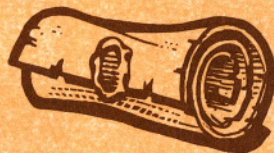


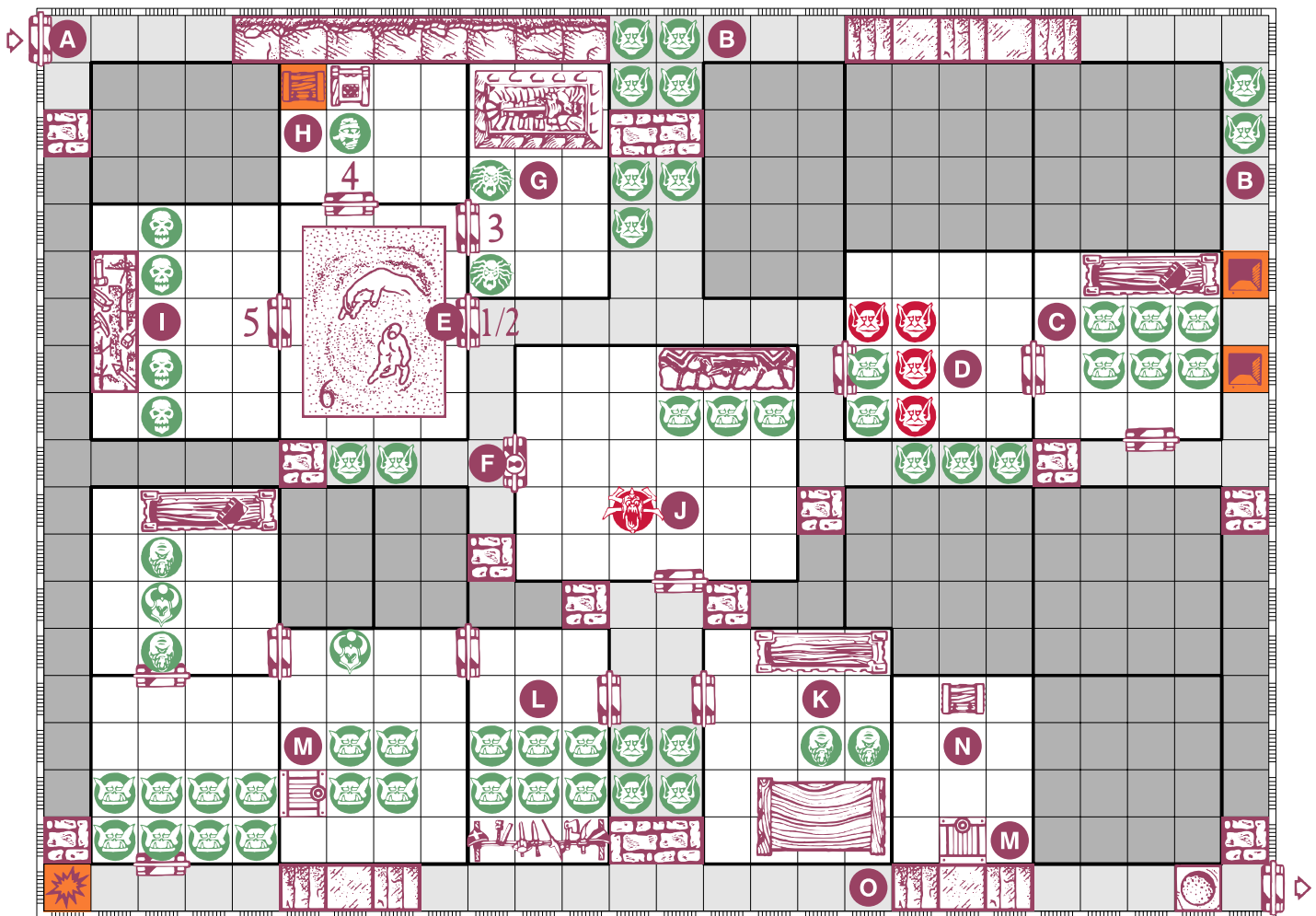
HeroQuest™

Adventure 5 – Kellar's Keep 2 – Beyond Grin's Crag

Q U E S T



B O O K



Quest 1

The door opened into the darkness of Kellar's Keep. From far above came the thunder of battle. The forces of Zargon were making their final assault. This time there could be no holding them. The Emperor assembled his elite force of Guardian Knights, determined to organize one last line of defense. Then came the news, a group of Heroes had found a secret passage into Kellar's Keep, escape was now possible!

Without hesitation the Emperor ordered his army to fall back towards the secret passage. Kenaron, the captain of the Emperor's Guardian Knights, stood bravely at the gate, giving his fellow soldiers and wounded time to escape. Zargon and his foul forces could not be permitted to follow. Time and time again the evil Doom Guard surged forward, only to be felled by Kenaron's sword.

Zargon watched for a while and smiled wryly at Kenaron's courage and skill at arms. A moment later Zargon's patience was spent. "He's going to cast a fire spell!" Yelled the Wizard.

As he quickly prepared a counter spell. "Heroes! Come with me! Hurry!" Shouted Kenaron as he ran into a small cave. You all follow just before a searing storm of flame that bursts against the gate. You hear Zargon's warriors howl in anger. You hear Kenaron laugh. "He destroyed the passage back, my men are safe, come my friends, hurry, they may have seen us run into this passage." "Where are we going?" Asks the Barbarian. "We got to come up around Zargon's forces and kill his general, Balak. It is the only way my people can stand against this horde." Says Kenaron. "Are we heading for the west gate at Pethor, Captain?" Asked the Dwarf. "Yes, are you from the World's End Clan?" "No sir, Golden Mountain. Has Zargon's forces won all the fortress?" "All but Karak Varn, and you just saved her, I'm sorry to ask so much of you, but if we make it pass Pethor, we can maybe win our mountain back." "Do not feel sorry, we will gladly follow you till we rid this mountain of Zargon's monsters." "Here is the door, my friends, for gods glory then!" You open the door.

NOTES:

- A** Starting place of the Heroes.
- B** These Goblins have crossbows.
- C** Heroes find an artifact in the bookcase. Shuffle 10 Artifacts Cards and let Heroes choose one. Do not return card to deck.
- D** Each of these two Orcs has an Elixir of Life and a Heroic Brew. If the Heroes can kill them before they get a chance to use their potions, Heroes can claim the potions. (Example, Wizard casts Sleep, Elf casts Turn to Stone.)



Wandering Monster in this Quest: Hobgoblin

NOTES continued:

E 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 1 red die:

1. If a Hero rolls a "1" or "2" on the die, he ends up back in the corridor on the square marked 1/2.
2. If a Hero rolls a "3," "4," or "5," place one door in the position shown next to the 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.
3. 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.

F This iron door is locked. Heroes must find a secret lever that will open it.

G When Heroes search the tomb, they discover an artifact. Shuffle cards and let Hero choose. If Hero uses artifact, do not return card to deck until next Quest.

H Chest is booby trapped, 1 hit point if sprung. Inside are 50 gold coins and an artifact.

I Skeletons in this room do not move from their spots. If any Hero, other than the Dwarves, comes into this room they will suffer 1 Body Point of damage per turn due to the intense heat from the forge.

Zargon, if Wizard casts freeze spell on himself, then he will be able to stand the room. When Heroes search this room, they discover the lever that will open the point F iron door.

J This Big Gargoyle knows Summon Orcs spell.

K Inside the cupboard the Heroes find a sealed jar. Inside are 9 mushrooms. Each mushroom will restore 1 Body Point, mushrooms must be eaten right away, points can be shared among Heroes. A Hero cannot exceed his starting

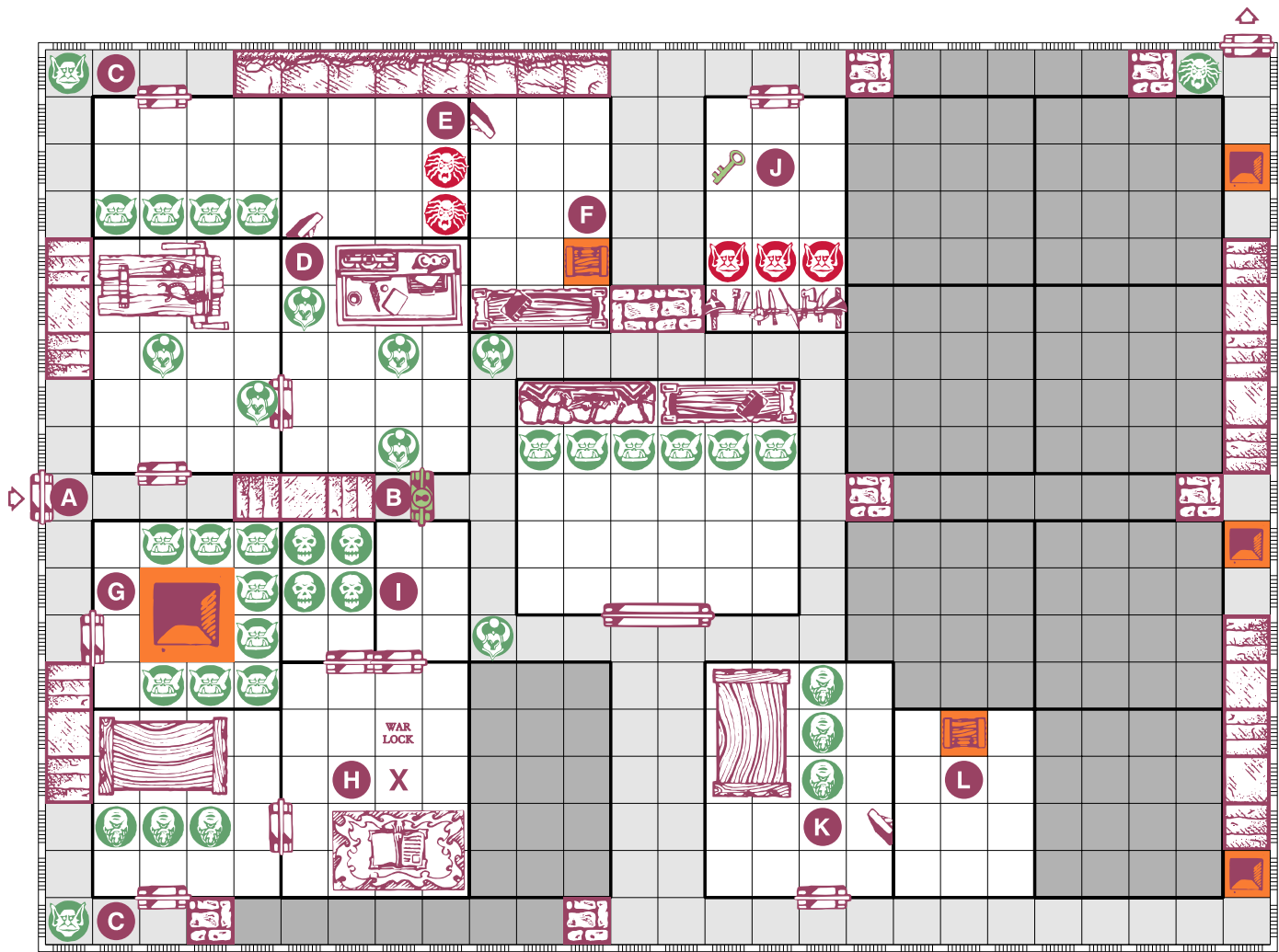
Body Points.

L All these Orcs have a Potion of Defense and a Heroic Brew that they drink. When Heroes search this room they discover 4 throwing stars and 3 throwing axes.

M This trap door leads to the other point M on map.

N This chest is safe. Inside are 2 artifacts.

O When the first Hero reaches this spot, tell them to stop. They just triggered the rolling rock trap. Let the Heroes get one roll before stone starts it roll.



Quest 2

Captain Kenaron is amazed at your fighting abilities. "We need to pass through the city of Pethor, make our way along the mountain top to Gelioth, there at the bottom of Gelioth is an ancient catacomb that will lead us into Lachish. There we will

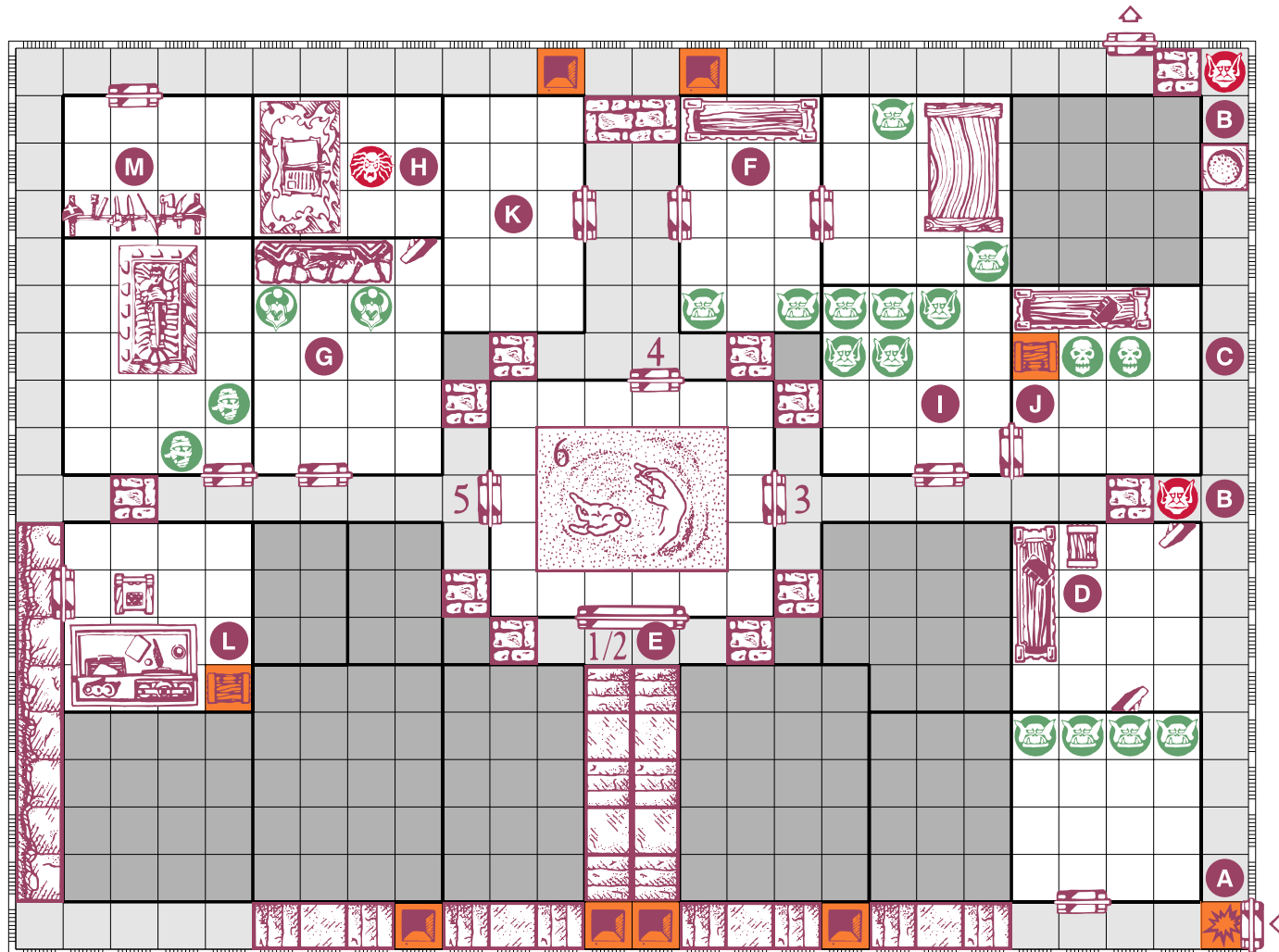
find our enemy. But first we need to find the map through the catacombs. It will be here in Pethor, for safety reasons the map was divided into 4 pieces. We must hurry my friends."

NOTES:

- A** Starting place of Heroes.
- B** This metal door is locked. Heroes need the iron key to open it.
- C** These Goblins have crossbows.
- D** When Heroes search this room, they discover a secret door.
- E** When Heroes search this room, they discover a secret door.
- F** This chest is booby trapped. 1 hit point on all Heroes in the room if sprung, poisonous gas. Inside are 10 Potions of Renewal. Heroes also find 2 artifacts in the bookcase. Take the ten cards and shuffle them and let Heroes pick.
- G** There is a Goblin in the pit. The Orcs were torturing him. Heroes can kill him, leave him, or save him, if they save him, he steals the Wizard's moneybag and disappears down a little hole.
- H** Warlock casts his spell as soon as Heroes open the door. Shuffle Chaos Spell Cards and let Heroes pick the spell that the Warlock casts. When Heroes search this room they discover a treasure trove under the altar.
- I** If Warlock casts Escape, this is where he escaped to.
- J** When Heroes search this room they discover the iron key. Also they find 4 throwing axes, 2 throwing stars, a dwarf axe and 2 artifacts.
- K** When Heroes search this room they discover a secret door.
- L** This chest is booby trapped. 2 hit points if sprung. Inside is the 1st piece of the map and an Elixir of Life and 1 artifact.



Wandering Monster in this Quest: Hobgoblin



Quest 3

"We are doing well, my friends. But I believe that the fighting will get harder. This next level was mostly an armory with the

throne room in the center. Our enemies will no doubt have taken all the armor for themselves. We must be prepared."

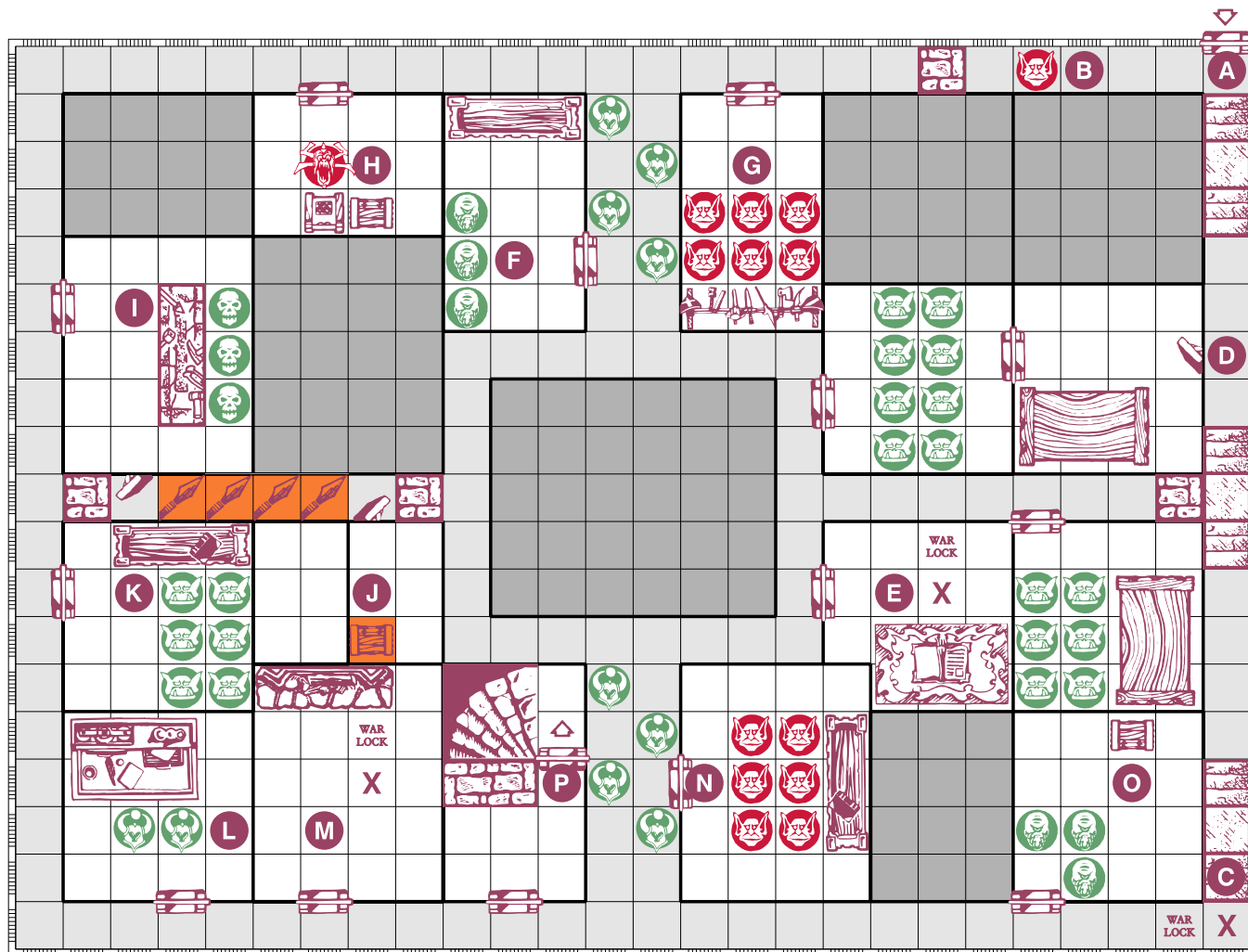
NOTES:

Zargon, all the Orcs in this level have 5 Defense dice.

- A** Starting place of the Heroes.
- B** These Hobgoblins have crossbows.
- C** If a Hero steps on this space, he triggers rolling rock trap.
- D** This chest is safe. Inside are 4 Potions of Renewal. There is an artifact in the bookcase.
- E** When Kenaron sees the chaos mist in the throne room. He suggests that they divide and search.
- F** When a Hero searches the cupboard, he discovers a box filled with 9 mushrooms sealed in wax. Each mushroom will restore 1 Body Point. These mushrooms can be saved.
- G** When Heroes search this room, they discover a secret door.
- H** This Warlock cast a spell on himself and it went wrong. He is now a Ghoul. When Heroes search this room, they discover magical items from across the lands. They find an Elven ring that enables the Elf to cast two spells on one turn. They find a Barbarian necklace that gives the Barbarian 2 extra Mind Points. For the Wizard an enchanted spear, this spear will never break. For the Dwarfs, arm bands, these give the dwarfs the ability to cast two scroll spells on one turn.
- I** These Goblins are heavily armored. They have 5 Defense dice.
- J** This chest is booby trapped. 1 hit point if sprung. Inside are 100 gold coins, 4 Potions of Restoration and 4 artifacts.
- K** This room is a trap. As soon as Heroes walk in, the door closes and they can't get out. Heroes must be rescued by their friends. If Heroes search this room they find nothing.
- L** This chest is booby trapped. 1 hit point if sprung. Inside is the 2nd piece of the map and 3 throwing stars. 2 artifacts are found in the desk.
- M** Heroes find 3 throwing axes in this room.



Wandering Monster in this Quest: Orc



Quest 4

"We have made it past the armory and throne room. The next level is where everyone worked. Our enemy will be many and

powerful. Let us move quietly and skillfully. If we are spotted they will sound an alarm."

NOTES:

Zargon, Orcs and Hobgoblins are heavily armored. They all have 5 Defense dice.

- A** Starting place of the Heroes.
- B** This Hobgoblin has a crossbow.
- C** This Warlock at the top of the stairs keeps on casting Ball of Flame at the Heroes. Time for their Fire Rings to come into play.
- D** Tell the Dwarfs that they see a secret door when they step on this spot.
- E** This Warlock casts Ball of Flame on the Hero that opened the door. Hope he had a Fire Ring.
- F** This Fimir knows magic and casts Ball of Flame on the Hero who opened the door. When Heroes search this room they discover in the cupboard a sealed jar. Inside are 9 mushrooms. Each mushroom will restore 1 Body Point. Mushrooms must be eaten right away. Points can be shared. Also Heroes find 4 artifacts.
- G** Each of these Hobgoblins has a Heroic Brew. If Heroes can kill them before they get a chance to drink them, (Make their attack) they can have the
- potions.
- H** This chest is safe. Inside are priceless crystal wine goblets. Useless to the Heroes.
- I** Only the Dwarfs can stand the heat of the magical forge. All other Heroes will suffer 1 Body Point per turn inside the room. Freeze spell will save 1 person from effects. When Heroes search this room, they discover a secret door.
- J** This chest is booby trapped. 1 hit point if sprung. Inside is the 3rd piece to the map. Also Heroes find 5 Potions of Defense and 2 artifacts.
- K** When Heroes search this room, they discover 2 artifacts in the bookcase.
- L** When Heroes search this room, they discover a note for Zargon about the catacomb between Geliloth and Lachish. They are having trouble exploring it. So they are using minor monsters to find out its secret. Captain Kenaron laughs. "They do not have the map or the key that makes it possible to use the maze."
- M** This Warlock casts Ball of Flame on the Hero that opened the door. If Warlock survives first attack then he casts Firestorm he then resorts to physical combat.



Wandering Monster in this Quest: Orc

NOTES continued:

- N** When Heroes search this room, they discover 2 artifacts in the bookcase.
- O** These Fimirs know magic. 1st one casts Sleep on the Hero that opened the door. The 2nd casts Fear on the Hero that comes into the room. The 3rd casts Tempest. When Heroes search this room they discover chest is safe. Inside are 200 gold coins.
- P** This is the door out of this Quest.

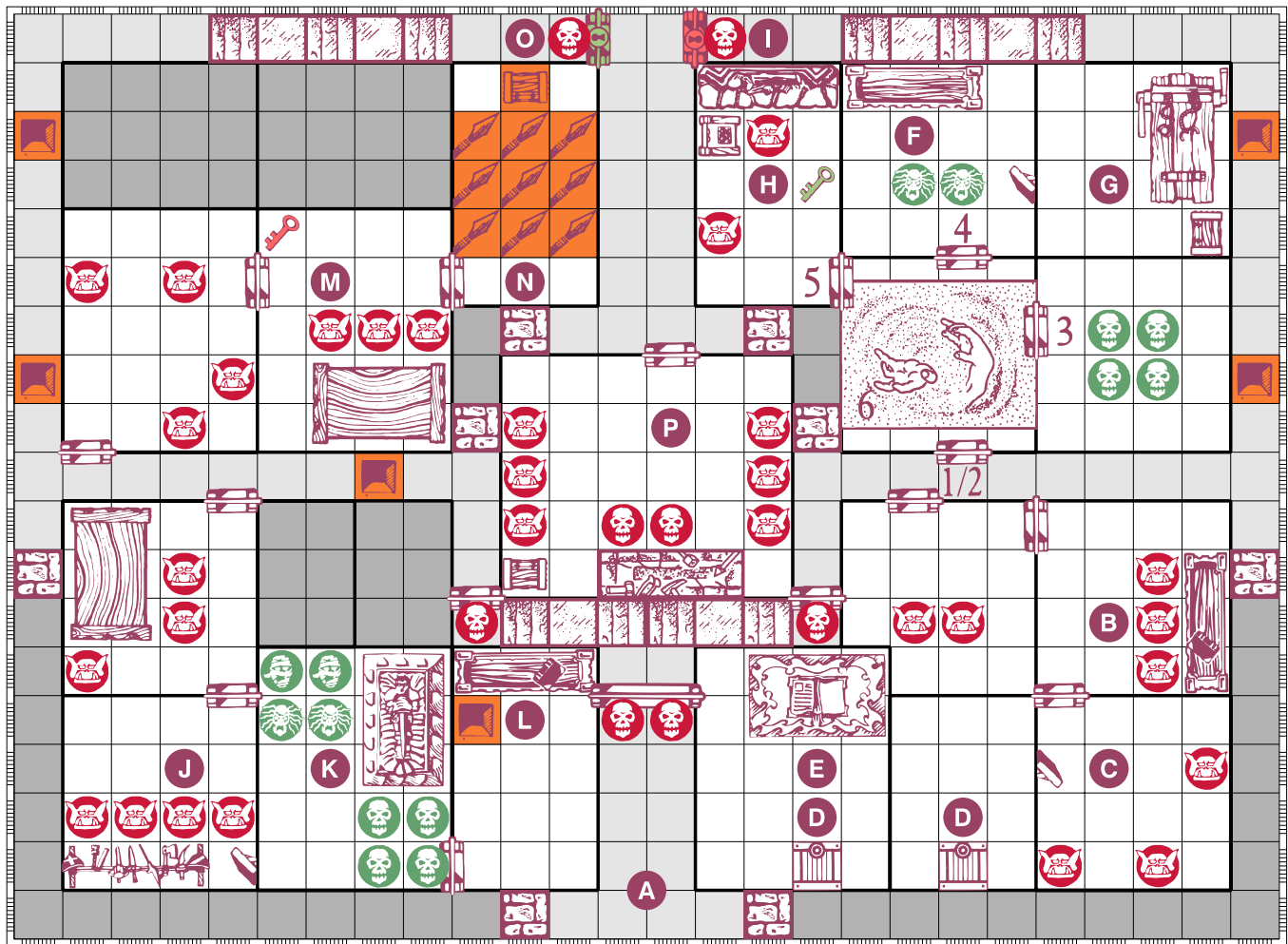


Pethor. They may be heavily guarded so be prepared."

- A** Starting place of the Heroes.
- B** This Goblin has a crossbow.
- C** This secret door is already open.
- D** This chest is safe. It is empty! "Zargon has the 4th piece!"
- E** When Heroes search this room, they discover 2 artifacts in the bookcase.
- F** This Warlock casts Summon Orcs and Summon Undead when Heroes open door. Orcs fill this room and the undead fill up the room behind the Heroes. Warlock then resorts to physical combat.
- G** This Goblin robs the nearest Hero of 1 item and then runs into a little hole. Hero may choose which item he loses.
- H** This chest is booby trapped. 2 hit points if sprung. Inside are 10 Potions of Renewal and 1 artifact.
- I** This chest is booby trapped. 1 hit point if sprung. Inside are 8 Potions of Rejuvenation and 1 artifact.
- J** These 3 Fimir have Elixirs of Life that they drink.
- K** This Warlock keeps on casting Rust spell as long as he is able. Heroes can't lose any magical weapons.
- L** This is a secret weapons trove. Inside Heroes find replacements for any weapons lost to the Warlock. If the Heroes didn't lose any weapons then they discover 5 throwing axes.
- M** When Heroes search this room, they discover 2 artifacts in the bookcase.
- N** When Heroes search this room, they discover a sealed jar. Inside are 9 mushrooms. Each mushroom will restore 1 Body Point. Points can be shared. Mushrooms must be eaten right away.



Wandering Monster in this Quest: Fimir



Quest 6

You have survived the city of Pethor. You leave through the main gates. It's evening now. Your eyes do not need to adjust to the sunlight. "We can't travel on the roads to Geliloth. We would be seen and killed." Says Captain Kenaron. "There is a small castle around that bend. Let us make for it while we have

the cover of night on our side." He says.

You travel through the trees and just as the sun starts to rise you find the castle. 2 Iron Skeletons guard the main gate. You rush forward and begin fighting.

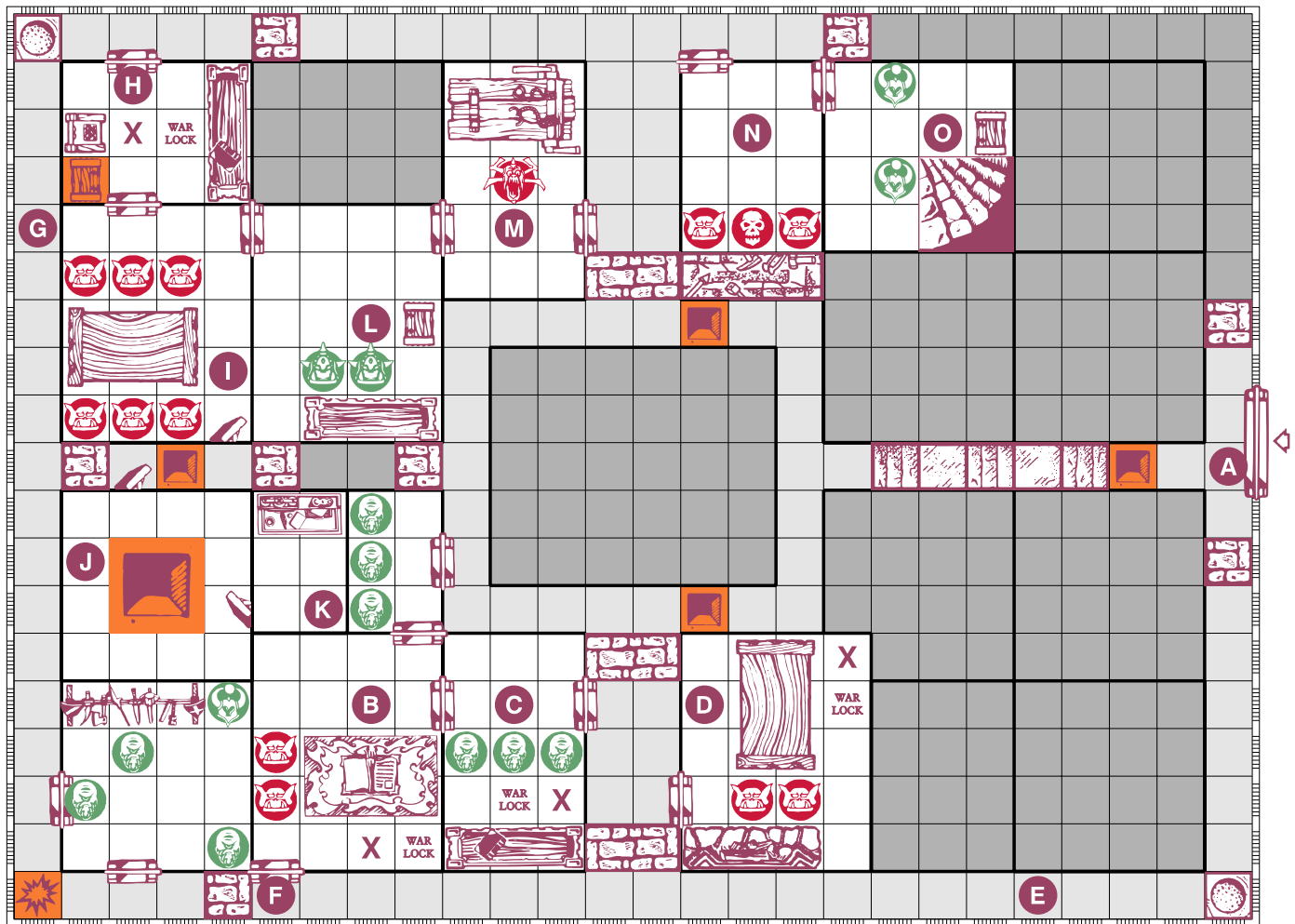
NOTES:

- A** Starting place of the Heroes.
- B** When Heroes search this room, they discover 2 artifacts in the bookcase.
- C** When Heroes search this room they discover a secret door.
- D** This trap door leads to other point D.
- E** When Heroes search this room they discover 2 artifacts, 6 Potions of Renewal and 2 Venom Antidotes.
- F** There is only dried Human flesh inside this cupboard. Heroes also find a secret door.
- G** This chest is not booby trapped, but it is sealed. Heroes can't pick the lock. They must break the chest open if they want to see what is inside. If Wizard uses Wood Blast or Rot spells, then the 3 Elixirs of Life are safe. If Heroes smash chest on floor, Elixirs are broken. If the Heroes decide to chop the chest open. Chest needs 5 hit points to open and 1 bottle is lost.
- H** When Heroes search this room, they discover the iron key.
- I** This Iron Skeleton has a crossbow. This iron door is locked; Heroes need brass key to open it.
- J** There are no useful weapons on the rack. When Heroes search this room, they discover a secret door.
- K** When Heroes search this room the Dwarf must look inside the tomb to see the secret trap door on its bottom. This door leads to the pit marked L in the next room, Heroes can climb out of this pit to enter the room.
- L** When Heroes search this room, they discover 2 artifacts.
- M** When Heroes search this room, they discover a brass key on one of the Orcs.
- N** Dwarf must disarm a path to the chest. This chest is booby trapped. 1 hit point if sprung. Inside are 400 gold coins and 2 Artifacts.
- O** This Iron Skeleton has a crossbow. This metal door is locked. Iron key will open it.
- P** The forge inside this room is a normal forge. Heroes can enter room without



NOTES continued:

effect. Inside the chest are forging tools.



Quest 7

You make your way out of the castle and quickly seek the cover of the woods. You need sleep. You take turns standing watch. God is with you as you notice that your work is going unnoticed by the enemy. Maybe they are losing interest, maybe they are just as tired as you are, maybe the main force is concentrated somewhere else. You discuss your situation while you eat. "If we don't find that last piece to the map. We may end up lost in the maze." Says Kenaron. "We need a key." Says the Wizard. "What!" You say. "Right here, on this piece. It says

that we need a key to pass through." "Oh Great! Does it say where it is hidden?" You ask. "Party, I think that there are two keys, so that a person could travel through from either direction. I also think that they are hidden near the entrance to the labyrinth." "Well I am not about to give up." Says Kenaron. "God has been good to us thus far. We will find a way."

It's night again. You travel to the main gates of Geliloth. They are not guarded. You make your way inside.

NOTES:

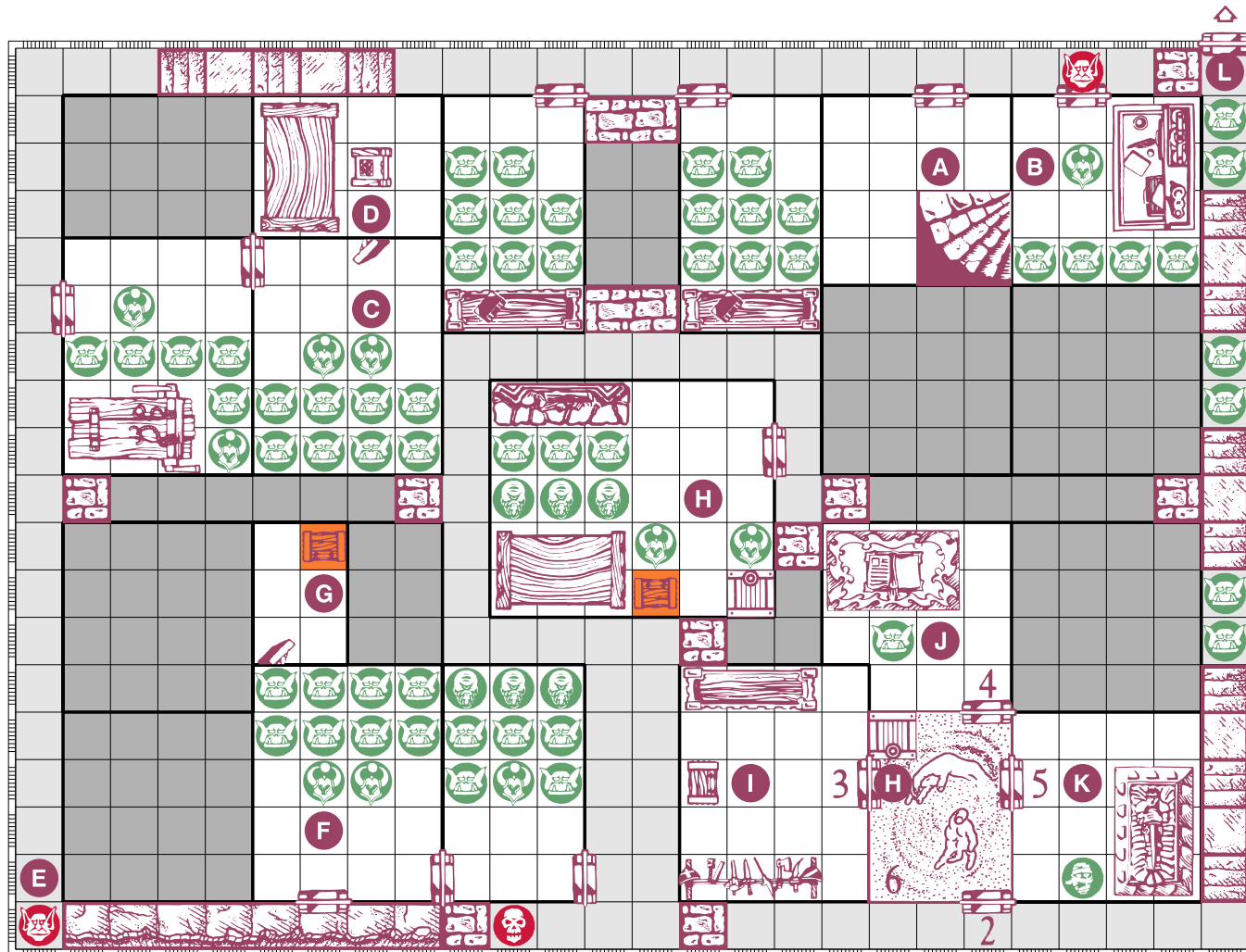
- A** Starting place of the Heroes.
- B** This Warlocks 1st spell is Sleep. His 2nd is Firestorm then he resorts to physical combat.
- C** This Warlock keeps on casting Fear on all the Heroes.
- D** This Warlock casts Summon Orcs then he resorts to physical combat.
- E** When Heroes reach this spot. They trip the rolling rock trap.
- F** Rolling rock shatters this wall and opens up a way for the Heroes.
- G** When Heroes reach this spot they trip another rolling rock trap.
- H** This Warlock casts Command on the Hero that opened the door. That Hero then blocks the door and fights his friends until he can break free from the spell. When Heroes search this room they discover 5 Potions of Renewal. This chest is booby trapped. 1 hit point if sprung. Inside are 50 gold coins.
- I** When Heroes search this room, they discover a secret door.
- J** When Heroes search this room, they discover a secret door at the bottom of the pit. This pit is deep. Wizard must use Staff Log spell to make a ladder.
- K** The secret door leads to this room. When Heroes search this room, they discover 5 artifacts.
- L** This chest is safe, inside is dried Dwarf flesh. When Heroes search this room they discover a sealed jar. Inside are 9 mushrooms. Each one will restore 1 Body Point. Mushrooms must be eaten right away. Points can be shared.



Wandering Monster in this Quest: Fimir

NOTES continued:

- M** When Heroes search this room, they discover a dead female Dwarf on the rack. They cannot bring her back. It has been too long.
- N** This forge is a regular forge.
- O** This chest is safe. Inside is a woman's wardrobe. These stairs lead to the next level down.



Quest 8

"This isn't too hard." Says the Dwarf. "I too am surprised that the fighting isn't harder. I wonder where they all are at?"

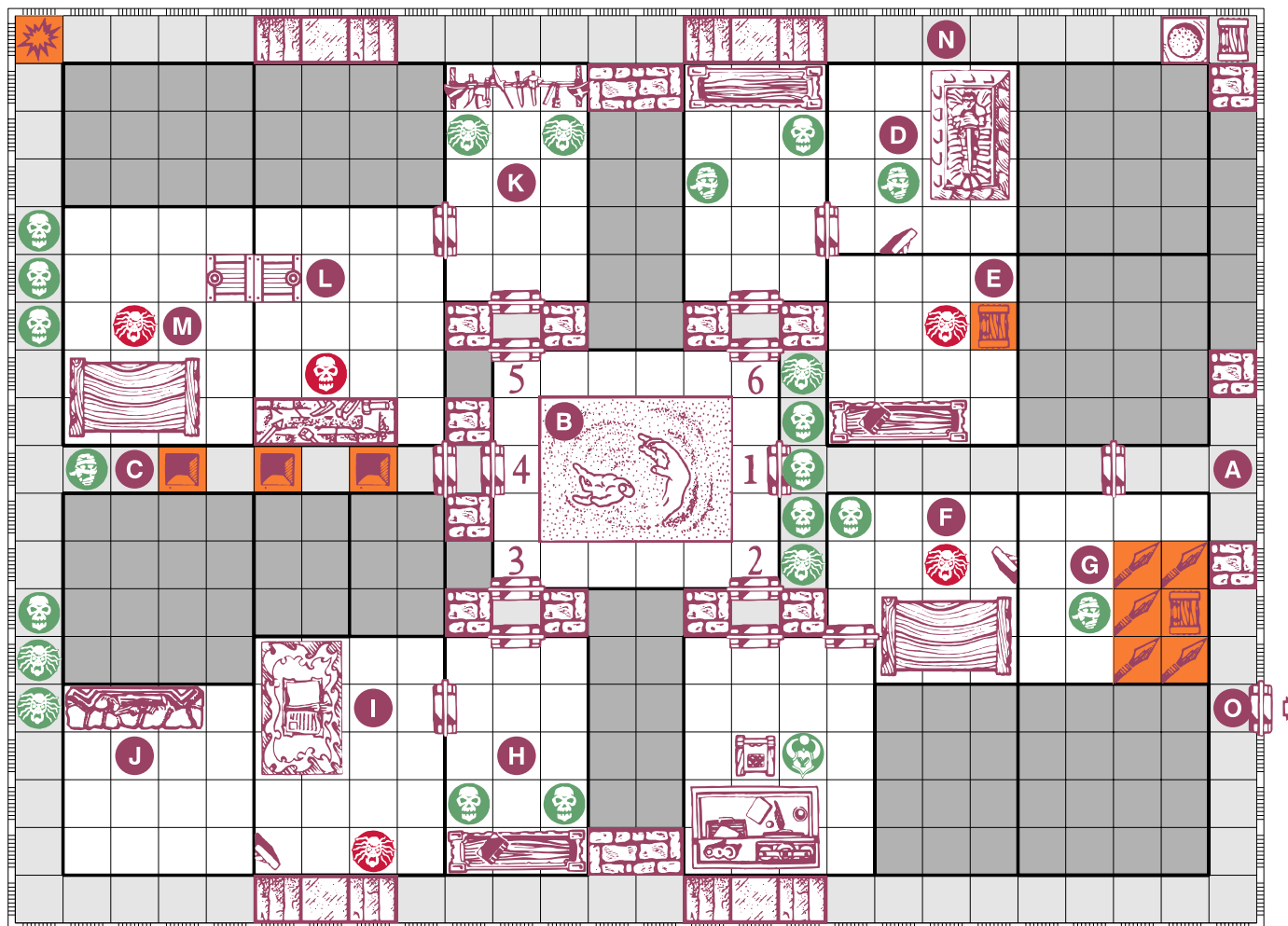
NOTES:

Zargon, all the Orcs are armored. They have 4 Defense dice.

- A** Starting place of the Heroes.
- B** When the Heroes search this room, they discover 2 artifacts in the desk along with a letter that's about the missing piece of the map. "Maybe it's on this level!"
- C** When Heroes search this room, they discover a secret door.
- D** When Heroes search this room, they discover on the table, Pieces to the missing map piece. "I hope that they have not destroyed it." You say.
- E** This Hobgoblin has a crossbow.
- F** When Heroes search this room, they discover a secret door.
- G** This chest is booby trapped. 2 hit points if sprung. Inside is a sealed jar. Inside the jar are healing herbs. There are enough herbs to restore 9 Body Points. Points must be shared among the Heroes. Herbs must be eaten right away. There are also 50 gold coins in the chest.
- H** This chest is booby trapped. 2 hit points if sprung. Inside are 2 artifacts and 4 Potions of Renewal. When Heroes use this trap door. They must roll 1 white
- I** This chest is safe. Inside is the final piece to the map. Cupboard is empty. There are 2 throwing stars on the weapons rack.
- J** This Orc knows magic and casts Cloud of Chaos on any Hero that enters the room. He then attacks. When he is defeated, Heroes find 1 artifact on the altar.
- K** There are 2 artifacts inside a secret compartment in the tomb.
- L** This door leads to the next level.



Wandering Monster in this Quest: Orc



Quest 9

You make your way down the corridor to the next level. Suddenly you smell the stench of death, even before you open the door. "Alright, my friends. This is going to be rough." Says

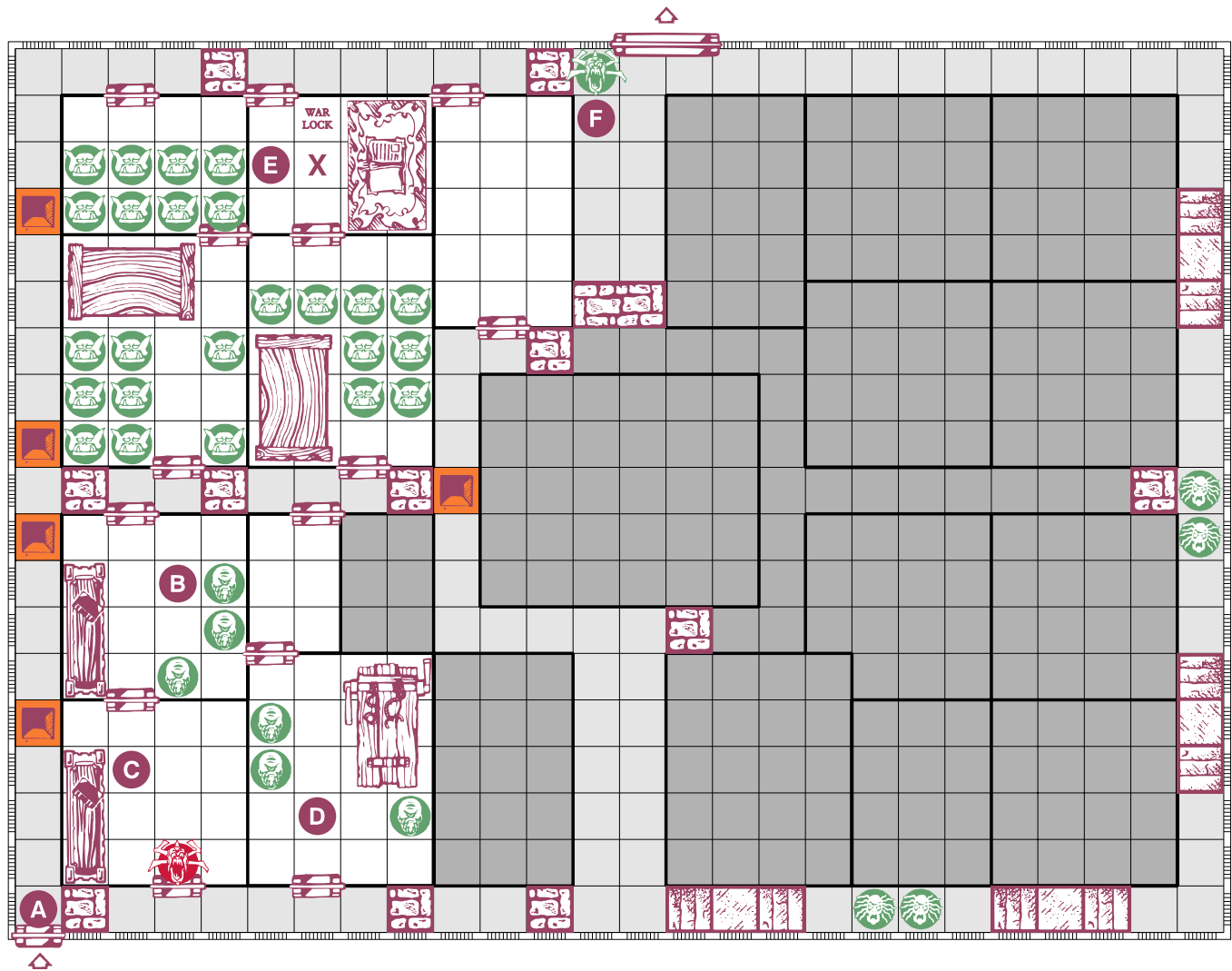
Kenaron. "Remember, we still need to find that key." Says the Wizard. You open the door.

NOTES:

- A** Starting place of the Heroes.
- B** That darn cloud again! Zargon, make all the doors open doors. Allow Heroes to enter cloud, roll 1 red dice to see where they go. Then allow them to roll red dice again to move into the room and if possible make the first attack.
- C** This Mummy does not move from his spot.
- D** This monster is a shape changer and is currently in the shape of a Mummy. Every time that a Hero kills it. Take the 8 original Monster Cards, shuffle them and draw 1 card. This is the new shape that the changer takes on. Changer then attacks Hero. Changer can only be permanently killed when card that is drawn matches the shape that changer is currently in. When Heroes search this room, they discover a secret door.
- E** This chest is booby trapped. 1 hit point if sprung. Inside are 100 gold coins and 2 Potions of Rejuvenation.
- F** When Heroes search this room they discover a throwing dagger on the table and a secret door.
- G** This chest is booby trapped. 1 hit point if sprung. Inside is evil Warlock stuff. EWWW!
- H** When Heroes search this room, they discover 2 artifacts inside the bookcase.
- I** When Heroes search this room, they discover 2 artifacts on the altar and a secret door.
- J** When Heroes search this room, they discover a magical never miss throwing dagger.
- K** When Heroes search this room, they discover a magical never miss throwing star on the weapons rack.
- L** This trap door leads to other point L.
- M** When Heroes search this room, they discover 4 Venom Antidotes on the table.
- N** When Heroes reach this spot they trigger rolling rock trap. If the rolling rock beats a Hero to the end of the hallway, Heroes can be saved by casting Landside spell inside the tomb room.
- O** This wooden door leads to the next level down.



Wandering Monster in this Quest: Skeleton



Quest 10

You make your way down the huge corridor. "Finally, we made it!" Says Captain Kenaron. "This next level will lead us to the

entrance of the labyrinth. As soon as we find the key we can head for the entrance. It's a very large door."

NOTES:

Zargon, all Orcs are armored. They have 4 Defense dice.

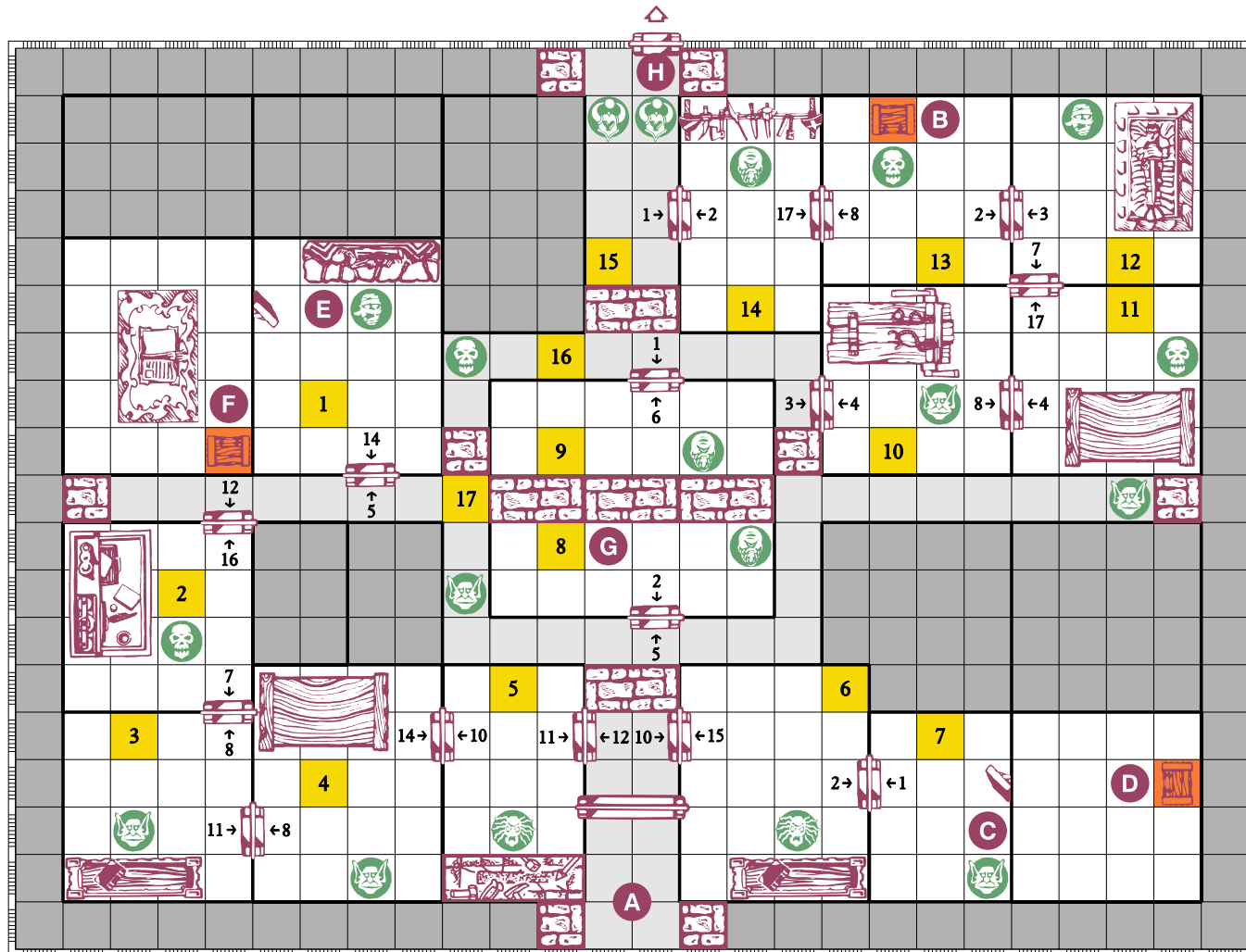
- A** Starting place of the Heroes.
- B** These Fimir have Heroic Brews. If Heroes can kill the Fimir before they make their first attack. Heroes can claim the potions.
- C** Zargon, how are your Heroes doing? If they need healing, put a sealed jar in the bookcase, otherwise, they find a large diamond worth 500 gold coins.
- D** These Fimir have Potions of Defense that they drink.
- E** This Warlock casts Command upon the Hero that opened the door. That Hero then turns and attacks his friends until he can free himself from the power of the spell.

When Heroes search this room they discover a note for Zargon, talking about a key being needed inside the labyrinth. Zargon's monsters have not yet learned its secret.

- F** This is a Gargoyle statue. Heroes must search it to find the key. The double doors lead into the labyrinth.



Wandering Monster in this Quest: Zombie



Quest 11

You find a torch just before entering the labyrinth. "Alright men, stay close together and we should have no trouble getting

through this." Says Kenaron.

NOTES:

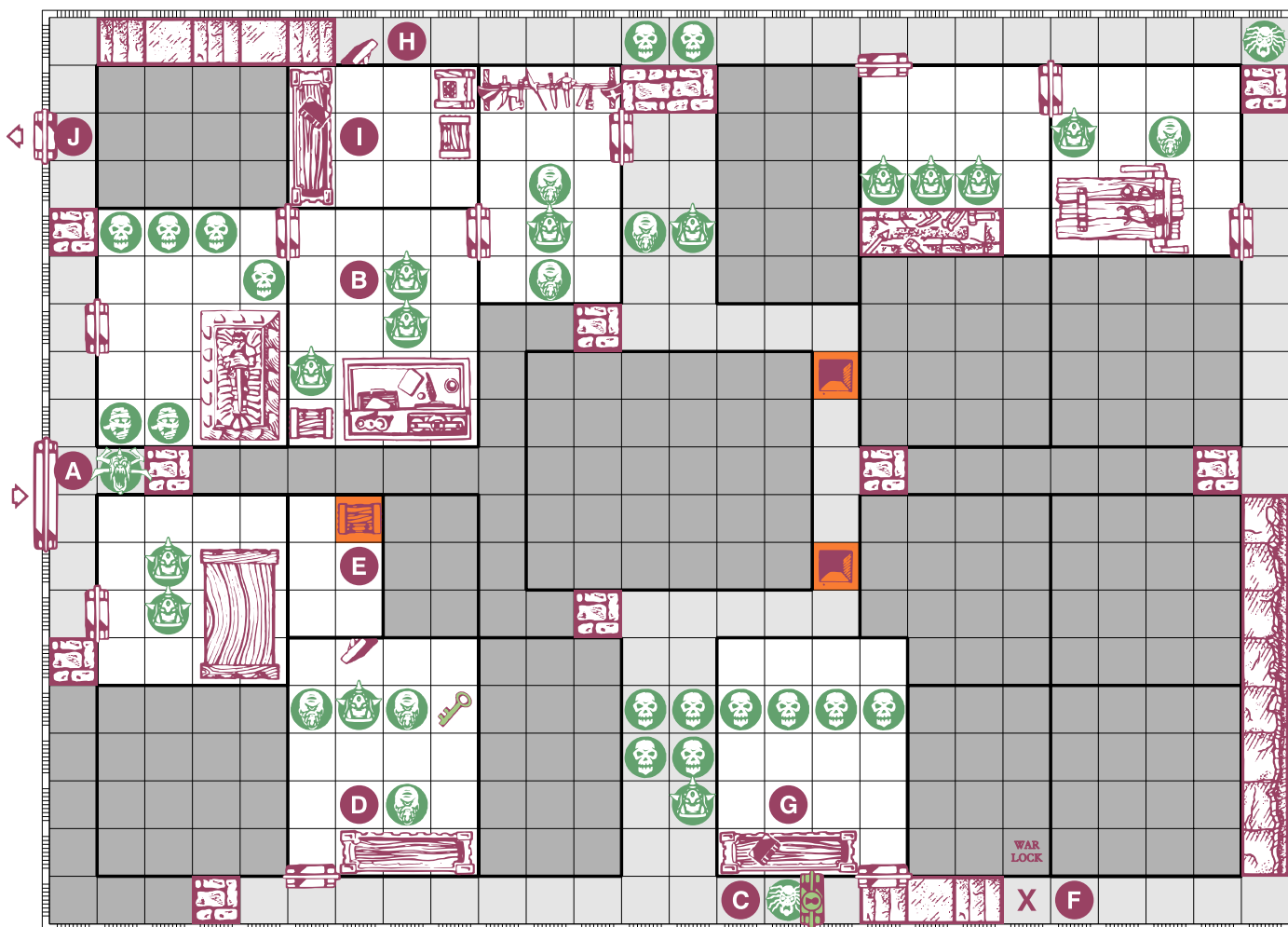
Zargon, the way that the labyrinth works is like this, each room or hallway has a number, when Heroes go through a doorway, the number that is in front of the doorway is the number of the room that they go to. Easy!

H This wooden door leads out of the labyrinth and into the lower halls of Lachish.

- A** Starting place of the Heroes.
- B** This chest is booby trapped. 2 hit points if sprung. Inside are 50 gold coins, 1 artifact and a throwing dagger.
- C** When Heroes search this room, they discover a secret door.
- D** This chest is booby trapped. 2 hit points if sprung. Inside are 100 gold coins and 2 artifacts.
- E** When Heroes search this room, they discover a secret door.
- F** This chest is booby trapped. 2 hit points if sprung. Inside are 4 artifacts.
- G** When Heroes search this room, they discover a keyhole in the center wall. Over the keyhole is written. "Only he who holds the key will be able to walk the path of honor, the path of the Dwarves." When Heroes use the key, take away the two center block stones from out of the room. The key disappears.



Wandering Monster in this Quest: Skeleton



Quest 12

"WOW! We made it!" You say. "Stay alert, my friend. We are close to Balak. It's going to get rough from here on up." Warns

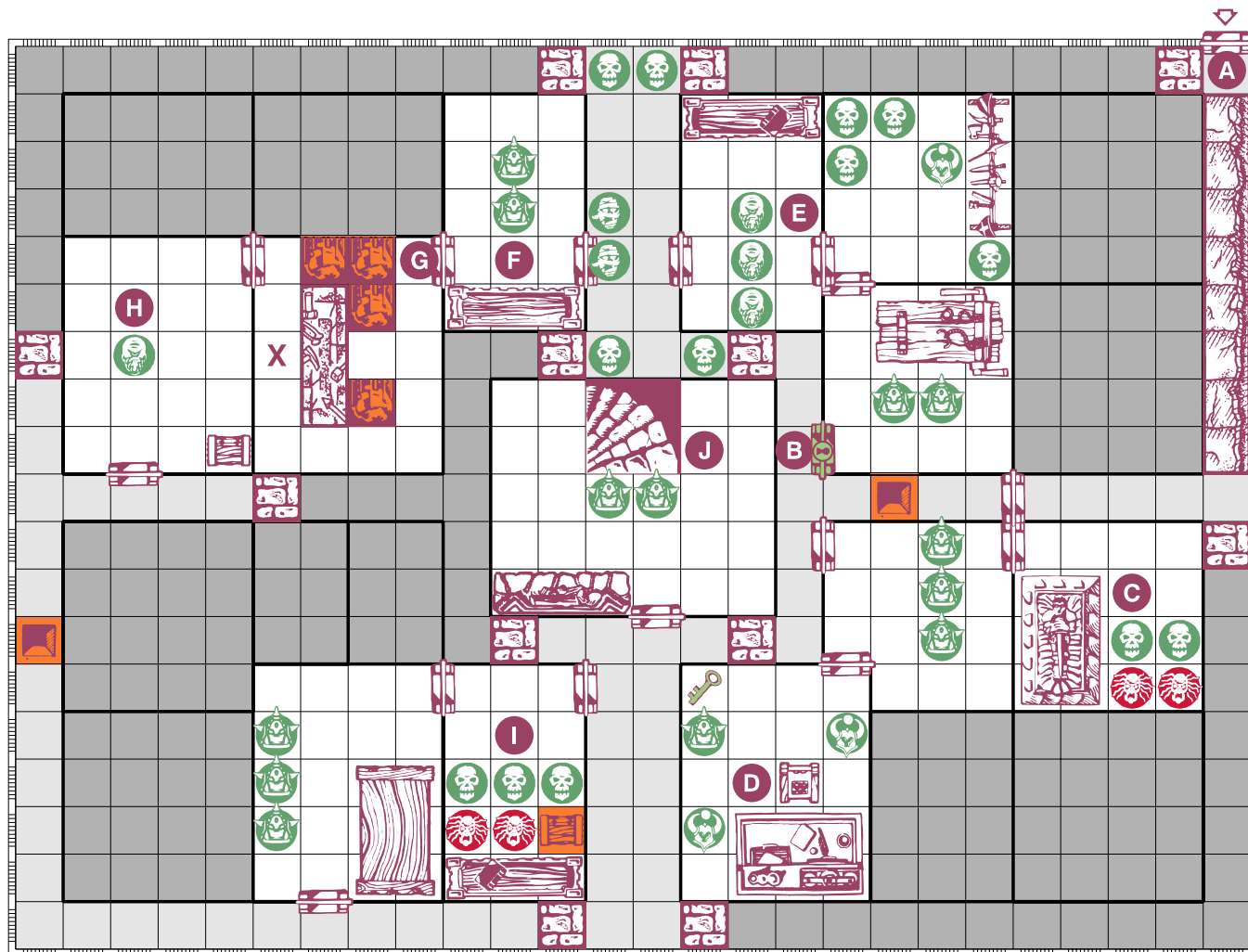
Captain Kenaron. You make your way to the big double doors and enter the lower halls of Lachish.

NOTES:

- A** Starting place of the Heroes. The Gargoyle is a statue. If Heroes search it they find a key.
- B** When Heroes search this room, they discover 2 artifacts inside the desk. Also the chest is safe. Inside are 50 gold coins and 2 Potions of Rejuvenation.
- C** This metal door is locked. Heroes need iron key to open it.
- D** When Heroes search this room, they discover in the cupboard a sealed jar. Inside the jar are healing herbs. There are enough herbs to restore 9 Body Points. Herbs must be eaten right away. Points can be shared. Heroes also find the iron key on the Orc and a secret door.
- E** This chest is booby trapped. 2 hit points if sprung. Inside are 4 artifacts.
- F** This Warlock attacks as soon as the door is opened. He casts Ball of Flame at the Hero who opened the door. Warlock's 2nd spell is Firestorm then he resorts to physical combat.
- G** When the Heroes search this room, they discover 2 Elixirs of Life in the bookcase.
- H** When the Heroes reach this spot, they discover a secret door.
- I** When Heroes search this room, they discover a vast treasure trove. 4 Elixirs of Life, 2 Venom Antidotes, 3 Potions of Renewal, 10 Heroic Brews, 2 Potions of Thunder, 2 shields, 8 throwing axes, and 2 maces.
- J** This door leads to the next level.



Wandering Monster in this Quest: Fimir



Quest 13

You follow Captain Kenaron up the broken passage. Signs of a great battle remain. You can tell that you are getting closer to the top floor, because the air is becoming more and more fresh.

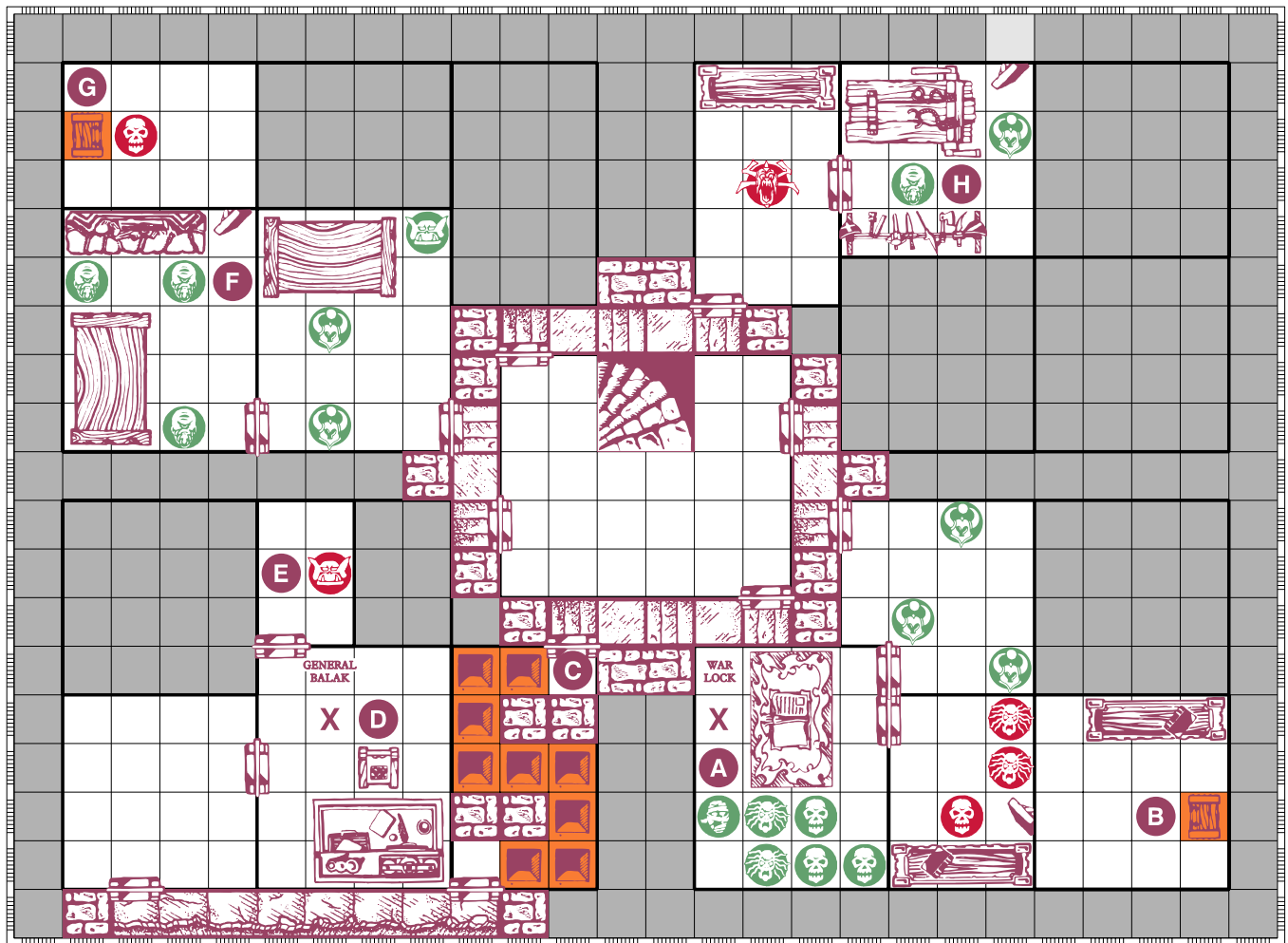
You are tired, but the thought of reaching your goal gives you strength. You reach the door. Captain Kenaron gives you a smile and a nod. He opens the door.

NOTES:

- A** Starting place of the Heroes.
- B** This iron door is locked. Heroes need iron key to open it.
- C** When the Heroes search this room, a Mummy comes out and attacks.
- D** When the Heroes search this room, they discover the iron key. Also they find a message. "Zargon is going to make a massive attack on Kar's Bridge in two days." "We must survive so that we can warn our people after we find Balak."
- E** These 3 Fimir have Heroic Brews. If Heroes can kill them before they make their 1st attack, Heroes can claim the potions. When Heroes search this room, they discover 2 artifacts in the bookcase.
- F** When Heroes search the cupboard, they discover a sealed jar. Inside are 9 mushrooms. Each mushroom will restore 1 Body Point. Mushrooms must be eaten right away. Points can be shared.
- G** Zargon, this forge is a magical forge and is heating out of control, because no one remained to tend to it. The room is super hot. Only the Dwarves can enter to shut down the forge. But the great heat has weakened the ceiling. When a Hero steps on one of the falling block tiles, the ceiling caves in. (Follow springing a falling rock trap.) Heroes cannot see these problem areas.
- H** This monster is a shape changer in the form of a Fimir. Use the 8 original Monster Cards for its shapes. Monster gets to make an attack after changing its shape. Zargon, you know the rest. Once monster is killed, the chest is safe. Inside is dried Dwarf flesh.
- I** This chest is booby trapped. 1 hit point if sprung. Inside is woman's clothing. But at the bottom you find a jewelry box. There are 1000 gold coins worth of jewels inside. Also Heroes find 2 artifacts in the bookcase.
- J** These stairs lead to the upper level.



Wandering Monster in this Quest: Chaos Warrior



Quest 14

Kenaron leads you through the passages to another set of stairs. "At the top of these stairs, there are 4 doors. We should stay together and carefully fight our way through each section. In the north section there is a secret door that will bring us out

into the open near Kar's Bridge. It is risky, but I fear that to use the main entrance would be a far greater risk." You make your way up the stairs.

NOTES:

- A** This Warlock is in the middle of casting a spell upon himself. If Heroes can get to him in 3 turns, he is helpless. After the Heroes third turn though, Warlock turns into a Big Gargoyle.
- B** This chest is booby trapped. 2 hit points if sprung. Inside is a bottle. Only the Wizard knows that this is a life-strengthening potion. The Hero who drinks this potion will increase his total Body Points up by 2. Choose wisely which Hero drinks the potion.
- C** This room is full of pit traps. Time for the Dwarves to earn their gold. Can they disarm all the traps? If two pit traps are sprung together, then the Heroes are going to have to take their lumps. They can try jumping the first one but will take a hit falling into the second.
- D** Zargon, use a Chaos Warrior figure for Balak. General Balak's statistics are:
- E** Inside this room the Heroes discover a Mountain Orc chained to the wall. "If you help me. I will fight by your side." He says. The choice is yours Heroes. Kill him, leave him, if Heroes free him, he joins you and fights with you. This Orc must now roll two red dice for movement.
- F** When Heroes search this room, they discover a secret door.
- G** This chest is booby trapped. 2 hit points if sprung. Inside are 10000 gold pieces worth of jewels.
- H** There is a beautiful female Dwarf tied to the rack. She is very weak. Heroes need to give her a healing potion. When Heroes search this room they discover the secret door that will lead them out of Lachish.

Zargon, use a Chaos Warrior figure for Balak. General Balak's statistics are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	6	6	8	6

Balak knows Firestorm. He casts this twice. Then he resorts to physical combat.

Dwarf history records a day when Captain Kenaron and a group of Heroes saved the Dwarf Kingdom from a massive attack on Kar's Bridge. After killing Zargon's general the Dwarf army moved across the bridge and drove Zargon's forces back across the border.



Wandering Monster in this Quest: Chaos Warrior