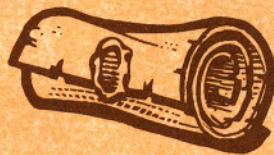


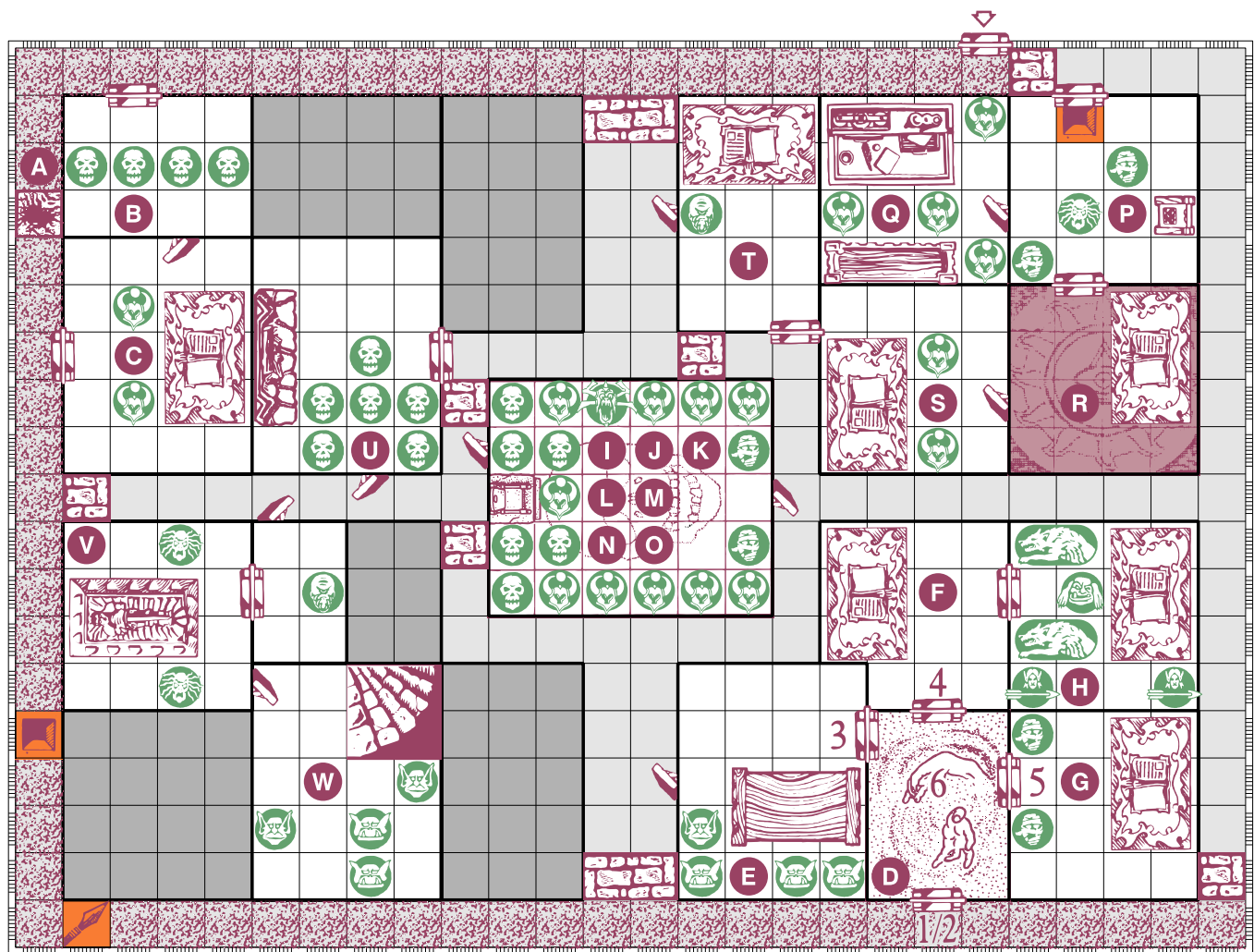
# HeroQuest™

Conjurers

Q U E S T



B O O K



NOTES continued:

**U** This is the chamber of Kessandria, the Witch Queen. She stands on the square marked U. Use the Chaos Warlock figure to represent her. She is immune to all spells except fire spells. Kessandria knows the following Chaos Spells: Cloud of Chaos, Fear, Lightning Bolt, Sleep, and Tempest. 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 place open doors as needed on the gameboard (as shown on the Quest map). If she succeeds in escaping, remove her from the gameboard.

Kessandria:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	6	3	4

**V** The Witch Lord has grown stronger! He 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 spells: Ball of Flame, Command, Fear (which he can cast twice), Summon Undead, and Tempest. 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 artifact – the magical Spell Ring – which the Witch Lord was wearing.

Witch Lord:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	5	6	4	5

**W** Use an Orc figure for Grak placed on W. He is an extra tough-looking Orc who is holding a staff exactly like the one described in the Armory on the cardboard platform. Grak is also wearing a Wizard's Cloak. Its use is explained on the matching Artifact Card. If Grak is killed, the cloak will be of special interest to the Wizard. Give him the matching Artifact Card if he

doesn't already possess this artifact.

Grak:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	4	3	3

Grak knows 3 Chaos Spells that he may cast (one per turn) instead of attacking. The spells are: Fear, Sleep, and Tempest.

# Single Quest

## Conjurers

"Zargon has created the most powerful army the world has ever seen. He has brought back to life many of his evil sorcerers from the olden days to lead this army. They are gathered together in one place to plan their final attack on the Empire.

The Emperor is rewarding 50 gold coins per head of these evil sorcerers. Defeat as many as you dare and then find your way out through the stairs before you all perish."

NOTES:

**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 (Zargon'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 (Zargon'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. (If this happens, the Death Mist tile must stop short on the square in front of the 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** Use the Chaos Warlock figure to represent Balur on the B. Fire spells does not affect him. Balur has the following spells which he may use once during the Quest: Ball of Flame, Fear, Firestorm, Summon Orcs, and Tempest.

Balur:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	2	5	3	7

**C** Use the Chaos Warlock figure to represent Gragor on the C. His stats are the same as a Chaos Warrior, but he also knows the following spells: Ball of Flame, Fear, Lightning Bolt, Rust, and Summon Orcs. 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 their Character Sheet.

**D** 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 die:

If a Hero rolls a "1" or "2" on the die, he ends up back in the corridor on the square marked 1/2.



Wandering Monster in this Quest: Skeleton

## NOTES continued:

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.

**E** A Fimir placed on the E knows the Chaos Spell Rust. It can cast this spell on 3 separate turns. The first Hero to search for treasure in this room will find an Elixir of Life under the table.

**F** Place Borokk, an evil Chaos Warlock, on the square marked F. Borokk has the same stats as a Chaos Warrior, but he also 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, Borokk 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 dead forever, unless he has an Elixir of Life.

**G** This is the chamber of Nexrael, an apprentice Chaos Sorcerer. Place Nexrael on the G. Nexrael can use the Mind Blast spell and has 4 tokens for it.

Nexrael:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	3	4	3	5

**H** Use the Elven Archmage figure to represent Sinestra on the H. Sinestra knows the following Chaos Spells: Dispell, Firestorm, Mind Blast, Mirror Magic, Reanimation, Restore Chaos, Summon Wolves, and Werewolf's Curse.

Sinestra:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	4	4	9

**I** Place Festral the Chaos Sorcerer on I. Festral knows all 3 of the Chaos Sorcerer spells and has 3 tokens for each.

Festral:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	5	6	8

**J** Place Zanwrath on J. Zanwrath knows all 6 of the High Mage Spells.

Zanwrath:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	5	5	5	8

**K** Place Fanrax on K. Fanrax the Necromancer has all 6 Necromancer Spells.

Fanrax:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	6	5	7

**L** Place Boroush on L. Boroush has all 6 Storm Master Spells.

Boroush:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	6	5	5	6

## NOTES continued:

**M** Place Grawshak on M. Grawshak, the Orc Shaman, has all 6 Orc Shaman Spells.

Grawshak:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	5	5	5	7

**N** Place Delzarron on N. Delzarron, a Chaos Sorcerer, may cast a spell once per turn. This spell will summon 1 undead creature (Mummy, Skeleton, or Zombie) which may be placed anywhere in the room and may attack and move immediately.

Delzarron:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	4	4	3	3

**O** Place a Gargoyle on O. The Gargoyle knows 2 Chaos Spells: Command and Firestorm.

**P** Use the Chaos Warlock figure to represent the Witch Lord on P. The Witch Lord is not affected by any weapon or spell. Only the Spirit Blade can harm him. He knows the following spells: Ball of Flame, Command, Escape, Fear, and Summon Undead. The Escape spell will teleport the Witch Lord to the space marked V. If the Witch Lord uses the escape spell, do not put him onto that square until the Heroes open the door.

Witch Lord:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
1	2	3	3	6

**Q** The High Alchemist is in this room on Q. He knows the following Chaos Spells: Mind Blast, Restore Chaos, Summon Wolves, and Werewolf's Curse.

High Alchemist:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	3	3	4	4

**R** Place Xenloth the Chaos Mage, who is Festral's assistant on R. Xenloth is able to use the Mind Blast spell and the Mind Lock spell. He has 5 tokens for each spell.

Xenloth:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	2	4	3	4

**S** The Chaos Warlock, Vilor, guards this room. Place Vilor on S. Vilor knows the following Chaos Spells: Chill, Ice Storm, Lightning Bolt, Sleep, and Tempest.

Vilor:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	3	4	5

**T** Place Tormuk on T. Tormuk knows the following Chaos Spells: Command, Mind Blast, Mirror Magic, Reanimation, Summon Wolves, and Werewolf's Curse.

Tormuk:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	4	6	6