

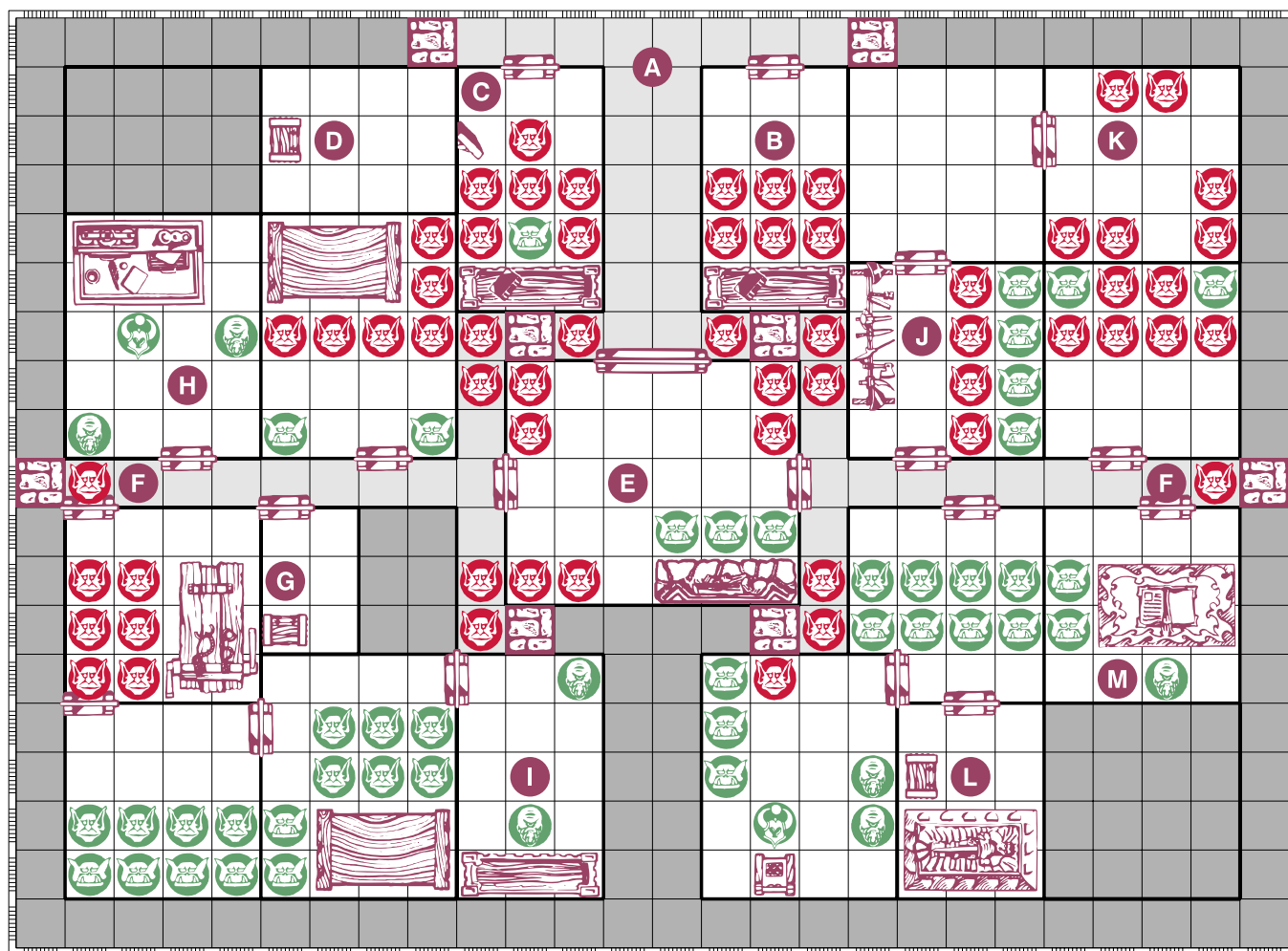
HeroQuest™

Adventure 6 – Return of the Witch Lord 2 – The Resurrection

Q U E S T



B O O K



NOTES continued:

yet. The Heroes got there in time! Queen Kessandria and Skulmar curse you as you enter the room. Their magic is focused on resurrecting the Witch Lord. All they can do is physical combat. They get two attacks for their turns. When they are defeated, Kessandria and Skulmar disappear in a cloud of black smoke.

The Heroes stand over the body of the Witch Lord. Suddenly, the Witch Lord jumps up and casts Firestorm and Hangman on the Dwarf. He then resorts to physical combat. When defeated, the Witch Lord falls down dead. "Let us make sure that this one does not come back!" Says the Barbarian. You chop up the body and burn it into ashes.

Just as you are ready to leave the room, you hear the voice of Mentor inside your head. "Queen Kessandria and Skulmar have escaped us for now, but I will find them out and when I do, I will need you all to put an end to their reign of terror. You have done well, my sons, I am very proud of you. Return to me and rest for a little while."

Quest 1

I am Mentor, trainer of Heroes. Lore tome has revealed to me a growing threat inside the desert Plains of Death. In the ruins of the fallen city of Kalos, Skulmar and Queen Kessandria have survived and over the past ten years have been strengthening themselves and will soon prepare for battle against the kingdoms of our realm. I have gone before the Emperor and informed him of this new danger. It has been agreed that we will send in my sons, who ten years earlier defeated the Witch Lord and his minions within the ruins of Kalos. But my sons need supplies, they need gold, so I have instructed them to seek out a Goblin hideout along the trade route, destroy this plague and collect the spoils with which they can buy the

supplies that they will need. Be careful my sons, for now new dangers from Zargon are making him a deadlier opponent.

"Mentor said that the Goblin's hideout was between two large stones. Do you think that is them over there?" Asked the barbarian. "It sure is." Said the Elf. "And there are Goblins hiding out in there. Lookouts." "Well, let us go around and come up behind them. If we are careful we can take them out without sounding an alarm." You follow your friends and make quick work of the Goblins. You follow the path that leads you to their hideout. You make your way inside.

NOTES:

- A** Starting place of the Heroes.
- B** The first three Goblins have Potions of Defense that they drink. When Heroes search this room they discover an artifact inside the bookcase.

When Heroes search this room they discover 2 Heroic Brews and an artifact inside the bookcase. Heroes also discover a secret door.
- D** This chest is safe, inside are 200 gold coins.
- E** When Heroes search this room, they discover an artifact on the fireplace.
- F** This Goblin has a crossbow that he shoots at the Heroes.
- G** This chest is safe. Inside are 400 gold coins.
- H** One of these Fimir knows magic and casts Stonefall over one of the Heroes. When Heroes search this room they discover a crude map inside the desk. "According to this map there's a castle further in the mountains." Says the Wizard. "We will have to check it out when we are done here." Says that Barbarian.
- I** 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. Mushrooms can be shared.
- J** When Heroes search this room they discover 2 throwing axes on the weapons



Wandering Monster in this Quest: Hobgoblin

NOTES continued:

rack.

K These Hobgoblins are asleep. Here's the deal. Heroes can sneak in and attack quietly. Hobgoblin has no defense. If a Hero fails to kill a Hobgoblin on his first attack, then all the Hobgoblins awake and make the next attack.

L This chest is safe. Inside are 500 gold coins.

M This Fimir knows magic. His first spell is Hurricane, his second spell is Hangman.

Zargon, don't cast second spell on the Hero that's making the attack. When Heroes search this room, they discover 2 artifacts.

Quest 14

You and your friends race down the stairs. You are getting tired. "I pray that there's not too much more of this." You say. "Have heart, my friend, there can't be too much more of them

left now." You make your way to the bottom of the stairs. A door stands before you.

NOTES:

A Starting place of the Heroes.

B When you open this door and look in you say. "Good Lord help us! It's the forgotten legion!" If any of the Heroes have any Courage spells, now's the time to use them.

C Nothing happens inside this room. Heroes cannot open the tombs. Heroes can search this room, but when they go to open the door the tombs all open and a Spirit Rider comes out of each Tomb.

D This chest is safe. Inside are tablecloths and dinning wear. If Dwarf looks inside this chest. He notices a false bottom. Underneath are 2 Elixirs of Life. When Heroes search this room they discover a sealed jar inside the cupboard along with a lot of good Human food. Inside are 9 mushrooms. Each mushroom will restore 1 Body Point. Mushrooms must be eaten right away. Mushrooms can be shared.

E All these metal doors are locked. When the first Hero steps on this spot the 4 doors open and out comes 4 Doom Guards. They were expecting you. They get first attack.

F This Warlock's first and second spell is Summon Undead. His third spell is Hurricane. Warlock then resorts to physical combat.

G This wooden door is locked. 5 hit points will break it in.

H This Warlock casts Lightning Bolt as soon as the Heroes break in the door. His second spell is Hurricane. He then resorts to physical combat.

I When Heroes search this room, they discover an artifact inside the bookcase.

J When Heroes search this room, they discover an artifact inside the bookcase.

K When Heroes open this door, place revolving room tile on board. Heroes will roll one red dice to see which door they come out of. Heroes can travel as a group.

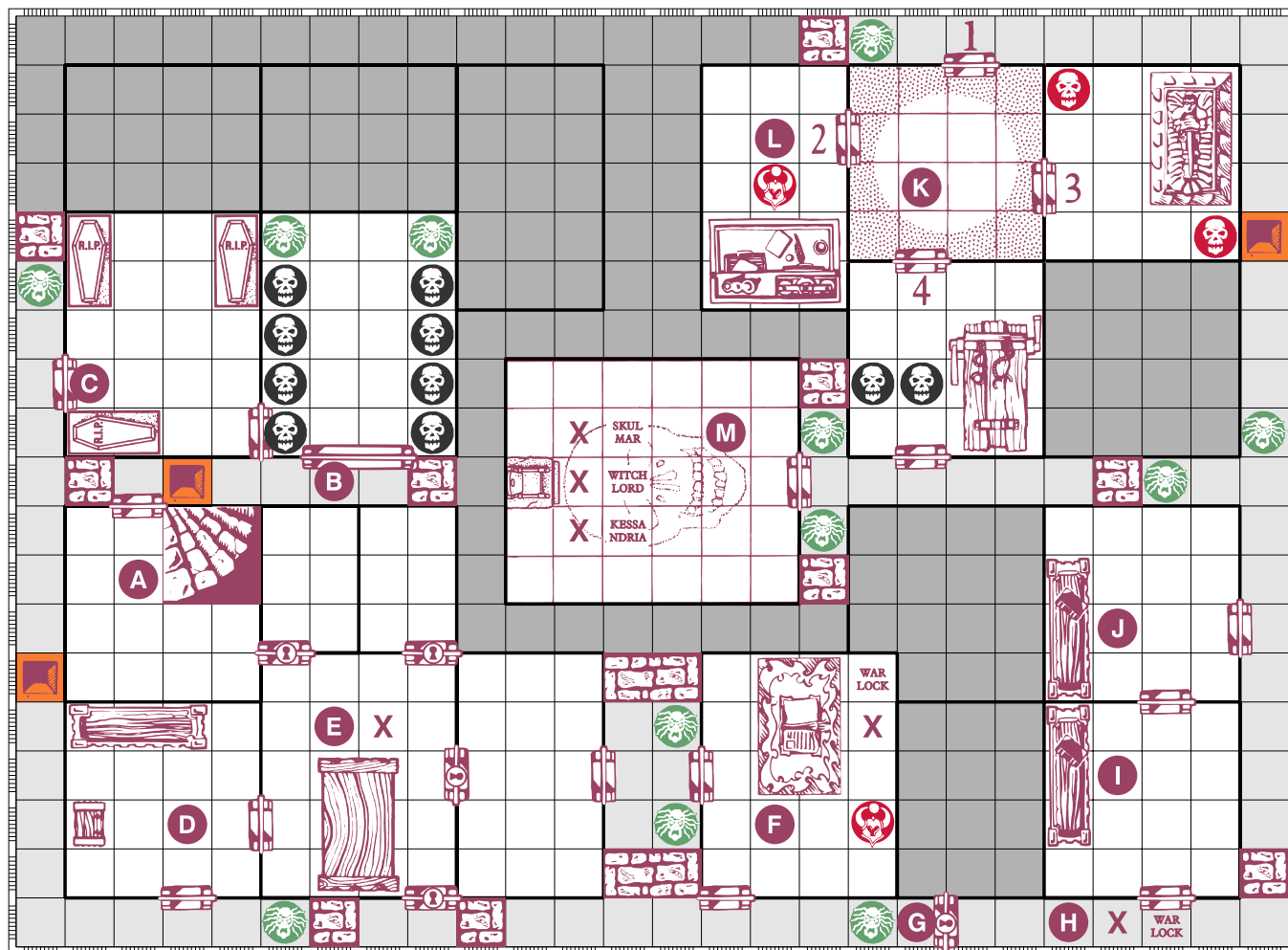
1 or 2 - room #1
3 - room #2
4 or 5 - room #3
6 - room #4

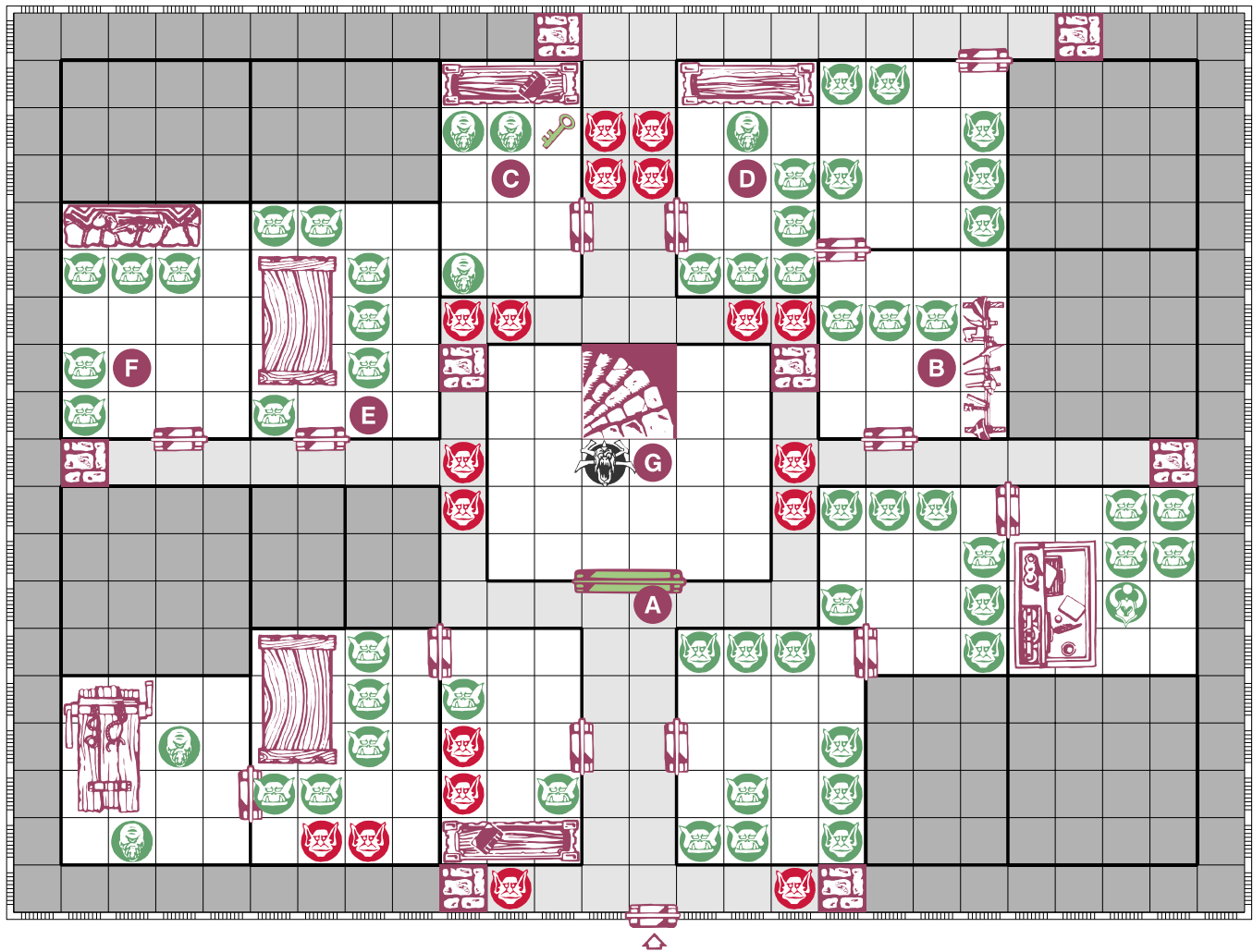
L This Doom Guard has a Heroic Brew and an Elixir of Life that he drinks. When Heroes search this room, they discover an artifact inside the desk.

M Place the large throne tile on the board. Place Queen Kessandria and Skulmar on their spots. Lay down the Witch Lord on two spots. He is not resurrected



Wandering Monster in this Quest: Spirit Rider





Quest 13

"That was Skulmar! That accursed slippery devil got away!" Yells the Barbarian as you all run down the stairs. "We are getting close now, keep your heads!" Says the Dwarf. "STOP!"

He suddenly yells as you reach the bottom of the stairs. "There are pit traps ahead, let me disarm them."

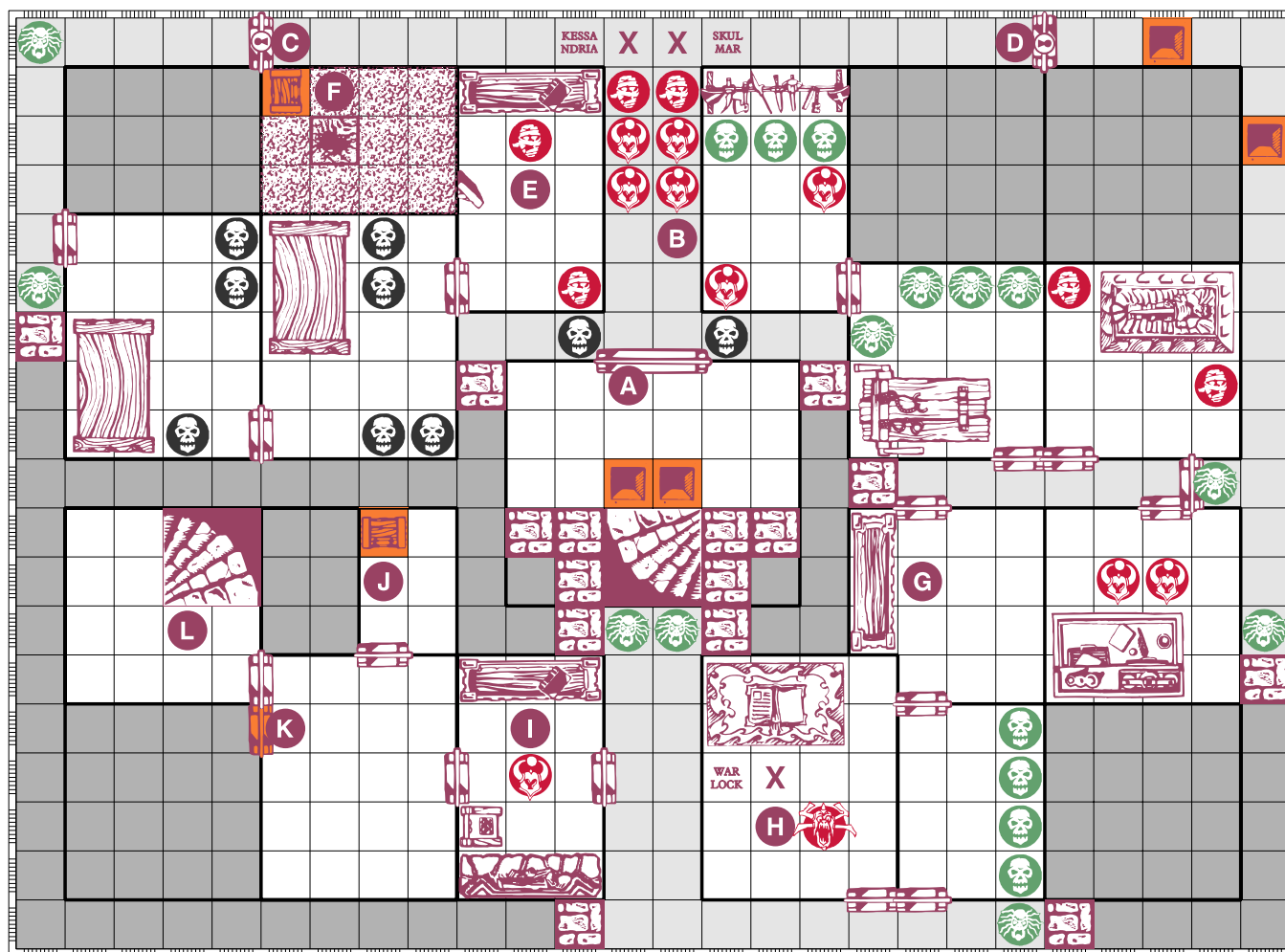
NOTES:

- A** Heroes start on this stair tile. The wooden door in this room is locked. Rot, Wood Blast or 5 hit points will break it in.
- B** When Heroes open this door they are surprised to see Queen Kessandria and Skulmar behind a band of monsters. "KILL THEM ALL! DON'T LET THEM PASS!" She yells to her guards. Kessandria and Skulmar then run down the hallway.

When the Heroes kill all the monsters, your friend the Barbarian turns to you and says, "Kessandria and Skulmar got away, did you see which way they went?" You do not know.
- C** This wooden door is locked. 5 hit points will break it.
- D** This wooden door is locked. 5 hit points will break it in.
- E** When Heroes search this room, they discover inside the bookcase 2 artifacts and a flask of sacred water. They also discover a secret door.
- F** This chest is booby trapped. 2 hit points if sprung. Inside are 4 Heroic Brews, 4 Potions of Defense, a Potion of Speed, a Potion of Battle Rage, a Potion of Thunder, an Elixir of Life and 2 artifacts.
- G** When Heroes search this room; they discover a sealed jar inside the cupboard. Inside are 9 mushrooms. Each mushroom will restore 1 Body Point. Mushrooms must be eaten right away. Mushrooms can be shared.
- H** This Warlock's first and second spell is Summon Undead. He then resorts to physical combat.
- I** This Doom Guard has a lot of potions on him that he drinks. Every time he attacks he drinks a Heroic Brew. He gets 2 attacks. He also has 2 Elixirs of Life that he drinks.
- J** This chest is booby trapped with poisonous gas. 3 hit points on all Heroes inside this room if sprung. Inside are 2 Potions of Icy Strength, 4 Heroic Brews, 3 Venom Antidote and an Elixir of Life.
- K** Zargon, this door is a death trap! The Hero that opens this door gets a spear in the gut, killing him. An Elixir of Life will bring him back.
- L** These stairs lead to the next level down.



Wandering Monster in this Quest: Doom Guard



Quest 2

"We did well." Says the Dwarf. "Shall we try our luck and follow the map?" You all agree too. You follow the path deep into the forest and come to a castle that's built into the base of a mountain. "This is not a Goblin castle." Says the Dwarf. "Look at that workmanship, she's beautiful." "And very old, this castle

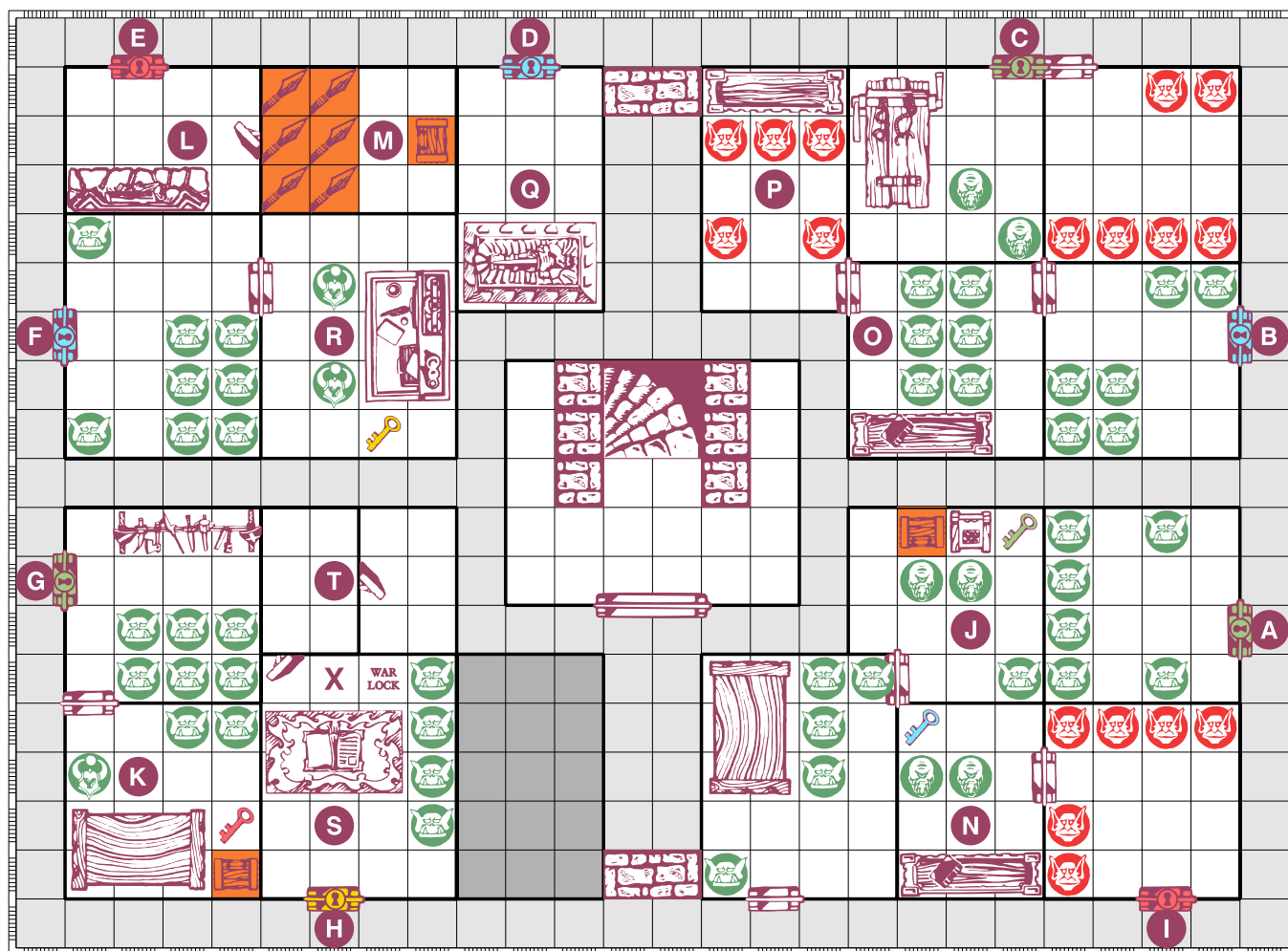
was built by the Wizards long ago, I wonder why they abandon her?" Says the Wizard. "Whoever lives here now feels pretty secure in themselves. No sentries." Says the Elf. "Then let us see who is home." Says the Barbarian. You make your way to the main gates.

NOTES:

- A** This door is locked. Heroes need iron key to open it.
- B** When Heroes search this room, they discover 4 throwing stars on the weapon rack.
- C** When Heroes search this room, they discover an iron key and an artifact in the bookcase.
- D** When Heroes search this room, they discover inside the cupboard a sealed jar. Inside are 9 mushrooms. Each mushroom will restore 1 Body Point. Mushrooms must be eaten right away. Mushrooms can be shared.
- E** When Heroes search this room, they discover 40 gold coins on the table.
- F** These two Orcs have a Potion of Defense and an Elixir of Life that they drink.
- G** Bellthor can sense an invisible Hero's presence.



Wandering Monster in this Quest: Hobgoblin



NOTES continued:

Zombies.

- M** This wooden door is locked. Rot, Wood Blast or 5 hit points will break it in. Inside this room are Skulmar's evil books. The Heroes discover 4 artifacts inside the bookcase.
- N** When Heroes search this room, they discover the brass key.
- O** When Heroes search this room, they discover a secret door.
- P** This chest is booby trapped. 2 hit points if sprung. Inside are 400 gold coins and the silver key.
- Q** This large metal door is locked. Heroes need gold key to open it.
- R** When Heroes search this room, they discover the gold key.
- S** When Heroes open this door, they see Skulmar. He runs down the stairs. These stairs lead to the next level down.

Quest 3

"That Demon was guarding these stairs." Says the Elf. "I wonder what is down there that they're trying so hard to protect?" Asked the Dwarf. "I can't imagine, maybe he was protecting

someone." Said the Wizard. "Well, let us see what is down there." Says the Barbarian. You make your way down the stairs.

NOTES:

- A** This metal door is locked. Heroes need iron key to open it.
- B** This metal door is locked. Heroes need silver key to open it.
- C** This metal door is locked. Heroes need iron key to open it.
- D** This metal door is locked. Heroes need silver key to open it.
- E** This metal door is locked. Heroes need brass key to open it.
- F** This metal door is locked. Heroes need silver key to open it.
- G** This metal door is locked. Heroes need iron key to open it.
- H** This metal door is locked. Heroes need gold key to open it.
- I** This metal door is locked. Heroes need brass key to open it.
- J** This chest is booby trapped. 2 hit points if sprung. Inside are 4 Potions of Renewal and the Iron Key.
- K** This chest is booby trapped. 2 hit points if sprung. Inside are 4 Potions of Renewal and the brass key.
- L** When Heroes search this room, they discover a secret door.
- M** This chest is booby trapped. 2 hit points if sprung. It is empty.
- N** When Heroes search this room, they discover 2 artifacts and the silver key in the bookcase.
- O** The First three Orcs in this room have Potions of Defense that they drink. The second set of three Orcs have Potions of Strength that they drink. When Heroes search this room, they discover 4 artifacts in the bookcase.
- P** When Heroes search this room, they discover inside the cupboard a sealed jar. Inside are 9 mushrooms. Each mushroom will restore 1 Body Point. Mushrooms must be eaten right away. Mushrooms can be shared.
- Q** When Heroes search this room, they discover that the tomb is empty. "So where is he?" Asks the Barbarian. "This is not a good sign." Says the Wizard.
- R** When Heroes search this room, they discover 2 artifacts and the gold key inside the desk.
- S** When Heroes enter this room; they see two girls chained to the wall. Heroes get first attack. Can they kill the Warlock before he casts his spells? Warlock



Wandering Monster in this Quest: Orc

NOTES continued:

will first cast Triple Terror. If he is able to complete the spell Warlock chooses Hangman, Ball of Flame and Summon Orcs. When Heroes kill the Warlock, they free the two girls. "Oh thank you. Please will you take us home?" You agree too and the girls follow you. When Heroes search the room, they discover a secret door.

T When the Heroes enter this room the Wizard says. "Look, it's the sign of the Wizard's society." "There is a secret door handle here." Says the Dwarf. His slips his hand into the opening and the door opens. Inside this room the Heroes make a great discovery. "Look, it's a spell book with new spells."

Zargon, give the Wizard his new spells. Also there is a magical shirt. This shirt will give the Wizard an extra Defense dice. Also, there are 4 heart strengthening potions. When Heroes drink this potion they increase their Body Points by 2. So now Barbarian has 10 Body Points, Dwarf has 9, Elf has 8, and the Wizard has 6.

Quest 12

You rest for a moment to regain your strength. "How deep do you think we need to go?" You ask. "This temple is carved out of solid rock." Says the Dwarf. "They could go for quite a ways yet." "How are we going to get back through that door? Do we need another prisoner?" Asks the Barbarian. "Not if we can kill

the Warlock that created the spell. His death will break that evil curse." Says the Wizard. "We need to hurry! They could be resurrecting the Witch Lord at this very moment." Says the Elf. "Then let us go now." Says the Barbarian.

NOTES:

A Starting place of the Heroes.

B This metal door is locked. Heroes need silver key to open it.

C This door is locked. Heroes need brass key to open it.

D This metal door is locked. Heroes need iron key to open it.

E When Heroes search this room, they discover a letter inside the desk. "Battle plans! After they resurrect the Witch Lord, Zargon plans a massive attack against the Kingdom. See, here's where they plan to make the first attack." Says the Wizard. "If we can stop the resurrection, then maybe they would not attack." Says the Dwarf. "Then let us make sure that it does not happen." Says the Barbarian. "We need to move quickly, yes, but let's not miss something that maybe a big help to us." Cautioned the Elf. "We'll take these plans with us back to the Emperor. He'll know what to do then." You say.

F This chest is booby trapped. 2 hit points if sprung. Inside are 2 Anti Poison Quills, 3 Potions of Strength, 4 Heroic Brews, an Elixir of Life and 2 artifacts.

G When Heroes search this room, they discover on the table 2 throwing daggers

and the iron key.

H When Heroes search this room, they discover a throwing axe on the weapon rack.

I This chest is safe. Inside are dishes and spoons. The cupboard is full of food. If Heroes eat a little they regain 1 Body Point.

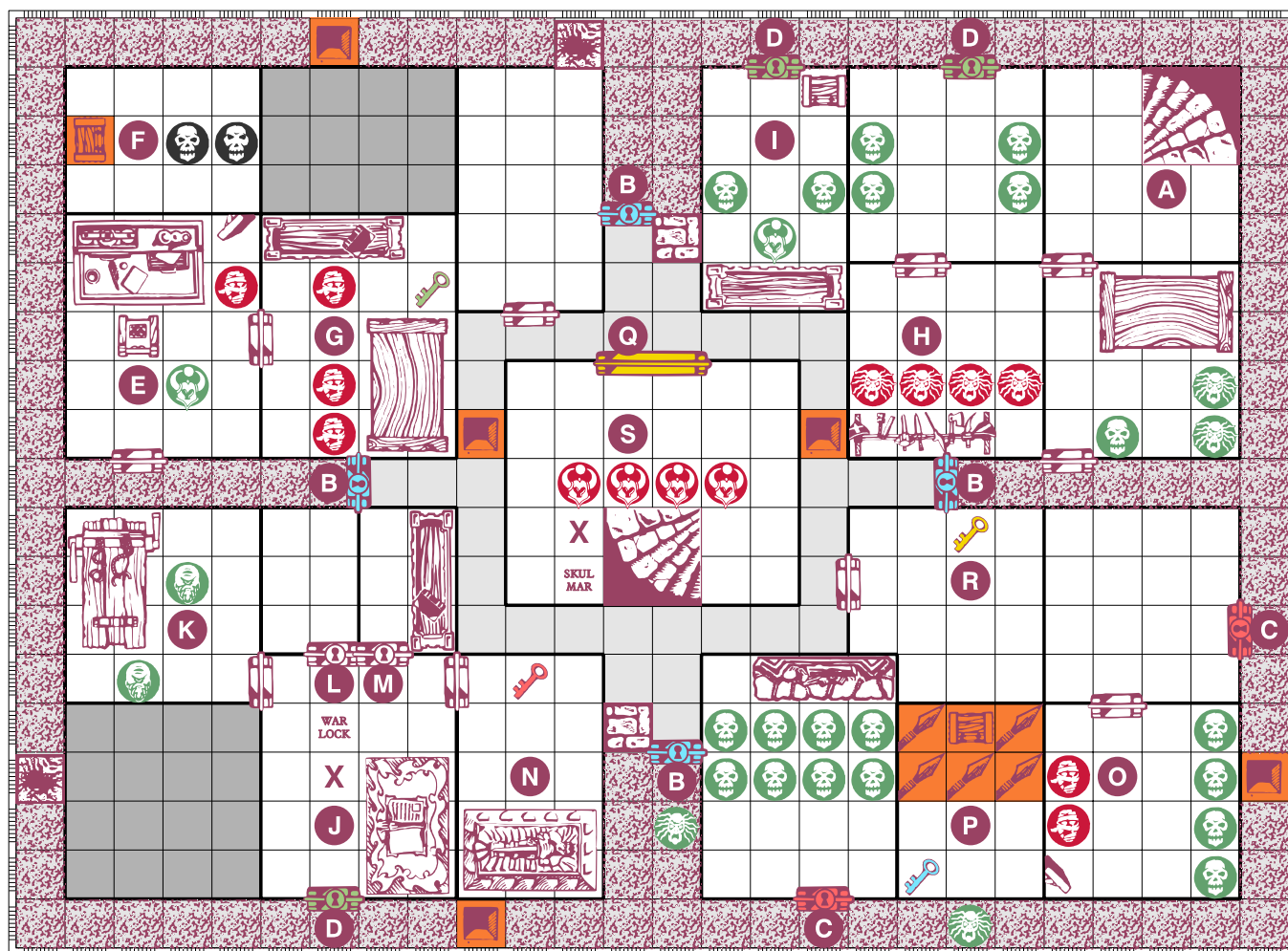
J When Heroes open this door the Warlock immediately casts Lightning Bolt at the Hero in the doorway. Heroes can then make attack. Warlock's next spell is Summon Undead. His third spell is Summon Undead again. Then he resorts to physical combat.

K Each of these 2 Fimir has a Heroic Brew that they will drink if they survive Hero's first attack. If Heroes can kill the Fimir right away, they can claim the brews. When Heroes search this room, they discover a dead man on the rack, the Fimir were going to turn him into a Zombie. There is nothing you can do for him.

L This wooden door is locked. Rot, Wood Blast or 5 hit points will break it in. Inside the room are 3 bodies that the Fimir were going to turn into



Wandering Monster in this Quest: Stone Mummy



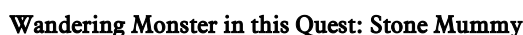


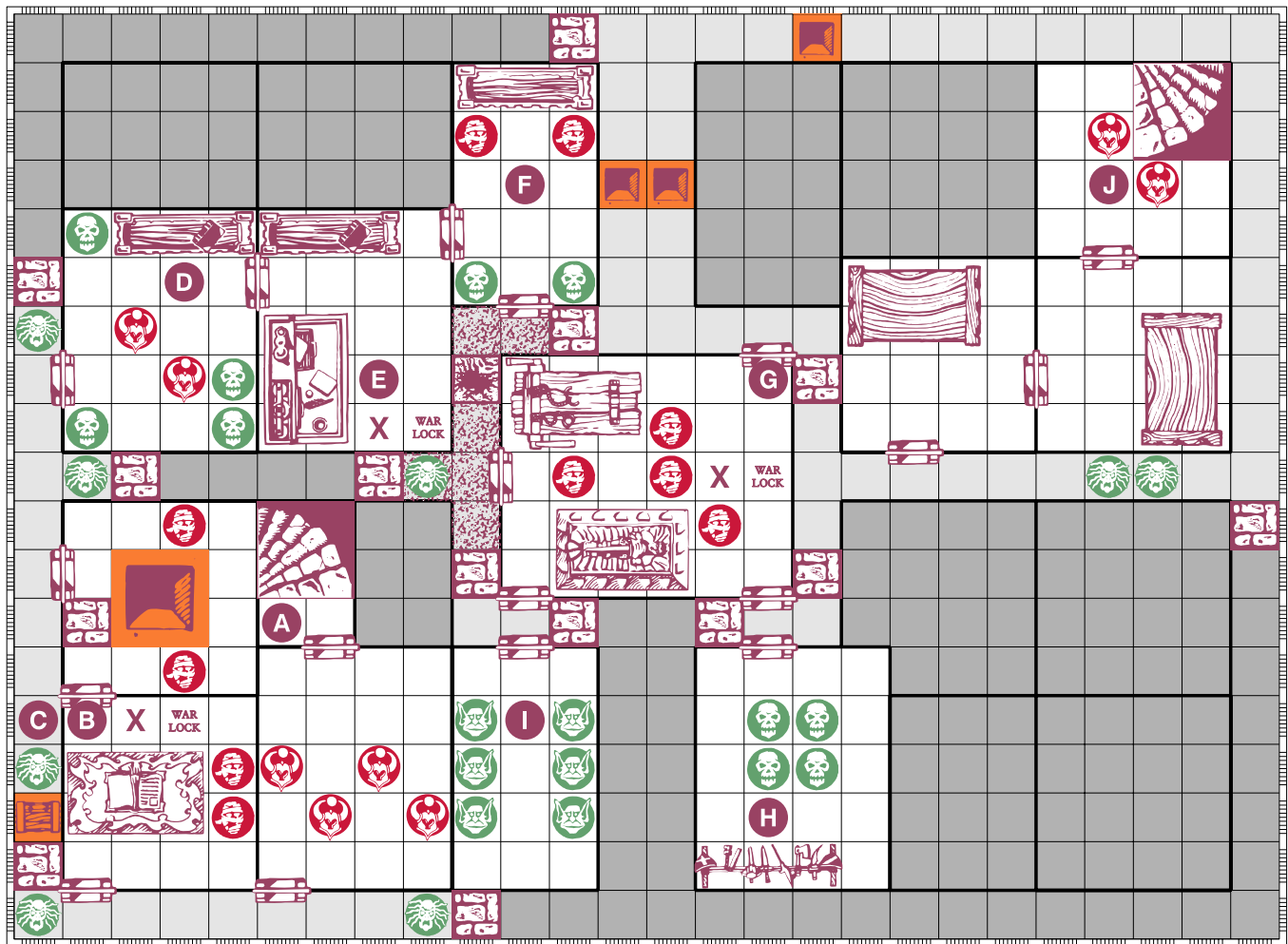
NOTES:

surrounded with evil symbols and has a deer's skull on it. "Stay away from that door!" Says the Dwarf. "That door needs a soul to open it!" If any Hero tries to open it, a bolt of lightning comes out and kills him.

- A** Starting place of the Heroes.
 - B** This Warlock casts Hurricane as soon as the Heroes open the door. All Heroes are affected. Warlock then makes a physical attack.

Zargon, this Warlock has 6 potions that will restore 4 Body Points. Warlock will drink these potions one by one as long as he is able. If Heroes can kill the Warlock on one of their round of turns. The Heroes can claim these potions.
 - C** This chest is booby trapped. 1 hit point if sprung. Inside are 2 artifacts.
 - D** When Heroes search this room, they discover an artifact inside the bookcase.
 - E** Heroes get first attack. If Warlock survives, he casts Cloud of Chaos. Then he makes a physical attack.
 - F** When Heroes search this room they discover a sealed jar inside the cupboard. Inside are 9 mushrooms. Each mushroom will restore 1 Body Point. Mushrooms must be eaten right away. Mushrooms can be shared.
 - G** When Heroes open this door, they discover the Warlock making Stone Mummies. This Warlock has used all his powers so he can't cast a spell. When Heroes search this room, they discover that the door marked G on the map is
 - H** When Heroes search this room, they discover 3 throwing axes and a shield for the Dwarf on the weapon rack.
 - I** When Heroes enter this room, they discover 6 Goblins chained to the wall. The Goblins are terrified. Heroes need to take one of the Goblins and use him to open the door with the deer's skull on it. Hero drags Goblin and pushes him in front of the door. A bolt of lightning shoots out and kills the Goblin. The door opens.
 - J** These stairs lead down to the next level.





Quest 4

You make your way back through the forest to the main highway. You rest often, sharing your food with the two girls. You are amazed at their courage considering what they have just been through. It takes a couple of days to find their home, but the joy upon their return more than makes up for the lost time.

You and your friends return to the city to buy the supplies that you will need for your long journey. "We better get enough torches, I remember how dark Kalos was." Says the Elf. "It's a

shame that we can't buy sacred water." Says the Wizard. "That came in real handy the last time." You get your supplies and two weeks of traveling find you entering the Plains of Death.

You find a castle on the edge of the desert. You see guards. You wait until nightfall and get as close as you can to the main gates before you rush towards the guards. They prepare for your attack. They don't have time to sound an alarm. You are upon them.

NOTES:

- A** Heroes start here.
- B** When Heroes search this room, they discover an artifact on the weapons rack.
- C** This chest is booby trapped. 2 hit points if sprung. Inside are 2 Heroic Brews and 40 gold coins.
- D** When Heroes search this room, they discover the iron key. They also discover a map of the desert inside the desk. "HEAVEN HELP US!" Says the Wizard. "What is it?" Asks the Barbarian. "I think that these symbols on this map are castles. The dessert is full of them!" "Looks like Zargon been busy these past years." Says the Barbarian. "When is he not?" Asks the Dwarf. "Well then, we got our work cut out for us." Grumbles the Barbarian.
- E** When Heroes open this door. The Warlock immediately casts Lightning Bolt at the Hero standing in the doorway. On Warlock's next turn he casts Firestorm, then he resorts to physical combat. When Heroes search this room, they discover an artifact on the altar.
- F** When Heroes search this room; they discover a sealed jar inside the cupboard. Inside are 9 mushrooms. Each mushroom will restore 1 Body Point. Mushrooms must be eaten right away. Mushrooms can be shared.
- G** This chest is booby trapped. 2 hit points if sprung. Inside are 2 artifacts and 100 gold coins.
- H** When Heroes search this room, they discover in the bookcase a crystal sphere that is full of gas. Only the Wizard knows that this gas will restore a Hero's Body Points back to full strength. All the Heroes can gather together in a circle, break the sphere and inhale. Use wisely.



Wandering Monster in this Quest: Skeleton

NOTES continued:

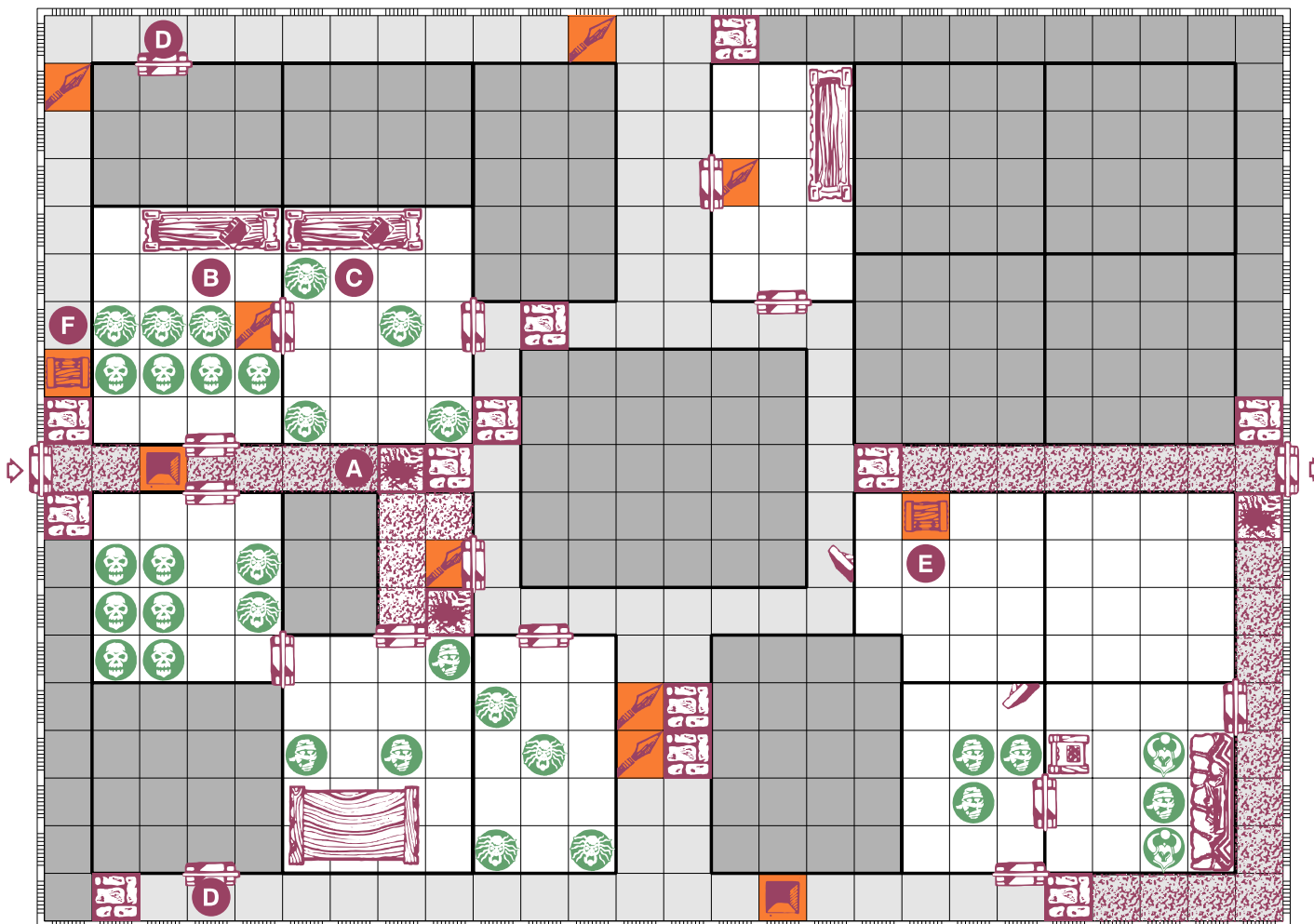
- I** This metal door is locked. Heroes need iron key to open it.
- J** When Heroes search this room, they discover a secret door.
- K** This chest is booby trapped. 2 hit points if sprung. Inside are 8 Potions of Strength, 4 Heroic Brews and 40 gold coins.

NOTES continued:

Rage, a Potion of Speed, a Water of Vitality, 4 Potions of Strength and 500 gold coins. Heroes also discover the iron key hanging on the wall.

N When Heroes search this room, they discover the tomb of the Witch Lord. When they open it they discover that it is empty. "This is not a good sign!" You say.

O These stairs lead down to the next level.



Quest 10

You make your way down the long set of stairs. Suddenly the stench of death hits you like an invisible wall. "As long as I live, I will never get use to this horrible smell." Says the Dwarf. "It makes me able to fight harder." Says the Barbarian.

You get to the bottom of the stairs. The Dwarf stops you. "There are two pit traps at the bottom of these stairs, lad. Just take a moment." He says.

NOTES:

Zargon, the Heroes will need a torch for this level or else they'll lose two Attack dice and one Defense dice.

They also discover a small iron chest. This chest is booby trapped. 1 hit point if sprung. Inside is a small ruby worth 100 gold coins.

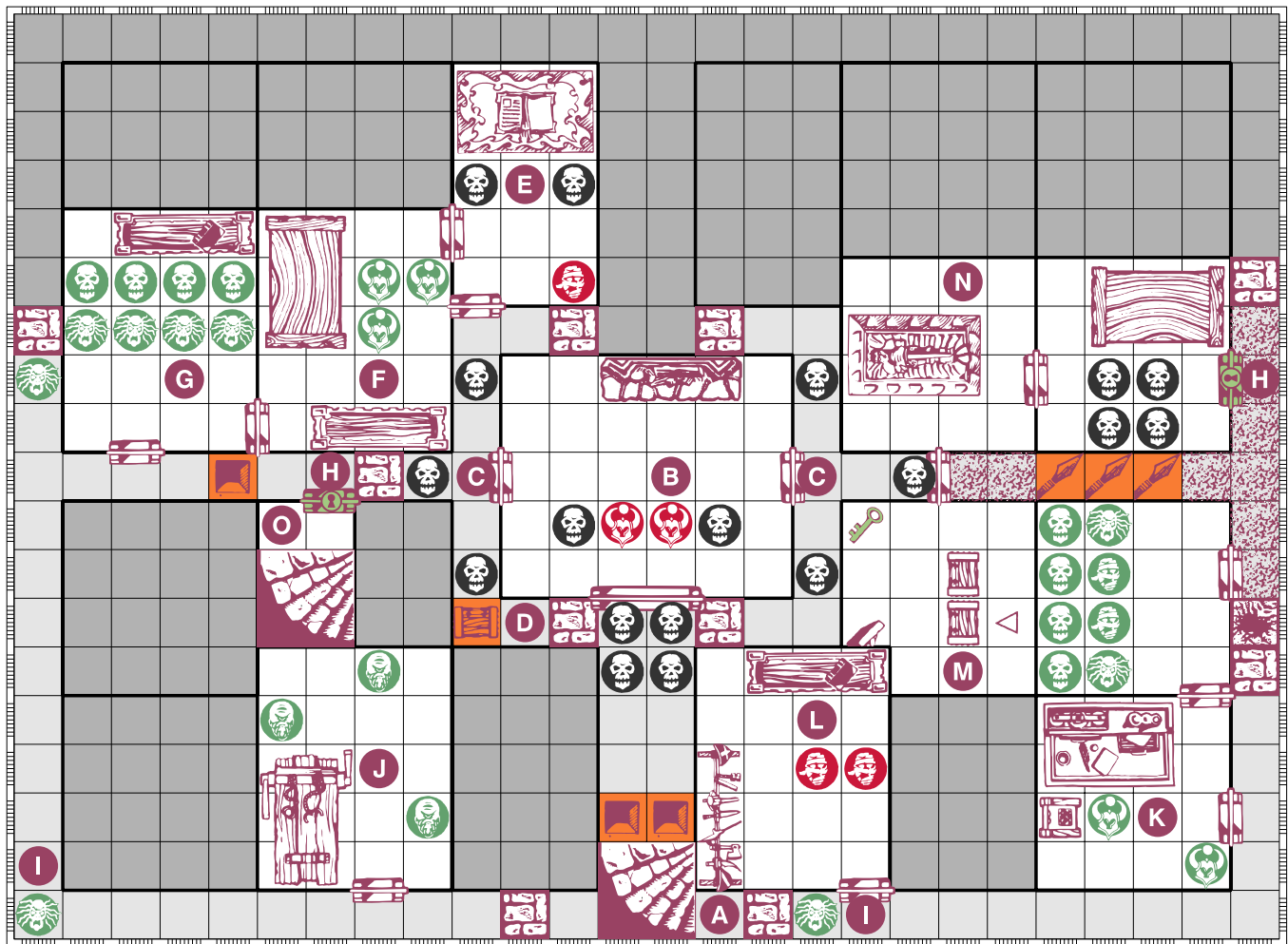
- A** Heroes start on this stair tile.
- B** When the Heroes open this door pandemonium breaks out. All the Humans run away. Only the 2 Doom Guards and Spirit Riders stand to fight.
- C** When the Heroes open this door, they realize that they are facing the forgotten legion.
- D** This chest is booby trapped. 1 hit point if sprung. Inside are 4 Anti poison Quills, 3 Heroic Brews, 6 Potions of Renewal and a bottle of sacred water.
- E** When Heroes search this room, they discover on the altar 2 artifacts.
- F** When the Heroes search this room, they discover inside the cupboard a sealed jar. Inside are 9 mushrooms. Each mushroom will restore 1 Body Point. Mushrooms must be eaten right away. Mushrooms can be shared.
- G** When Heroes search this room, they discover inside the bookcase an artifact.

- H** This metal door is locked. Heroes need iron key to open it.
- I** This Zombie has a crossbow.
- J** Each of these Fimir has 2 Potions of Strength that they will drink if they are able to make their attacks. Heroes can claim Potions if the Fimir are killed right away.
- K** When Heroes search this room, they discover 2 artifacts inside the desk.
- L** When Heroes search this room, they notice something strange about the bookcase. When they slide it over one space they discover a secret door.
- M** When the Heroes enter this room the Wizard notices a spell surrounding the chests. Here how it works. Only one of the chests holds treasure. If Heroes open the wrong chest then both chests will disappear. They must choose.

Zargon, the chest with an arrow pointing at it is the false chest. If Heroes choose correctly then they discover a Potion of Thunder, a Potion of Battle



Wandering Monster in this Quest: Spirit Rider



Quest 5

"Well, for a barren desert, this place is pretty busy!" Says the Dwarf. "We better not waste the rest of the night and get a good start." Suggests the Elf. "I agree." Says the Barbarian. The moon lights your way as you travel into the Plains of Death.

The cold air keeps you alert. You travel on into the sunrise and until the noon sun gets so hot that you have to rest. The barren land, filled with stones and sparse vegetation swallows you up. The light colors of the sand and stones magnify the sun's rays, nearly blinding you. "Here you go lads." Says the Dwarf as he hands you a piece of cloth from out of his sack. "Tie them around you head and let part of it drape over your face. It will protect our eyes." You do as the Dwarf does and are relieved by the protection the cloth offers. It is thin enough that you can

see quite well.

You spend the following days traveling mostly at dawn and sunset. You rest in the full day and night. You are amazed at how well you remember the way. "Nothing has changed in the years gone by. I don't know how they do it, but they know that we are here." Says the Barbarian. "Aye. And they will let us make the first move. So we might as well make it." Says the Dwarf.

The next day the Elf spots the city. "I see it just up ahead. Looks quiet." You make your way to the gates of the city of Kalos.

NOTES:

Zargon, Kalos is falling apart. Block tiles show places that have caved in. The Heroes need to light a torch. If they have no torch then they lose two Attack dice and one Defense dice for the duration of the Quest.

A Place Death Mist on board. Follow the instructions in the Instruction Booklet, except that the Spirit Blade can't kill Mist. Tell Heroes that only Tempest, Remove Air, Dispel and Turn to Stone spells will destroy Mist. There will be more than one Mist. Ha Ha.

B When Heroes search this room, they discover in the bookcase among the

books of black art, a bottle of sacred water. This water will destroy one regular Skeleton, Zombie or Mummy.

C When Heroes search this room, they discover inside the bookcase an artifact and a ruby worth a 200 gold coins.

D These are false doors.

E This chest is booby trapped. 2 hit points if sprung. Inside the Heroes discover an artifact.



Wandering Monster in this Quest: **Zombie**

NOTES continued:

F This chest is booby trapped. 2 hit points if sprung. Inside are 2 artifacts and 40 gold coins.

NOTES continued:

a Potion of Speed and an artifact. Heroes also find the iron key.

F

This metal door is locked. Heroes need iron key to open it.

G

When Heroes search this room, they discover 3 throwing axes and 2 throwing stars on the weapon rack.

H

This wood door is locked. Rot, Wood Blast or 5 hit points will break it in. Inside this room the Heroes discover 6 prisoners. They are all dead. The Heroes can't help them.

I

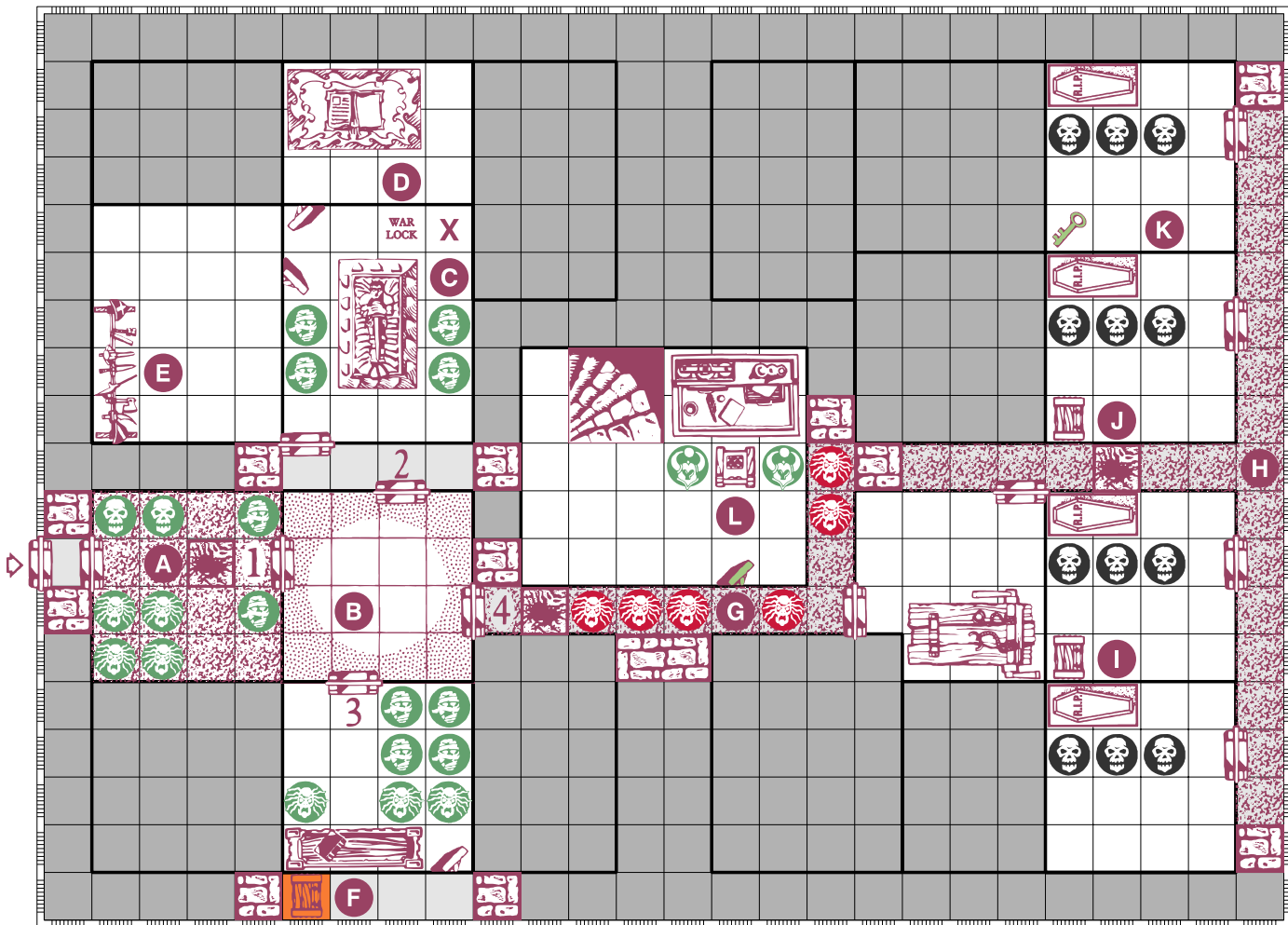
When Heroes search this room, they discover on the rack a dead Barbarian girl. It's been too long. Heroes can't help her. The Barbarian takes the chains off of her anyway. He notices a small necklace. He takes it off and puts it on. This necklace is magical. It gives the Barbarian 2 extra Mind Points.

J

This Warlock casts Command as soon as the door is opened. The Hero that is in the doorway then turns and fights his friends if he is unable to break the spell. He blocks the doorway until he is freed of the spell. Warlock's next spell, if he is able, is Open Pit. He puts the pit in front of the door. His third spell is Stone Fall. He then resorts to physical combat.

K

These stairs lead down to the next level.



Quest 9

You are busy tending to the freed people. You all decide to take a day of rest to regain your strength and help the people. They recover quickly. You make a map for them and provide them with food and water for their journey back to the King's realm. You and your friends pack your bags and head deeper into the Plains of Death.

You travel for 3 more days, finally you come to the temple. "This is it. Kirijath Arba." The Wizard calls it by name. "This place is in the middle of nowhere, why would they build it here?" Asks the Elf. "It may have to do with their plans. There are certain spots on this earth, where magic spells are amplified. This must be one of those spots." Says the Wizard.

"There is no cover out here. We will have to wait until nightfall for any chance of making it in." Says the Barbarian. "It's a new moon tonight." Says the Wizard. "That is good for us, then." Says the Dwarf. "We may be too late though. If they are awaiting for the stars to align then I believe tonight will be the night." Says the Wizard. "Then let us rest while we can and then we finish this tonight." Says the Barbarian.

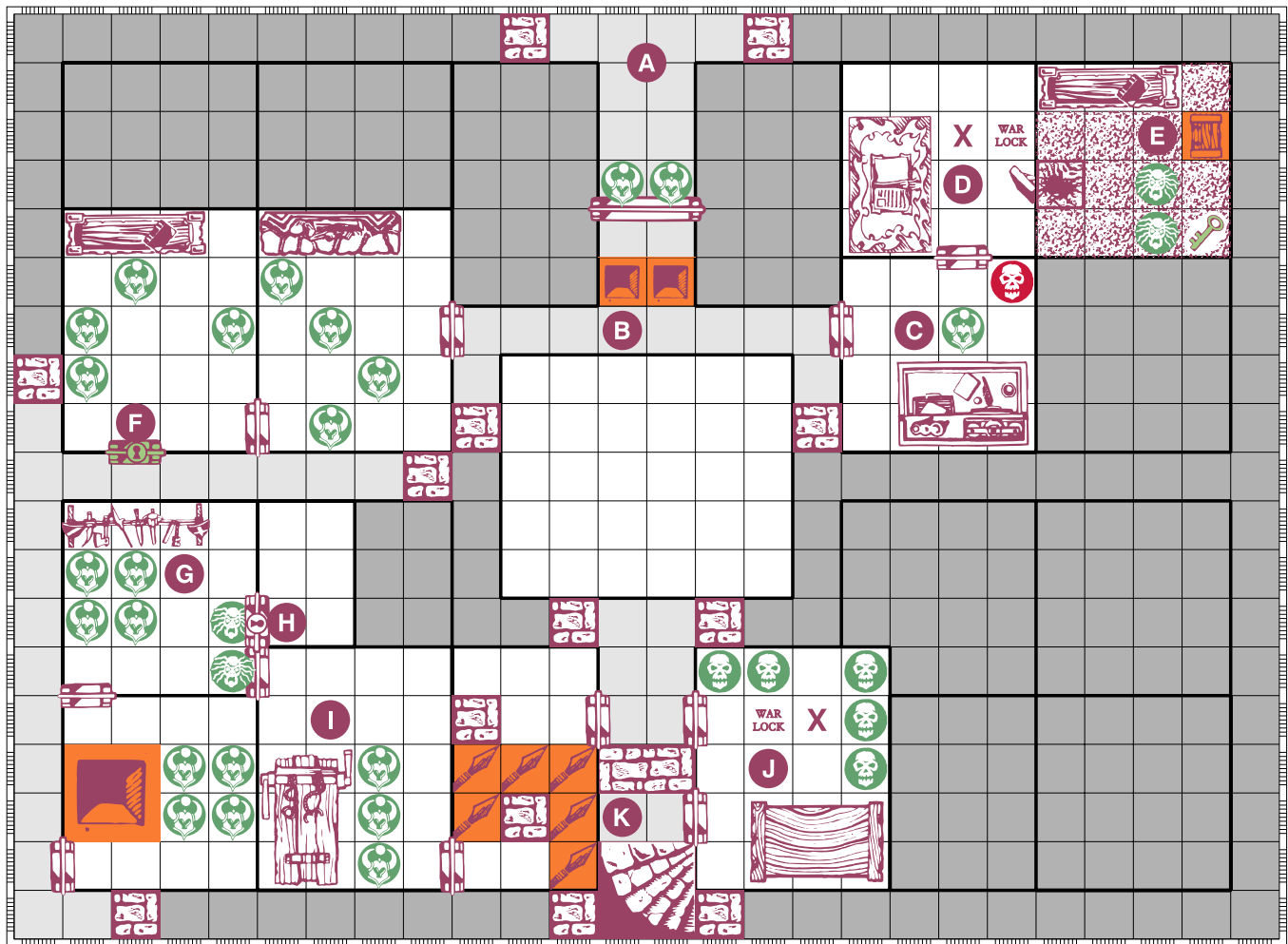
You wait for the sun to go down, the absence of the moon makes the night come quickly. You make your move. You come up the side of the temple and cut across the front to the main gates. Two Chaos Warriors are guarding the gate. You move in quickly for the attack.

NOTES:

- A** Starting place of the Heroes.
- B** When the Heroes reach this spot, they see windows built into the center room. They can look through these windows and see down into the next lower level. There are Humans worshiping an idol. They are performing all kinds of evil worship. "This isn't good." Says the Wizard. "They're summoning some very evil magic." "Are we in time to stop them?" Asks the Barbarian. "I don't know." Says the Wizard. "Have faith lads, and let us waste no time." Says the Dwarf.
- C** When the Heroes search this room, they discover inside the desk a letter. "Dear Lord! They're going to resurrect the Witch Lord, tonight!" Says he Wizard. "We got our work cut out for us then." Says the Barbarian. "We got to keep our heads about this" Says the Dwarf. "You're right, my friend. We need to be quick, yet thorough, we can't afford to miss anything that maybe a big help to us." Says the Elf.
- D** This Warlock can cast two spells on each of his turns. Heroes get first attack. If Warlock survives, his first set of spells are Firestorm and Summon Undead. His second set is Shroud of Night and Summon Demon. When Heroes search this room, they discover an artifact on the altar. They also discover a secret door.
- E** This chest is booby trapped. 1 hit point if sprung. Inside are 2 Heroic Brews,



Wandering Monster in this Quest: Chaos Warrior



Quest 6

NOTES:

Zargon, Heroes need another torch for this Quest or they lose two Attack dice and one Defense dice.

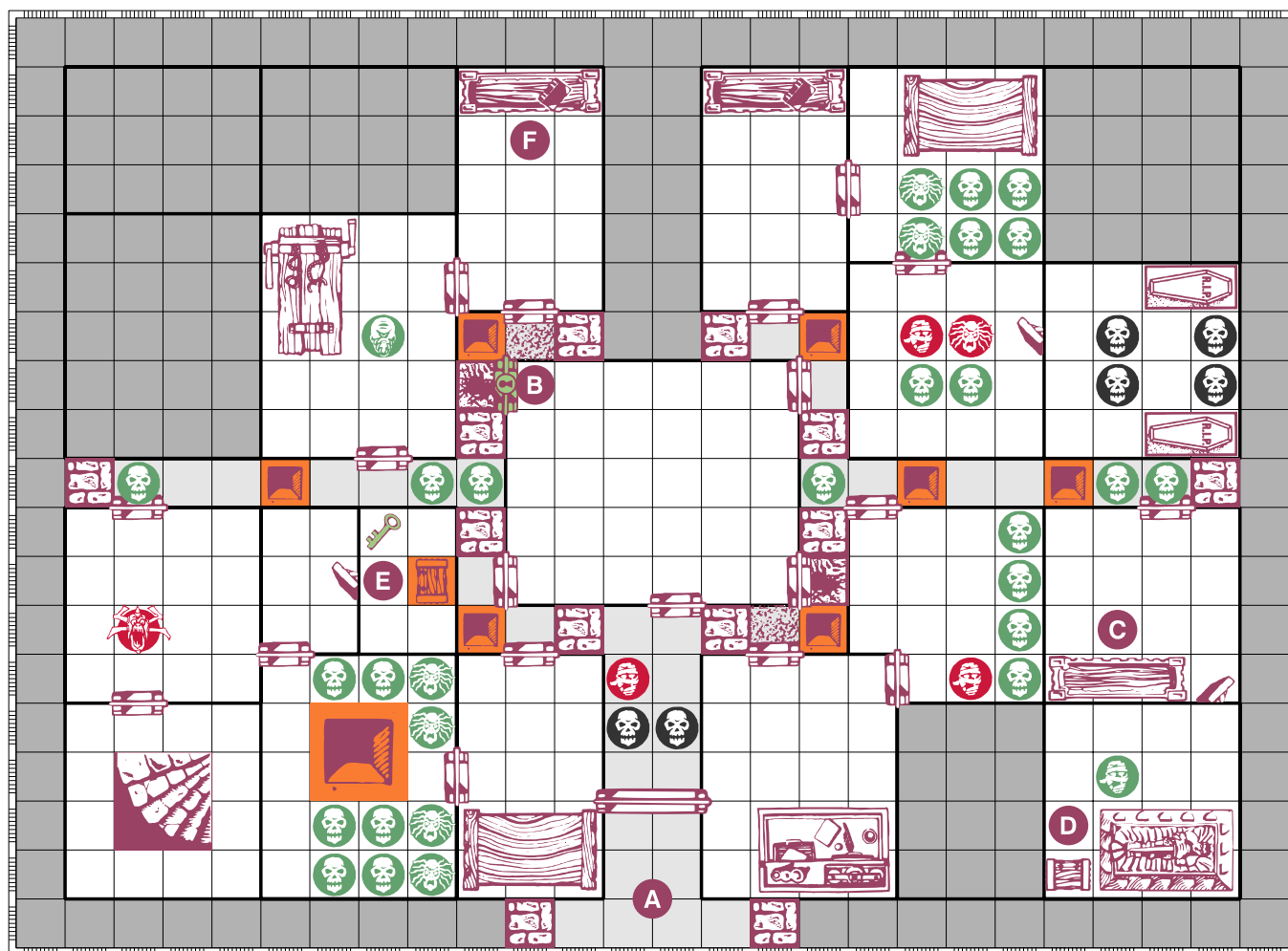
- A** Remember Mist is destroyed by Tempest, Remove Air, Dispel or Turn to Stone spells.
- B** Heroes must roll one red dice to see which of the 4 doors they will exit from. Heroes can travel as a group.
 - 1 or 2 - door #1
 - 3 - door #2
 - 4 or 5 - door #3
 - 6 - door #4
- C** Zargon, shuffle only the original Chaos Spell Cards and allow the Heroes to pick which spells that the Warlock will cast. Warlock will cast one spell on each of his turns. You get to choose which Hero gets zapped!
- D** This is where the Warlock teleports to if Escape spell was picked. Heroes must battle Warlock again, minus the teleport card. When Heroes search this room they discover 2 artifacts on the altar.
- E** Heroes find any replacement weapons, if some were lost during the battle with the Warlock.
- F** This chest is booby trapped. 3 hit points if sprung. Inside there is a Potion of

Battle Rage, a Speed Potion, a Shield Potion and 2 Potions of Strength.

- G** The Heroes can see this secret door. But it is locked. Heroes need iron key to open it.
- H** When the first Hero steps on this space, all 4 doors in the hallway open and the Spirit Riders awaken. This is going to get messy. But if the Heroes use this corner passageway wisely, they should do fairly well.
- I** This chest is safe. Inside is Spirit Rider armor. If Dwarf looks inside chest he notices a secret compartment in the bottom. Inside is a small ruby worth 50 gold coins.
- J** This chest is safe. Inside is Spirit Rider armor. If Dwarf looks inside chest, he notices a secret compartment. Inside is a small jade statue worth 50 gold coins.
- K** When Heroes search this room, they discover the iron key.
- L** When Heroes search this room, they discover a map and letter inside the desk. "According to this, they have built a huge temple inside the dessert." Says the Wizard. "Then they pretty much have let this place go. It is no longer of any use to them is it?" Asked the Barbarian. "We should make sure." Says the Elf. You all agree and take the stairs down.



Wandering Monster in this Quest: Spirit Rider



NOTES continued:

- K** When Heroes search this room, they discover inside the cupboard a store of good Human food. They also discover a secret door and the brass key.
- L** This chest is booby trapped. 2 hit points if sprung. Inside are 2 artifacts and 100 gold coins. There are 2 good throwing daggers on the weapon rack.
- M** This Warlock can cast 2 spells on each of his turns. First spells are Firestorm and Summon Fimir. Second spells are Shroud of Night and Ball of Flame. Third spells are Summon Undead and Flaming Spear. Last spells are Lightning Bolt and Summon Demon. If he survived to cast all these then he resorts to physical combat.

Quest 7

You follow the stairs down. They are littered with debris. Suddenly you come to a dead end. "It has collapsed. There is nothing more here." Says the Barbarian. You make your way back up the stairs and back through the ruins of Kalos. You head across the Plains of Death. Your friend the Wizard now leads you. "According to the maps, there's a castle here and I think there is an oasis with it." "Good, then we will at least find water, I hope it is not too far, we still have to get home and we

did not bring enough food for an extended stay here." Says the Elf. "We will find something. Kessandria and Skulmar are Human, they got to eat, so there will be something." Says the Dwarf. You make your way through the desert. On the next morning you find the castle next to the oasis. It's huge! But there are no guards. To play it safe you wait until nightfall and make your way up to the main gates.

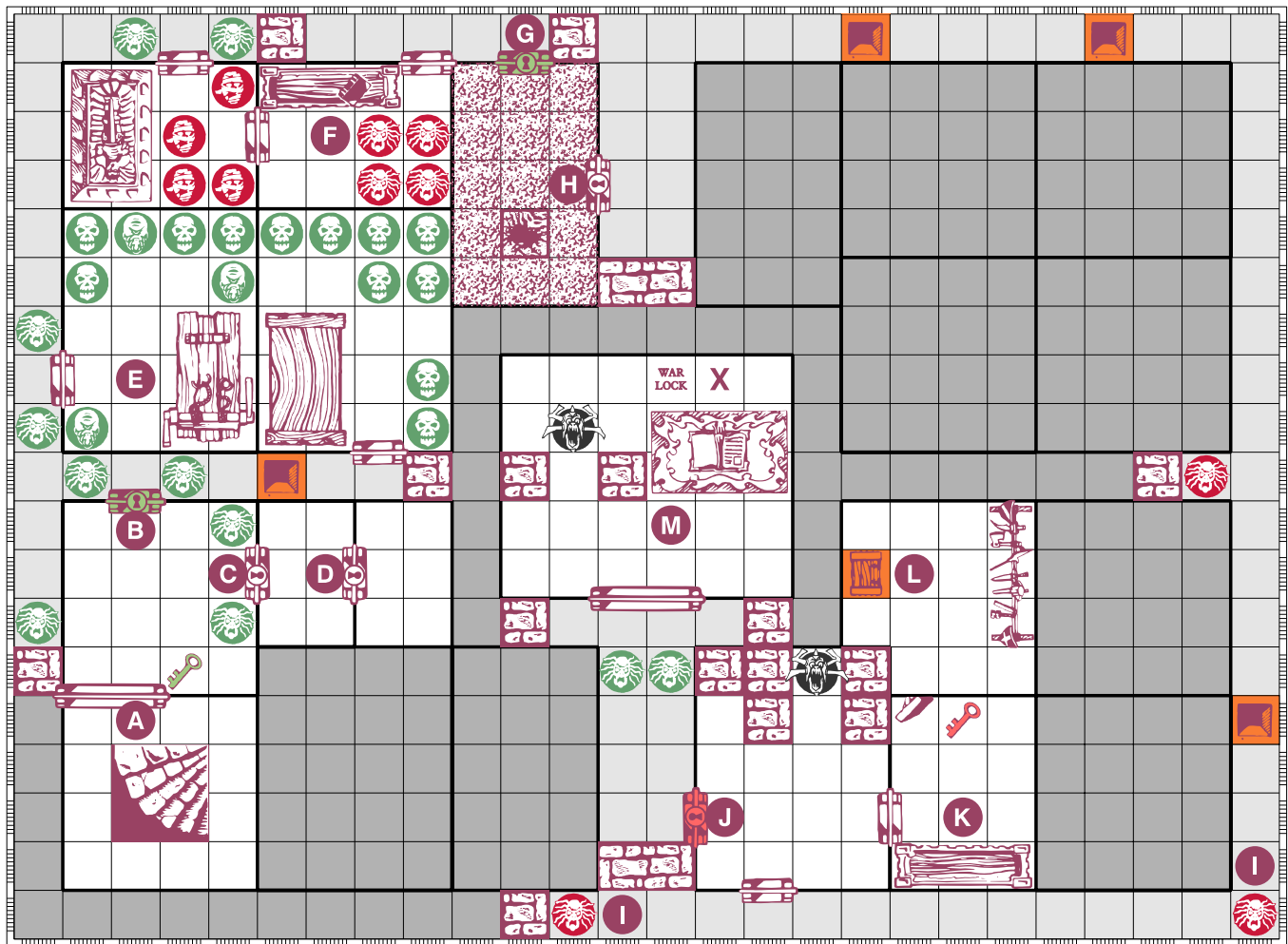
NOTES:

Zargon, this Quest introduces the Stone Mummy. Stone Mummies can also be destroyed by casting Sandstone, Pass Through Stone and Landslide spells.

- A** Starting place of the Heroes.
- B** This metal door is locked. Heroes need iron key to open it.
- C** When Heroes search this room, they discover inside the cupboard dried Human flesh. Heroes also find a secret door.
- D** This chest is safe. Inside the Heroes discover 2 Anti-Poison Quills, a Speed Potion, 2 Elixirs of Life and an artifact.
- E** This chest is booby trapped with poisonous gas. 3 hit points on all Heroes inside the room if sprung. Inside are 2 Potions of Recall, 2 bottles of sacred water, 4 Heroic Brews, 4 Potions of Strength and 100 gold coins.

- F** When Heroes search this room, they discover a small iron chest inside the bookcase. This chest is booby trapped. 1 hit point if sprung. Inside is a large diamond worth 500 gold coins.





Quest 8

"Wow, this place is bigger than it looked on the outside!" Grumbles the Dwarf. "The hairs on the back of my neck are on edge." Says the Barbarian. "There is a Warlock up here for sure." "Is it just my imagination, or are these Warlocks getting stronger, every time we meet one?" Asks the Elf. "No you're not imagining it, my friend. The stars are aligning on the side of evil. Something big is going to happen soon." Says the Wizard.

"How are you holding up?" The Barbarian asks the Wizard. "Me? I put my faith in God. The stars mean little to me or my powers." "I like that!" Says the Dwarf. "All I ask of God is a good axe and a strong arm to wield her with." "Then God be praised!" Says the Barbarian. "For I feel like we are being protected, it is a good feeling." "God Be Praised!" You all say and make your way up the stairs.

NOTES:

- A** Starting place of the Heroes. But this massive door is locked and there is no key. Wizard must use Wood Blast or Rot spells to weaken door. Once this is done, there remains the iron frame. Wizard can cast Heat Metal spell to soften the iron bars so that the Heroes can break through.
- B** This metal door is locked. Heroes need iron key to open it. When Heroes search this room they discover the iron key.
- C** This wooden door is locked. Heroes can break it in. It will take 5 hit points to break in the door.
- D** This room is full of Human prisoners. Men and women who are half starved. They are frightened. "There are more people behind that door." They say. Again the door is locked. 5 hit points will break it in. You free all the people. "You must wait here until we return." You tell them. You give them all your food and water so that they can regain some of their strength while you are gone.
- E** Zargon, these Fimir know magic. They are making undead monsters. Heroes get first attack. If any Fimir survive the first attack. You judge if your Heroes can take a big attack with Total Chaos and Flaming Spear spells. When Heroes search this room, they discover a dead man on the rack. There is nothing they can do for him.
- F** When Heroes search this room, they discover 2 artifacts inside the bookcase.
- G** This iron door is locked. Heroes need iron key to open it.
- H** Zargon, this wooden door is locked. 5 hit points will break it in. When Heroes enter this room, the metal door behind them closes. The ceiling starts to come down. IT'S A DEATH TRAP! Heroes have 3 turns to break in the door or they're all dead!
- I** This Ghoul has a crossbow.
- J** This Bellthor will not leave the protective hole he is in. So he breathes on the Heroes. His breath fills the room. All Heroes are affected. This metal door is locked. Heroes need brass key to open it.



Wandering Monster in this Quest: Ghoul