

HeroQuest™

Heroes' Fortress

Q U E S T



B O O K

Introduction

You have just returned from your latest adventure. After a night of recounting the stories of your exploits at the local inn you retire, a little groggy from the ale. Your slumber is filled with strange dreams, though. Four adventurers stand before you, their arms held out in supplication. The Wizard of the party steps forward.

"I am Bolligar," he states. "I must ask you to come to our aid. My companions, Rohn the Barbarian, Galwan the Elf, and Thorgrim the Dwarf, and I are in dire need. We were once mighty Heroes like yourselves. We retired from our adventuring and built an underground Fortress in the Northern Wilderness. From there we lived in luxury with our henchman, making the occasional foray against Chaos."

"One day we received a message from a distant land. Chaos was attacking, and the Vizier begged us to help. The reward was rich, so we packed our weapons and answered the call for battle. Alas, Chaos was too strong, and all four of us were killed. Several of our henchmen escaped, and recovered our bodies from the battlefield. They returned us to the Fortress and entombed us in a lower level. The Fortress was sealed and lost to the knowledge of mankind."

The Wizard steps back and the Elf moves forward. "All that took place many centuries ago, my friends. We have slept the slumber of death, undisturbed until recently. A Chaos Mage, Guzwil, somehow learned the location of our Fortress. He recruited the Chaos General Manx the Black and his forces, and together they have raided our keep."

The Dwarf continues the tale. "Each of us had an artifact. Bolligar had a robe that let him take control over his enemies. Galwan had a magical vow that was the dearth of all undead. Rohn had a shield that could deflect magic back at its caster. And I, Thorgrim, had a magical helmet that protected me from harm. Our artifacts gave us the power to overcome Chaos, and upon our deaths were enshrined in our Fortress with us. It is these that draws Manx to our domain. He knows that the magic in these artifacts will make him the strongest of all the Chaos commanders. He has his soldiers searching our Fortress for the artifacts. Each of us had a separate level on our Fortress as living quarters. Our artifacts were hidden on the owner's level. As of yet Manx has not been able to find them, but it is only a matter of time before he does."

Finally the Barbarian steps up. "Guzwil is a powerful necromancer, and hopes to raise our bodies as Undead Champions of Chaos. He knows of our might and power in battle, and hopes to use it for evil. This fate scares us; we do not wish to serve Chaos, yet cannot stop Guzwil. So far our spirits have resisted Guzwil's call, yet his magic grows daily and it is only a matter of time until our defenses fail. We, who were Heroes of the Empire, will become servants of Chaos."

"Again, we beg you, help us. Find our artifacts and deny them from Manx the Black. Use them against him, instead of allowing their power to be used by him. Then, find Guzwil and kill him. Stop the desecration being performed against our spirits."

All four Heroes rise their voices in an echoing chorus "Help us, please. You are our only hope." They repeat this over and over, as they fade from view.

You awake in the morning, and put the dreams you had during the night down as the results of drinking too much ale. Yet the callings persist. Night after night you have the same dream of the four Heroes, and it is always the same. "Help us, please. You are our only hope."

You resist the dream for a week, yet it keeps coming each night. It is getting stronger and more intense. You awake at the end in a cold sweat; fearful that if you go back to sleep the spirits will haunt your dreams again. Finally you and your companions decide that you must help the dead Heroes, if only to keep from going crazy.

You make purchases for the adventure in town and head north, not really knowing where you are going. You camp that night, each of you dreading the nightly dreams, but they do not come! Instead you have a peaceful night of sleep. Your dreams are pleasant, but direct. A map with a location on it highlighted. You awake knowing where you are going.

After several weeks journey, you arrive at a small clearing in the middle of the wilderness. A large boulder sits in the middle of the open area. You look around; this is where the dream showed you to go, but what are you supposed to do now? Suddenly you hear a click, and a portion of the boulder swings away revealing a set of stairs leading down. You check your weapons and secure your armor, and enter into the Fortress..."

NOTES continued:

again tasting the ale at the inn."

Quest Map Guide

The Quest map symbols are color-coded to help you guide the Heroes through these Quests. Here's what the various map symbol color mean.



Gold: This color is used to highlight traps that the Heroes can detect by searching.

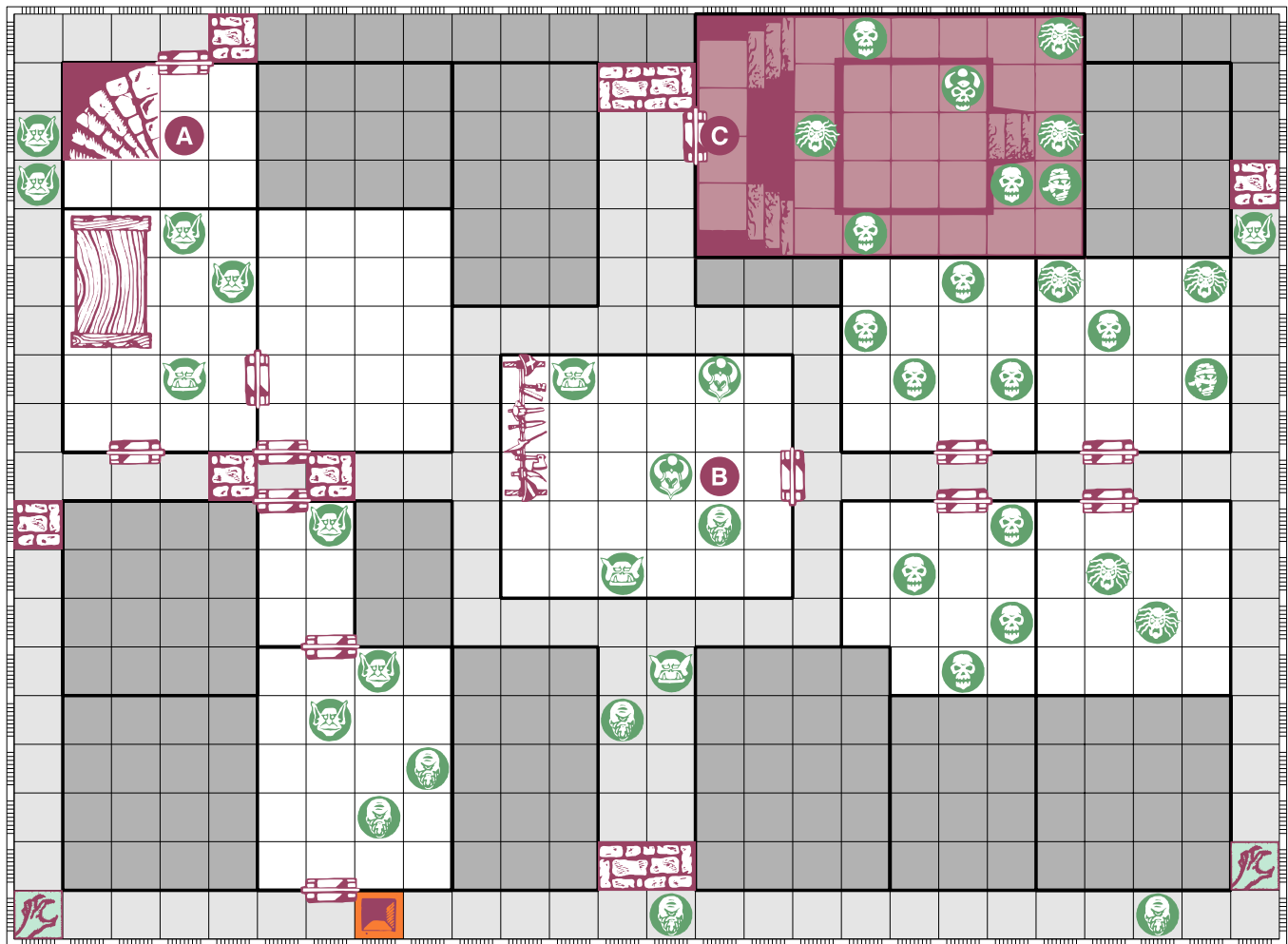


Light Green: This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.



Dark Green: This color is used to highlight monster symbols. See the Monster Chart for actual symbols.

In each Quest, notes prefaced with a capital letter correspond to a matching letter location on the Quest map.



Quest 1

The Entrance

"You climb down the stairs, and end up in a long hallway. The spirits of the four Heroes appear before you. 'Thank you for coming to help us' the Wizard says. 'This was the entrance and common quarters of our Fortress. You must find your way to the steps leading down to Thorgrim the Dwarf's level.

The Wizard pauses for a moment, then turns back to you. If he

weren't a spirit you would say that he was blushing in embarrassment. 'There is a bit of a problem, though. When they enshrined our bodies here, our henchmen set traps throughout the Fortress as burglar deterrents. I'm afraid in our spirit state we cannot turn these off. Beware of them and take caution.'

The spirits fade, and disappear."

NOTES:

1. Place the 1x6 corridor tile between locations A and B at the start of the Quest.
2. This Quest was inspired by the D&D module B1 – In Search of the Unknown

A

When the first Hero gets to this spot, read: "As you pass, giant mouths appear in the alcoves on either side of you. 'Who dares enter this place and intrude upon the sanctuary of the dead entombed here?' Shouts one of the mouths.

'Only a group of foolhardy adventurers doomed to certain death' shouts the other.

Both mouths yell in unison 'Woe to any who pass this place – the wrath of the spirits of the Great Heroes – Bolligar, Rohn, Galwan, and Thorgrim, will be upon them.'

Both mouths begin to laugh. The laughter fades as the mouths disappear. The shouting has alerted some of the forces of Chaos that are in the Fortress, though."

Roll 1 red die. Place the monsters that are rolled at the far end of the hall.

- | | |
|---------------|----------------------------------|
| 1 – 2 Orcs | 4 – 1 Orc and 1 Goblin |
| 2 – 3 Goblins | 5 – 2 Fimir |
| 3 – 1 Fimir | 6 – 1 Fimir, 1 Orc, and 1 Goblin |

B

When the first Hero steps here, read: "Again a pair of mouths open up in the alcoves on either side of you 'What, are you still here?' the first one shouts.

'Don't worry', the second mouth yells, 'they will soon be dead.'

Again both mouths laugh as they disappear. And again, their shouting has alerted some monsters to your presence."



Wandering Monster in this Quest: 1 Goblin and 1 Orc

NOTES continued:

Once again, roll a red die and place the monsters at the far end of the hall. Use the same chart as the one in location A to determine which monsters to place.

- C** When the first Hero opens this door, read: *"This room contains eight pools of water, each about three feet deep. The purpose of the room is beyond you – perhaps it was some sort of spa."*

Each pool has a number on the map. The descriptions below correspond to those numbers. Each turn a Hero may drink or touch a pool (trying to get into a pool counts as touching it). Both of these actions have results to read below, and are made instead of an attack. Searching the pool is the same as looking at it – read the description that goes along with that pool to the Hero. The Hero must be standing next to the pool he wishes to search, touch, or drink from. Several of the pools have things in them, trying to grab the object counts as the Heroes attack.

1. Description: *"The pool is deep blue in color. Bubbles rise of from the bottom."*

Results of touching pool or drinking from it:

1. If the Hero is not fully healed, read: *"You feel tingly all over. When the sensation wears off you are healed of your wounds."* Each Hero can be healed by the pool once. If a Hero touches the pool a second time, read: *"The pool has no effect on you this time."*
2. If the Hero is fully healed, and has not been healed by the pool yet, read: *"The pool doesn't seem to have any effect on you."* If this Hero comes back to the pool and touches it when he is wounded, he will be healed.

2. Description: *"The water is deep green in color. You see a key lying in the bottom of the pool."*

Results of touching pool or drinking from it: *"The water burns to the touch – it is acid!"* The Hero loses 1 Body Point. If the Hero is trying to grab the key, he must roll 1 red die. On a roll of 1-4, tell him: *"Your hand is burned so*

badly you withdraw it from the pool." The Hero can try to again to get the key if desired. On a roll of 5-6, read: *"You touch the key, and it disappears. It was only an illusion."*

3. Description: *"The water is light green in color."*

Results of touching pool: Nothing.

Results of drinking from pool: *"You feel sick. The water must be diseased."* The Hero must roll 1 red die on this turn, plus at the start of his turn until he is healed (either by spell or potion). On a roll of 1-2, the Hero loses 1 Body Point. On a roll of 3 he loses 2 Body Points. On a roll of 4-6, nothing happens.

4. Description: *"The water is clear."*

Results of drinking from pool: *"The water is cool and refreshing."*

Results of touching pool: *"You wash some of the grime off your dirty hands. Be careful, you may make the other Heroes mad if you dirty up the drinking water."*

5. Description: *"The water is so murky it is almost black."*

Results of touching pool or drinking from it: *"The water makes you drowsy. You are soon in a deep slumber."* The Hero must roll 1 red die. He sleeps for that many turns. Roll 1 red die now, and for each of the Heroes turns that he sleeps. On a roll of 1-3, some wandering monsters come into the room.

6. Description: *"The water is a deep red."*

Results of touching pool: *"Your skin tingles for a moment where the water touches it."*

Results of drinking from the pool: *"You feel your muscles expanding in your body. Your strength has just grown!"* During the next combat (a combat starts when the Hero comes in contact with monsters and last until all monsters in the room or hall have been killed) the Hero rolls +1 Attack die. Each Hero

NOTES continued:

Note: Both Rohn and Bolligar are immune to attacks from regular weapons. They can only be harmed by spells and artifacts. If a Hero tries to attack with a regular weapon, read: *"You weapon seems to pass right through Rohn (or Bolligar). It does him no harm."*

If you want to make this room even harder, make Rohn a "fearsome monster". Each turn a Hero is in the room with Rohn, or if a Hero moves into the room, he must roll 1 red die. On a roll of 5 or 6 the Hero has become afraid. He may not attack in this round, and must use any remaining movement turns to try to get as far away from Rohn as possible, even if this means leaving the room. While the Hero may not attack, he may defend against any attacks. The fear lasts only one turn, but the Hero must make a fear roll every turn he is in the room with Rohn.

When all the monsters are dead, read: *"You examine the dead bodies of Rohn and Bolligar. A thin mist steams from the bodies, and forms into the spirits of the two fallen Heroes. 'Thank you for releasing us from Guzwil's servitude' Bolligar says. 'You must now find Guzwil and destroy him.' Rohn turns to you and says 'Keep him from harming anyone else.'"* With that both spirits disappear.

Once any monster in this room has been killed, do not replace it if the Heroes return to this Quest.

- D** This chest has 400 gold coins in it.
- E** The weapons rack contains 2 daggers and a shield.
- F** This is the exit from the level.

NOTES continued:

may drink from the pool once. If a Hero drinks from the pool a second time, read: *"You start to drink from the pool a second time, but as the water nears your lips it turns to blood. You pour it out onto the floor and it disappears between the stones."*

7. Description: *"You see a large stack of gold coins at the bottom of this pool."*

Results of drinking: *"The water tastes good."*

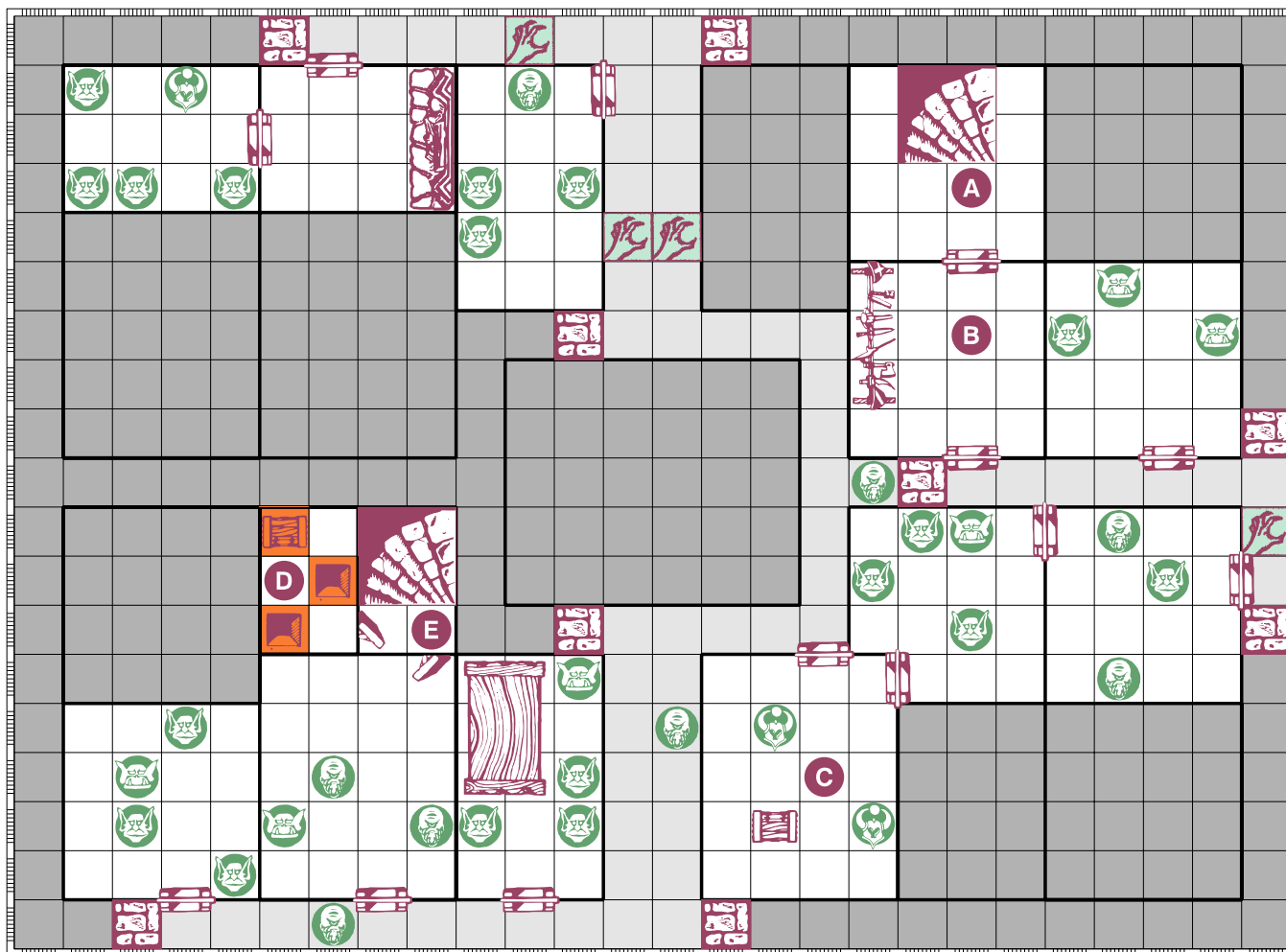
Results of touching: *"Your hand is wet."*

If a Hero tries to reach the gold, roll a die. This roll signifies nothing, but makes the Heroes think you are checking something. Read: *"You almost have the gold, but can't quite reach it."*

8. Description: *"The water is milky white."*

Results of drinking and touching: *"You seem to be moving faster now than before."* The first turn after the Hero leaves the room, he may roll an extra movement die. The effects of this pool can only be used once.

- D** When two Heroes are on the right of this square, and two on the left, read: *"As you pass, a heavy door drops between you and your companions."* Place a door on this square. The door cannot be opened, nor can the lock be picked. The lever to open this door is in room F. If a Hero pulls the lever, remove the door.
- E** E. The weapons rack has a no useable weapons on it; all are rusted beyond use. The chest is trapped. If it is opened before it is disarmed it shocks the Hero for 1 Body Point of damage. It contains 200 gold coins in it.
- F** If a Hero pulls the lever in this room, remove the door that fell on square D.
- G** This is the exit from this Quest.



Quest 9

The Caves of Chaos – Upper Level

You step down into a maze of twisty tunnels. They are dark and dimly lit; the walls are dank and moldy. This looks like a very unwholesome place to be in; exactly the kind of abode you

would expect for a foul necromancer like Guzwil. Far off in the distance you can hear moaning; the sounds of someone being tortured.

NOTES:

- A** This is the entrance to the level.
- B** Tell the first Hero that searches this room for either treasure or secret doors: *"In the corner you see an elderly Elf, stretched out on a rack. You loosen his bonds and try to revive him, but he looks close to expiring. Thank you for releasing me, but I fear that you are too late to save my life. I was once a companion of Galwan the Elf, many hundreds of years ago. Guzwil forced the location of the Fortress from me, and tunneled underneath it to get past the traps set to deter intruders. He has kept me alive to witness his triumph, the stealing of the spirits of my former masters. He has them, Rohn and Bolligar, somewhere on this level. Beware; they are strong and will not be able to control their own actions. They are under Guzwil's command. With this final warning the elf coughs once and dies."*
- C** Place the altar room tile here. Read to the first Hero that enters this room: *"You behold a fearsome sight. An Undead Champion stands before you, axe in hand. Behind him, beside an altar, is a Chaos Mage. Two Fimir stand guard beside some steps leading up to the altar. You hear a voice that you recognize as Guzwil's, though you do not see him in the room. 'Welcome, fools. Death stands before you. Death in the forms of Rohn and Bolligar. After my slaves kill you, I will send them against the Empire – they will help me destroy its puny armies, and then I shall rule in the Emperor's stead.' The voice falls*

silent, and you see the Undead Champion, who must be Rohn, shift his axe in his hands. Bolligar begins chanting in front of the altar, and the two Fimir rush to attack you."

The Chaos Warrior marked on the map is the Undead Champion Rohn. His stats are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	5	4	4	0

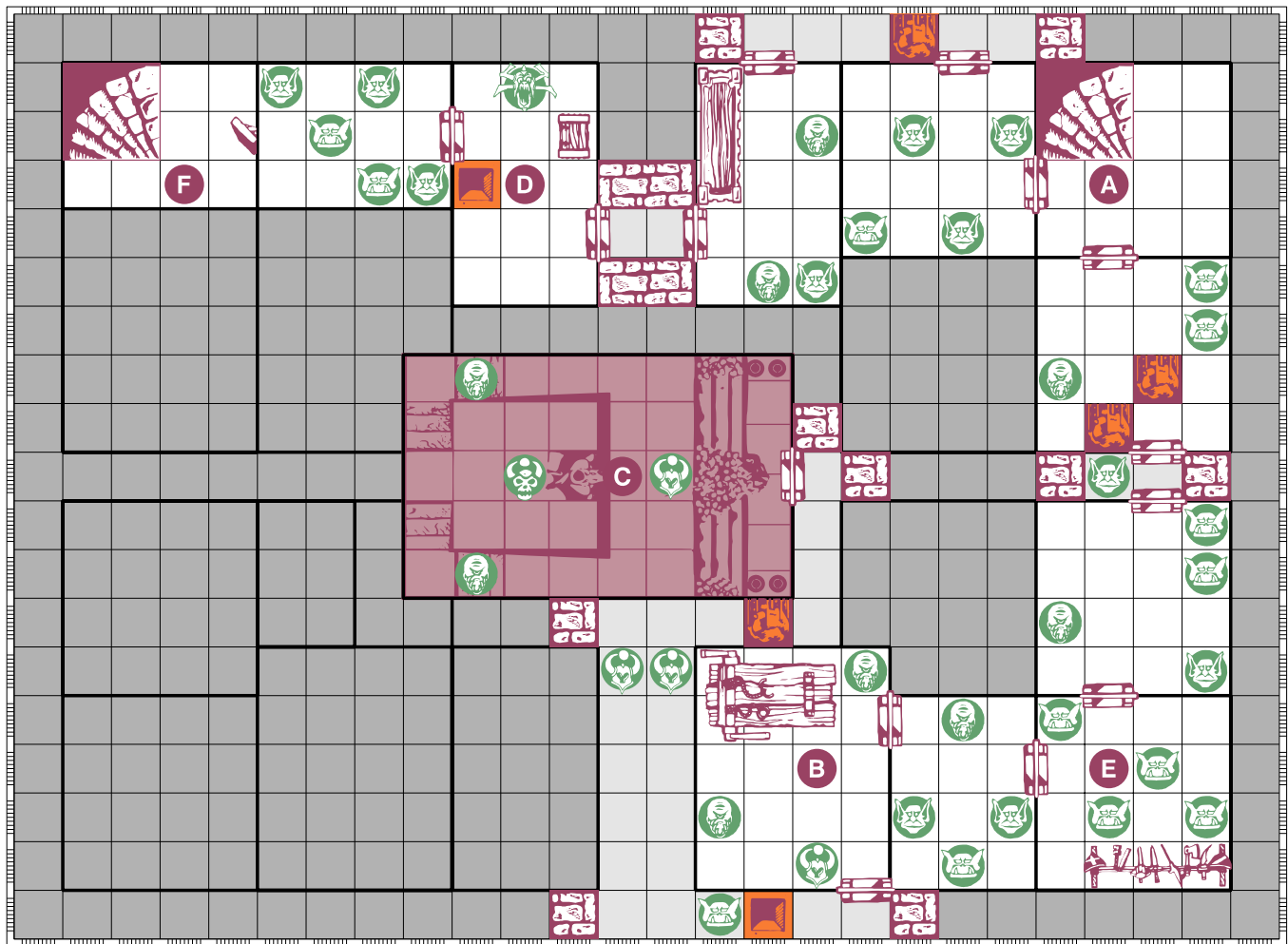
The Chaos Mage marked on the map is Bolligar. His stats are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	3	2	4	0

The only spell that Bolligar knows is Steal Spell (see Chaos Spell Card). He can cast this spell an unlimited number of times. Each turn he can steal a spell from either the Wizard or the Elf. He can also steal Spell Scrolls from any player. He can cast then cast these stolen spells. Bolligar cannot cast Steal Spell and a stolen spell in the same turn.



Wandering Monster in this Quest: Chaos Warrior



Quest 2

Thorgrim's Quarters

You descend the steps to the next level of the Fortress. The stairs end in a small foyer decorated with Dwarfish Runes. You surmise that this must be Thorgrim the Dwarf's level. You pause in the landing, and Thorgrim's spirit appears to you.

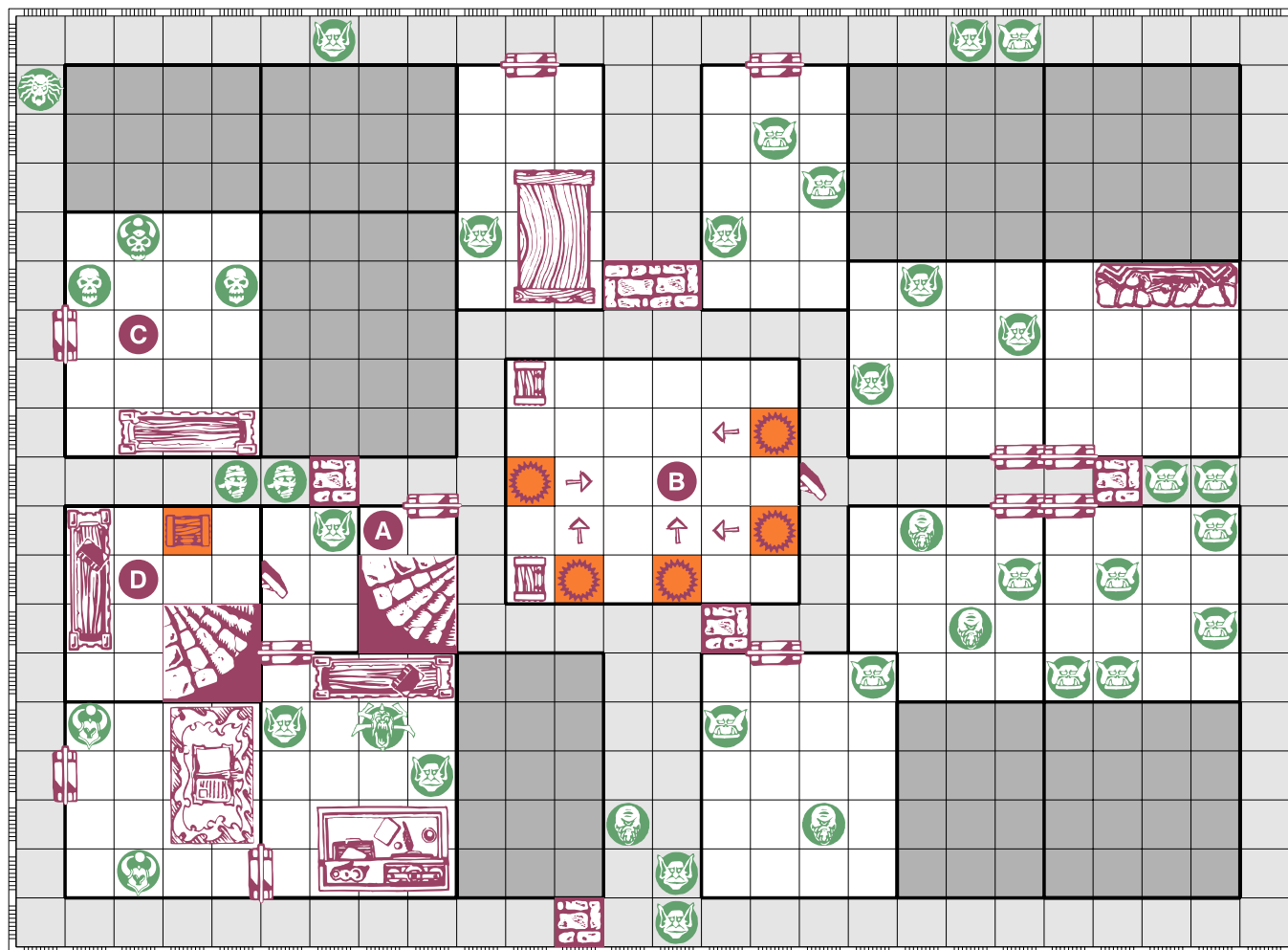
"You have made it to my former home. Hidden here is my greatest treasure, Brandburn's Helm. This silver helm protected me from the mightiest of blows. Find it and deny its use to Manx."

NOTES:

- A** This is the entrance to the Quest.
- B** The weapons here are rusted from centuries of disuse.
- C** The chest contains 100 gold coins.
- D** This chest is trapped. If it is opened without being disarmed, a fireball is shot from it, doing two Body Points of damage to the Hero. Inside is Brandburn's Helm.
- E** This is the exit from the Quest.



Wandering Monster in this Quest: Fimir



NOTES continued:

Skeleton next to the coffin. If you run out of Skeletons and a Hero is still in this room, use Zombies and then Mummies. If you still run out of Undead monsters, wait until one is killed, then use this figure. Closing the coffin will not stop the undead from coming out; only leaving the room will stop them.

G Each of these coffins contains a Skeleton. There is a ring in the coffin on the left worth 50 gold coins, and a small bag containing 30 gold coins in the coffin on the right.

H Read this to the first Hero to step on this spot: *"This corridor appears to be much newer than the one you have just left."*

I This chest is trapped with an alarm trap. If it is opened without being disarmed, it will set off a loud bell. A group of wandering monsters enters the room to investigate. The chest contains 100 gold coins and a Potion of Healing.

J Read this to the first Hero to enter this room: *"A large book sits on a table here. You step up to the book and examine it. It is entitled 'The Deeds of The Four Heroes' and contains the Heroics performed by Rohn, Bolligar, Galwan, and Thorgrim. The last chapter details the battle in which they died. You must be getting close to their tomb."*

K Read this to the first Hero to enter this room: *"A Necromancer is standing before a great tomb. Powerful glowing energies rush from his fingertips to the tomb, engulfing it. He turns and sees you. 'You are too late' he cries. 'I, Guzwil, have enslaved two of the Heroes, and shall use their spirits to destroy you!' With that he disappears in a glowing fireball. When the fireball dissipates, the spirits of Galwan and Thorgrim appear before you. They look tired and worn. 'You were almost too late to save us, my friends', Galwan says. 'But I am afraid that you have failed to save Rohn and Bolliger. Guzwil has captured our friends' spirits to use for his own purposes. You must destroy whatever undead bodies Guzwil shapes for them. This is the only way to return their spirits to their resting place. If you do not do this, Guzwil will use their powers to destroy everything in his path. The stairs in this room descend to caves, tunneled out of the bedrock by Guzwil's minions while looking for our Fortress. It is in these caves that Guzwil has taken our friends,*

and also where Guzwil has his abode. Destroy the foul undead bodies that Guzwil has crafted for Rohn and Bolligar, and then destroy Guzwil. This only will allow us to rest again.' The spirits disappear once more into the great tomb."

Note: If the Heroes return to this room, either now or if they come back to this level, do not place Guzwil in this room a second time.

The stairs here descend to Quest #9.

Quest 3

Bolligar's Level

The spirit of Bolligar hovers in the air in front of you. "My friends" he says. "You must stop Manx the Black from finding my most precious treasure, The Robe of Control. With it Manx can control the minds of his enemies, causing them to do his bidding. This would be a terrible weapon to fall into the hands of Chaos – Manx will use it to force our commanders, perhaps

even the Emperor, to submit to him. Good luck my friends, good luck."

The spirit fades from view as you start down the steps leading to Bolligar's home.

NOTES:

A This is the entrance to the Quest.

B This room is protected by magical fireballs. Do not place any of these fireballs on the board until a Hero activates them. The Quest Map has five fireballs with lines showing their paths of travel. Any time a Hero steps into the path of a fireball, a fireball shoots from the wall along its path of travel, inflicting one Body Point of damage to any Hero in its path. The fireball moves 3 squares a turn. When a Hero activates a fireball, the Hero's turn is paused. Put the fireball on the board and move it three squares. If the Hero has any movement squares left, he may finish his move after moving the fireball. If the Hero then moves in the path of another fireball, it shoots also.

The top chest contains 200 gold coins and a scroll of Rock Skin. The bottom chest contains a key (give the Hero the key tile).

C The first Hero to search this room for treasures finds one Potion of Strength in the cupboard.

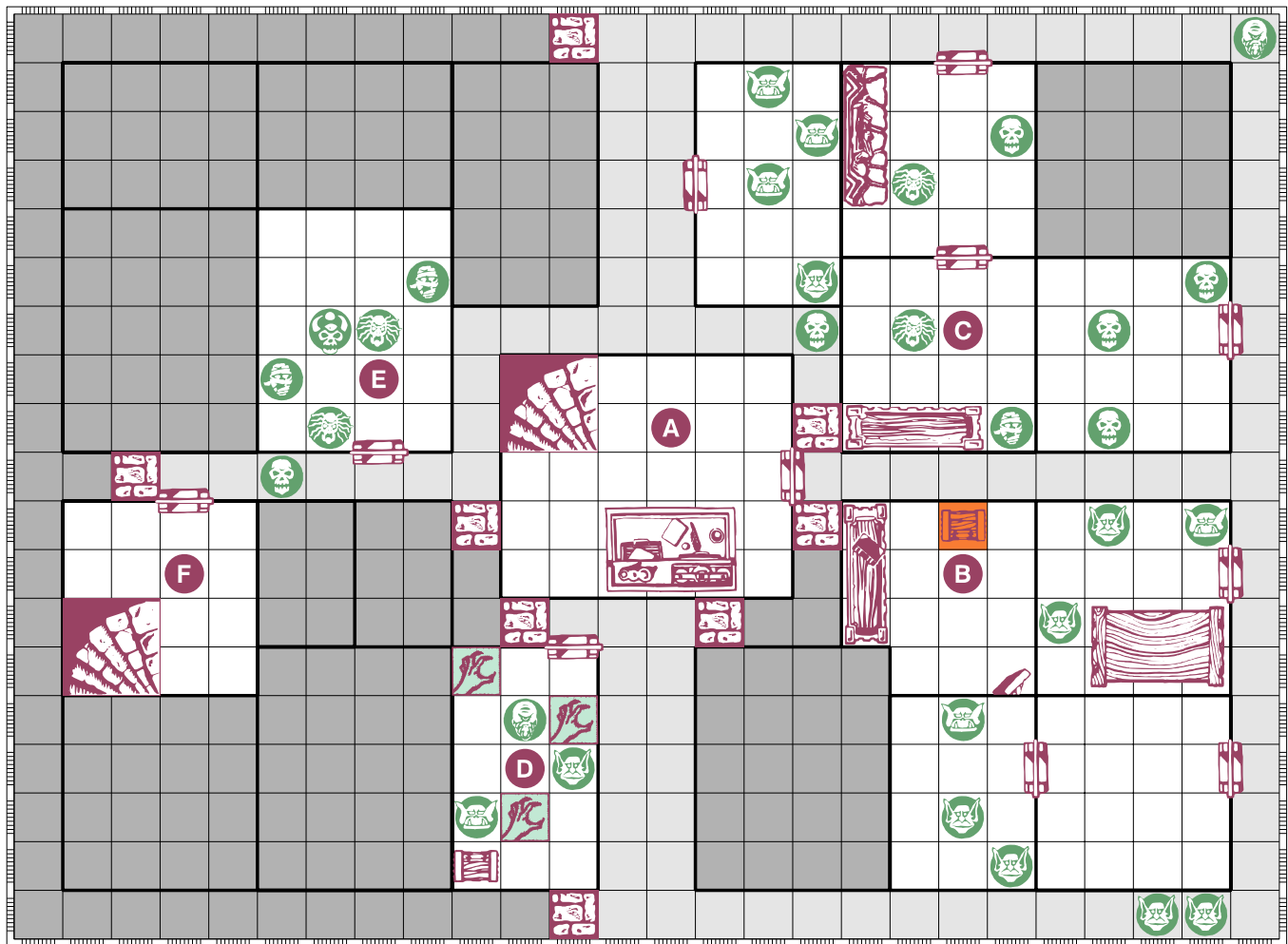
D The chest here is trapped with a gas spell. If a Hero attempts to open the chest without disarming the trap, a cloud of gas spews from the keyhole, inflicting 1 Body Point of damage to any Hero in the room. The trap is hard to find because it is so cleverly hidden. If the Hero searches, roll a die. On a roll of 1-2 the Hero finds the trap, otherwise he does not find it.

The chest is also locked. It can only be unlocked with the key found in room B. The chest contains the Robe of Control. Take the key tile away from the Hero when the chest is unlocked.

The stairs are the exit from the Quest.



Wandering Monster in this Quest: 2 Orcs



Quest 8

The Mausoleum

You descend another flight of stairs to the next level. Could this level be the one you are looking for, or does the Fortress

continue to on deeper and deeper? The only way you will find the answer is to keep exploring.

NOTES:

The coffins in room D, E, F, and G can be opened. If the Heroes have not tried to open a coffin, and they search for treasures in one of these rooms, after telling them what they find read: *"The coffin looks like it could be opened"*.

Opening a coffin counts as a "search" phase of a turn.

A This is the entrance to the level.

B When the first Hero enters this room, read: *"You enter a room that appears to be a shrine. An idol stands in front of an altar. A plaque on the idol reads 'This Mausoleum is dedicated to those who died in faithful service to the four Heroes – Rohn, Bolligar, Galwan, and Thorgrim.'"*

Note: The Gargoyle is not alive. Use the figure to represent the idol. If a Hero insists on attacking it, his weapon breaks – even if it is an artifact.

The chest here is empty.

C When the first Hero enters this room, read: *"A lone chair sits in this room. A sign above it reads 'Welcome, mourners. Feel free to rest and grieve here. May this chair help you find peace.'"*

No monsters may enter this room. If a monster is chasing a Hero and the Hero enters this room, the monster will go to the north/south hallway that is east of this room to wait.

Any Hero who sits here will regain all lost Body Points. The chair will effect each Hero once.

If a Hero sits here for a second time read: *"The chair does not seem to have any effect."*

If a Hero sits here for the first time, and he has all his Body Points, read: *"The chair does not seem to effect you in any way. Maybe later."*

If a Hero tries to search for treasure here, read: *"You decide not to do that here because of the sanctity of the place. Your search fails."*

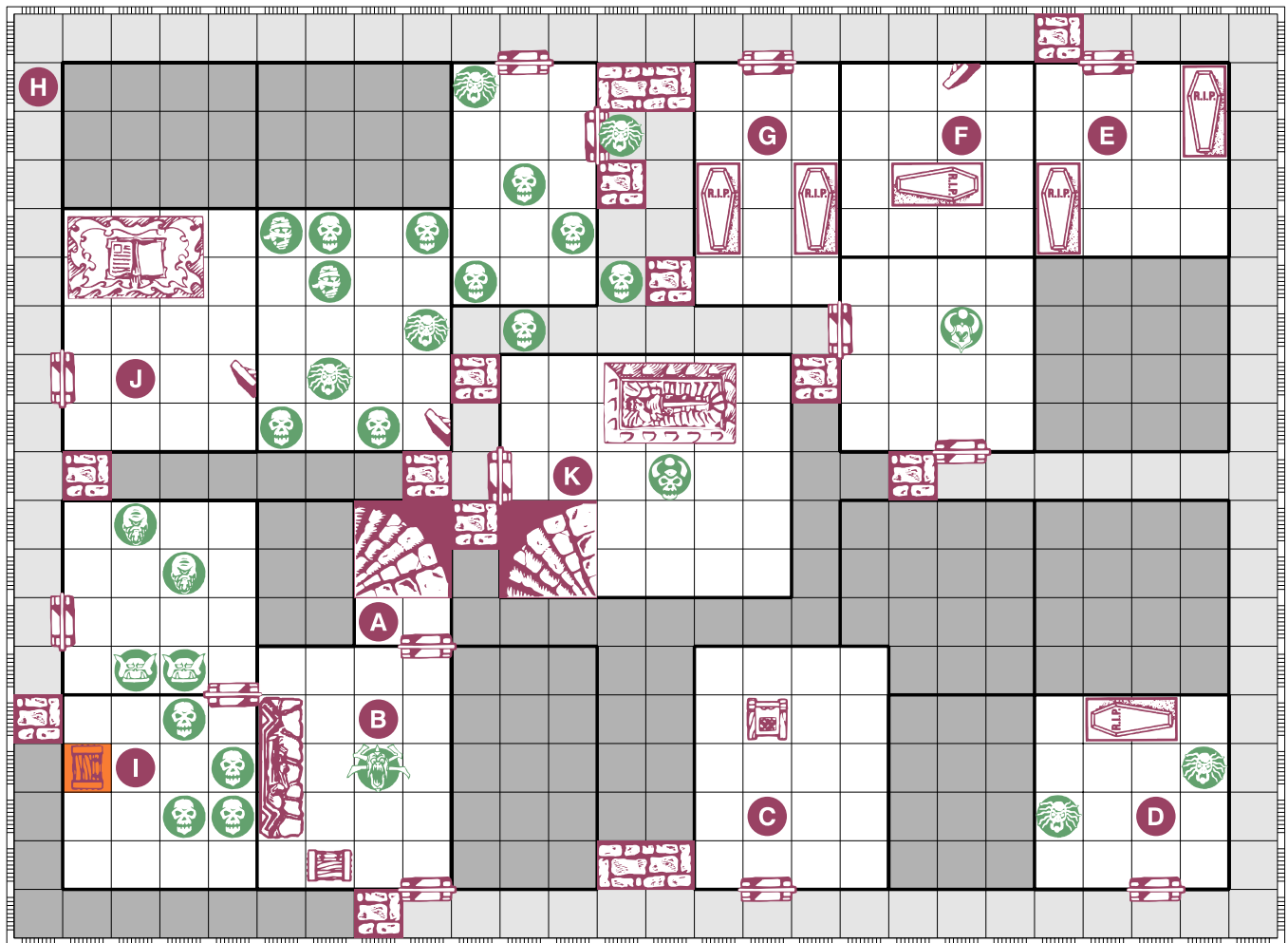
D If a Hero opens the coffin, he finds 40 gold coins.

E Each of these coffins contains a Mummy, which will attack if a Hero opens the coffin. Place the Mummy as close to the coffin as possible.

F When this coffin is opened, a Skeleton will leap from it. As long as a Hero is in the room, every other turn another Skeleton will leap out. Place the



Wandering Monster in this Quest: 2 Skeletons



Quest 4

Galwan's Home

You enter a large room, decorated to look like a forest. An Elf strides from the trees painted on the wall. You recognize it as the spirit of Galwan.

"The Necromancer Guzwil does not want my bow to fall into

your hands. The task of destroying you will be much harder if you have the weapon. To stop you he has sent a contingent of his undead warriors, along with an apprentice to control them. To find my bow you must defeat Guzwil's living dead."

NOTES:

- A** This is the entrance to the Quest.
- B** This chest is trapped with a needle trap. If the chest is opened without disarming it the Hero will suffer 1 Body Point damage from the jab of the needle. The chest contains 4 gems each worth 25 gold coins and The Bow of Galwan.
- C** The first Hero to search this room for treasures finds 100 gold coins hidden in the cupboard.
- D** This chest has 100 gold coins.
- E** The Chaos Mage here is Guzwil's Apprentice. His stats are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	2	5	4	6

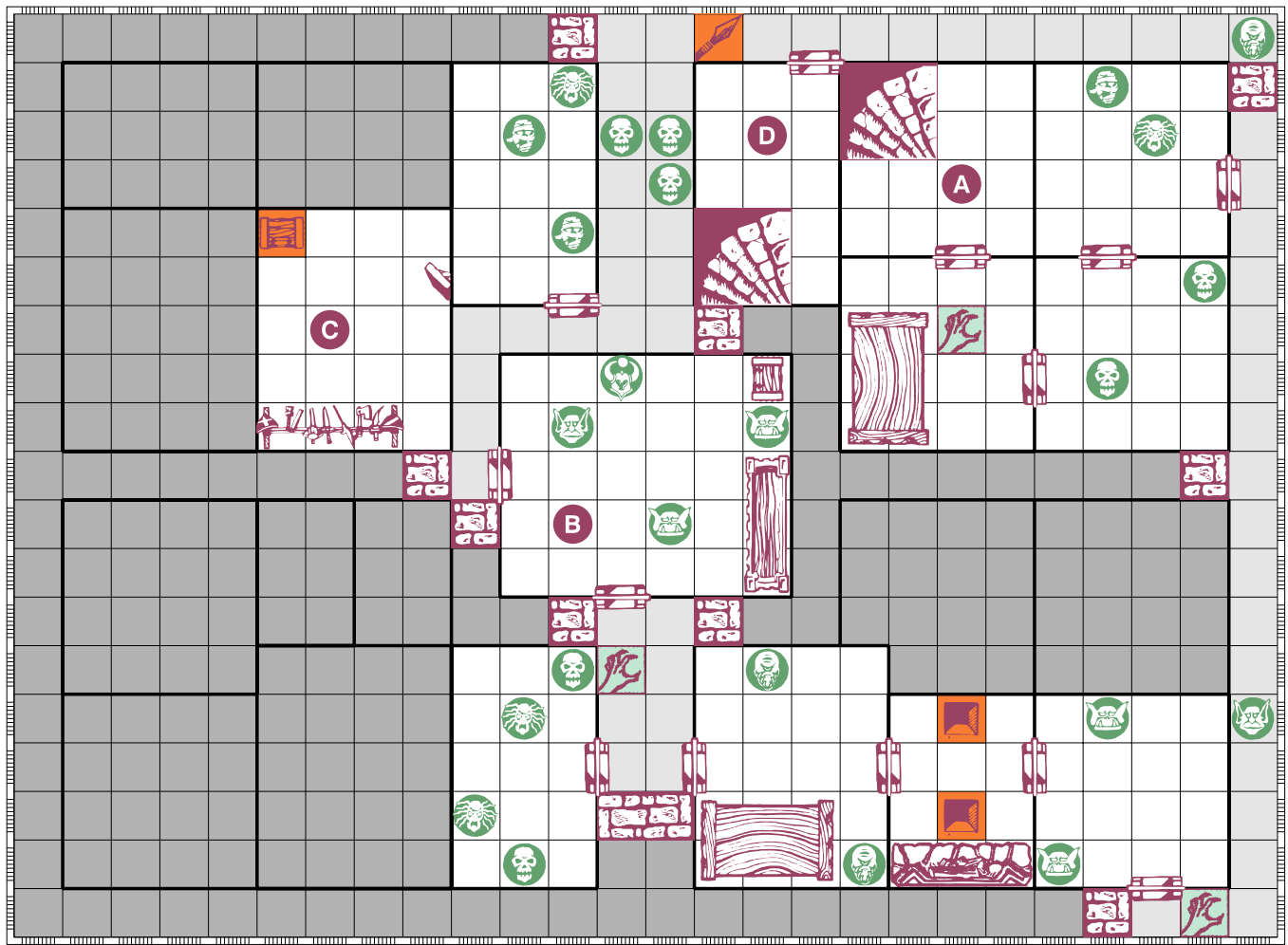
He knows these spells: Summon Undead, Fear, and Rust.

Note: If the Heroes return to this level after killing Guzwil's Apprentice, he does not reappear.

- F** The stairs are the exit from the Quest.



Wandering Monster in this Quest: 1 Skeleton and 1 Fimir



Quest 7

The Dungeon

How many levels must you go until you reach the tomb, and will you get there in time? These questions cross your mind as you descend the last steps onto yet another level of the subterranean Fortress. This level is a dark and dismal place.

Cell doors line the wall – this must be the dungeon where the former occupants held their prisoners. The level seems quiet; almost too quiet. Could Guzwil have set a trap for you here?

NOTES:

- A** This is the entrance to the level.
- B** The cupboard holds a Potion of Strength.
- C** This is Guzwil's trap. When a Hero opens one of these cell doors read: *"The door to the other cell slams open, and Undead begin pouring out of it."*

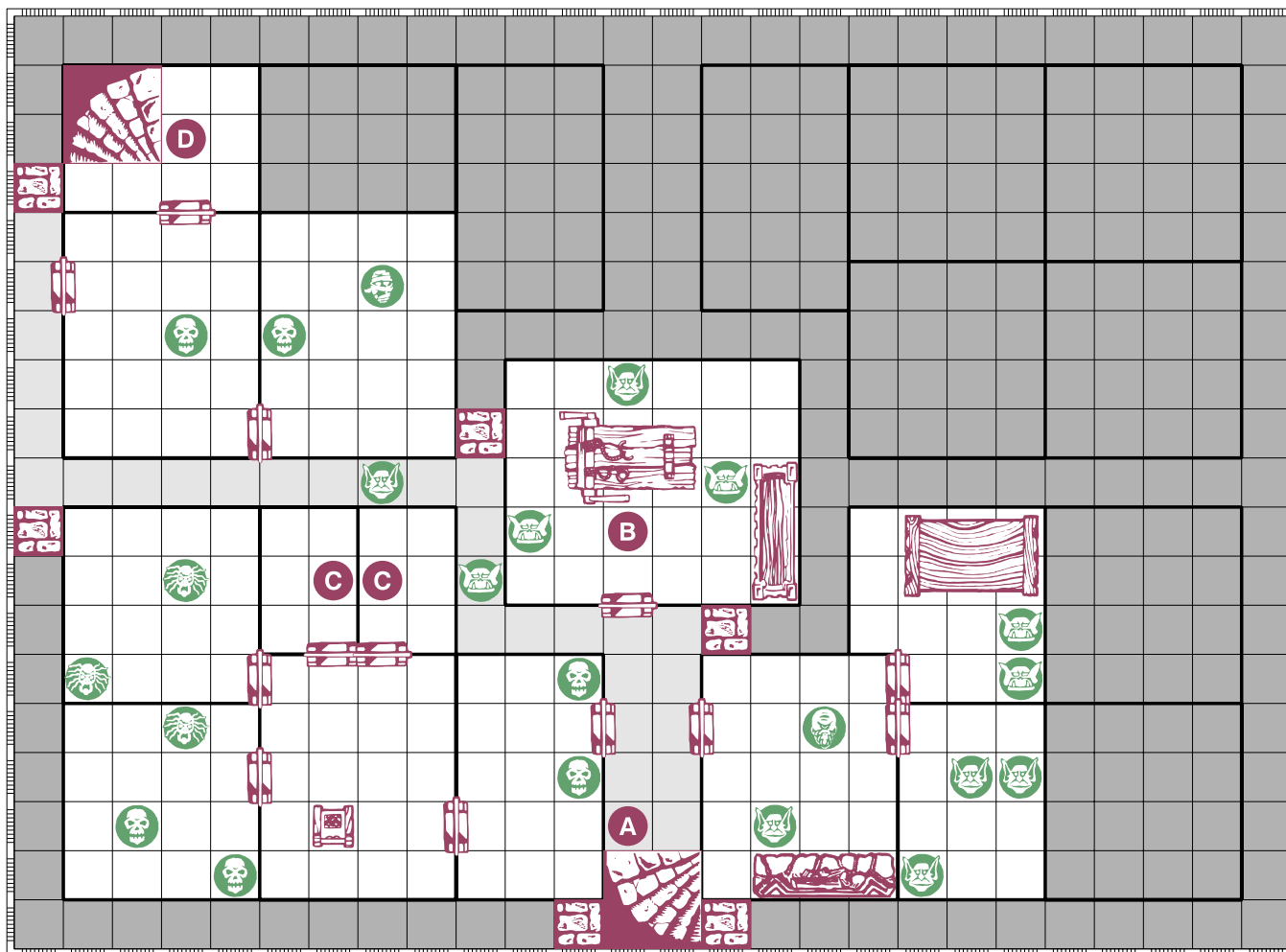
Place 2 Skeletons, 2 Zombies, and 2 Mummies in the cell. The Heroes turns are over, and it is now your (Zargon) turn. Move as many of the monsters out of the cell and into the room as possible.

These monsters do not reappear if they are all killed and the Heroes reenter this Quest.

- D** This is the exit from the level.



Wandering Monster in this Quest: 1 Fimir and 1 Goblin



Quest 5

Barbarian's Lair

The first thing you notice about this level is the decor. The walls are covered with trophies from Rohn's life – skins of animals, the shields of defeated enemies, and many, many weapons of war. You look around, expecting to see the specter of the former inhabitant of this area. After several minutes of waiting you are about to give up, when you see a shimmering light on the wall between two shields. It forms into not one figure but two. Expecting to see Rohn, you are surprised to see Thorgrim the Dwarf and Galwan the Elf instead.

"The situation is very dire indeed" says Thorgrim. Guzwil and Manx are aware of your presence here, and are determined to either stop you or achieve their goals before you can stop them. Manx is on this very level, supervising the search for Rohn's Magical Shield himself. He is also here because he believes

that only he is strong enough to kill you."

"To make matters worse," states Galwan, "Guzwil is attacking our tomb at this very moment. He hopes to bind our spirits into his service before you can arrive. Rohn and Bolligar are defending the tomb while we give you this message. You still have several levels of our Fortress to go through before you get to the last level where we buried those that died in our service. We too are buried there, and you must hurry to save us. We will not be able to visit you again; we must use all our strength to resist Guzwil. Hurry, for time is running out."

With that the two spirits disappear, leaving you alone once again.

NOTES:

- A** This is the entrance to the Quest.
- B** When a Hero first enters this room, read: *"Several Orcs and a Goblin are searching this room. A large Warrior is examining the walls, looking for secret passages. He turns, sees you, and yells 'Kill them'. The Warrior must be Manx the Black."*

The Chaos Warrior here is Manx. His stats are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	5	5	5	3

In addition Manx has a spell scroll of Summon Undead given to him by Guzwil. Manx can use this scroll anytime during the attack.



Wandering Monster in this Quest: 2 Skeletons and 1 Zombie

NOTES continued:

Note: If the Heroes return to this level after killing Manx, he will not reappear.

The chest contains 200 gold coins.

- C** The chest is trapped with a poisonous gas trap. If the chest is opened without disarming the trap, any Hero in the room must roll 3 dice. He will suffer one Body Point damage for each skull rolled. The chest is empty.

The weapons rack contains a broadsword and Rohn's Shield.

- D** This is the exit from the level.

NOTES continued:

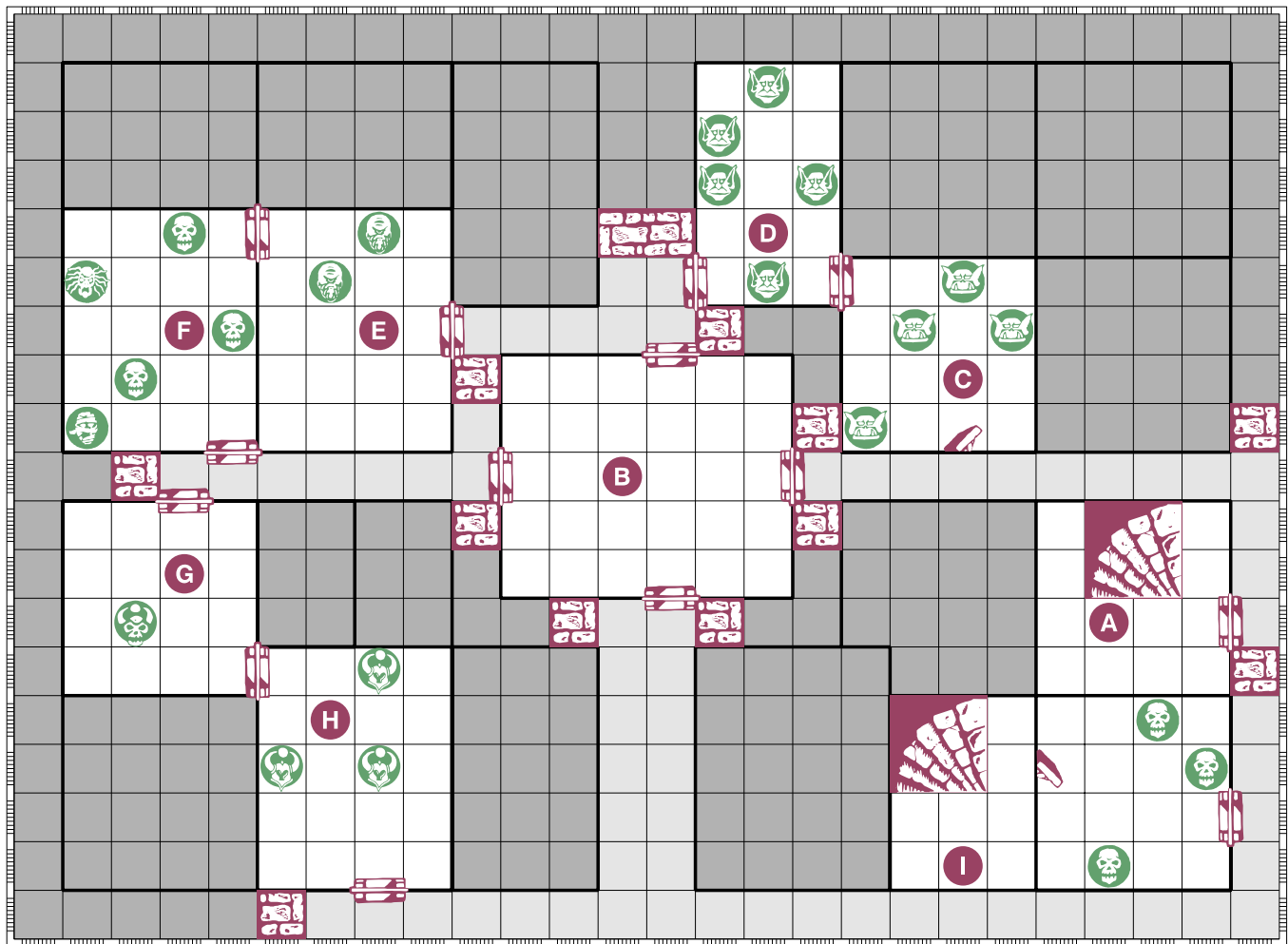
- F When a Hero enters this room, read: *"A sign on wall reads 'Undead Training'. A group of undead monsters claw their way out of the ground to attack you."*
- G When a Hero enters this room, read: *"A sign on wall reads 'Sorcerer Training'. A statue of a mage is standing in the center of the room. It begins to shimmer, then move. It is now alive!"*

The stats for the Chaos Mage are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3	3	3	6

The Mage knows these spells: Fear, Rust, Lightning Bolt, and Ball of Flame

- H When a Hero enters this room, read: *"A sign on wall reads 'Warrior Training'. Two mechanized Chaos Warriors come to life in front of you."*
- I These stairs are the exit from the level.



Quest 6

The Training Level

As you enter this level, you see a sign posted on the wall. It says "Training Level. Warning – The Simulacrums will activate

upon opening the door. See Bolligar to deactivate."

NOTES:

1. All doors on this level, except for secret doors, automatically close after all Heroes leave the room.
2. Do not place the monsters on the board until you read the rooms description to the Heroes.
3. If the Heroes leave a room with some monsters still alive, the monsters will follow the Heroes.
4. If all Heroes leave a room, and then a Hero re-enters the room, you should place the monsters back in the room – even if the Heroes killed all of them the previous time they entered.
5. Place the monsters in the room after reading the description. Do not place more monsters if another Hero enters while the first is still in the room. Only place more monsters in the room if all the Heroes leave and then one re-enters.

Note: Heroes may only exit the Arena from the same door they entered. The other doors are locked and may not be opened.

Each time a Hero enters this room, roll 1 red die. Place the correct monsters on the board.

Roll	Monster	Roll	Monster
1	4 Goblins	4	2 Chaos Warriors, 4 Orcs
2	4 Orcs	5	4 Skeletons, 2 Zombies
3	6 Orcs	6	4 Skeletons, 2 Zombies, 2 Mummies

C When a Hero enters this room, read: "A sign on wall reads 'Orc Training'. A light flashes, and Orcs mysteriously appear in the room with you!"

D When a Hero enters this room, read: "A sign on the wall reads 'Goblin Training'. A magical ball shoots from the wall, breaks into five pieces, and materializes into Goblins."

E When a Hero enters this room, read: "A sign on wall reads 'Fimir Training'. Two large paintings of Fimir glow, and then a Fimir steps out of each of them!"

A This is the entrance to the Quest.

B When a Hero enters this room, read: "You see a sign on the wall that says 'Arena'. Some monsters appear from the other doors."



Wandering Monster in this Quest: Skeleton