately moves to the other trap door square. The connecting tunnel is dangerous and any Hero moving through it must roll 1 Combat Die. If he rolls a Skull, he loses 1 Body Point. After moving from one trap door square to the other, the Hero’s or monster’s turn is over.

**D** Dwarven symbols on this door indicate that it leads to the East Gate!







- Quest 9 -

## The East Gate

“You have done well and journeyed far to reach this point! Now you must find the East Gate if you are to reach Grin’s Crag and the Emperor. The Gate will undoubtedly be guarded, for you are now closer to Kellar’s Keep than you have ever been. Beyond the East Gate, you will need the stone map, so protect the 4 pieces with your lives!”

**A** This monster is a shape changer and is currently in the shape of a Fimir. Every time it is killed, shuffle all the monster cards and take the top card. This is the new shape the monster takes. Place the new monster in the space where the old one was killed. The monster can be permanently killed only if the new card drawn matches the monster’s most recent form. Of course, don’t reveal this information to the Heroes until after it happens.

**B** Petrokk has the following stats:

*Movement 6*

*Attack 3 Defend 4*

*Body 6 Mind 3*

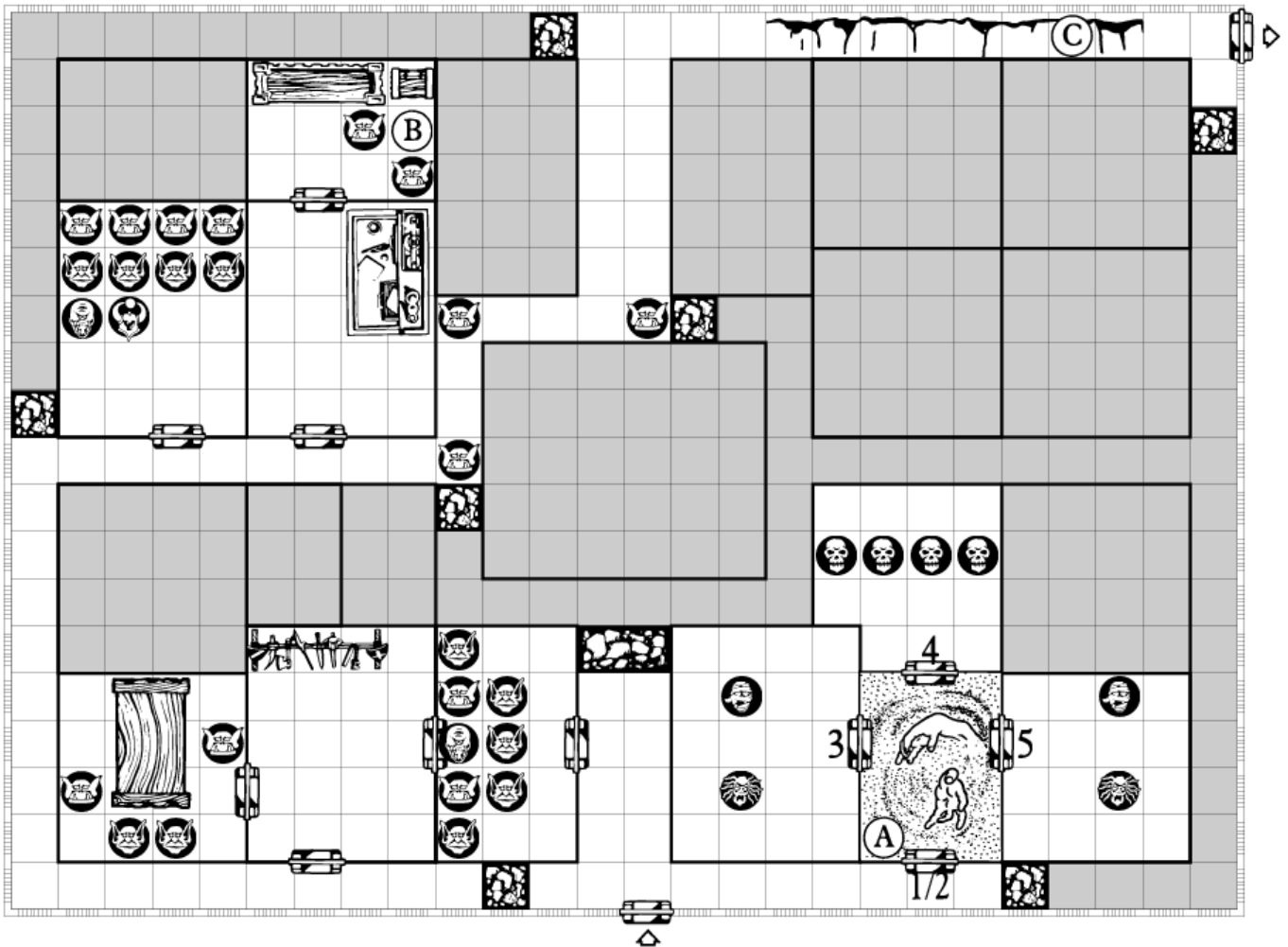
Petrokk has a very special and deadly magical power. On each of his turns, he attacks the “mind” of any Hero in the same room or corridor

and in his line of sight. To do this, Petrokk rolls 2 Combat Dice. For each Skull he rolls, the victim of the attack loses 1 Mind Point. If a Hero reaches zero Mind Points, he is knocked unconscious for the remainder of this Quest, unless he has an Elixir of Life.

**C** This treasure chest is empty.

**D** The East Gate was locked many years ago by special Dwarven magic. It is not easily opened. If the Barbarian, Elf or Wizard attempts to open the Gate, tell them to roll 2d6. That Hero may pass through the gate only if the total number rolled is equal to or less than his current number of Mind Points. If the Hero fails to open the gate, his turn ends. The Dwarf needs to roll only 1d6 as he has some knowledge of the magic used to lock the door.





- Quest 10 -

## Grin's Crag

“Now you have Grin's map you may find the 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 garrison of Karak Varn to safety. Beware! Grin's Crag is guarded. You must tread carefully!”

**A** This room is filled with the blinding Cloud of Chaos. Any Hero who enters this room cannot see the other doors in the room, so do not place them on the gameboard at this time. (Monsters may not enter this room.) If a Hero enters the room, he must stop and roll 1d6:

- If a Hero rolls a 1 or 2 on the die, he ends up back in the corridor on the square marked “1/2”.
- If a Hero rolls a 3, 4, or 5, place one door in the position shown next to the square with the corresponding number rolled. Then move the Hero through the door to the corresponding number. If the square is occupied, the Hero moves back into the room and treats his roll as a 6. See directions that follow.
- If a Hero rolls a 6, the Cloud of Chaos attacks and the Hero must roll 1 Combat Die. If a Skull is rolled, he and any other Hero in the room lose 1 Body Point.

**B** The chest contains 250 Gold Coins. It also has a trap with an exploding lock. If a Hero searches for treasure before the trap has been disarmed, he will lose 3 Body Points.

**C** This cliff corridor is Grin's Crag. The first player who moves onto the square marked “C” will activate the Guardian of Grin's Crag. Place the Gargoyle on an adjacent square. On your (Morcar's) next turn, the Gargoyle moves, attacks and defends as a normal Gargoyle would, but it is also immune to all spells and has 12 Body Points.

**D** This wooden exit door is magically locked and will not open until the Gargoyle is dead. After the last Hero passes through the door, read aloud the conclusion on the following page.



## EPILOGUE

“The door opened into the darkness of Kellar's Keep. From far above came the thunder of battle. The forces of Morcar were making their last, 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 their men back towards Grin's Crag. The guard would take the rear and fight their way back to the passage, thus giving time for the rest of the army and the wounded to reach safety. The guard fought with such strength and courage that the Orcs and Goblins of Morcar's army fell back, not daring to close with such fearsome foe. Morcar looked to his left, then pointed menacingly towards the Emperor's guard. The Doomguard stirred from their silence, and moved forward.

The Emperor's guard 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, the captain of the guard stood in the gate. Time and again the heavily clad warriors of the Doomguard surged forward to be felled by Kanaron'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 coins 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 the forces of chaos still advance from the East, nothing stands before them. We are in need of time. I shall look to how might delay Morcar's advance. Rest well my friends. Once I have consulted Loretome I shall summon you." - Mentor



**RETURN OF THE WITCH LORD**

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

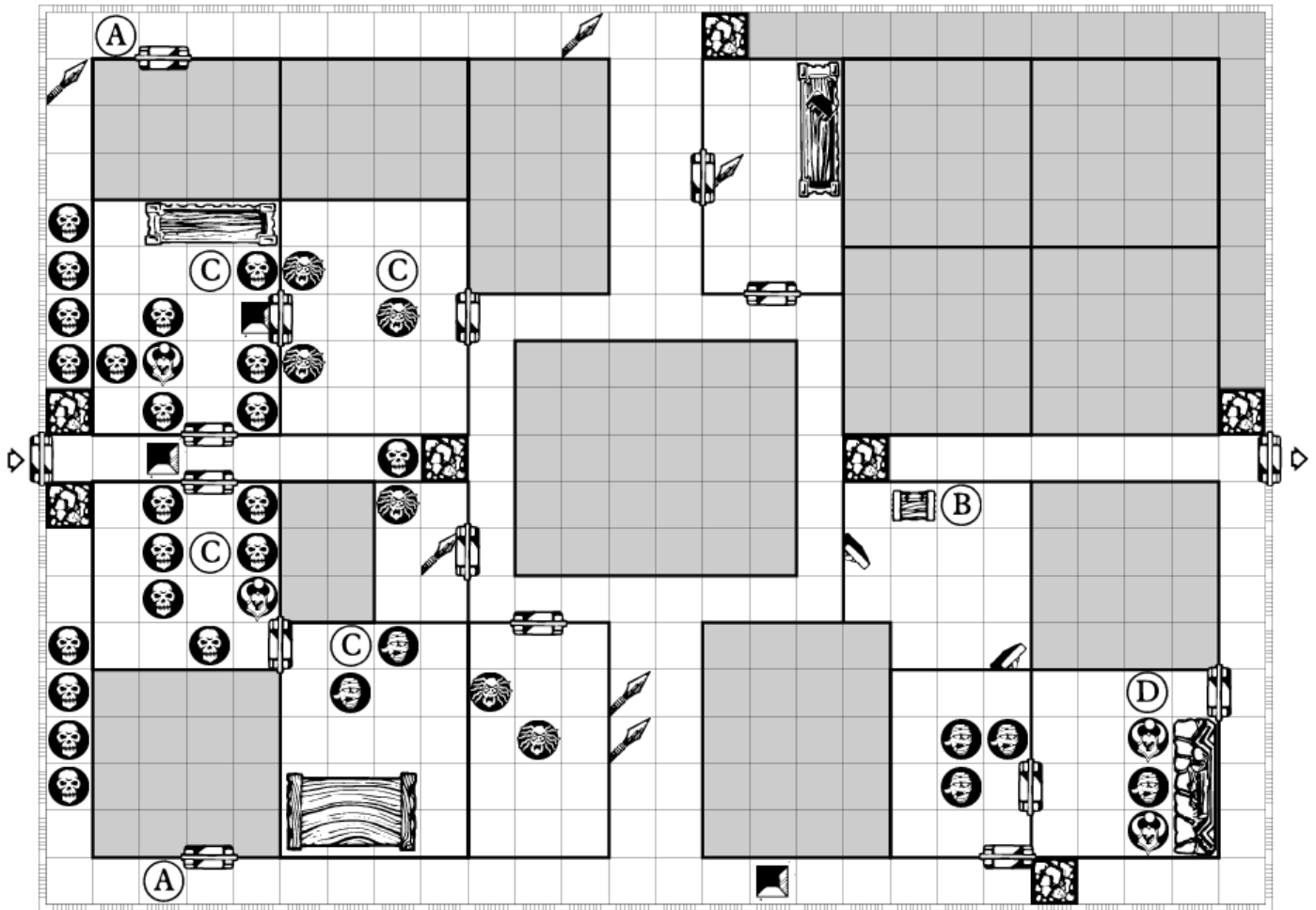
“Worthy companions, the Witch Lord is not dead. We must act fast, for his power grows with the passing of each day. It will not be long before he has recovered from his imprisonment. Once his power has fully awoken he will raise again the legions of the dead. These warriors are a fearsome foe. Only men of great courage, or those with powerful magic, can stand against them. They know no fear and will fight relentlessly until they are destroyed.

Loretome has shown me that the Witch Lord has moved 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 for himself a great stronghold, for the light of day was too pure for his foul creatures to endure. When he was defeated, the stronghold's gates were 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 Plains of Death and see any who approach: none can escape his gaze. The High throne is one of three thrones that wait for those who would also preside 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 Plains of Death. The 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 Plains, the Witch Lord has watched your progress, awaiting your arrival. Finally, you have reached the great

ruins. The skeletal remains of a once resplendent city that rose from rich and fertile land lies parched and dust-clogged. ”



- Quest 1 -

## The Gate of Doom

“The entrance to the Witch Lord’s 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 through in the last few days. You must work your way through treacherous tunnels to find the Gate of Doom. Your destiny lies beyond. Tread carefully my friends. The enemy has had many days to prepare your welcome.”

**A** The 2 doors marked “A” are false doors. They cannot be opened.

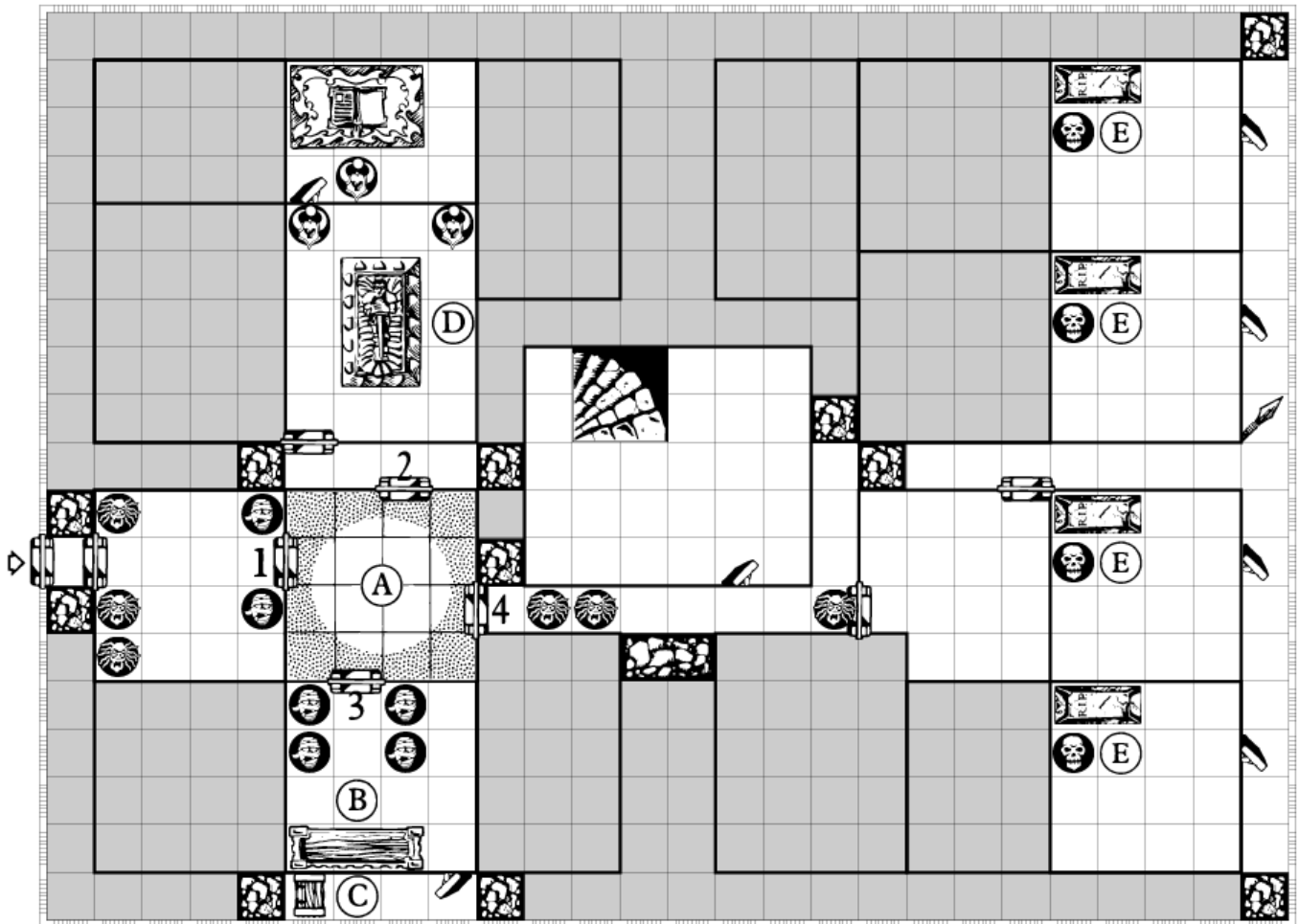
**B** The first Hero to search for treasure in this room will find 200 Gold Coins in the chest.

**C** The monsters in these 4 rooms have been warned of the Heroes’ arrival and have prepared an ambush. When a Hero first enters any of these rooms, all monsters in all four rooms will be activated and all doors in the four rooms will open immediately.

**D** The first player to search for treasure in this room will find 2 pouches on the mantle above the fireplace. Each pouch contains a handful of the Dust of Disappearance. (See the Artefact Card.) The pouches may be divided between 2 Heroes.







- Quest 2 -

## The Cold Halls

“These icy passages are the resting place of the dread Spirit Riders who once led 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. You must find your way to the Spiral Stairway to reach safety and continue on your quests.”

**A** Place the Revolving Room tile on the gameboard as soon as one of the doors numbered 1-4 has been opened. This tile covers two rooms and overlaps a third room to make one large room. When a Hero attempts to leave this room, he must first roll 1d6 to see which door he will use to exit:  
If he rolls a 1 or 2, he exits through door 1. If he rolls a 3, he exits through door 2. If he rolls a 4 or 5, he exits through door 3. If he rolls a 6, he exits through door 4.

**B** The first Hero to search for treasure in this room will find a vial of Holy Water behind a large book in the cupboard. This liquid may be used to destroy any regular Skeleton, Zombie or Mummy.

**C** This chest contains 300 Gold Coins. It also has a poison needle trap on it. If a Hero searches for treasure in this special room before the

trap has been disarmed, he will lose 3 Body Points.

**D** If a Hero searches for treasure in this room, ask him if he wishes to pry open the tomb of a great warrior. If he says yes, a sparkling mist fills the room as the tomb is opened. No Body Points are lost, but any Hero in this room (or any Hero who later enters) with Borin’s Armour or the Orc’s Bane will see those weapons crumble into powder. (Of course, don’t tell the Heroes this until after it happens.) There is no treasure in the tomb.

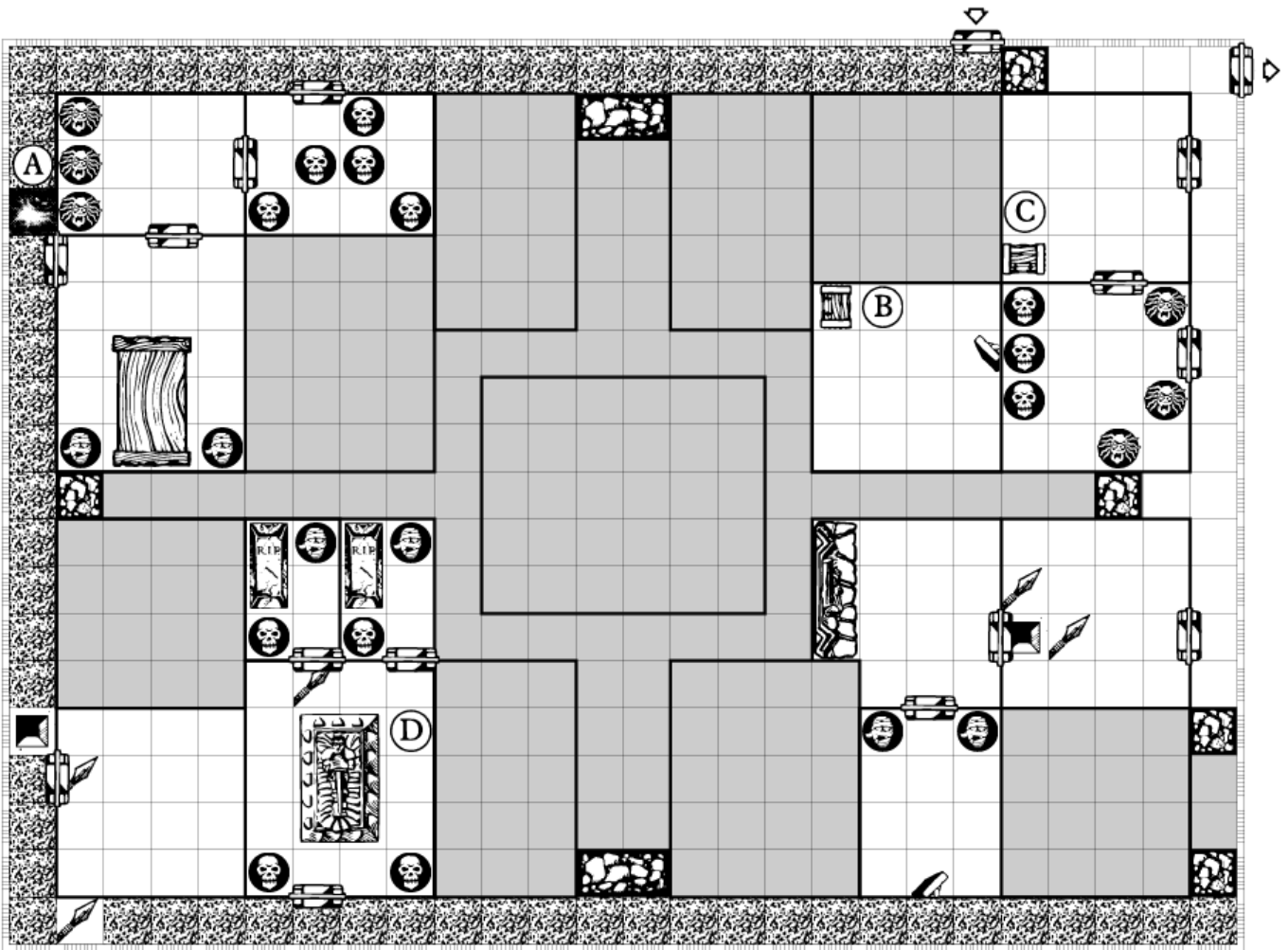
**E** The Skeletons in these 4 rooms are the Spirit Riders. Their stats are as follows:

*Movement 8*  
*Attack 4 Defend 4*  
*Body 3 Mind 3*



**Wandering Monster: Zombie**





- Quest 3 -

## The Silent Passages

“These passages have been silent for over a thousand years. The last voices that echoed through these hallowed halls were those of King Agrain and his subjects as they rushed to defend the city. It is said that ancient and terrible magic is at work here. Tread carefully, my friends, as you search for the exit door that leads to safety!”

**A** At the beginning of the Quest, the Death Mist tile is placed on the gameboard as shown next to the square marked “A”. This mist is a breath of Chaos which will harm all who are not evil. The Death Mist tile moves up to 6 squares on each of your (Morcar’s) turns and can only move within the shaded corridors.

When the Death Mist tile passes over a Hero, he loses 1 Body Point. The mist may affect 1 or more Heroes each time it is moved on your (Morcar’s) turn. It will not affect monsters.

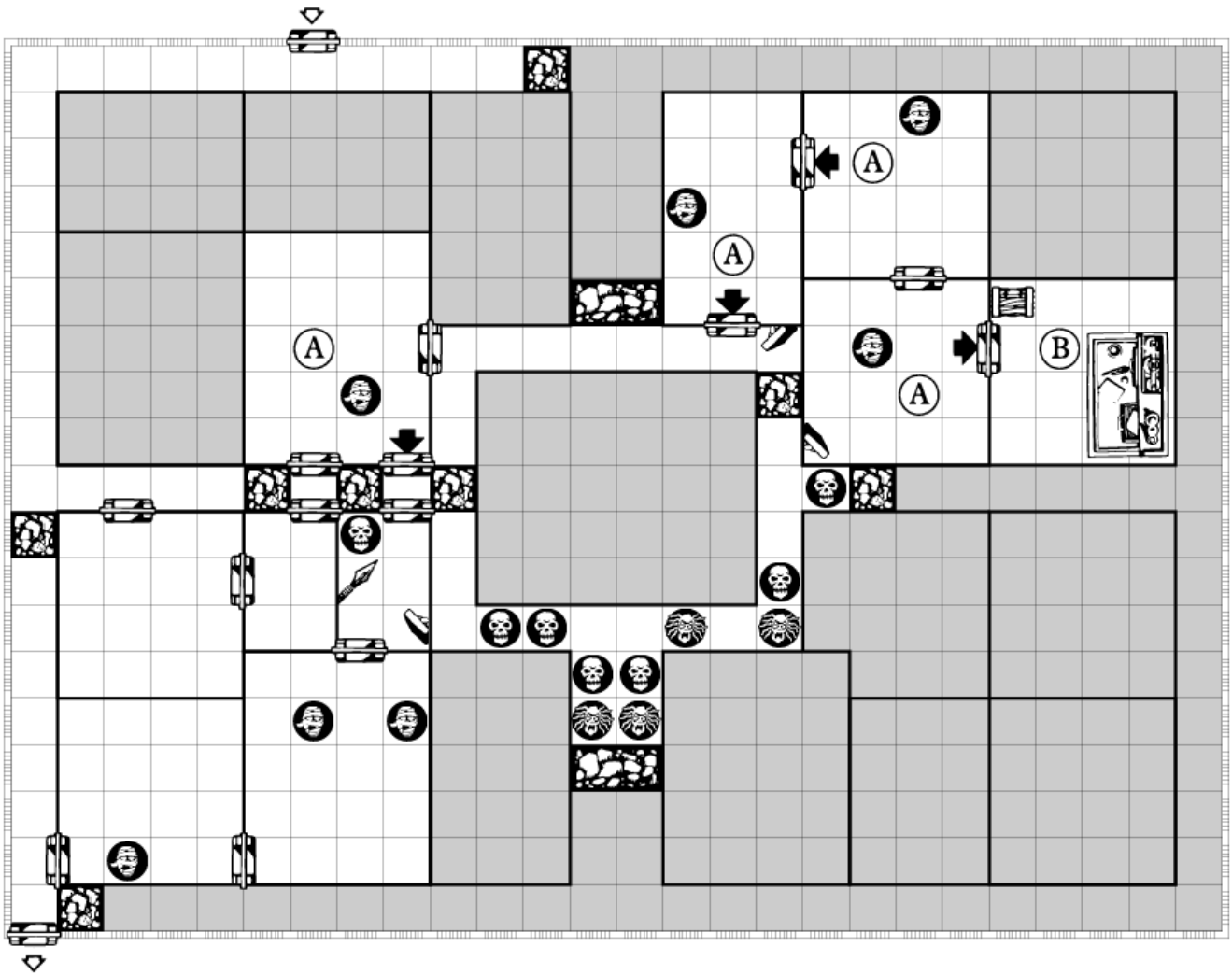
The mist cannot move onto the same square twice in 1 turn. It also cannot end its turn on the same square with a Hero. The mist is not affected by normal weapons. It can only be destroyed by a Tempest spell or by the Spirit Blade. (Don’t tell this to the Heroes!)

**B** The chest has a trap on it. If a Hero searches for treasure in this room before the trap has been disarmed, he will lose 1 Body Point from a dart that shoots out from the wall. This chest contains 2 Magical Throwing Daggers. (See the Artefact Card.) The daggers may be divided between 2 Heroes.

**C** The first Hero to search for treasure in this room will find 100 Gold Coin in the chest. He will also find a Potion of Healing which will restore up to 4 lost Body Points.

**D** If the Spirit Blade was lost in a previous Quest then it can be found in the tomb. (See the Artefact Card.) If one of the Heroes already carries the Spirit Blade, then the tomb is empty.





- Quest 4 -

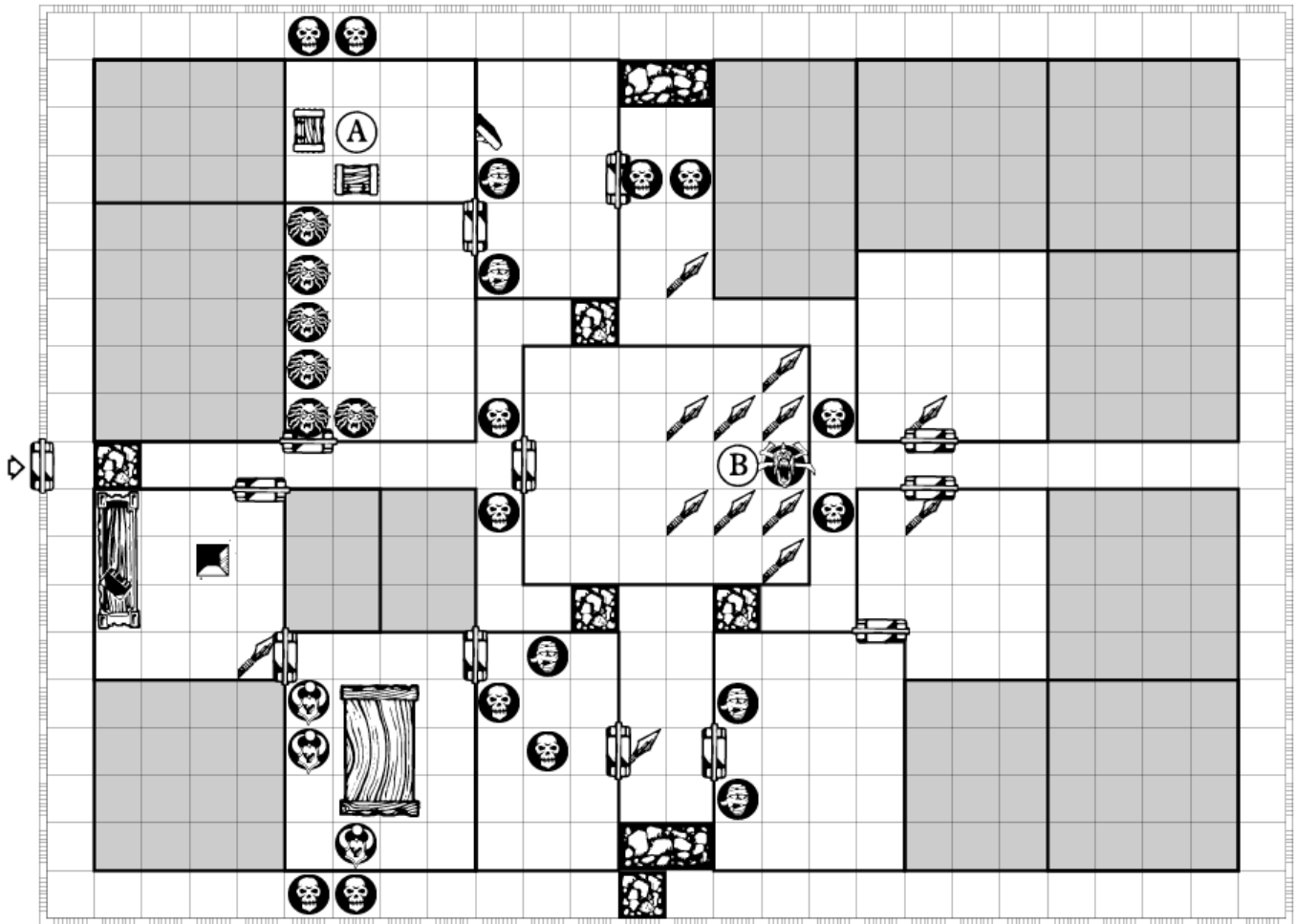
## The Halls of Vision

“King Agrain was one of the greatest of all rulers in a time before Chaos. Although he was a powerful and feared warrior, he was also known for his fairness. Agrain dabbled in magic and created the Halls of Vision, a maze of magical rooms. The secret of the Halls lies in the Keys of Agrain. You must find these valuable Keys and reach the safety of the exit door.”

**A** The four magical rooms marked with an “A” were built to protect King Agrain’s secret laboratory. Each room is guarded by a Mummy. If one of these Mummies is killed, immediately remove the door that’s marked with the arrow from the same room as the Mummy just killed.

**B** This is the magical laboratory of King Agrain. The first Hero to search for treasure in this room will find 2 spell scrolls: *Fire of Wrath* and *Ball of Flame*. He will also find 4 gold keys on the bench. They are the Keys of Agrain. If these keys are found by a Hero, Morcar must immediately replace any doors that were removed when Mummies were killed. The 4 keys are each worth 200 Gold Coins. They may be divided among the Heroes. The Mummies in this Quest will not attack anyone holding one of the keys (but don’t tell the Heroes this). Skeletons and Zombies will still attack.





- Quest 5 -

## The Gate of Bellthor

“Here begins the true domain of the Witch Lord. In these deep caverns, he has created his own subterranean fortress from which he plans the destruction of the Empire. Loretome has told me of a terrible guardian, Bellthor, who watches over the Gate. If Bellthor is to be defeated, you must all confront him together.”

**A** The first Hero to search for treasure in this room will find 500 Gold Coins in each chest.

**B** Once all Heroes have entered this room, the door will disappear, trapping them inside with Bellthor, a foul Gargoyle. Bellthor will not move or attack on his turn until all of the Heroes are in the room together. Bellthor cannot be harmed until after he attacks. His stats are as follows:

*Movement 6*

*Attack 4*

*Defend 6*

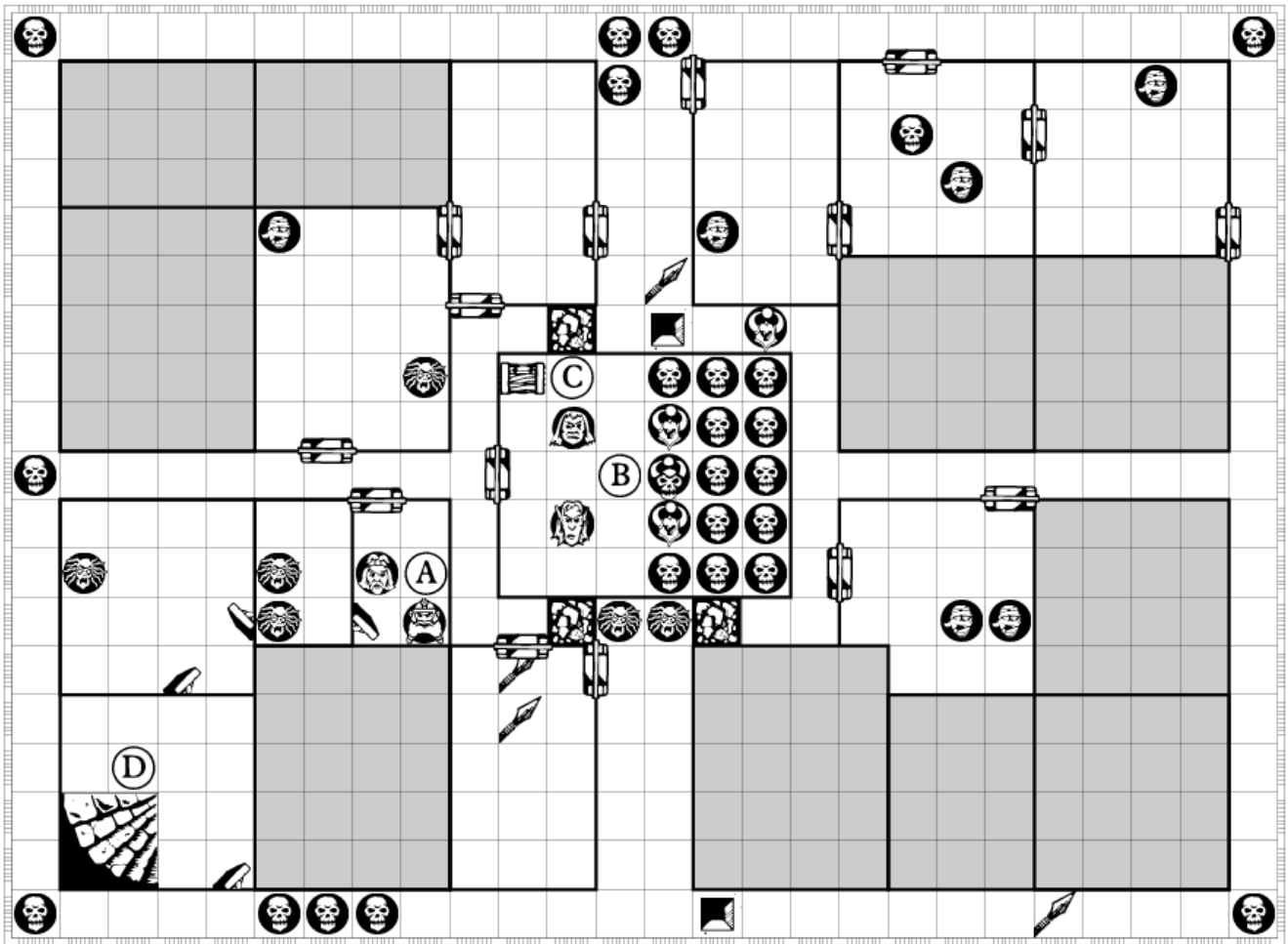
*Body 9*

*Mind 3*

Bellthor also has poisonous breath and will breathe on any one Hero in the room (once per turn) after he has attacked. To do this, he rolls 6 Combat Dice. For each Skull rolled, the defender loses 1 Mind Point. If a Hero is reduced to zero Mind Points in this situation, he is not killed but knocked unconscious. The Hero should be removed from the gameboard until the next Quest. If Bellthor is killed, he will explode, filling the room with poisonous gas which will knock everyone in the room unconscious. All of the Heroes have now been captured by the Witch Lord! There is no successful way to exit from this adventure. (A Ring of Return will not work here.) Turn to the next Quest.



**Wandering Monster: Skeleton**



- Quest 6 -

## The Halls of the Dead

*The Wizard and Dwarf wake up in a prison cell. Shaking off the effects of the poisonous gas, they hear Mentor's voice deep within themselves... "A terrible fate has befallen you! You have become prisoners of the Witch Lord. Your companions, the Elf and Barbarian, have been taken to a secret place where the Witch Lord plans to feed them to his pets. You must rescue your companions and escape to the spiral stairway."*

*Tell the Heroes that the Wizard and Dwarf will be the only Heroes taking turn and moving on the gameboard until the Elf and Barbarian are found.*

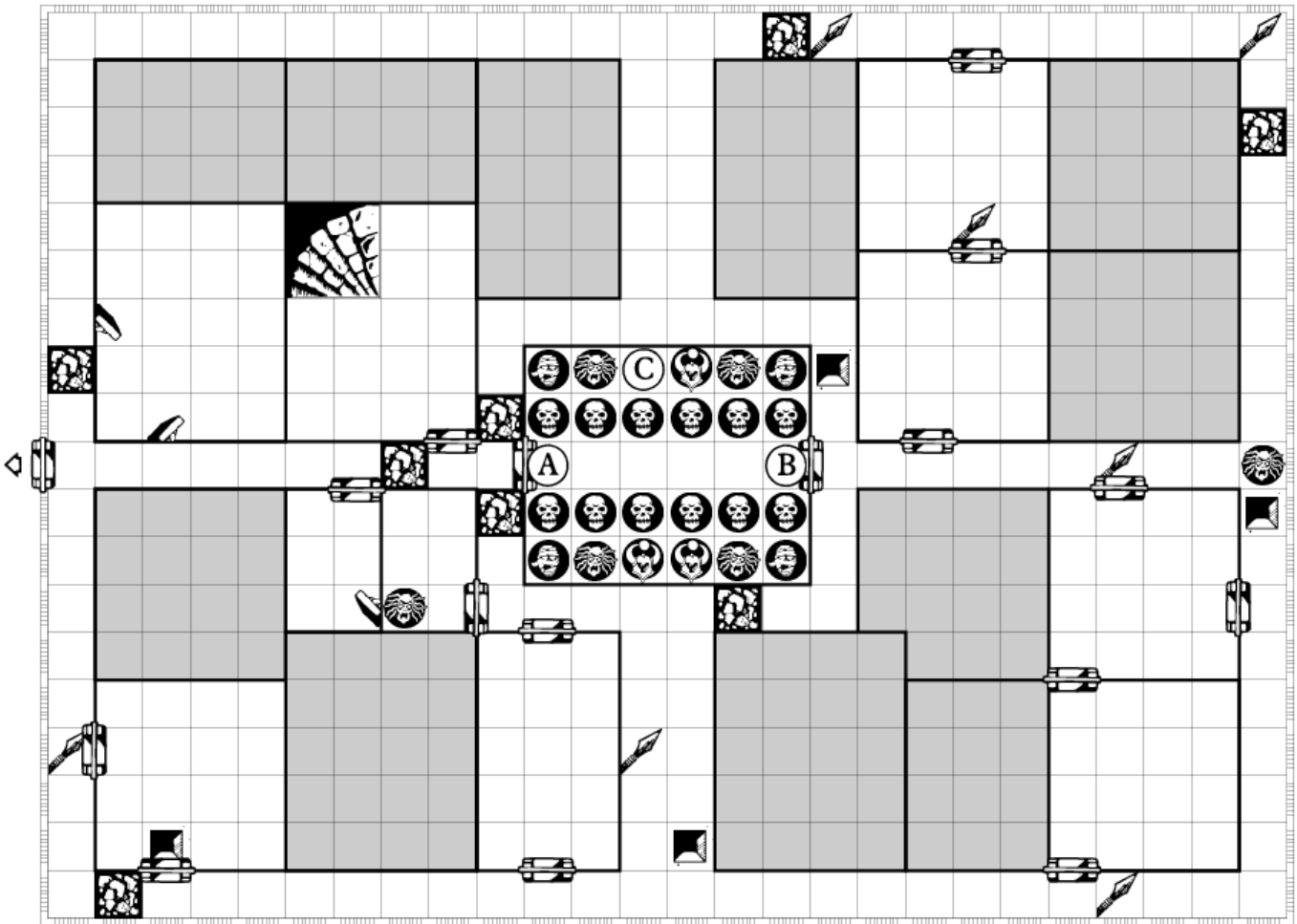
**A** Place the Wizard and Dwarf in this room at the beginning of the Quest. Place a closed door where shown. Explain to the 2 Heroes that this is their prison cell. Tell them that Mentor has just cast a powerful spell and the cell door has burst open. Then replace the closed door with an open door. Tell the Wizard and Dwarf that any weapons, Artefacts, Spells and Potions that they owned are on the floor outside the door, but their gold and gems are gone. They must cross off any gold or gems that are on their Character Sheets. Both Heroes start with full Body Points.

**B** This is the Hall of the Witch Lord. The Barbarian and Elf start in this

room on the spaces marked. They should not be placed on the gameboard until either the Wizard or Dwarf opens the door to this room. The Barbarian and Elf are chained up and all of their weapons, Artefacts, Potions, gold and gems have been taken. Both Heroes start with full Body Points and the Elf has his Spells. As soon as the Wizard or Dwarf enters this room, the Witch Lord curses them and disappears amidst a howling storm. The Barbarian and Elf are then free and may move normally.

**C** The first Hero to search this room will find the Barbarian's and Elf's weapons, Artefacts and potions in this chest. However, their gold and gems have been stolen and should be crossed off their Character Sheets. Do not place the spiral stairway on the gameboard until one of the Heroes looks into this room.





- Quest 7 -

## The Forgotten Legion

“You have escaped from the Witch Lord, but it will not be long before he pursues you. The halls through which you now pass are guarded by the Forgotten Legion, the elite of the Witch Lord’s army. They are led by Skulmar. In combat they are to be feared, for they bear the scars of a thousand battles, each one a victory for Chaos. You will be safe only when you find the exit door.”

*The Heroes enter on the spiral stairway.*

**A** When a Hero opens this door, place monsters where shown in the room. Explain to the Heroes that these monsters are the Forgotten Legion, encased in a magical ice that cannot be broken with any weapon.

**B** When a Hero opens this door, the magical ice will shatter and the Forgotten Legion will move to attack on your (Morcar's) turn. (Don't tell the Heroes this until after the door has been opened.)

**C** Skulmar stands on the space marked “C”. Use the Chaos Warlock to represent Skulmar. His stats are as follows:

*Movement 8*

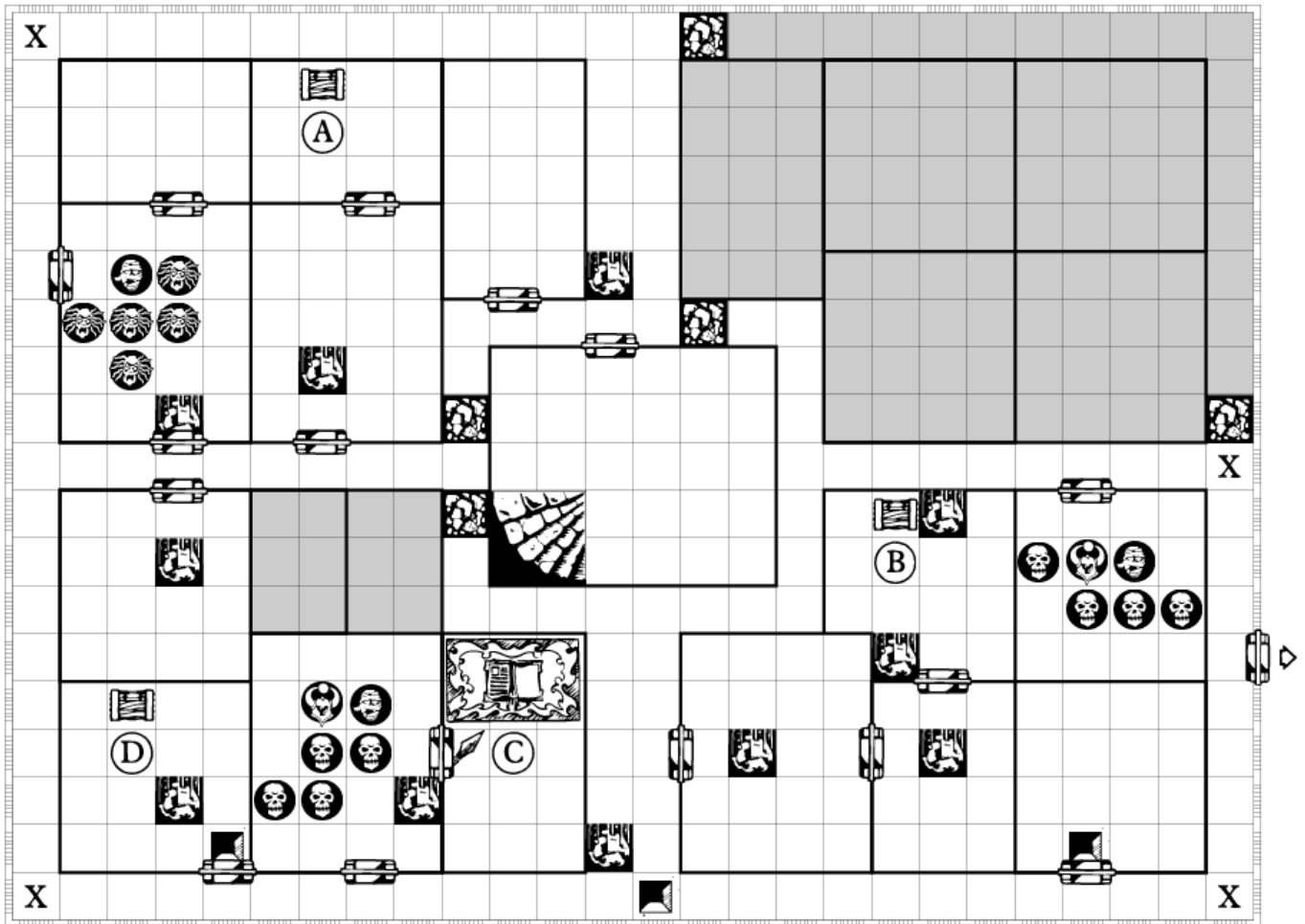
*Attack 5 Defend 6*

*Body 9 Mind 4*

If the Heroes are destroying a lot of the monsters, Skulmar should try to escape. To do this, he must reach the spiral stairway, at which point he is removed from the gameboard. If Skulmar is killed, the Heroes will find his treasures: the Rabbit Boots (new Artefact Card) and the Pass Through Rock spell scroll.



**Wandering Monster: Chaos Warrior**



- Quest 8 -

## The Forbidden Caverns

“No man has ever entered the Forbidden Caverns before. Even Loreto me can tell little of what lies before you. It is said that the passages are filled with the walking dead, mindless servants of Morcar. You must also be wary of the caverns themselves, for they are ready to collapse at any time. You must find the exit door to continue your Quests.”

*The Heroes enter on the spiral stairway.*

*At the beginning of each of your (Morcar's) turns, you may pick 2 Skeletons, Zombies, or Mummies that are available and place them on any two of the spaces marked with an "X".*

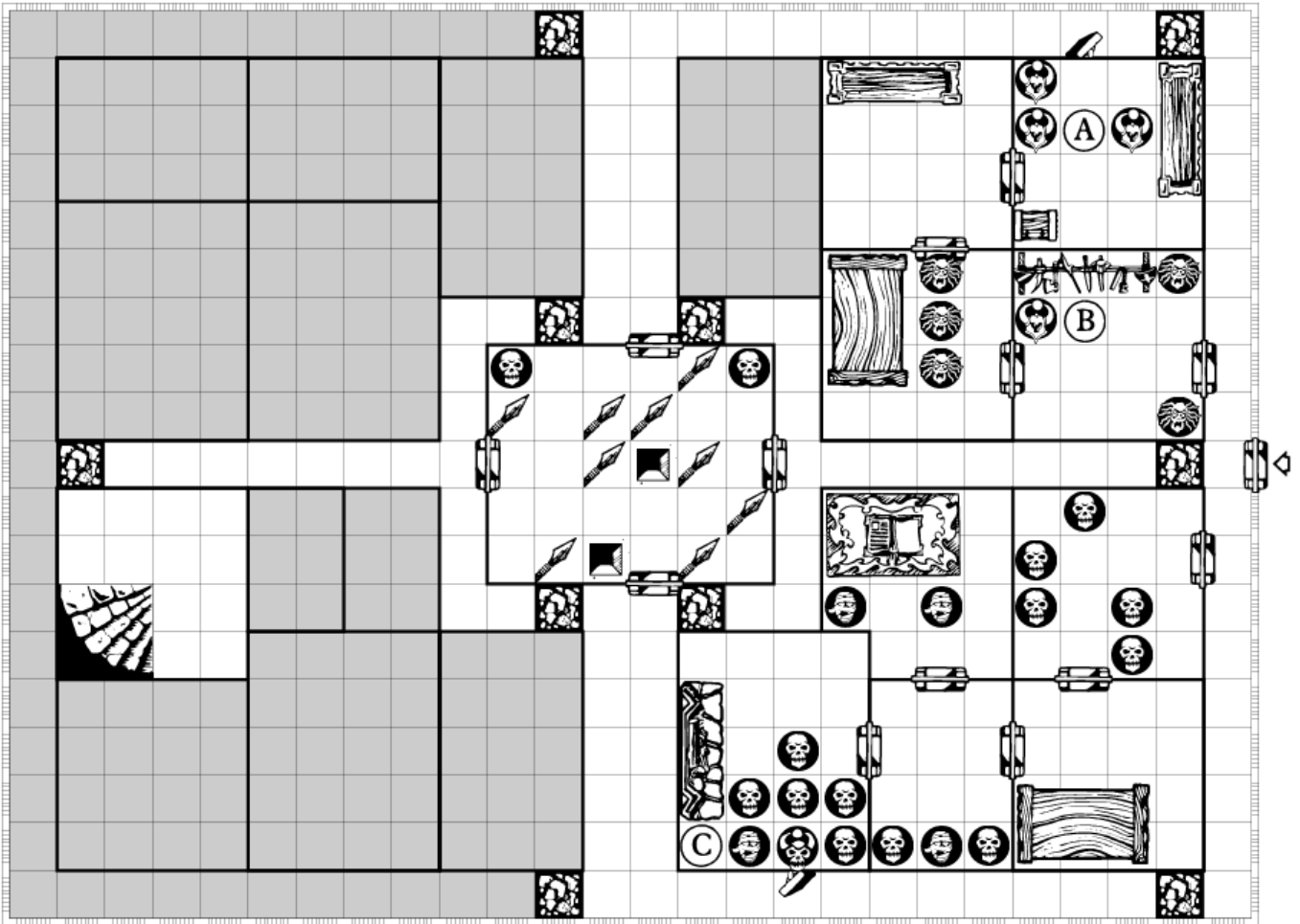
**A** The first Hero to search for treasure in this room will find 360 Gold Coins in this chest. He will also find 2 Anti-poison Quills. (See the new Artefact Card.) The quills may be divided between 2 Heroes.

**B** This chest is empty.

**C** The first Hero to search for treasure in this room will find the *Heal Body* and *Courage* spell scrolls on the sorcerer's table. The scrolls may be divided between 2 Heroes.

**D** This chest is trapped with a poison needle. If a Hero searches for treasure in this room before the trap has been disarmed, he will lose 3 Body Points. The chest contains 2 short swords and 2 long swords. These weapons are exactly like the ones described on the Equipment cards. They may be divided among the Heroes.





- Quest 9 -

## 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 Chaos Warriors from the Doomguard. Beware! They are more powerful than other Chaos Warriors that you have already defeated. They stand guard here in the chambers of Kessandria, the Witch Queen. You must find the spiral stairway which leads directly to the Witch Lord.”

**A** This is the abode of 3 Doomguard Chaos Warriors who have the following stats:

*Movement 8*

*Attack 4 Defend 6*

*Body 3 Mind 3*

The first Hero to search for treasure in this room will find 240 Gold Coins in the chest. He will also find an Arm Band of Healing. (See the Artifact Card.)

**B** The Chaos Warrior in this room has the same stats as the ones in the room marked “A”. The first Hero to search for treasure in this room will find 2 Magical Throwing Daggers on the weapons rack. (See the Artifact Card.) The daggers may be divided between 2 Heroes.

**C** This is the chamber of Kessandria, the Witch Queen. She is immune to all spells except Fire spells. She has the following stats:

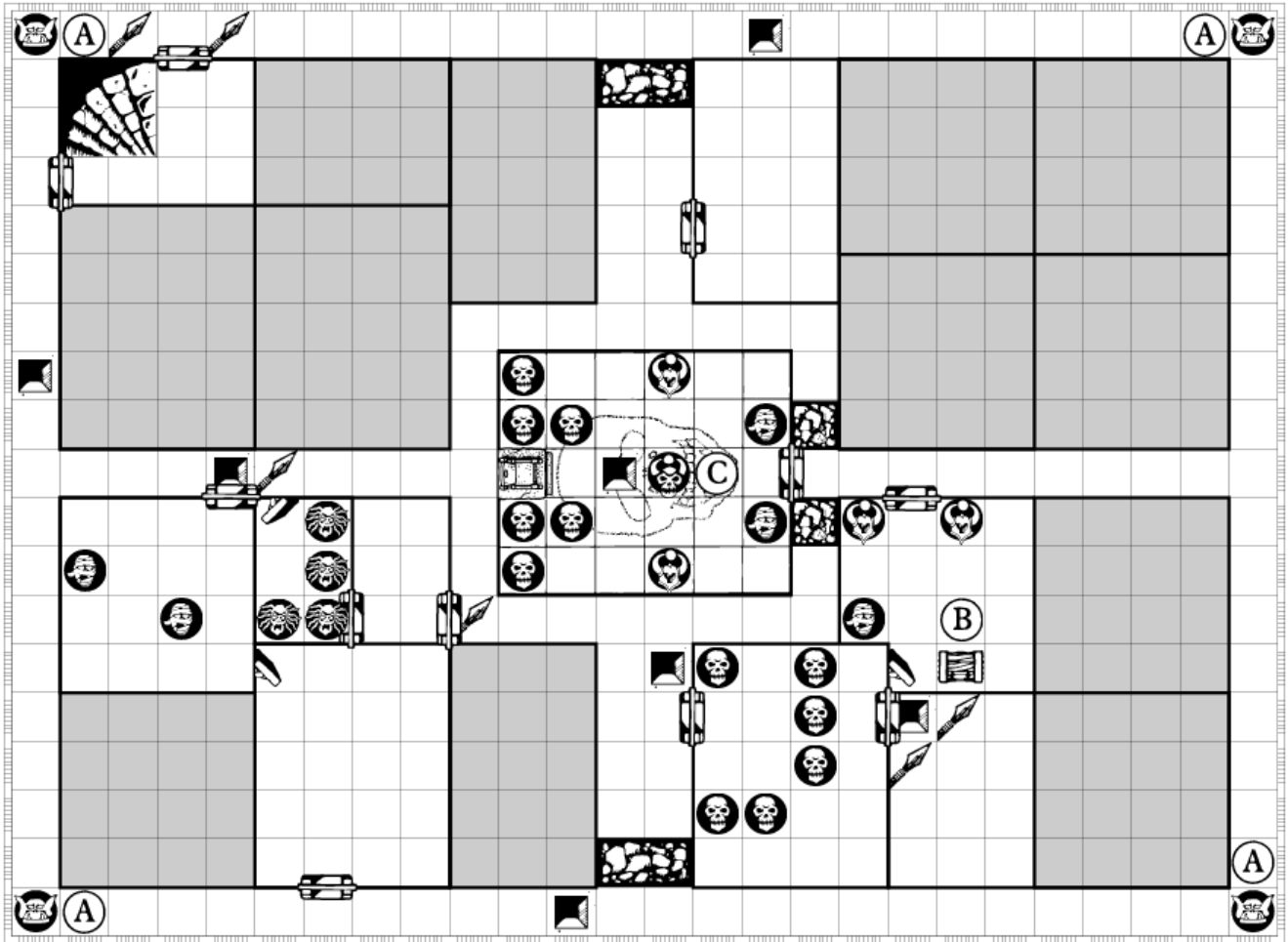
*Movement 6*

*Attack 4 Defend 6*

*Body 9 Mind 4*

Kessandria also knows the following Chaos spells: **Lightning Bolt, Tempest, Fear, Sleep** and **Cloud of Chaos**. She has a Potion of Speed which will allow her to move 12 squares on the turn in which she drinks it. If Kessandria’s Body Points are greatly reduced, she should attempt to escape by going through the secret door (which she can open) and by trying to reach the spiral stairway. As Kessandria retreats, she may open doors as needed. If she succeeds in escaping remove her from the gameboard.





- Quest 10 -

## The Court of the Witch Lord

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

*The Heroes enter on the spiral stairway.*

**A** These 4 Orcs are magical statues which do not move and cannot attack or be harmed. They completely block the corridors. They cannot be climbed over or passed. If a Hero attacks any of these statues, his weapons will break (even a magical throwing dagger or other ranged weapon will break). He then loses that weapon and must cross it off his Character Sheet. The only exception to this rule is the Spirit Blade, which is so powerful that it will not break. However, it still will not harm the statue.

**B** The first Hero to search for treasure in this room will find 2 Potions of Healing in the chest. Each potion will restore up to 4 lost Body Points.

**C** Here the Witch Lord awaits the final conflict. Place the large Throne room tile in this room only after a Hero opens the door to the room.

Use the Chaos Warlock figure to represent the Witch Lord and place him on the square marked “C”. The 2 Chaos Warriors in this room are members of the Doomguard and their stats are listed in the previous Quest. The first Hero to search for treasure in this room will find 500 Gold Coins in a secret compartment under the stone. The Witch Lord’s new stats are as follows:

*Movement 10  
Attack 5 Defend 6  
Body 12 Mind 5*

The Witch Lord can only be harmed by 4 things at this time: The Spirit Blade, the Fire of Wrath spell, the Ball of Flame spell and the Magical Throwing Dagger. The Witch Lord knows the following Chaos spells: **Summon Undead, Firestorm, Tempest, Lightning Bolt, Fear and Command.** If the Witch Lord is killed, read aloud the text on the next page.





## EPILOGUE

“The Witch Lord has been defeated and his army of the dead remains asleep under the earth. The magic that animated them has been weakened. Yet this victory could herald our downfall if we relax our struggle. Now is the time for our efforts to be renewed. Now 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 revenge on those who defeated their master. Indeed, Loretome has shown me that Skulmar, who we believed to be slain, has escaped from the ruins of Kalos with many of the Witch Lord's most powerful spell books. He was aided by the traitorous Sir Ragnar who you once rescued from the forces of Chaos but who has now been corrupted by that same influence. I fear that it will not be long before you will have to confront Skulmar and attempt to end this threat forever, although Sir Ragnar has been captured and executed.

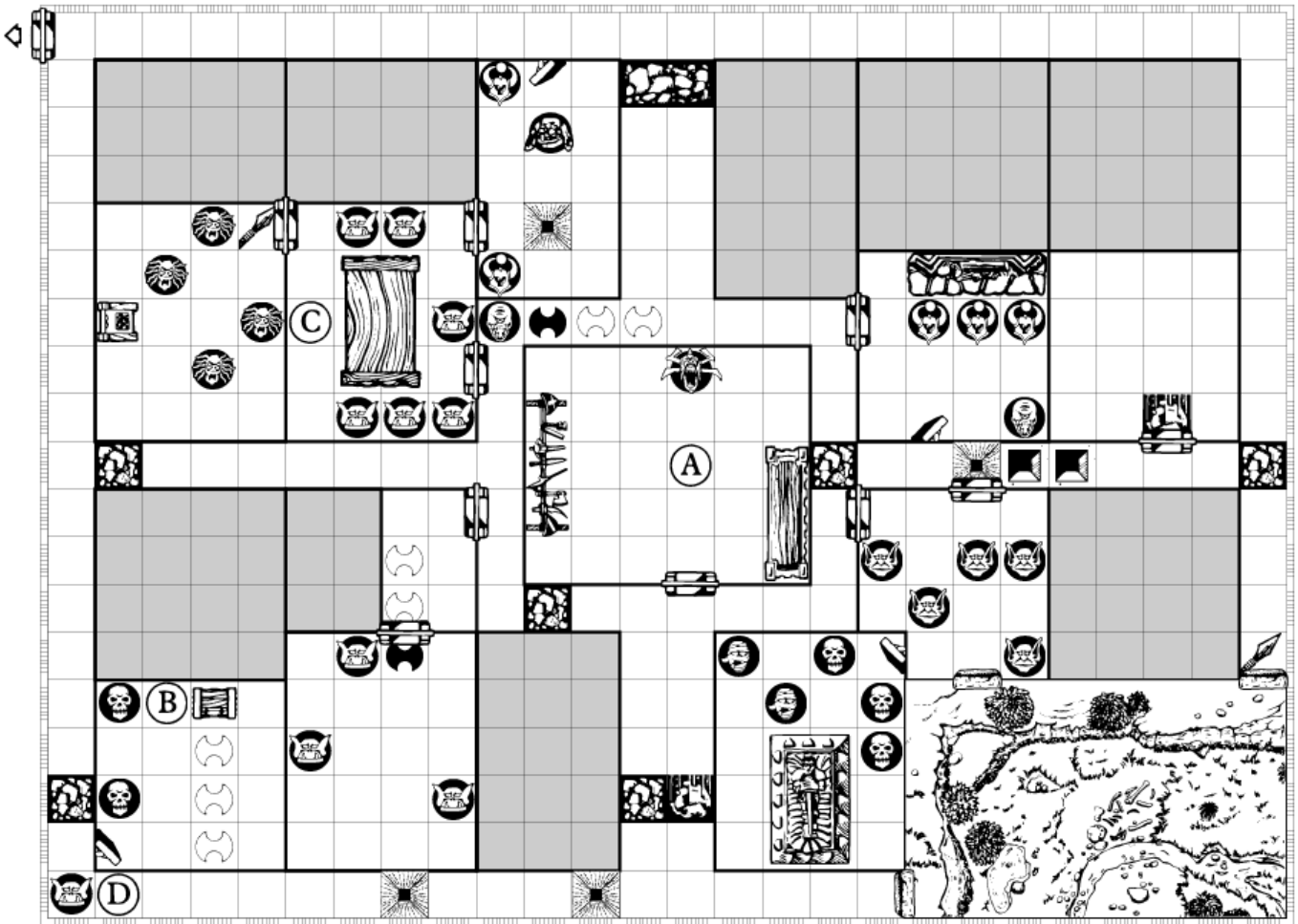
But for the present you have earned yourselves a rest. So come, my friends, the Emperor awaits you in the Grand Palace. Tonight you are to be honoured for your incredible feats of heroism in the presence of the nobility of the whole Empire!” - Mentor



**AGAINST THE OGRE HORDE**

Morcar sat motionless on his throne of pure jet, deep in thought. His eyes scanned the image of the Emperor's lands, which he had magically conjured before him. He had been so close to victory, so nearly had he trapped and destroyed the Emperor and his forces in the ancient fortress at Karak Varn. But he had been foiled at the last minute by the Emperor's accursed Champions. The same fate had befallen his powerful ally the Witch Lord whose Army of the Dead had crumbled following the slaying of their leader. Morcar needed some new and subtle means to attack the Empire and weaken its forces before he could lead his armies against them once more. Suddenly his gaze froze and a smile sent ripples through the lines of his ancient face. A plan had come to him.

A month later Morcar again sat back to examine the scheme he had set in motion. He had never before considered the ancient race of Ogres as a potential tool. Their undisciplined and random nature made them unreliable as servants and dangerous as allies. However, using the magical arts at his disposal, Morcar had planted one of his Chaos sorcerers, Festral, within the subterranean fortress of the infamous Dirgrusht Ogre clan. Drawing from a magical pool of Chaos power, Festral had subtly taken control of the Ogre clan and started them on a series of raids on the Emperor's farmlands. This was only the beginning, for as the raids went on, other Ogre clans and Orc tribes came to swell the ranks of his new army.



- Quest 1 -

## Search for the Ogre Fortress

“You, my Heroes, must find the gateway to the Ogre Fortress which is hidden 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.”

**A** The Gargoyle in this room has the following stats:

*Movement 6*

*Attack 4 Defend 5*

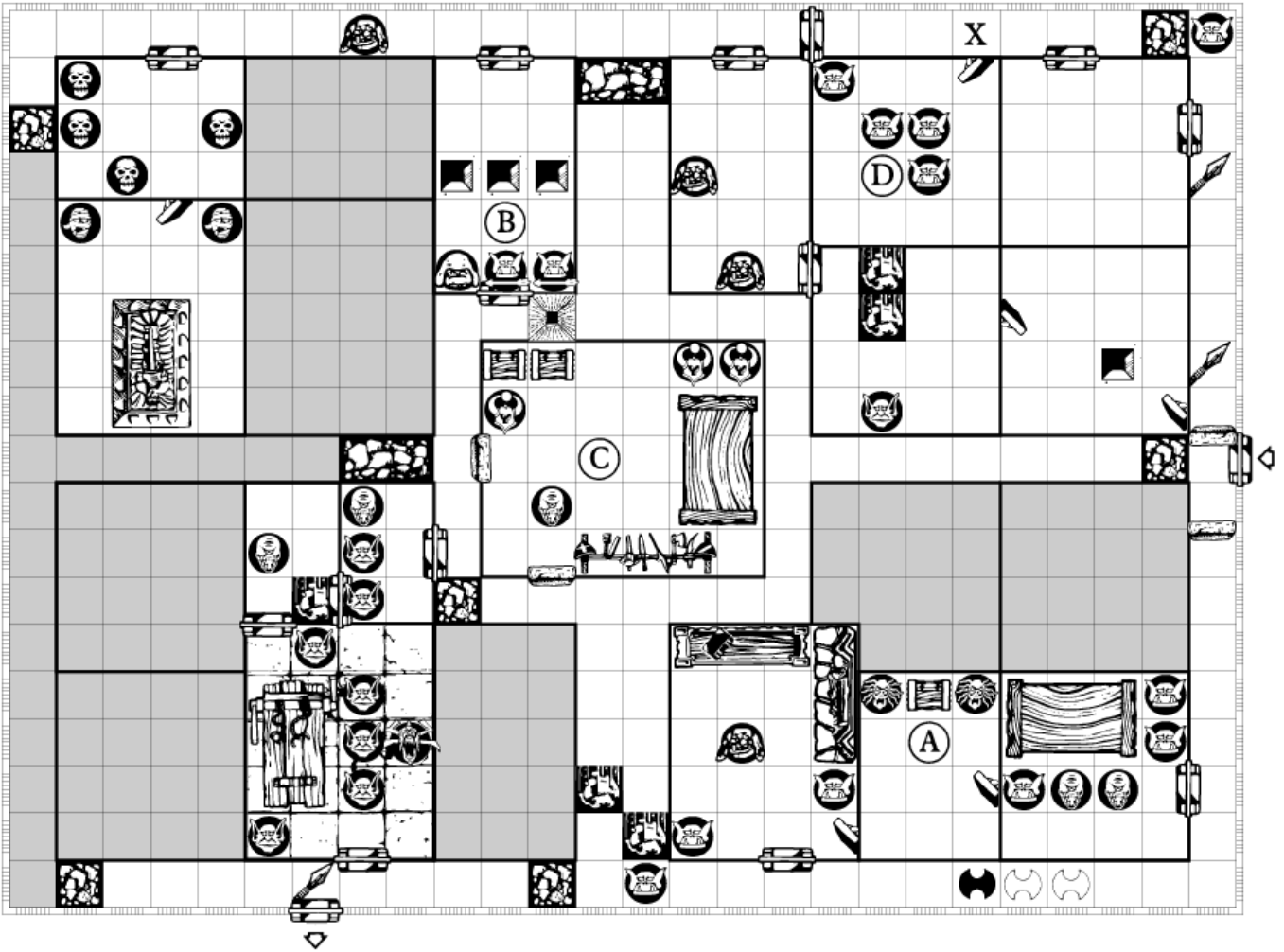
*Body 5 Mind 4*

**B** This Swinging Blade Trap will only be triggered by someone opening the chest or someone attempting and failing to disarm the trap. The chest contains 50 Gold Coins.

**C** All the Orcs in this room are armed with spears and may attack diagonally or with their normal Combat Dice if they wish.

**D** This Orc is a magical statue, which is able to cast a Fireball of 3 Combat Dice, every turn. It has 5 Combat Dice in defence and 2 Body Points. It is unable to move and is immune to all spells. Players may only pass this statue once it has been destroyed.





- Quest 2 -

## The Outer Caves

“You have found the entrance to the Ogre Fortress. You must now strike at their raiding parties and destroy the subterranean headquarters where they plan their raids. Purge the central chamber of monsters, then press on to the exit door.”

**A** This chest contains Emeralds worth 300 Gold Coins.

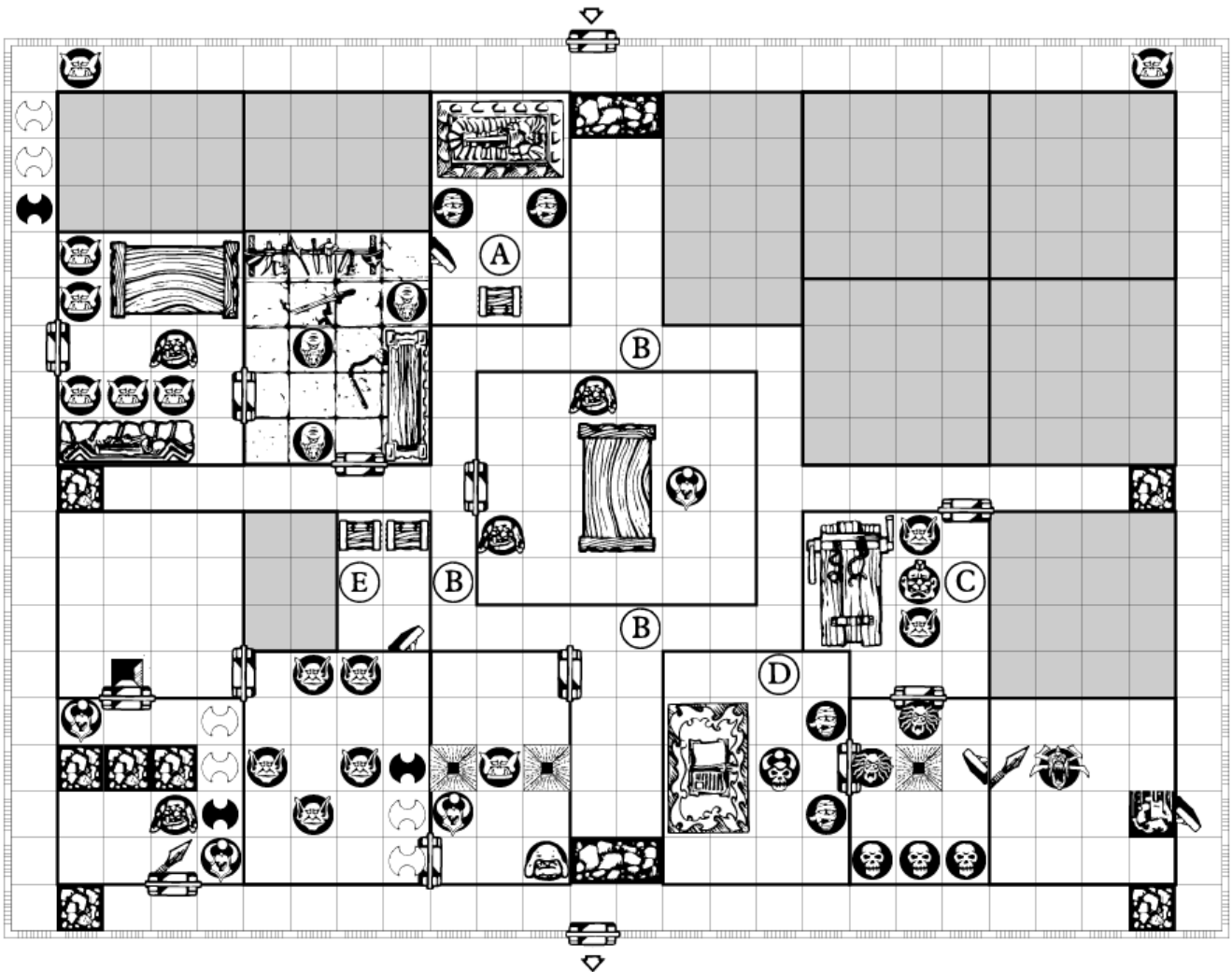
**B** The Orcs in this room have crossbows. They will pick off adventures while the Ogre prevents them from crossing the Pit Traps.

**C** These are the headquarters for the Ogres' raiding squads. To complete the Quest, the Heroes must clear

this room of monsters and be the sole occupants for one turn. The two chests contain the loot from the Ogres' latest raid, a total of 600 Gold Coins and a Potion of Healing which will heal up to 4 Body Points.

**D** The first Hero to land on or pass the space marked with an "X" will activate the occupants of this room and will open the secret door.





- Quest 3 -

## 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.”

**A** This chest contains 200 Gold Coins.

**B** Whenever there are any Heroes in any of these corridors during Morcar's turn, he must roll 1d6. On a roll of 1 or 2 all the monsters in the central hall are activated and the doors opened. A roll of 3-6 has no effect. Morcar may roll every turn that there is somebody in the central hall.

**C** This is the chamber of Tograk, the commander of the Ogre forces. He is an Ogre Chieftain. He has 10 Body Points.

**D** This is the chamber of Nexrael, an apprentice Chaos Sorcerer. Nexrael has the following stats:

*Movement 8*

*Attack 3 Defend 4*

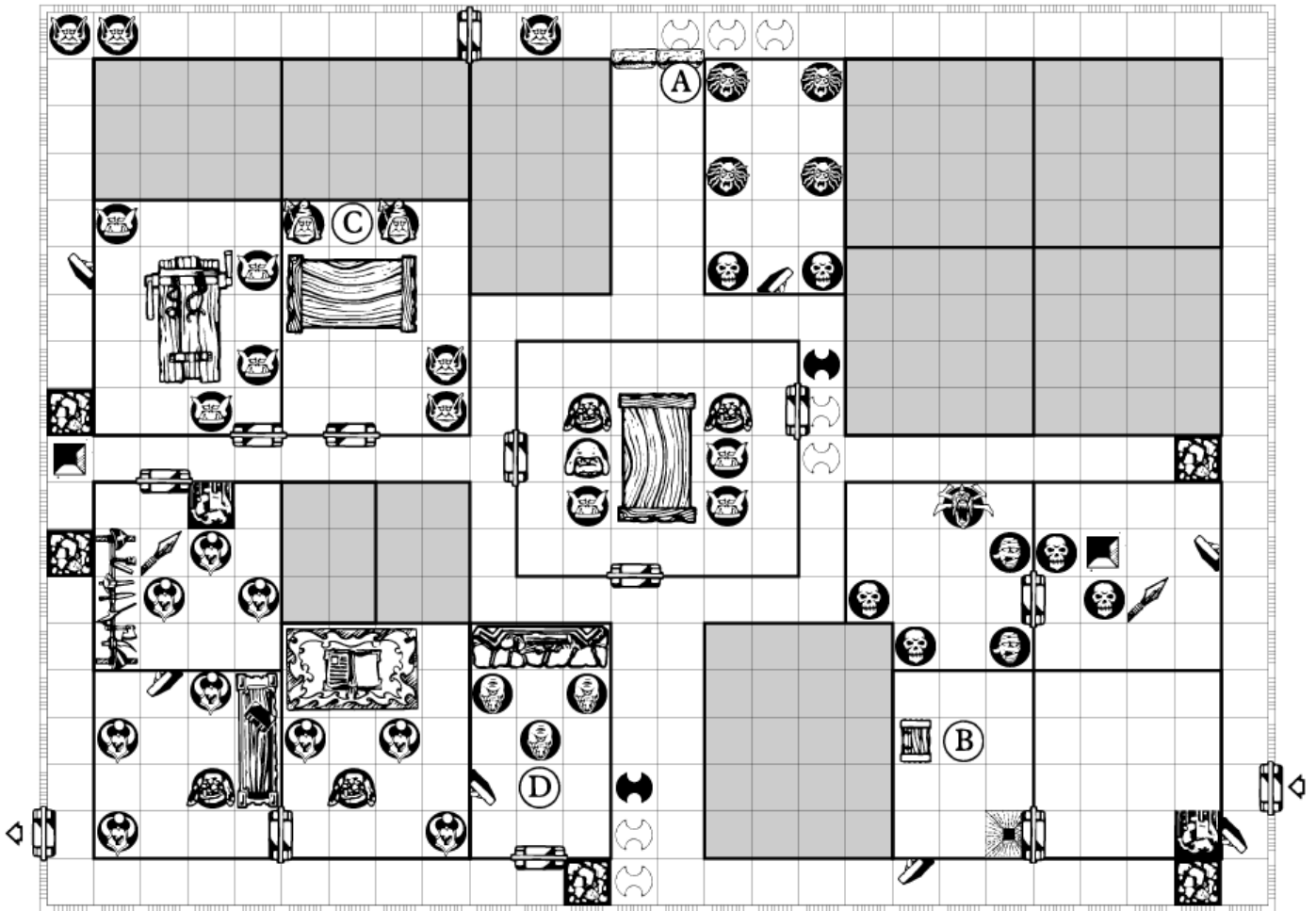
*Body 9 Mind 5*

Nexrael can use the **Mind Blast** spell and has 4 tokens for it.

**E** This is the Horde's plunder room. There are 400 Gold Coins in the first chest. The second chest conceals a spear trap and contains 500 Gold Coins.



Wandering Monster: 3 Orcs



- Quest 4 -

## 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.”

**A** If a Hero opens the door on the right, they will activate the swinging blade trap marked on the board. It cannot be activated any other way.

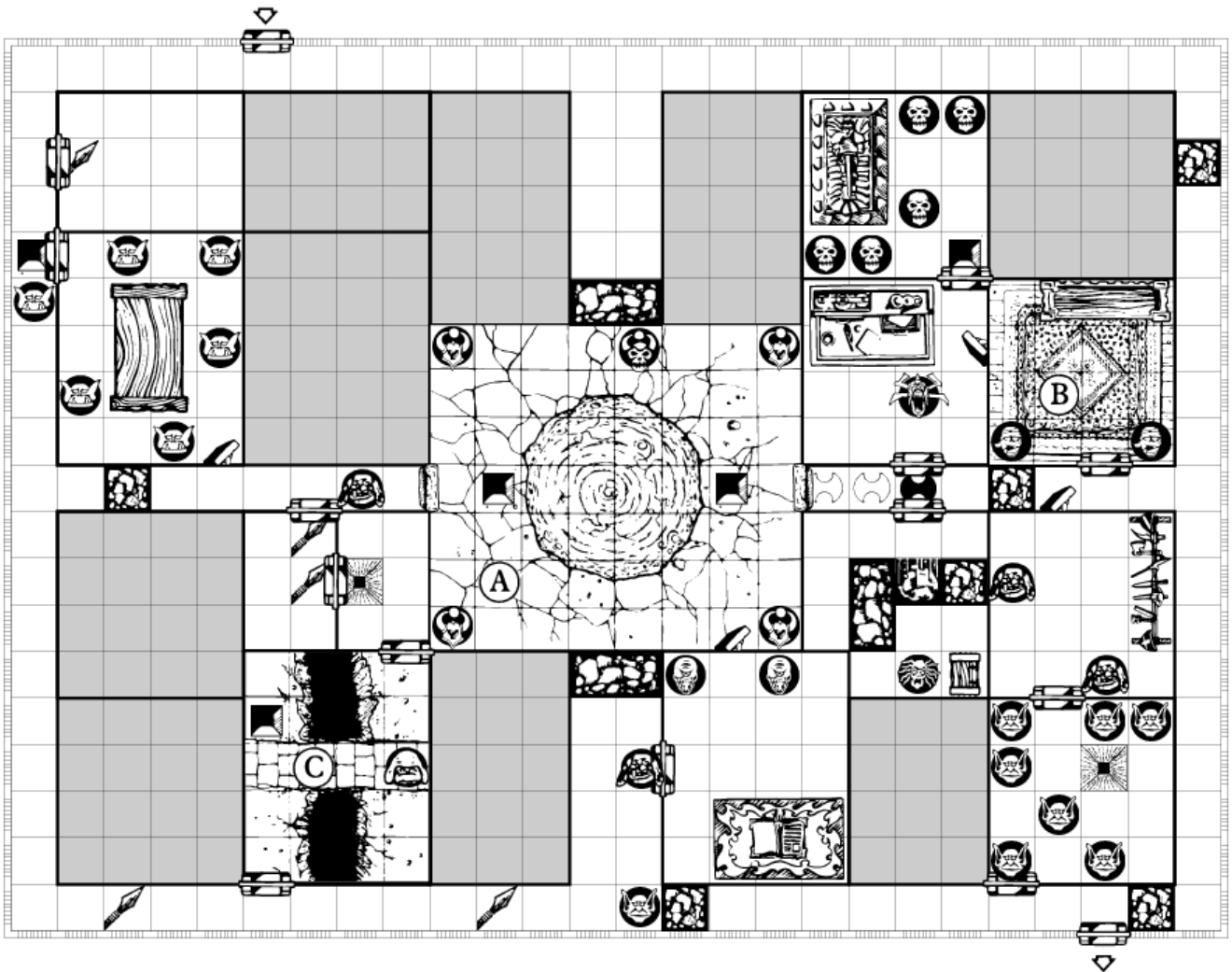
**B** This chest contains 200 Gold Coins and some old bones.

**C** These two Goblins are both armed with shortbows. They may each make ranged attacks with 2 Attack Dice.

**D** A search of this room will reveal a cache of 5 diamonds worth 100 Gold Coins each, hidden behind the fireplace.







- Quest 5 -

## The Pit of Chaos

“Tread carefully Heroes, for I sense that you are now approaching a source of Chaos power. Before you can continue, you must destroy this source by finding Festral's Ring of Power and hurling it into the Pit. Then you may find the exit and continue your journey.”

**A** In the centre of this chamber is the Pit of Chaos. Anyone who moves into the pit will instantly turn to Chaos and fall under the control of Morcar forever. This is the domain of Festral, the Chaos Sorcerer, whose stats are as follows:

*Movement 6*

*Attack 4 Defend 5*

*Body 8 Mind 8*

Festral knows all three of the Chaos Sorcerer spells and has three tokens for each.

The Chaos Warriors in the room are elite members of Festral's personal guard and have the following stats:

*Movement 7*

*Attack 5 Defend 5*

*Body 3 Mind 3*

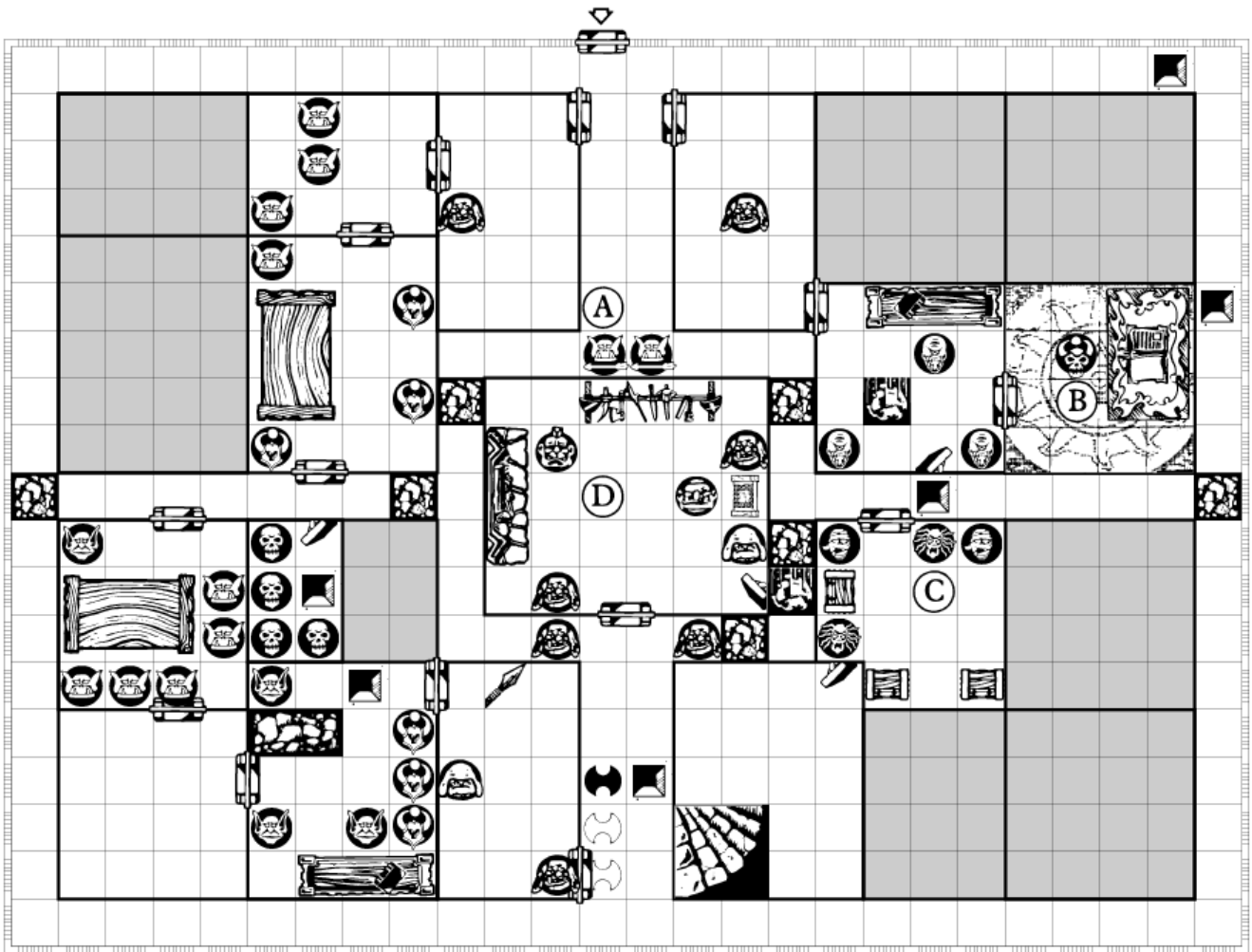
**B** Hidden in the bookshelf is a hollow book containing Festral's Ring of Power and 10 diamonds worth 75 Gold Coins each.

**C** The centre of this room is a bottomless pit, over which one small bridge stretches. Any character or monster that falls into the Pit dies.



**Wandering Monster: 3 Chaos Warriors**





- Quest 6 -

## 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 kill the Ogre Lord, you will break the unity of the Ogre Horde and save the Empire from their threat”

**A** Both of these Orcs are armed with crossbows, which may make ranged attacks with 3 Combat Dice.

**B** This is the chamber of Xenloth the Chaos Mage, who is Festral's assistant. Xenloth is able to use the Mind Lock spell and the Mind Blast spell. He has 5 tokens for each spell. Xenloth's stats are as follows:

*Movement 6*

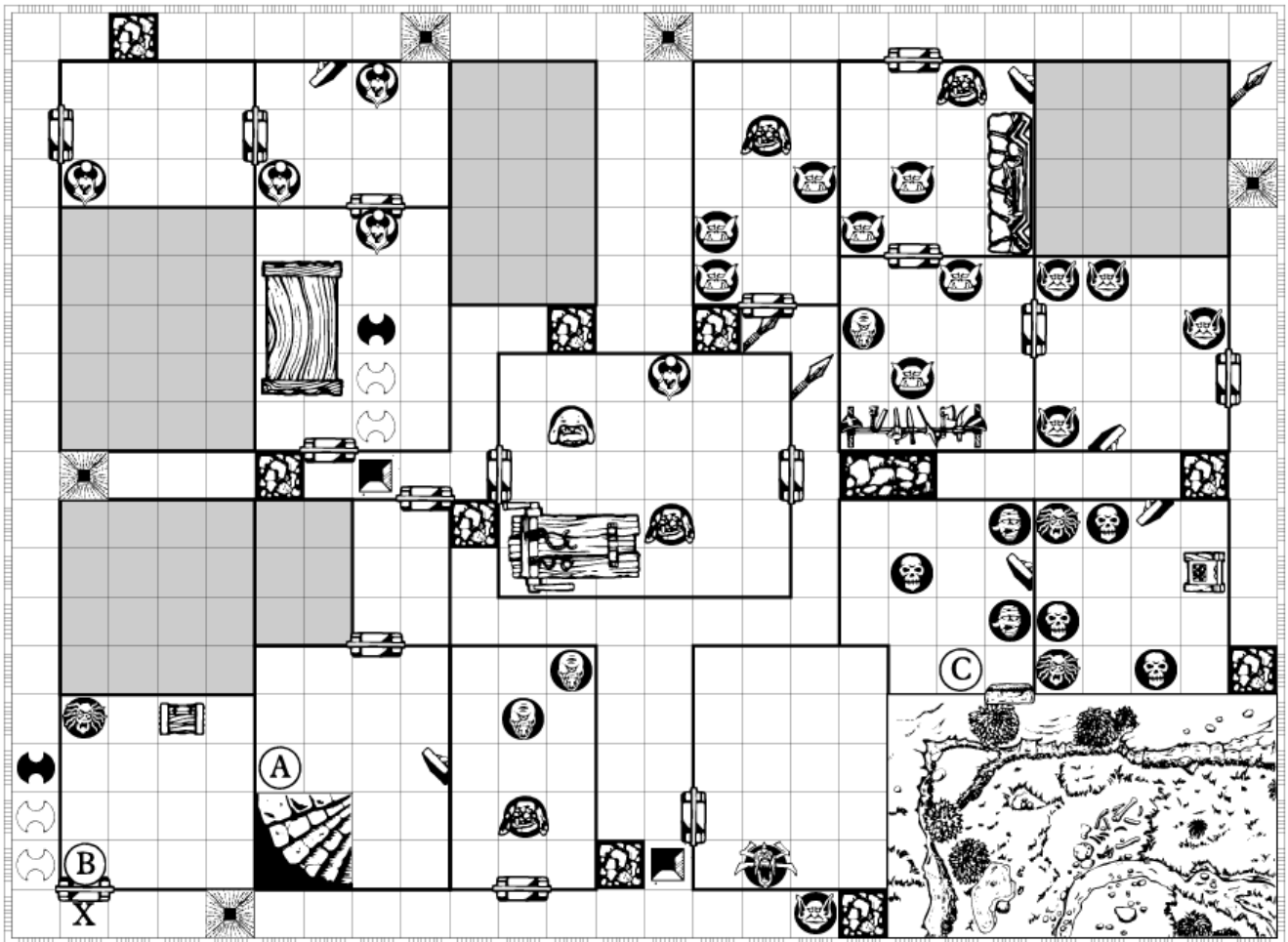
*Attack 2 Defend 4*

*Body 6 Mind 4*

**C** Here lies the treasure of the Ogre Lord. Each chest contains 700 Gold Coins, but all the chests conceal traps. Anyone opening one of them is attacked by a spear trap. Roll 1 Combat Die. If a Skull is rolled, the Hero loses 1 Body Point of damage.

**D** You have finally reached the Great Hall of the Ogre Lord. Here he sits with his general, an Ogre Chieftain and his finest warriors. If he is killed, the first Hero to search the room will find his jewel-encrusted crown, which is worth 450 Gold Coins.





- Quest 7 -

## Flight to the Surface

“A thousand praises my Heroes! You have destroyed the Ogre Lord and shattered 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 now been raised. You must escape! If you can reach the surface you will be able to lead the Emperor's forces against the remnants of the Ogre Horde.”

*On each of his turns, Morcar may activate all the monsters in one or two rooms, whether the door to that room has been opened or not. He rolls 1d6. On a roll of 1-5 one room may be activated; on a roll of 6 he may activate two rooms. The contents of the room(s) are then laid out and the door is opened. Any monsters in that room may move on that turn.*

**A** On each turn after the Heroes have left this room, Morcar may place up to three Orcs on the stair tile, depending on how many he has available. The Orcs may move immediately.

**B** The first Hero to open this door will trigger a falling rock trap which will fall on the space marked with an "X". This works in the same way as a normal Falling Block Trap. The chest inside the room is empty.

**C** Once a Hero passes through this door onto the overground tile, they are safe. No monsters may follow them there.



**Wandering Monster: Morcar may activate one room.**



**WIZARDS OF MORCAR**

## A Glimpse of Chaos

As the rain lashed down and thunder rumbled across the sky, a brief flash of lightning illuminated a be-draggled group of travellers. Their slow climb up the rocky slopes to the foreboding tower at the summit seemed to last an eternity. At last the figures escaped the storm and entered a dark hallway. As they peered into the shadows, they saw a sinister figure on a rocky throne.

A solitary traveller stepped forward from the huddled and dripping group and addressed the presence on the throne.

“My Lord Morcar, we come bearing grave tidings. We must report the failure of your plan to raise the Ogre Horde against the Empire. Once again we were routed by his accursed Champions and once again we were forced to flee.”

The figure on the throne shifted and a voice like death broke the silence.

“I am aware of your failure, Festral. But as in all things I have learned from my failures. Firstly, I have learned not to underestimate the Emperor’s Heroes. Secondly, I have learned not to rely on fools. I have therefore conceived a new scheme to destroy the Emperor’s Heroes forever. I have chosen four Lieutenants to carry out my plan. Come forth my Lieutenants.”

With that command, four silhouettes stepped from the shadows.

“Let me present Zanrath, High Mage of Sarako.”

An ancient bearded man wearing a pointed hat and carrying a staff topped with a crescent moon bowed down towards Festral and his retinue.

“Fanrax, the Malicious.”

At the mention of his name, an evil-looking man adorned with skull symbols and toying with a wickedly sharp dagger gave a sneering smile at the group.

“Boroush, the Storm Master.”

With a sweep of his oaken staff, a ragged and bearded figure greeted the refugees.

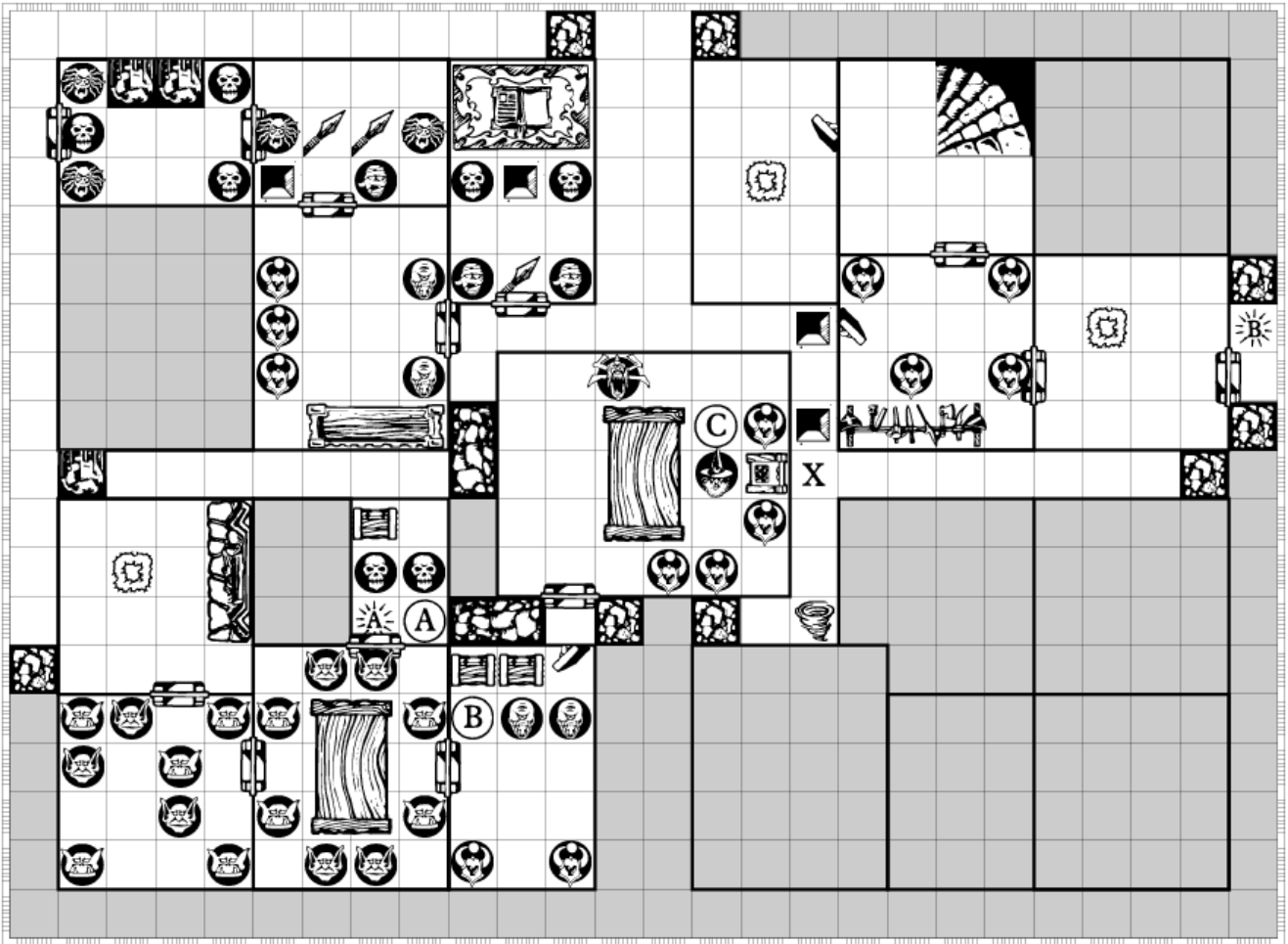
“And finally, Grawshak, Orc Shaman of the Northern Tribes.”

The last of the four Lieutenants, an orc decorated in skins, feathers and skulls, carrying a massive totem wand growled what might have been a greeting or a curse at the party.

“I believe that these four Sorcerers will succeed where you have so miserably failed. And it is they who will punish you for your failure.”

With this final word, Morcar disappeared into the shadows. From here he watched with great satisfaction as his four sorcerous Lieutenants erased all trace of Festral and his followers.

Morcar smiled. These were indeed the ones who would finally destroy the Emperor's Heroes forever.



- Quest 1 -

## The Tower of the High Mage

“The first of Morcar's sorcerous lieutenants you must defeat is Zanwrath, High Mage of Sarako. He lives in a magical tower, high in the Tarak Mountains where he is guarded by his army of elite Chaos Warriors. Prepare yourselves my Heroes for a fearsome battle against steel and magic.”

*All Chaos Warriors encountered in this Quest are part of Zanwrath's elite force. Their stats are as follows:*

*Movement 7*

*Attack 5 Defend 5*

*Body 3 Mind 3*

**A** This chest is empty.

**B** The chest on the left contains 300 Gold Coins and a healing potion which will restore 2 Body Points to the first Hero who drinks it. The second chest is empty.

**C** This is the chamber of Zanwrath. He has all 6 of the High Mage Spells. His stats are as follows:

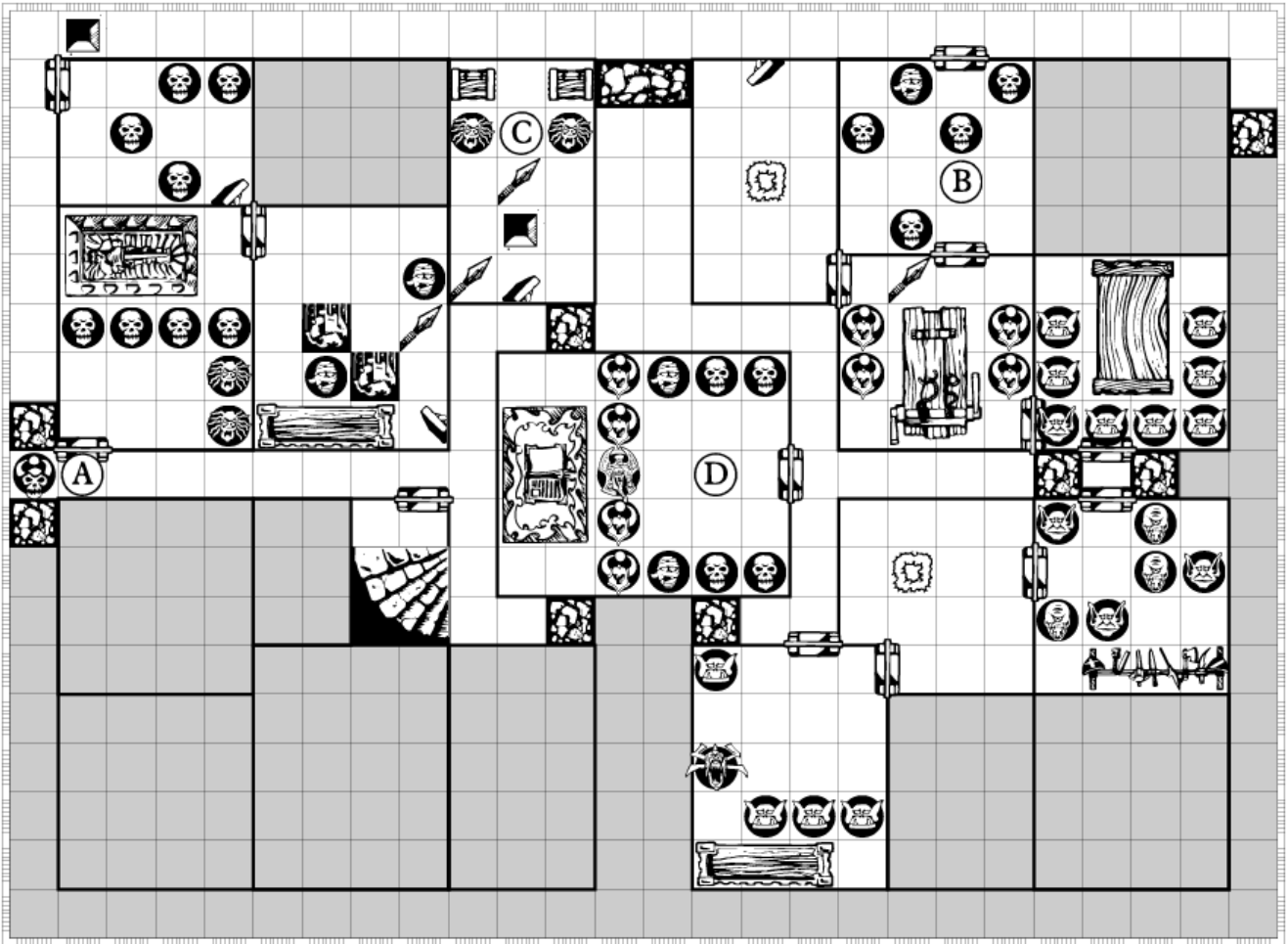
*Movement 5*

*Attack 5 Defend 5*

*Body 8 Mind 8*

Any Hero who searches the room will discover 400 Gold Coins in a secret drawer in the table.





- Quest 2 -

## Crypt of the Necromancer

“Summon up your courage my Heroes, 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.”

*All Skeletons in this Quest are special creations of Fanrax himself. Their stats are as follows:*

*Movement 6*

*Attack 3 Defend 3*

*Body 1 Mind 0*

**A** This is the magical statue of a Chaos Sorcerer. At the beginning of each of Morcar’s turns, it will fire a death ray down the corridor which will attack any and all figures in the corridor with 2 Attack Dice, which they may defend against in the normal way. This statue cannot be harmed in any way.

**B** This room is filled with a magical darkness. Any figures in the room other than Skeletons, Zombies or Mummies will attack and defend with 2 less Combat Dice. No ranged attacks may be used at all.

**C** Each of these chests contains 150 Gold Coins.

**D** This is the Crypt of Fanrax the Necromancer. He has all 6 Necromancer Spells. His stats are as follows:  
*Movement 6*  
*Attack 4 Defend 6*  
*Body 8 Mind 7*

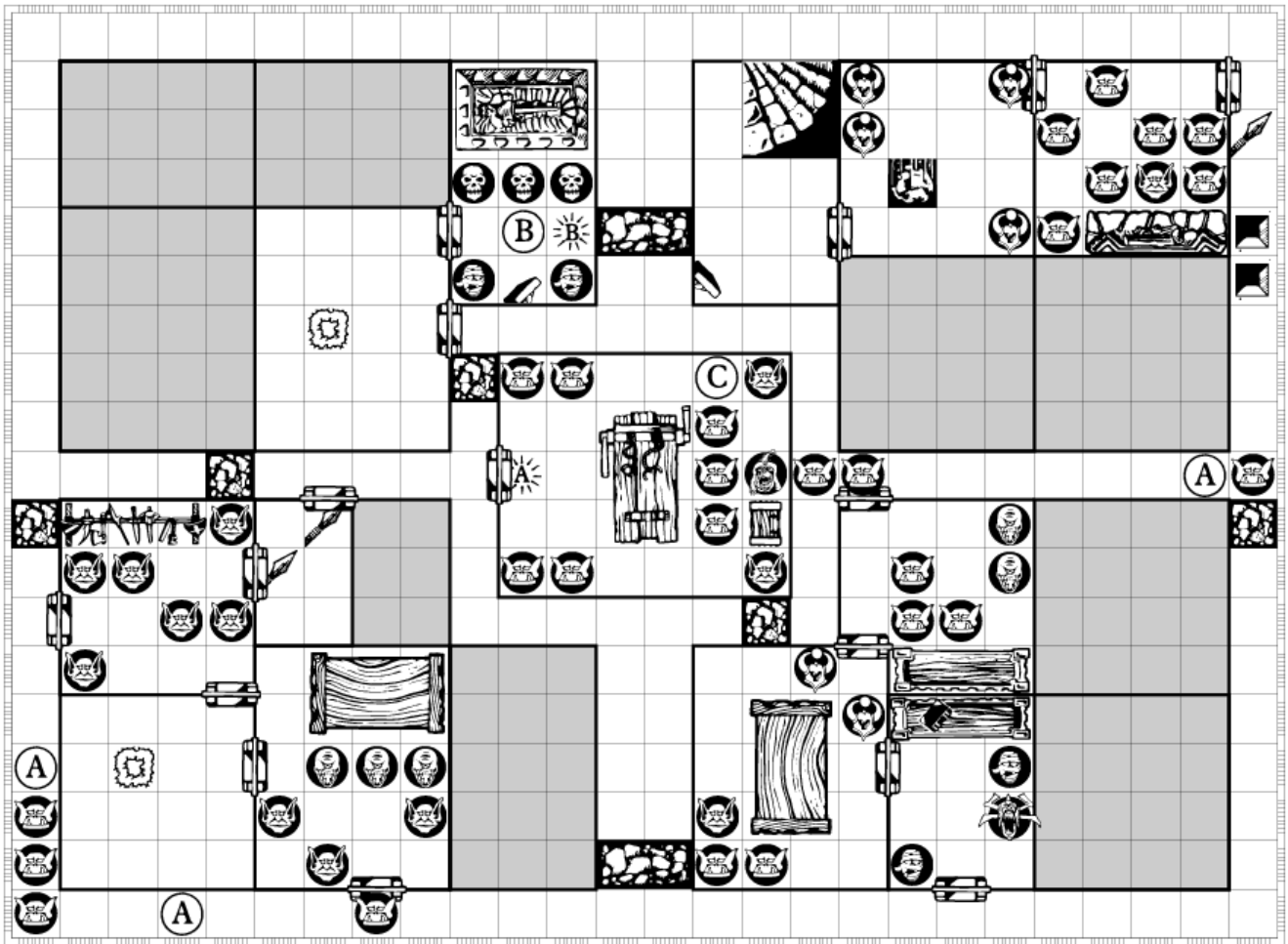


**Wandering Monster: 2 Skeletons**









- Quest 4 -

## Lair of the Orc Shaman

“Yonder dark cave in the hillside is the entrance to the lair of Grawshak, Orc Shaman of the Northern Tribes. To reach him you will need scores of brave men, for he has surrounded himself with his fiercely loyal elite body guard. They will fight to the death before they allow you to reach their master.”

All Orcs in this Quest are members of Grawshak's elite bodyguard. Their stats are as follows:

Movement 8

Attack 4 Defend 3

Body 1 Mind 2

**A** All the Orcs in these corridors are armed with bows and may make ranged attacks with 2 Combat Dice.

**B** Heroes searching this room will find 2 golden crowns beneath the tomb worth 200 Gold Coins each.

**C** This is the lair of Grawshak, the Orc Shaman. He has all 6 Orc Shaman Spells. His stats are as follows:

Movement 7

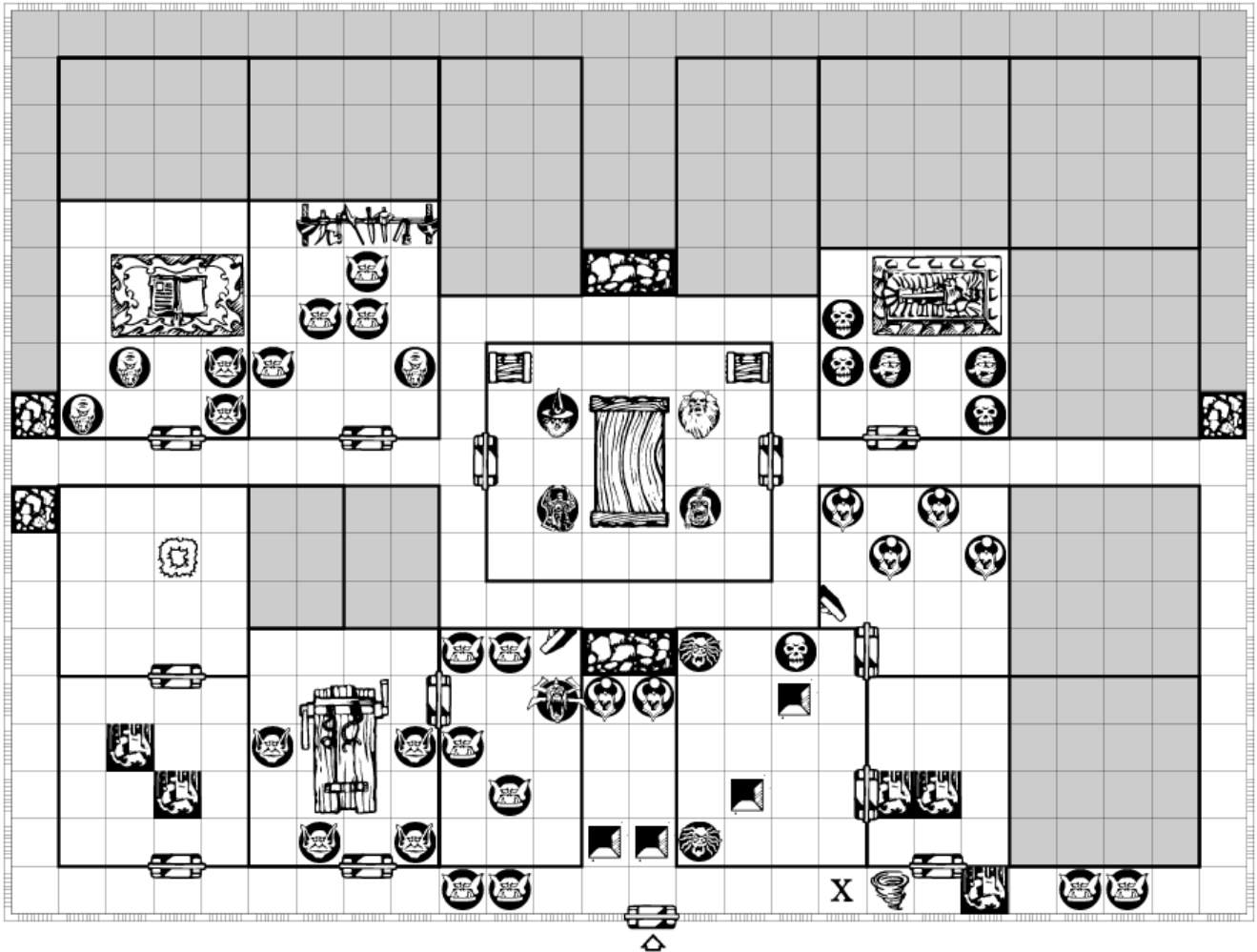
Attack 5 Defend 5

Body 8 Mind 7

All Orcs in this room are armed with bows and may make ranged attacks with 2 Combat Dice. The chest in the corner contains 400 Gold Coins.



Wandering Monster: 2 Orcs with bows



- Quest 5 -

## The Final Conflict

“Alas! Morcar has deceived you and saved his four Lieutenants from the jaws of death. He has now brought them together in his citadel of darkness. 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.”

*Morcar, on your first round you must put out all of the contents of the central chamber. All 4 sorcerer figures start from the central chamber. They may then open and move through doors and secret doors. Lay out the contents of any rooms which they enter. The 4 sorcerers each have their 6 Spell Cards and have the following stats:*

**Zanwrath:**

*Movement 5 Attack 5 Defend 5 Body 8 Mind 8*

**Fanax:**

*Movement 6 Attack 4 Defend 6 Body 8 Mind 7*

**Bouroush:**

*Movement 7 Attack 6 Defend 5 Body 8 Mind 6*

**Grawshak:**

*Movement 7 Attack 5 Defend 5 Body 8 Mind 7*



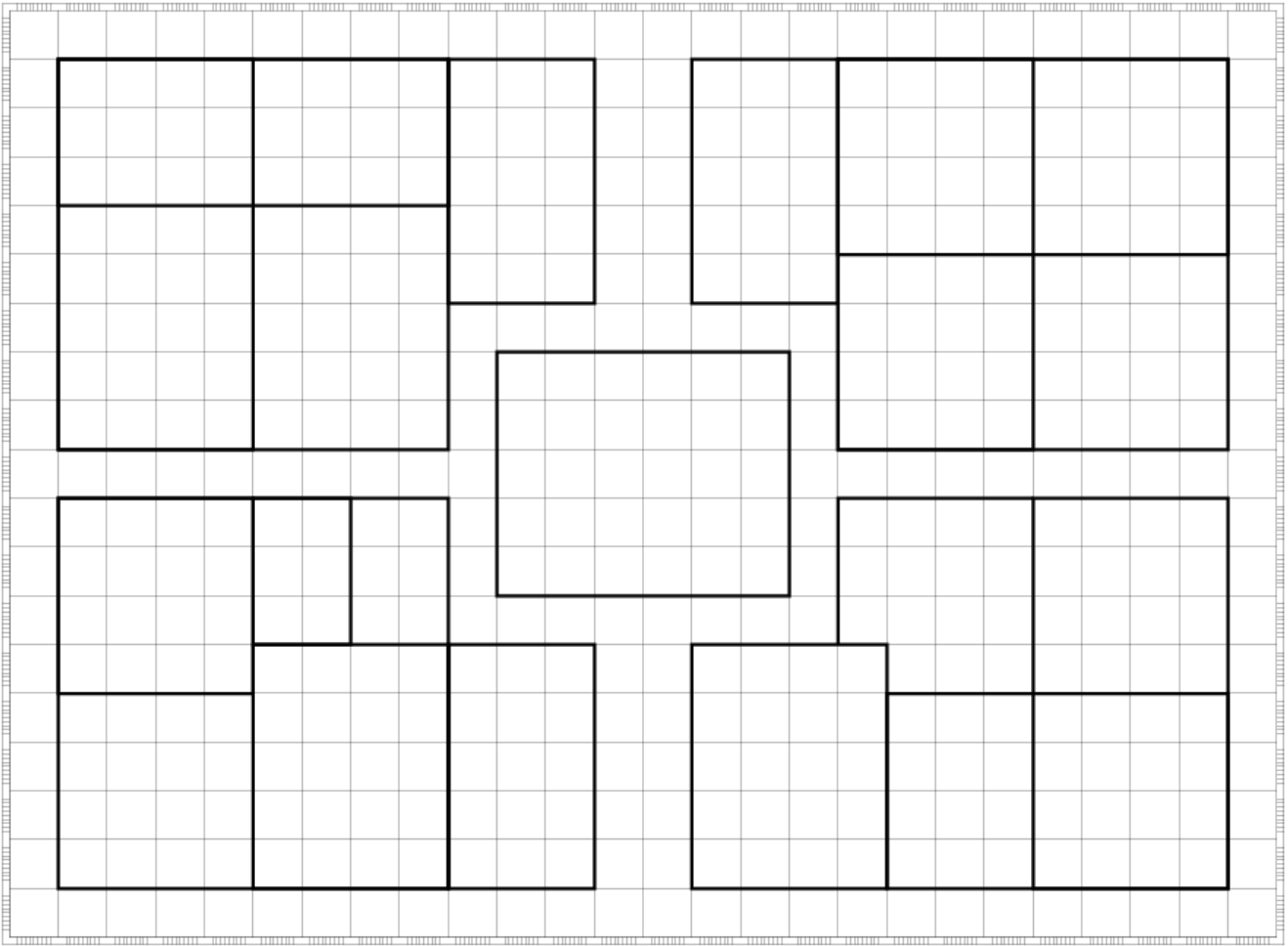
**Wandering Monster: One of the Sorcerers**



**THE FROZEN HORROR**

“Welcome, mighty barbarian, to the land of your youth! It seems only yesterday that the tribal leaders gave you leave to explore the many wonders of the warm lands to the south. You return now as a renowned warrior, tall and strong, well-versed in the skills of battle. Happy though your homecoming is, bitter tidings are on the minds of the tribal elders. They wearily tell you why you have been summoned back to aid your people in their time of need. An ancient evil, long thought banished, has arisen to threaten the Northlands once more. The Frozen Horror has burst forth from the icy tomb where it has rested these last centuries, recovering its strength and awaiting Morcar’s signal. At last, its master has called it, and the Frozen Horror has returned to its ancient Seat of Power deep within Ice Mountain. It has regained the Sceptre of Glacial Majesty, an evil artefact of vast power. As we speak, the Frozen Horror is reviving its minions and enacting its plans to cover the Northlands and the Empire in a shroud of deadly ice. Your people seek a champion to oppose the evil of the Frozen Horror. You have been called in hopes that you might prove to be that champion. To determine your worthiness, the elders have set before you three dangerous Quests. These must be undertaken by you alone. If you survive this test, lead your companions into the depths of Ice Mountain. There you must find and destroy the Sceptre of Glacial Majesty before it achieves its full power. Only when the Sceptre is no more can you confront the Frozen Horror and destroy it forever. You must call upon all of your courage and skill, Barbarian! The greatest perils you have ever faced wait within Ice Mountain. Great, too, is the treasure that will be yours if you succeed. Among the many riches to be found is the Amulet of the North, an ancient artefact that is said to grant its wearer marvellous powers. Good luck, mighty warrior. The fates of many depend on you! ”

- Mentor



- Quest 1 - Solo Quest -

## Xanon Pass

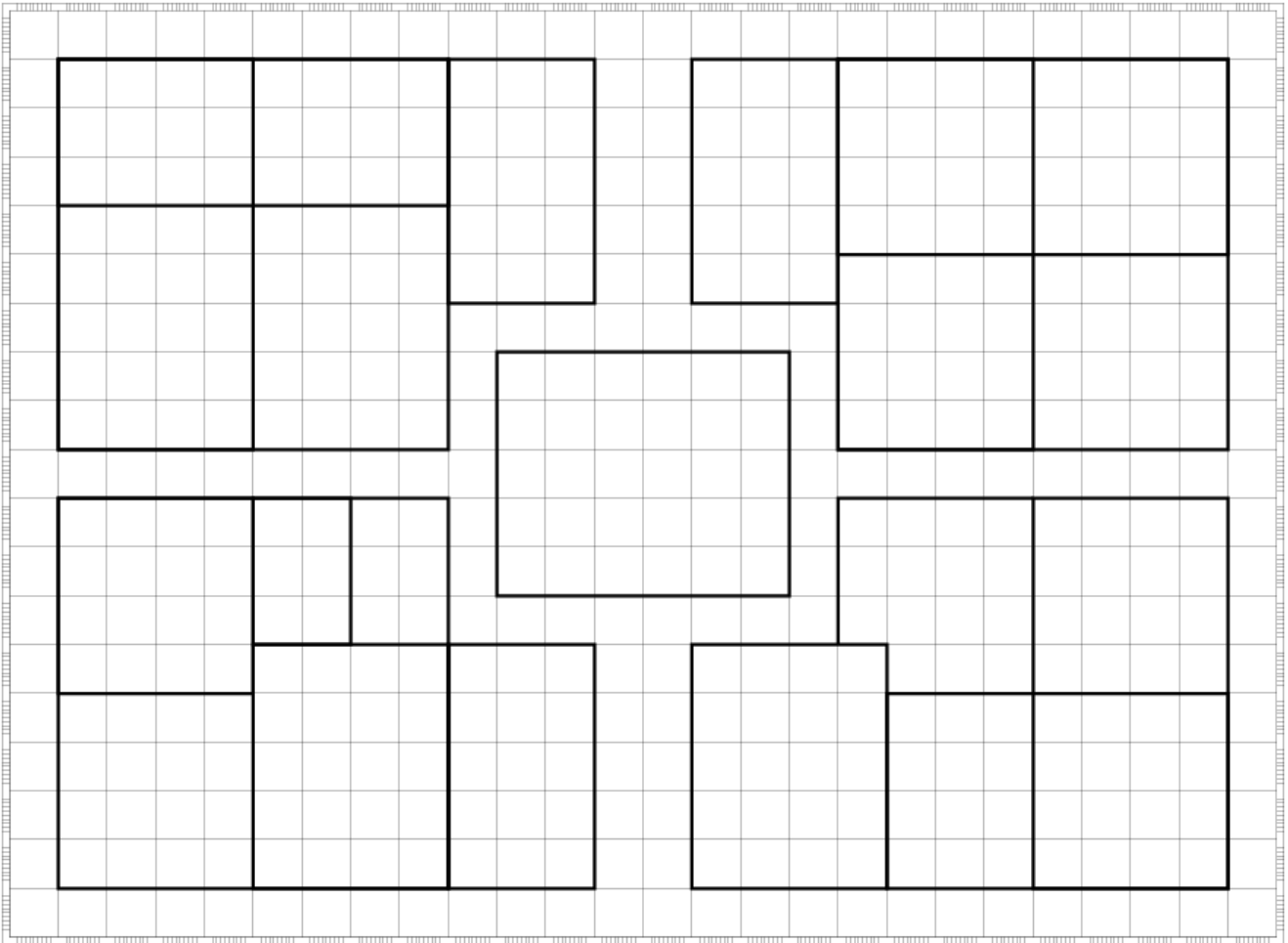
< Quest description / Fluff >

**A** Blah blah Blah

More Blah

**B** Blah Blah Blah





- Quest 2 - Solo Quest -

# Trial by Ice

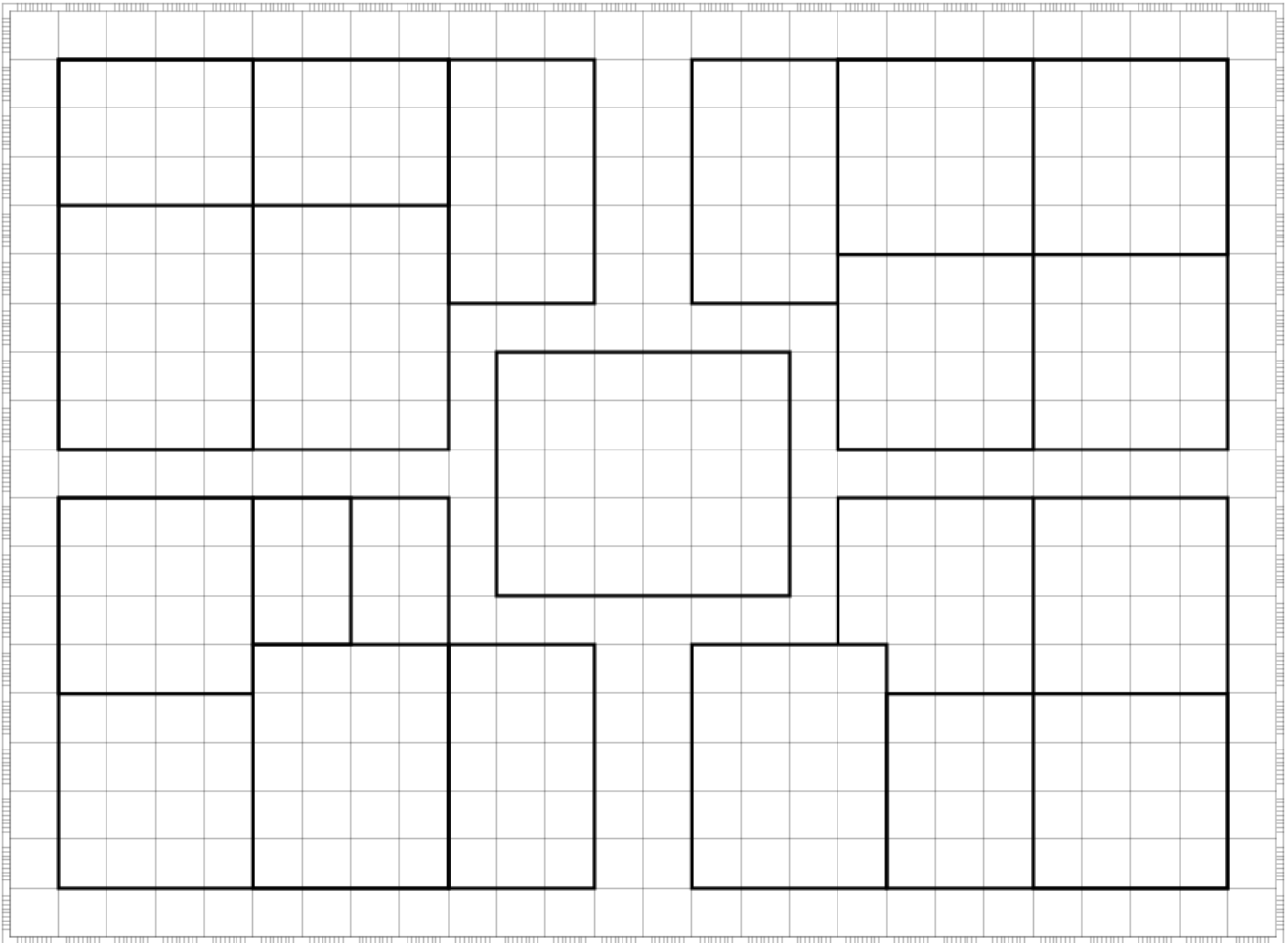
< Quest description / Fluff >

**A** Blah blah Blah

More Blah

**B** Blah Blah Blah





- Quest 3 - Solo Quest -

# The Rescue

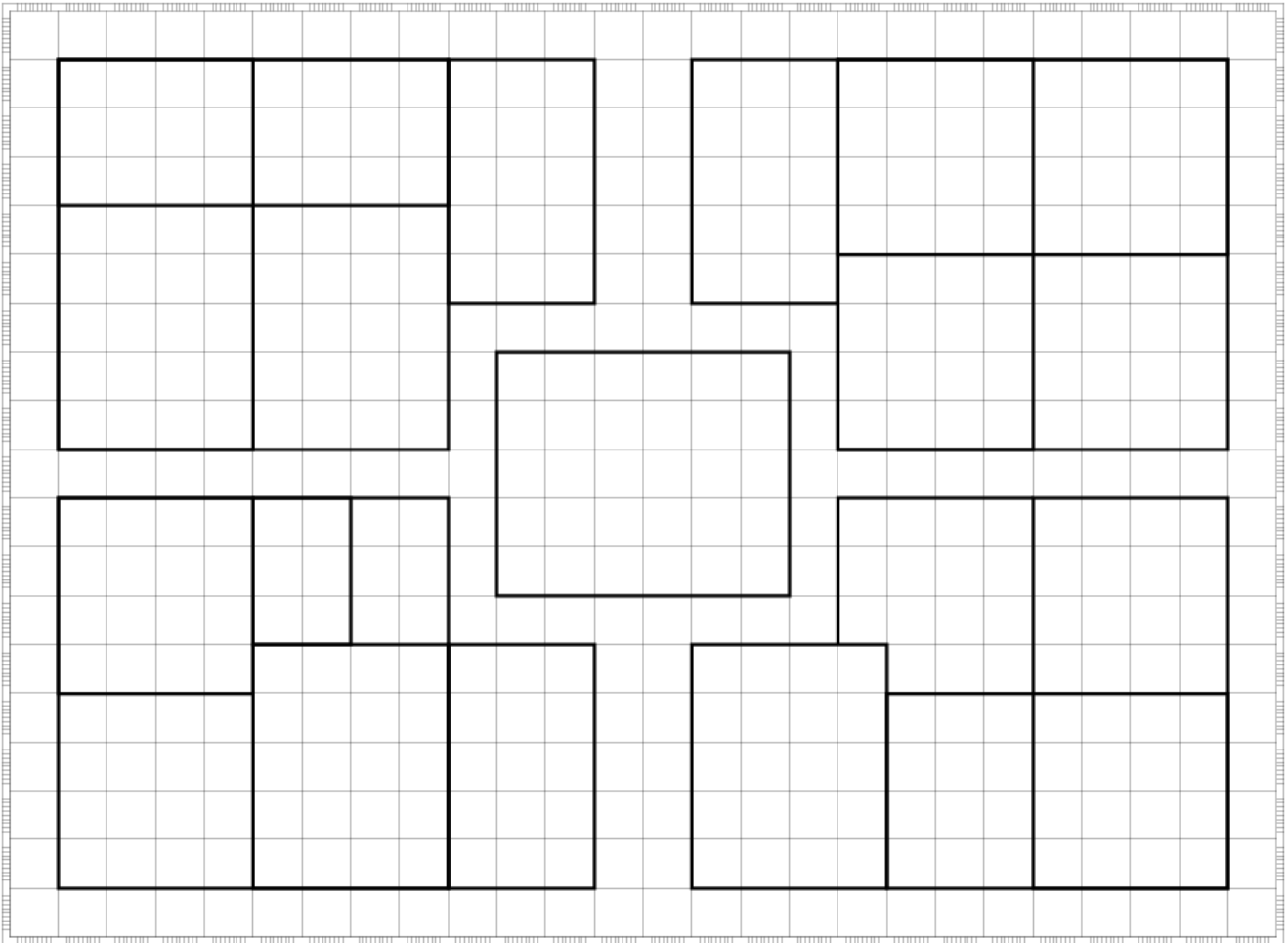
< Quest description / Fluff >

**A** Blah blah Blah

More Blah

**B** Blah Blah Blah





- Quest 4 -

# The Glacial Gate

< Quest description / Fluff >

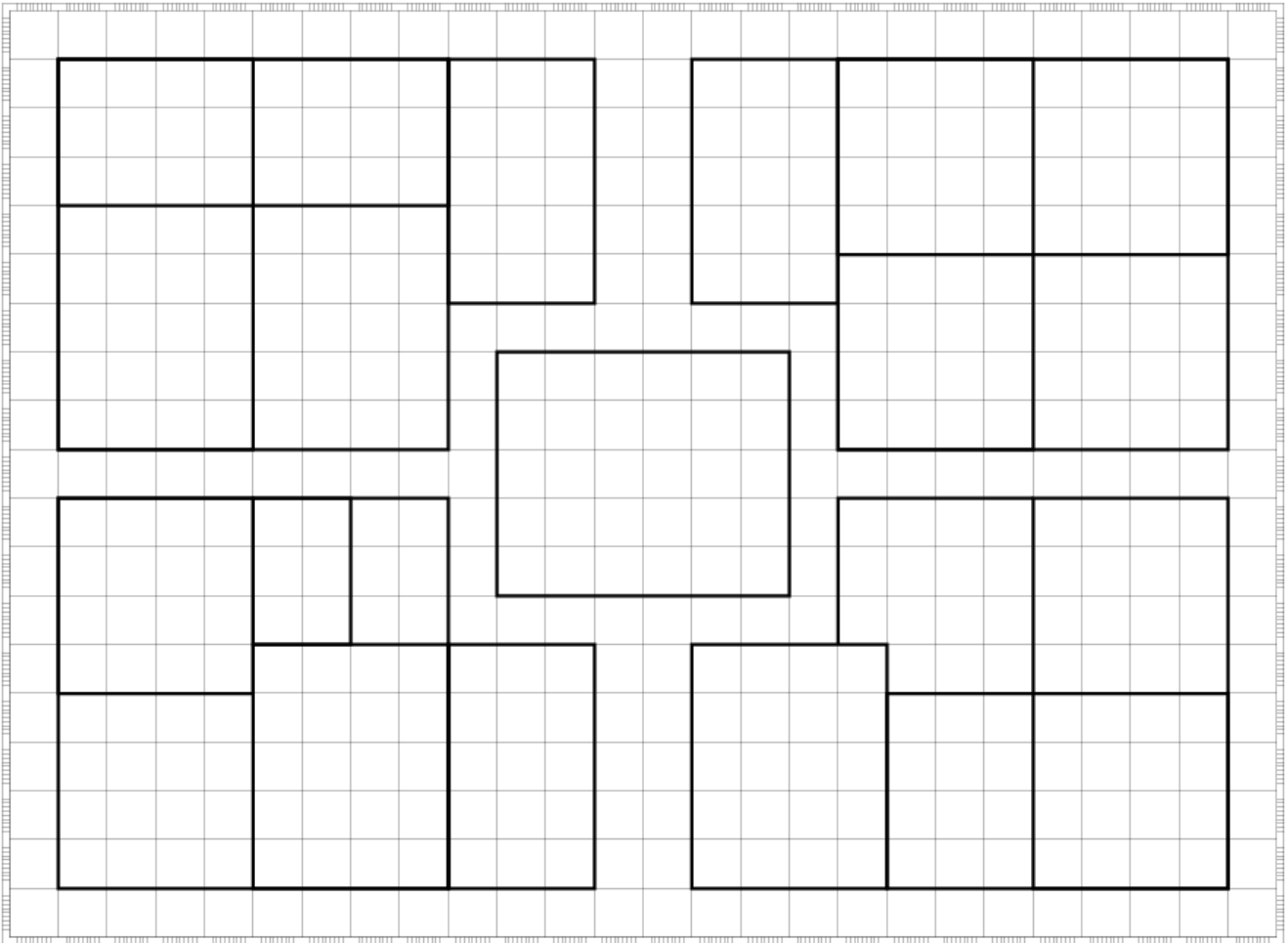
**A** Blah blah Blah

More Blah

**B** Blah Blah Blah







- Quest 5 -

# The Deadly Depths

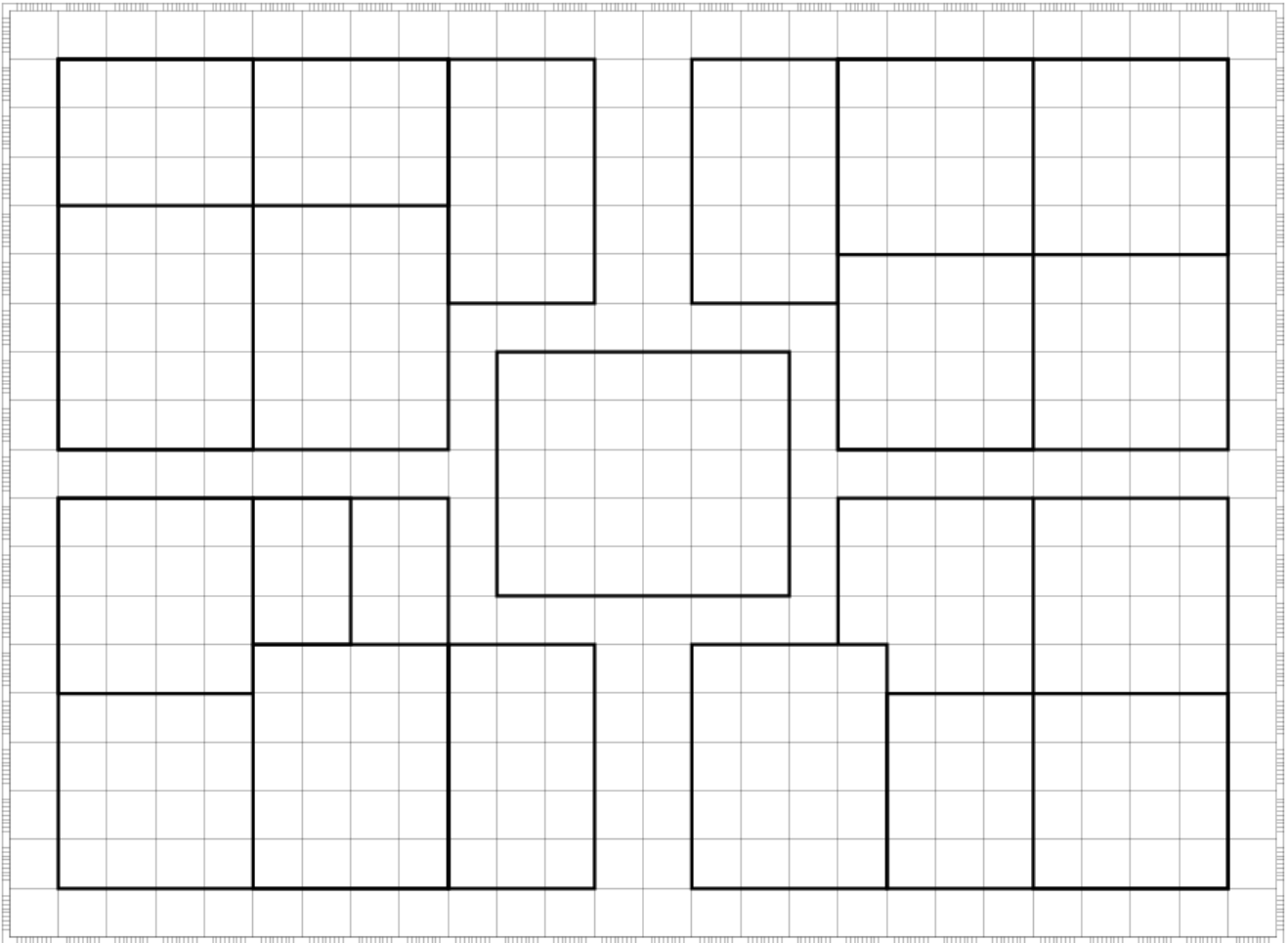
< Quest description / Fluff >

**A** Blah blah Blah

More Blah

**B** Blah Blah Blah





- Quest 6 -

## The Frosted Path

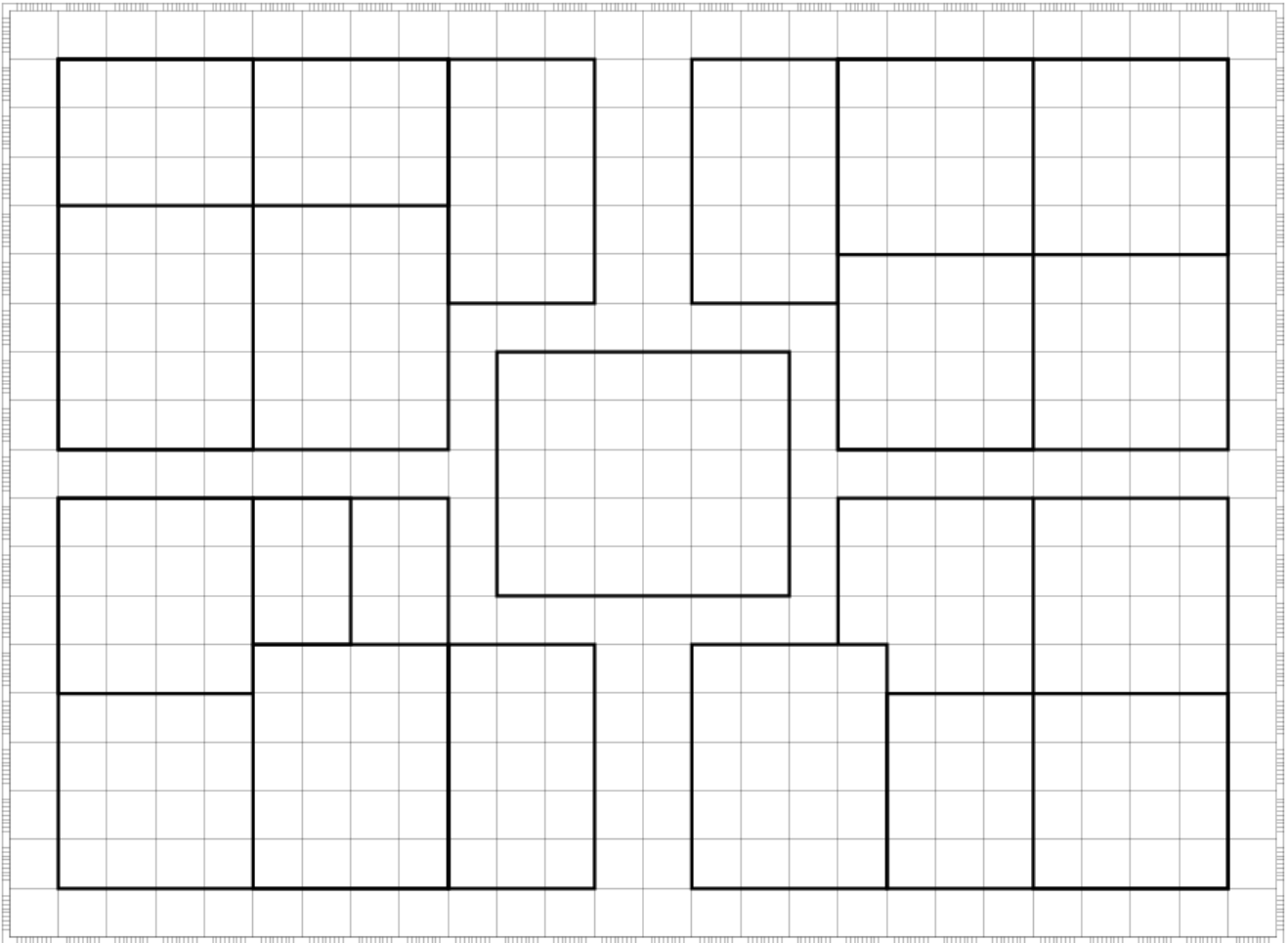
< Quest description / Fluff >

**A** Blah blah Blah

More Blah

**B** Blah Blah Blah





- Quest 7 -

# The Halls of Kelvinos

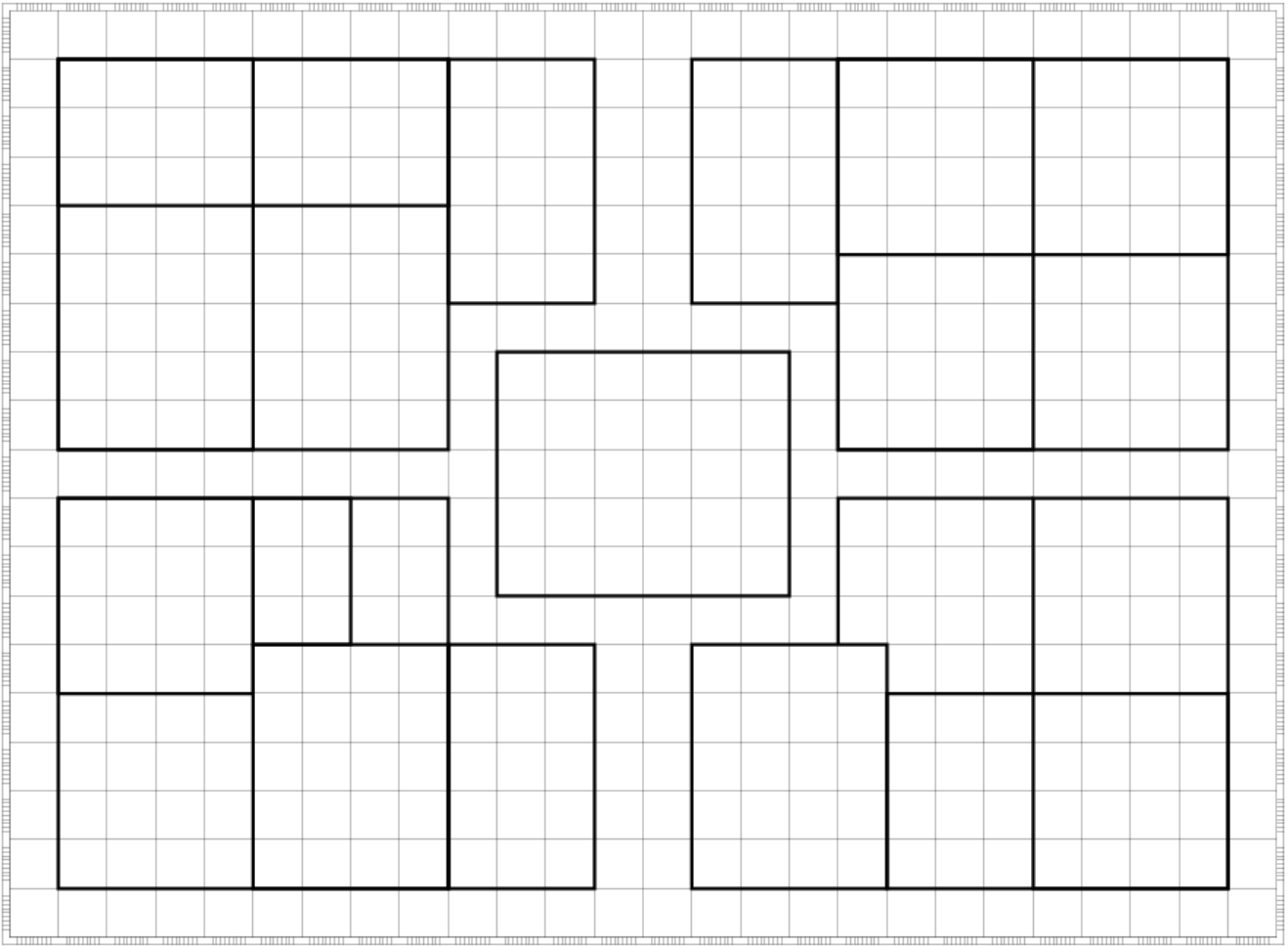
< Quest description / Fluff >

**A** Blah blah Blah

More Blah

**B** Blah Blah Blah





- Quest 8 -

# The Search for the Sceptre

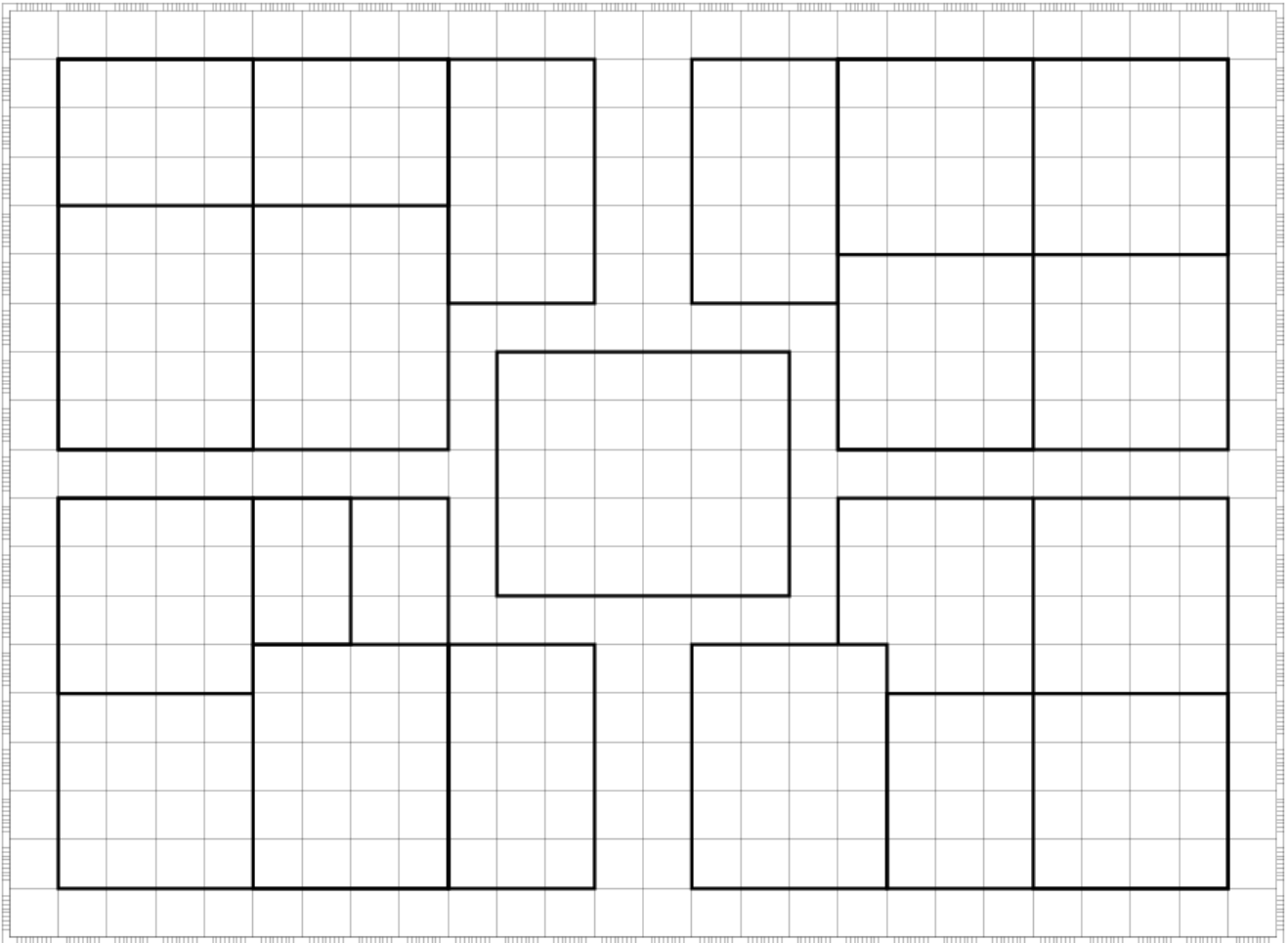
< Quest description / Fluff >

**A** Blah blah Blah

More Blah

**B** Blah Blah Blah





- Quest 9 -

# The Heart of Ice

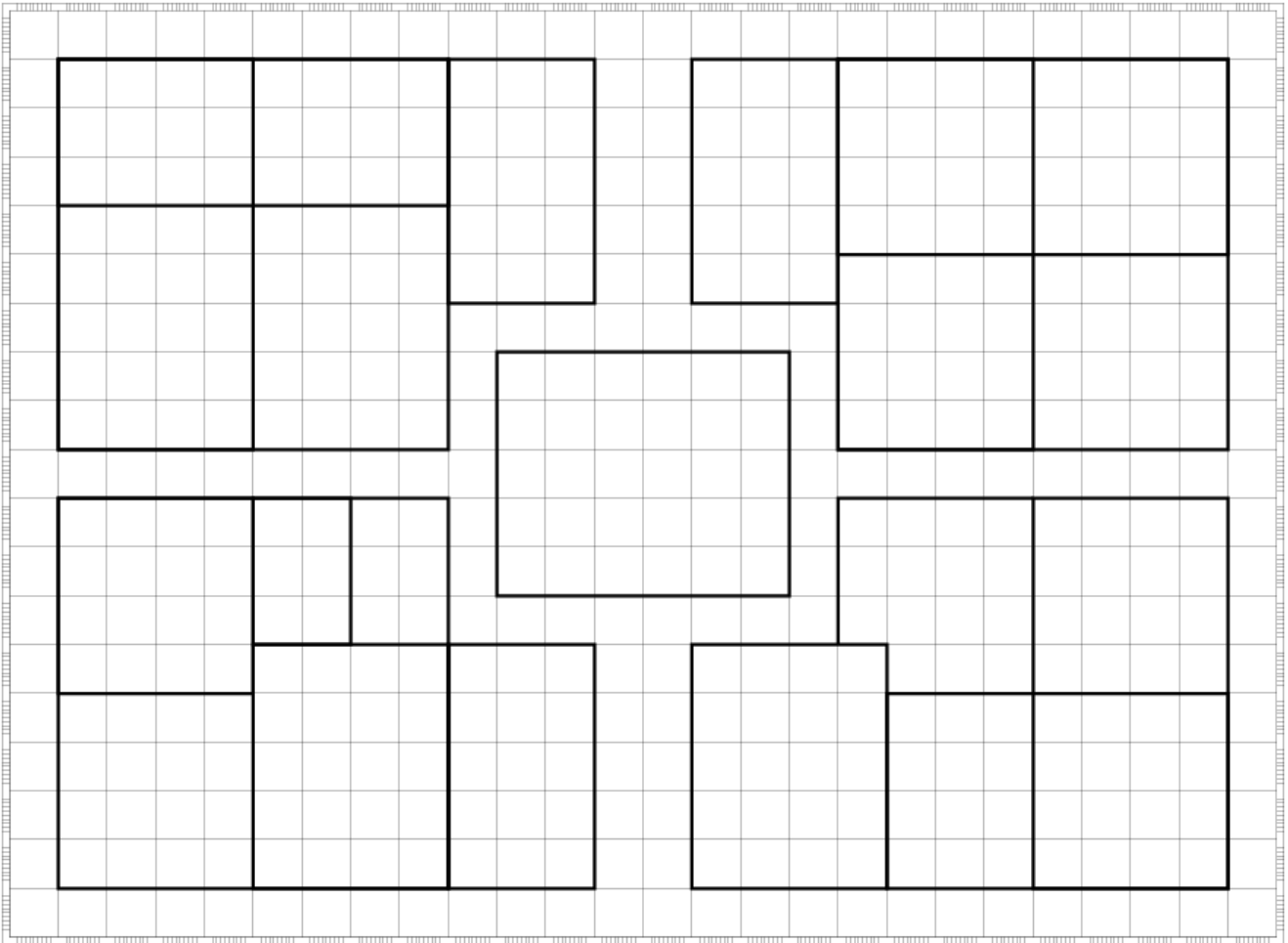
< Quest description / Fluff >

**A** Blah blah Blah

More Blah

**B** Blah Blah Blah





- Quest <Number> -

# <Quest Title>

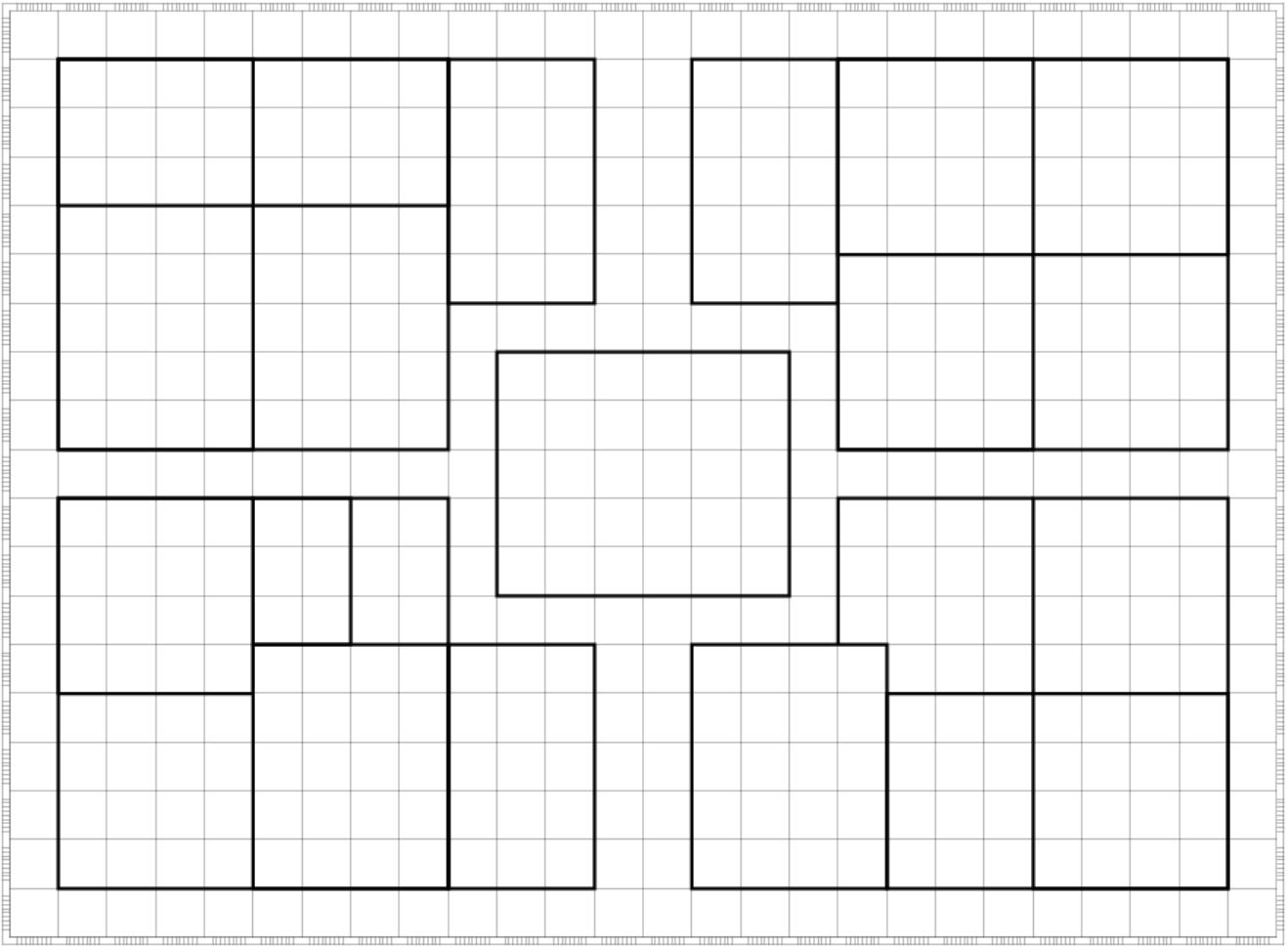
< Quest description / Fluff >

**A** Blah blah Blah

More Blah

**B** Blah Blah Blah





- Quest <Number> -

# <Quest Title>

< Quest description / Fluff >

**A** Blah blah Blah

More Blah

**B** Blah Blah Blah







*Hero Quest and the HeroQuest logo are trademarks of the Milton Bradley Corporation, in association with Games Workshop ©1988-1993. All rights reserved. Use of its theme and images in this document is not intended as a challenge or threat to their copyright. This document is made available exclusively for private, in-home use and is not permitted to sold, in whole or part, for profit.*

*Maps created using Heroscribe.*