

# HERO QUEST

## *Return of the Witch Queen*



A Group Quest by Phoenix

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These potions can only be purchased in between Quests.

## Alchemist's Shop

### Potion of Restoration

**Cost: 500 Gold Coins**

Drink this brown frothy liquid to restore 1 lost Body Point and 1 lost Mind Point. It's refreshing after a tough battle!



### Venom Antidote

**Cost: 300 Gold Coins**

This bubbling brew tastes foul, but heals up to 2 Body Points of damage caused by poison needles or poison darts only.



### Potion of Dexterity

**Cost: 100 Gold Coins**

This sparkling liquid adds 5 movement squares to your next die roll or guarantees 1 successful pit jump. If you purchase more than one of these potions, you may use only 1 potion per turn.



### Potion of Battle

**Cost: 200 Gold Coins**

If you have a really "weak" roll of the Attack Dice, you may drink this blood-red potion. It allows you 1 re-roll of your Attack Dice.



### *A Message from Mentor*

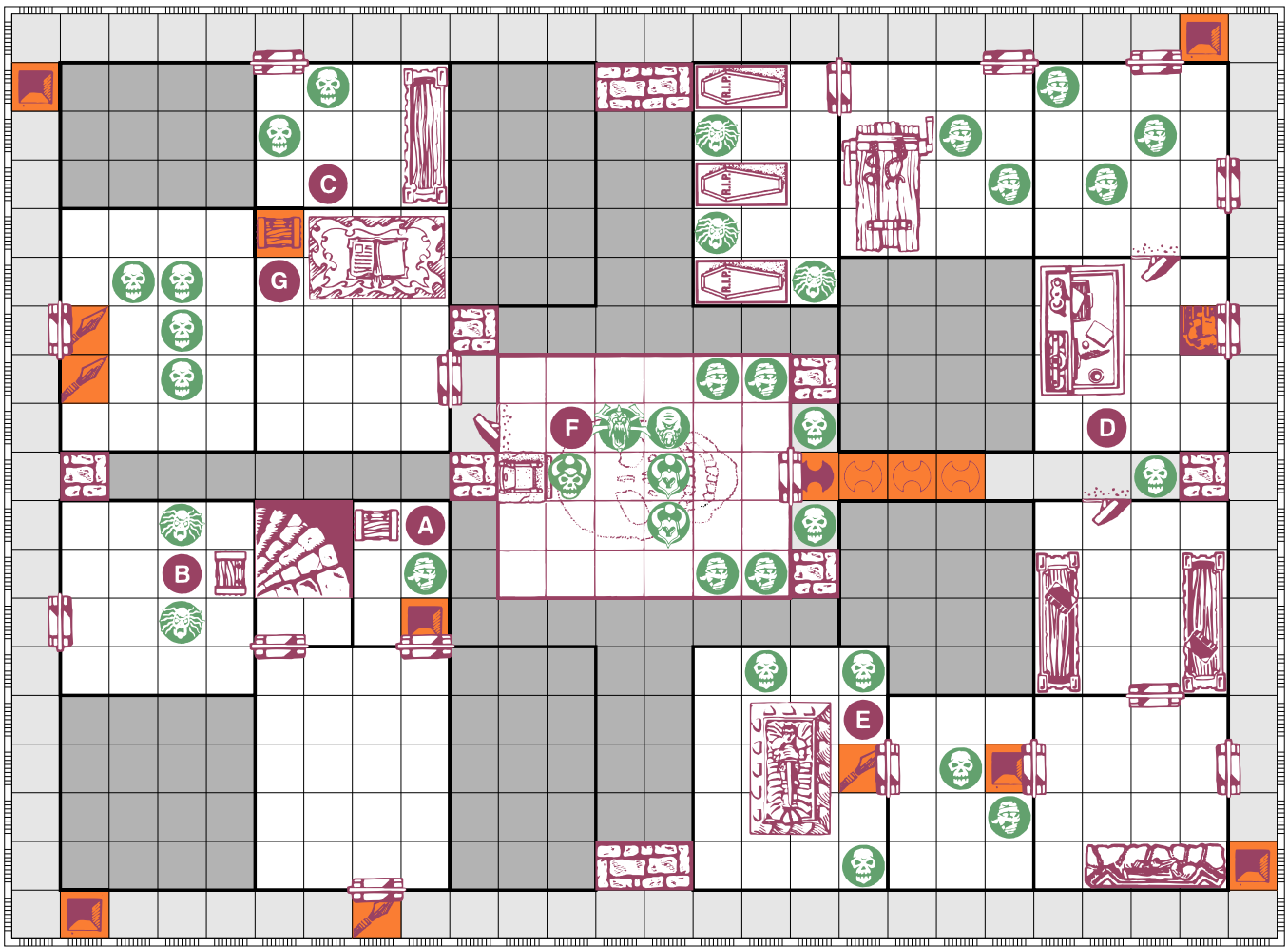
**H**eroes, I have grave news. Although you have done well to rid the world of Chaos, an old enemy is upon us once more. Kessandria, the Witch Queen, is back from the grave. Loretome has revealed to me that Kessandria is attempting to rebuild Zargon's Chaos Army.

Her diabolical plan has gathered scores of monsters from all walks of Chaos. Goblins, Ogres and many Undead soldiers bolster her ranks. She has even convinced the vile rat-men, known as Skaven, to join her in her conquest.

My magic can only delve so far into her fledgling kingdom, however, Loretome has given me one location from which to start. An abandoned keep on the fringes of the Elven kingdom is where you will begin.

I will keep vigilance and consult Loretome for more information, but for now, the Empire requires your service once more.

*Mentor*



## Quest 1

# *The Witch Queen's Realm*

"Your Quest begins here at Caerwyn Castle, a long forgotten Elven keep. It is suspected that Kessandria resides here, although I fear that Zargon is using strong magic to obscure the Witch Queen's activities. I

am afraid that Loretome and I are of little help, however, take these four Potions of Healing that will ease some of the pain that Zargon has in store for you."

### NOTES:

- A** This chest is empty.
- B** This chest contains 175 Gold Coins and 2 Potions of Healing (4).
- C** The cupboard contains 1 random spell scroll.
- D** There are 2 Potions of Healing (1d6) on the alchemist's bench as well as 2 spell scrolls. This secret door can only be opened from this room.
- E** This is the tomb of Kessandria's Brother, Kessell. If the Heroes search for treasure before traps, they will receive 2 Body Points damage from poison gas from the tomb. The

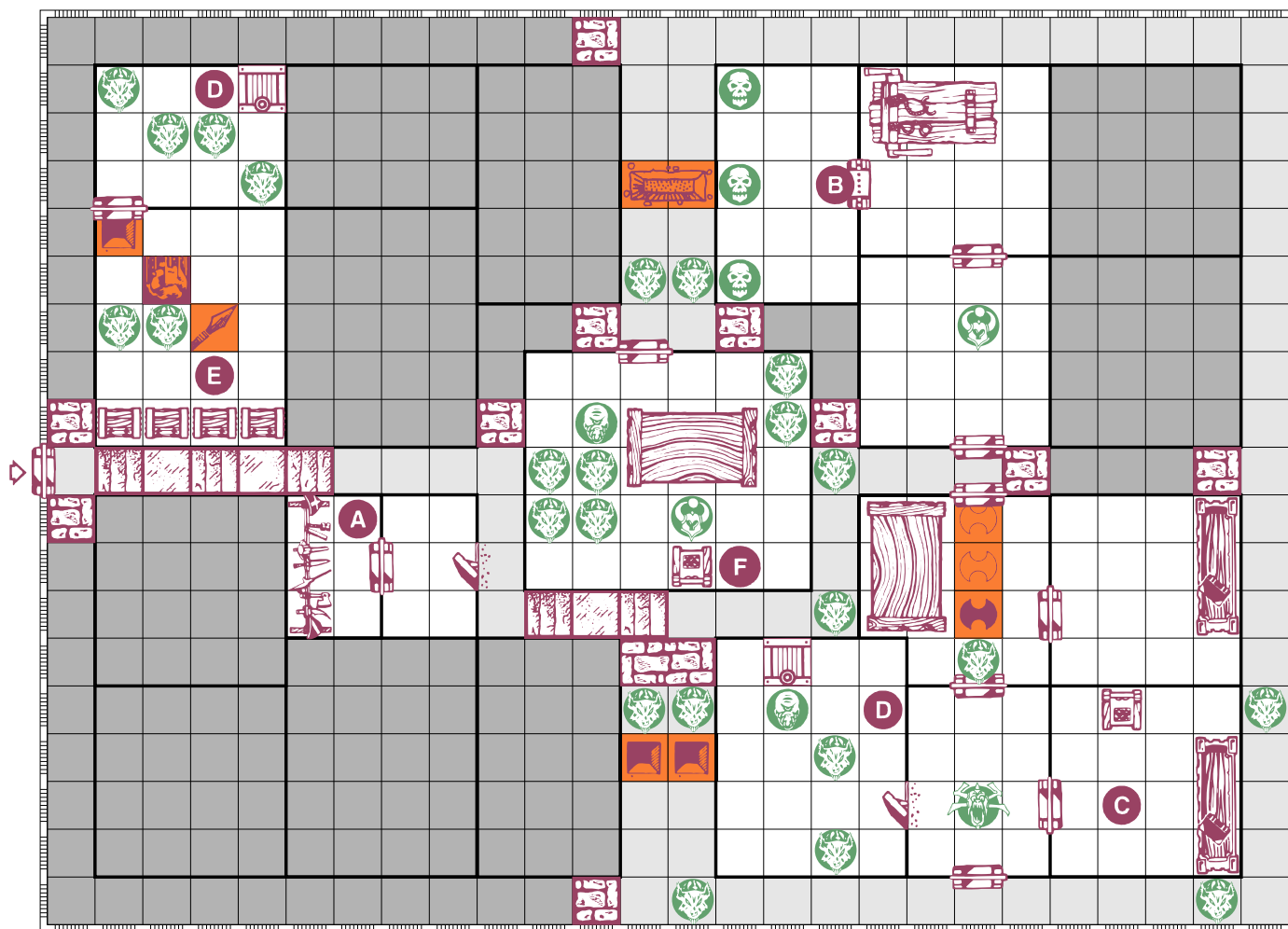
tomb contains a longsword and a shield (see game Armory).

- F** Kessandria will leave via the secret door as soon as half of her forces are defeated or if half of her Body Points are gone. Her stats are as follows:

<i>Movement</i>	<i>Attack</i>	<i>Defend</i>	<i>Body</i>	<i>Mind</i>
6	4	4	4	4

- G** This chest is trapped with a poison dart that inflicts 2 Body Points of damage. There is 300 Gold Coins in the chest. There are also 3 spell scrolls on the sorcerer's table.





## Quest 2

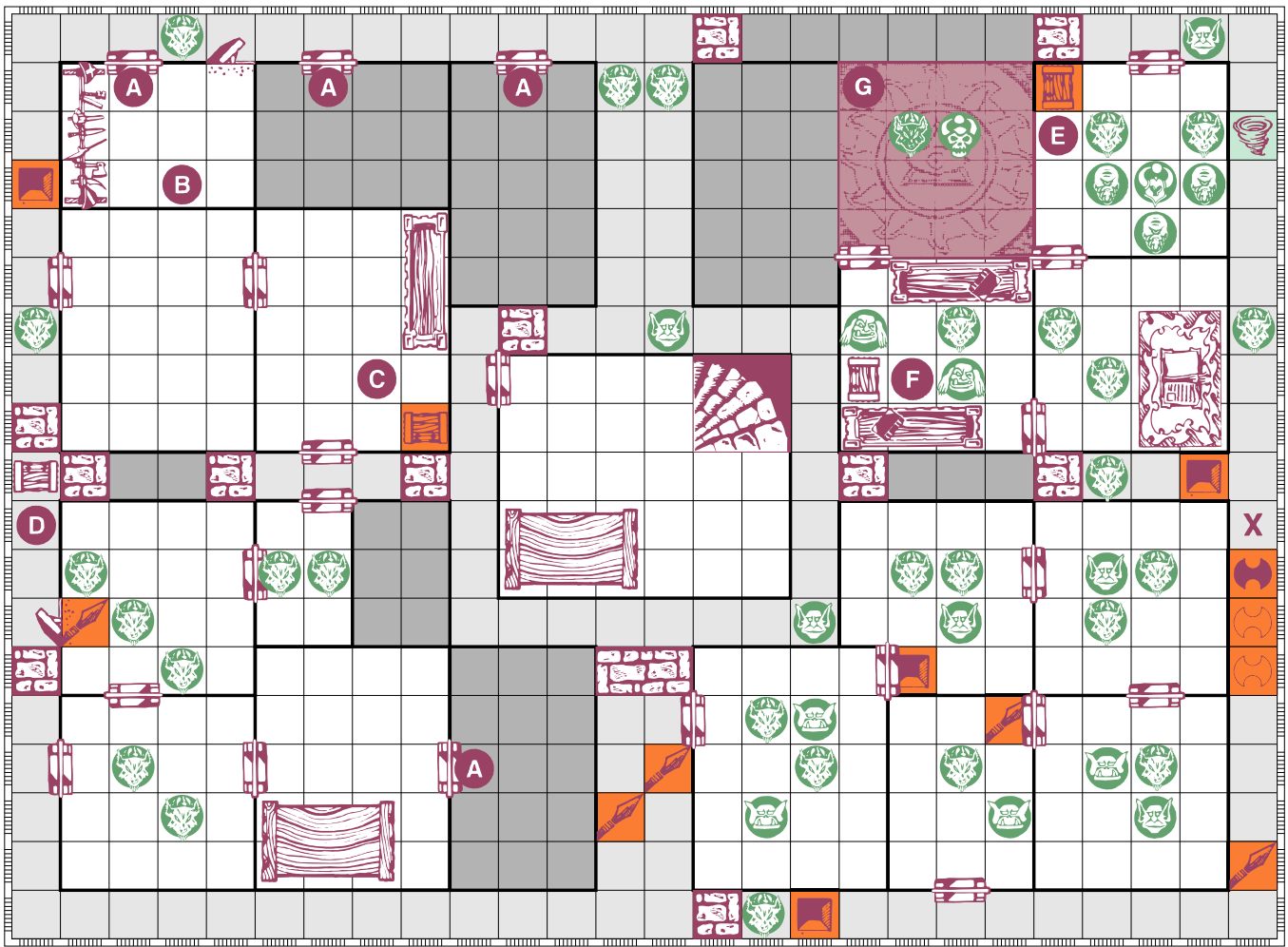
# Enter the Skaven

"As I feared, the Witch Queen has grown quite powerful. Until Loretome can divine the secrets of her destruction, we must be content with tying up some loose ends. Her Chaotic alliances are still somewhat

tenuous. Loretome has discovered the location of some of her allies. There have been reports of a Skaven outpost nearby. You must eradicate this threat. Farewell..."

### NOTES:

- A** This Weapons rack has Chainmail on it. (See Armory Board.)
- B** It looks as if these are the remains of human prisoners, and have been resurrected to fight for the Witch Queen. They attack with 1 extra Combat Die.
- C** If the Heroes search for treasure in this room they will find a random spell scroll in the bookcase.
- D** Both of the trap doors are linked by a tunnel. Any Hero or monster landing on one of these squares immediately moves to the other trap door square. The connecting tunnel is dangerous and any Hero moving through it must roll 1 Combat Die. If he rolls a Skull, he loses 1 Body Point. After moving from one trap door square to the other, the Hero or monster's turn is over.
- E** The Skaven in this room will try to draw out the Heroes with their ranged attacks. When searching for treasure, 3 chests contain 100 Gold Coins each and one chest contains 2 Healing Potions (1d6) and a Bow.
- F** This Chaos Warrior appears to be controlling the Skaven in this Quest, if he should be killed all other Skaven in this Quest will do their best to run away from the Heroes. They will receive an extra 2 Movement spaces while fleeing. They will only Defend... The Chaos Warrior is carrying a pair of Rabbit Boots (see matching Artifact Card).



### Quest 3

## *Like Skaven in a Maze*

"It seems that these evil mutations have taken a stronger foot-hold than imagined. Loretome suspects that defeating the

Skaven leader will sever the ties that Kessandria has with the wretched rat-people."

#### NOTES:

- A** These doors are false doors and cannot be opened, no matter what...
- B** Most of these weapons are worn and broken, however, you do find 2 broadswords that are salvageable.
- C** This chest is trapped with a poison needle that will inflict 2 Body Points of damage if not discovered in a search. The chest is empty, however, the cupboard has a sack of 50 Gold Coins and three Magical Daggers. (See Artifact Card for information.)
- D** This chest has a crossbow inside.
- E** This chest is trapped with poison gas that will escape into the room and all Heroes must take 1 Body Point of damage. There are two random spell scrolls and 500 Gold Coins inside.
- F** This chest contains a Staff and a pair of Bracers.
- G** This is a Skaven temple with a White Seer and his mentor a Chaos Sorcerer, Blalok. Blalok knows **Firestorm**, **Fear**, **Lightning Bolt** and **Cloud of Chaos**. If not in play, Blalok has a Wizards's Cloak and Wizard's Staff (see Artifact Cards). Blalok's stats are as follows:

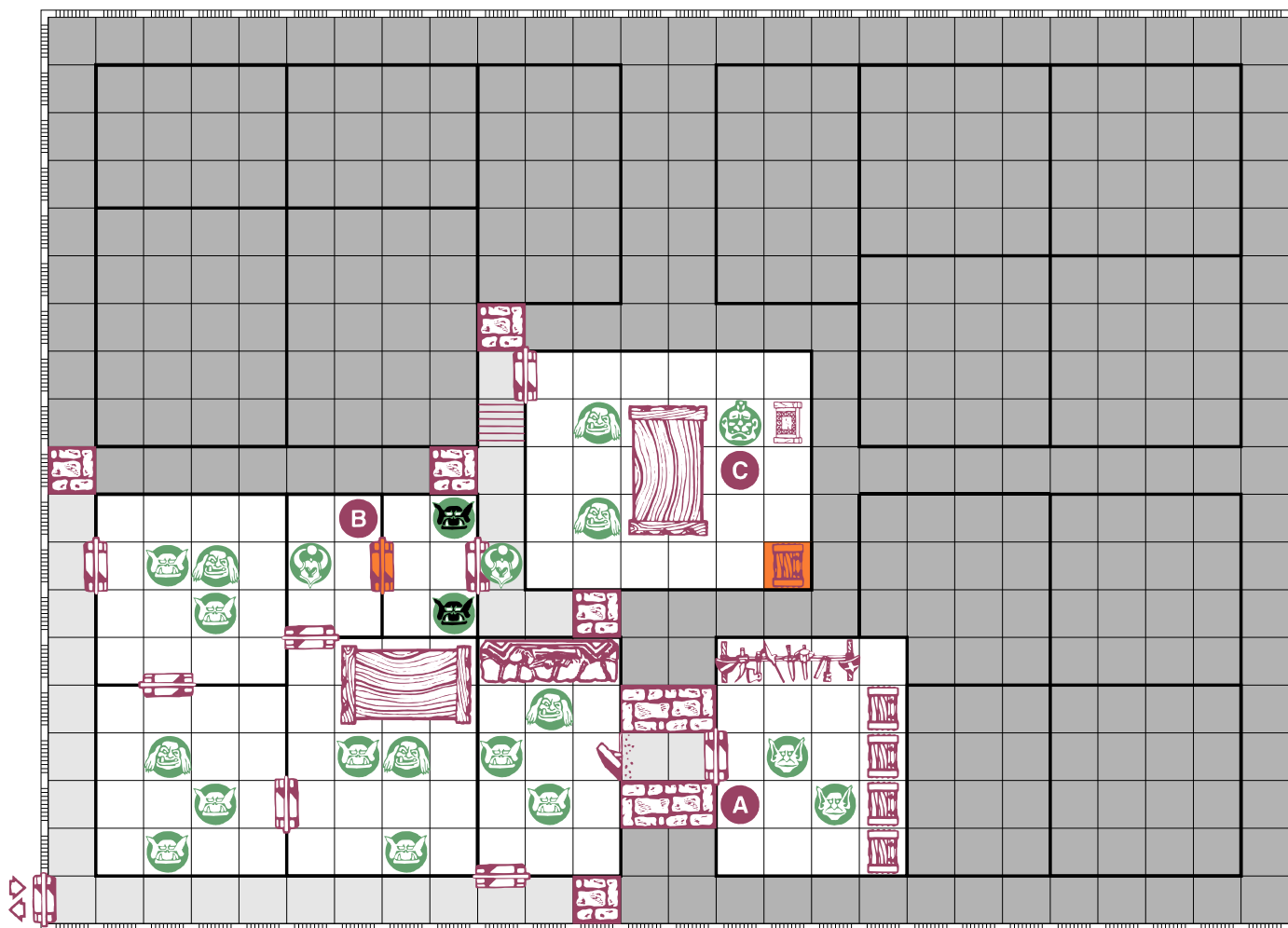
Movement	Attack	Defend	Body	Mind
6	3	5	4	6

Wandering Monster in this Quest:



Chaos Warrior





## Quest 4

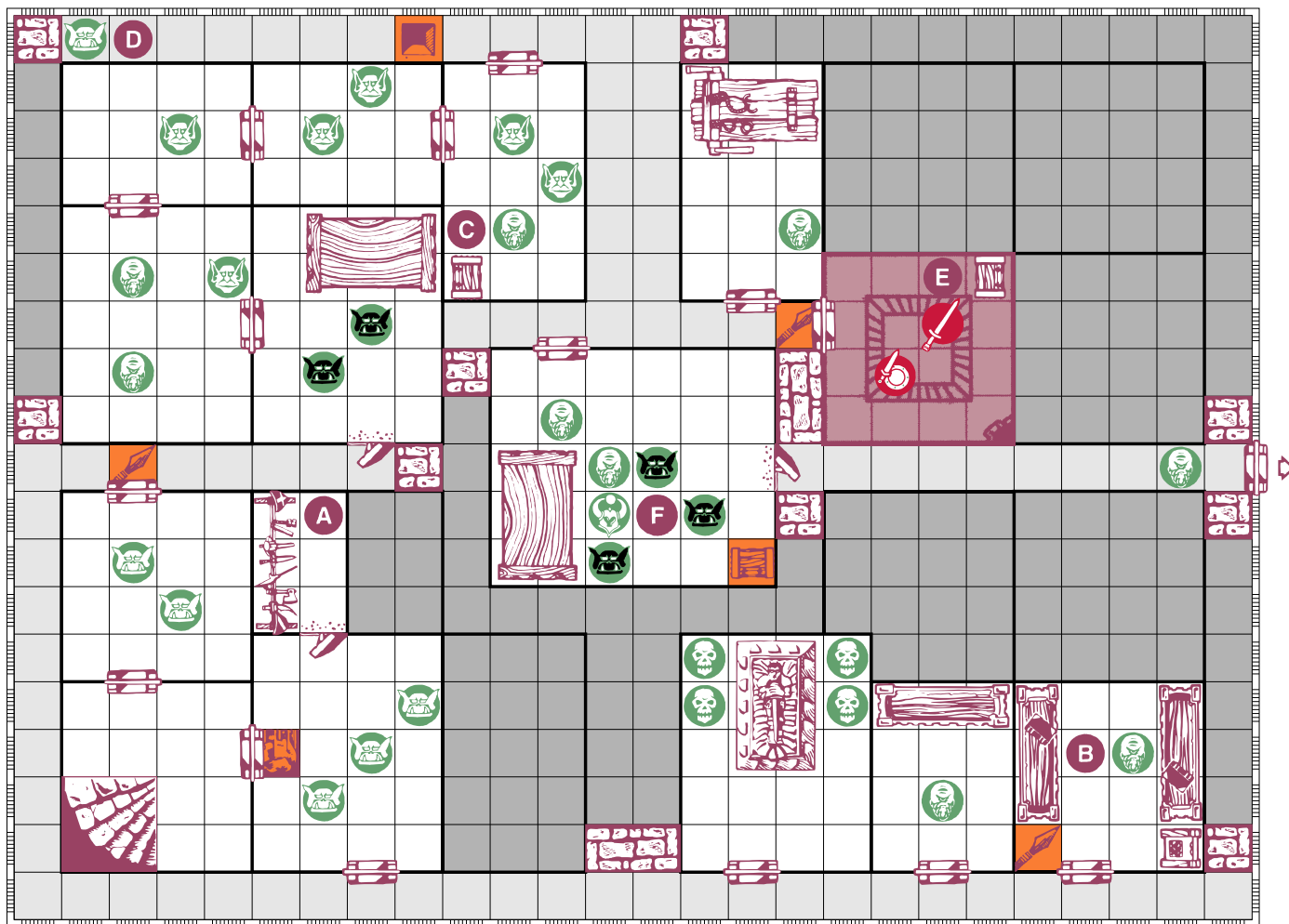
# Ogre Stronghold

"Greetings again, worthy Heroes! The Witch Queen's plans of uniting the forces of Chaos are ever-receding. Witnesses have reported that a small band of Ogres is taking recruits in a cave in the foothills of the World's

Edge Mountains. I believe that a strong victory there will reveal a means of defeating Kessandria, once and for all!"

### NOTES:

- A** This is the treasury. You find 200 Gold in each chest, along with 2 longswords, 2 broadswords and 2 daggers on the Weapons Rack.
- B** This door has a trap on it. When a Hero tries opening the door, it will explode and attack all Heroes in the room with 3 Combat Dice, the Heroes are allowed to defend.
- C** There are various maps and battle plans scattered all over the table. The chest is trapped with a poison needle that will inflict 2 Body Points of damage. Inside the chest are 2 Healing Potions (4) and a Battle Axe (see Armory board for description.)



## Quest 5

# Vengeance of the Witch Lord


"I believe that Loretome has discovered a vital clue to the destruction of the Witch Queen and have sent two of the Emperor's Elite soldiers to gather information. I have received word that they have been captured.

They may have gained vital information for the Empire to be victorious. You must rescue them, if you can and find the wooden exit door."

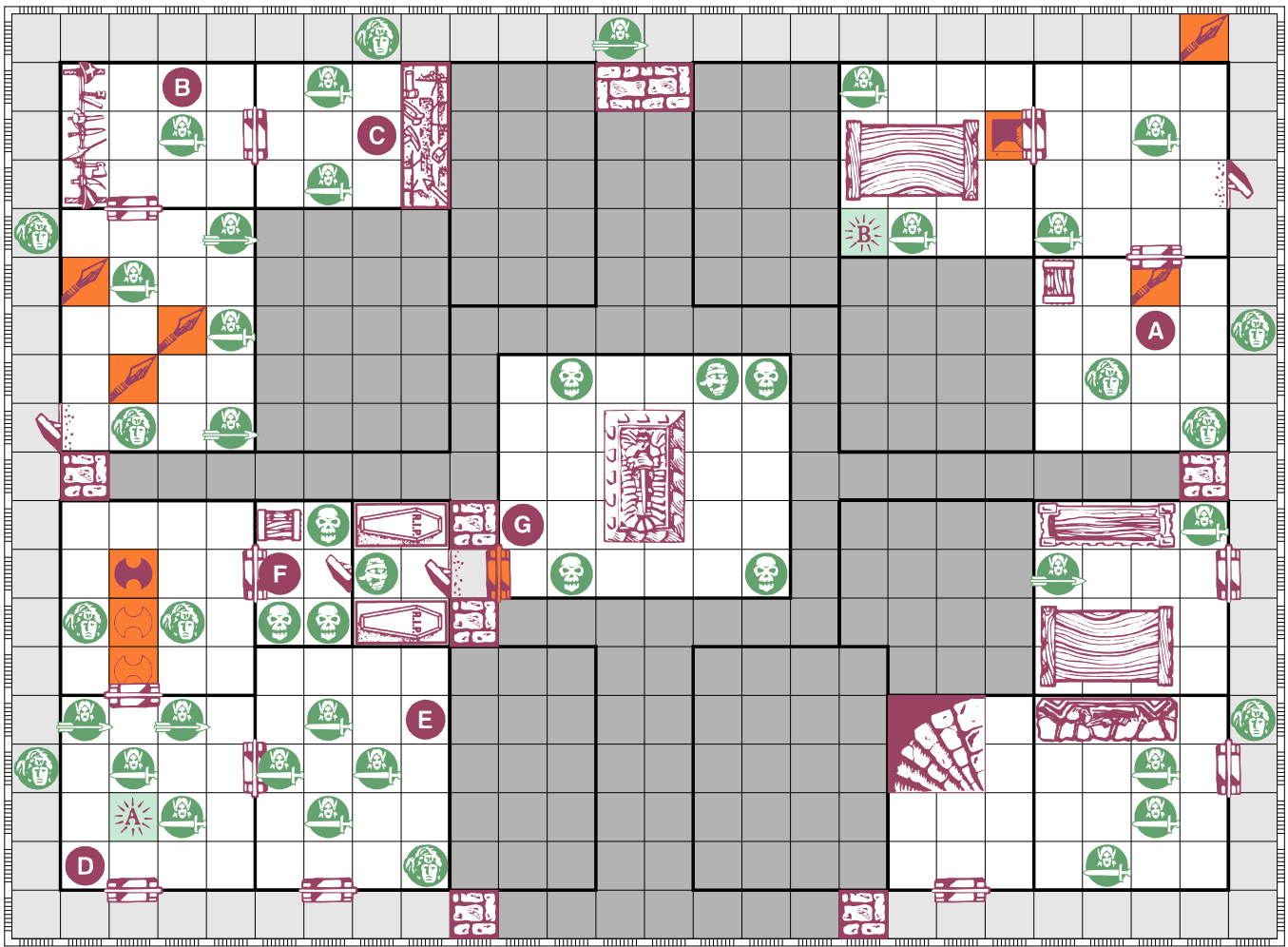
### NOTES:

- A** Most of these weapons and armor are used/broken, however, you discover a Helmet amongst the junk.
- B** As you are searching for treasure, you discover a Tome that describes how to ultimately defeat the undead. A sword constructed at the same time as The Spirit Blade, the Soul Seeker, can actually shatter a person's soul, alive or otherwise... It was lost shortly after it was created. The Tome also describes the last known resting-place for the weapon.
- C** This chest contains 2 large emeralds, each worth 80 Gold Coins.
- D** This Orc has a shoddy crossbow that allows him to Attack with 3 Combat Dice.
- E** These two Mercenaries are being held for questioning and have been severely beaten. They each have 1 Body Point remaining. If rescued, they will fight valiantly with the Heroes (for free). They will have 2 Quests under their belt (at the completion of this Quest) working toward Master Mercenary status. Their equipment is in the chest.
- F** This Chaos Warrior is Kezmerax, lieutenant of Skulmar. As the Heroes enter this room, Kezmerax challenges the Heroes to battle and claims that his Master Skulmar will not be happy that you meddling fools are still alive, but the Witch Lord, will rise again and crush the Emperor and his allies. The chest contains 500 Gold Coins and an Arm Band of Healing (See matching Artifact Card).

Movement	Attack	Defend	Body	Mind
6	5	7	4	4

Wandering Monster in this Quest:  2 Black Orcs





## Quest 6

# Search for the Soul Seeker

"Prince Allusair, elder brother of Terrellia, the Elven Queen, lies entombed in his vacation home. It has been protected for centuries by his most loyal servants. Zargon has used his evil magic to bend them to his will. I


suspect it is for the sole purpose of finding the Soul Seeker before you do. We cannot let that happen. You will begin at the stairwell and conclude your journey there, with the sword in hand, or all is lost."

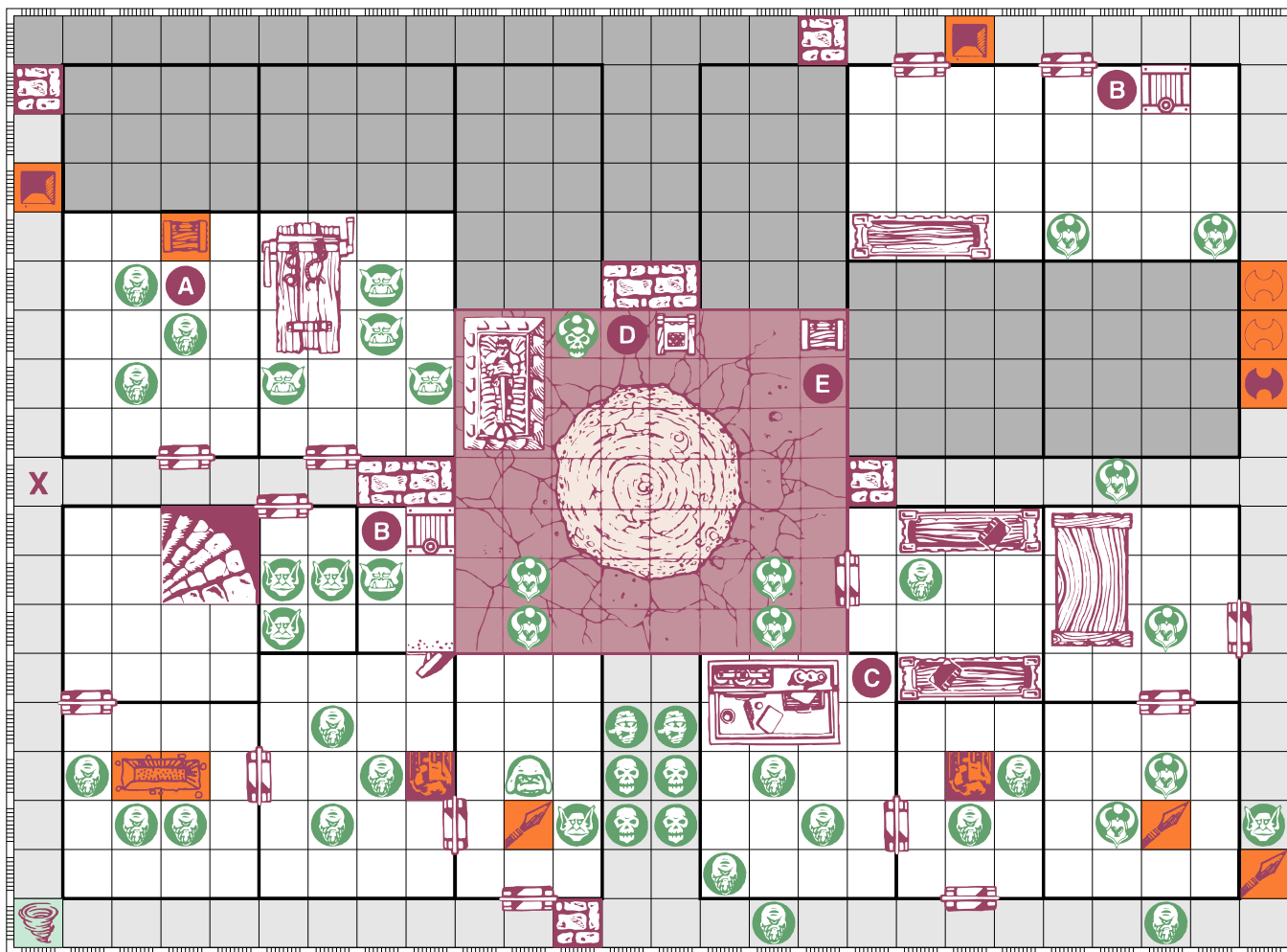
### NOTES:

- A** This chest contains 2 Healing Potions that heal up to 4 Body Points and a pair of Speed Boots (See Phoenix's Expansion Armory for details).
- B** This chest contains a brass key and a Crossbow (See cardboard platform in Game System).
- C** This is the famous Elven Forge that has long gone cold.
- D** As soon as the 1st Hero steps on the Teleport trap, they get whisked away to location 'B' (only works once). After the Hero gets teleported away, both doors of Room "E" open.
- E** These monsters are setting an ambush for the Heroes. As soon as the teleport trap is set off in room "D", both doors open and these monsters can move and attack on your (Zargon's) turn. (This trap only works once.)
- F** This chest contains 500 Gold Coins and Magical Chainmail Armor. This magic armor allows the wearer an extra 2 Combat Dice in defense.
- G** The brass key is required to open this door. If the Heroes attempt to open the door by force, they must roll melee Attack Dice. If they can roll 3 Skulls against this door, it will explode causing 2 Body Points of damage to the Hero. This is the tomb of the Elven Prince Allusair. His stats are as follows:

Movement	Attack	Defend	Body	Mind
5	4	5	4	0

Once Allusair has been defeated, the Heroes will find the Soul Seeker lying in the tomb. (See new Artifact Card for details.)

Wandering Monster in this Quest:  Fimir



## Quest 7

# Chaos Stronghold

"I have learned that Kessandria is still weak and has been resting to gain power. Skulmar is over seeing her rejuvenation process. You must stop Skulmar from strengthening the Witch Queen's powers or our task

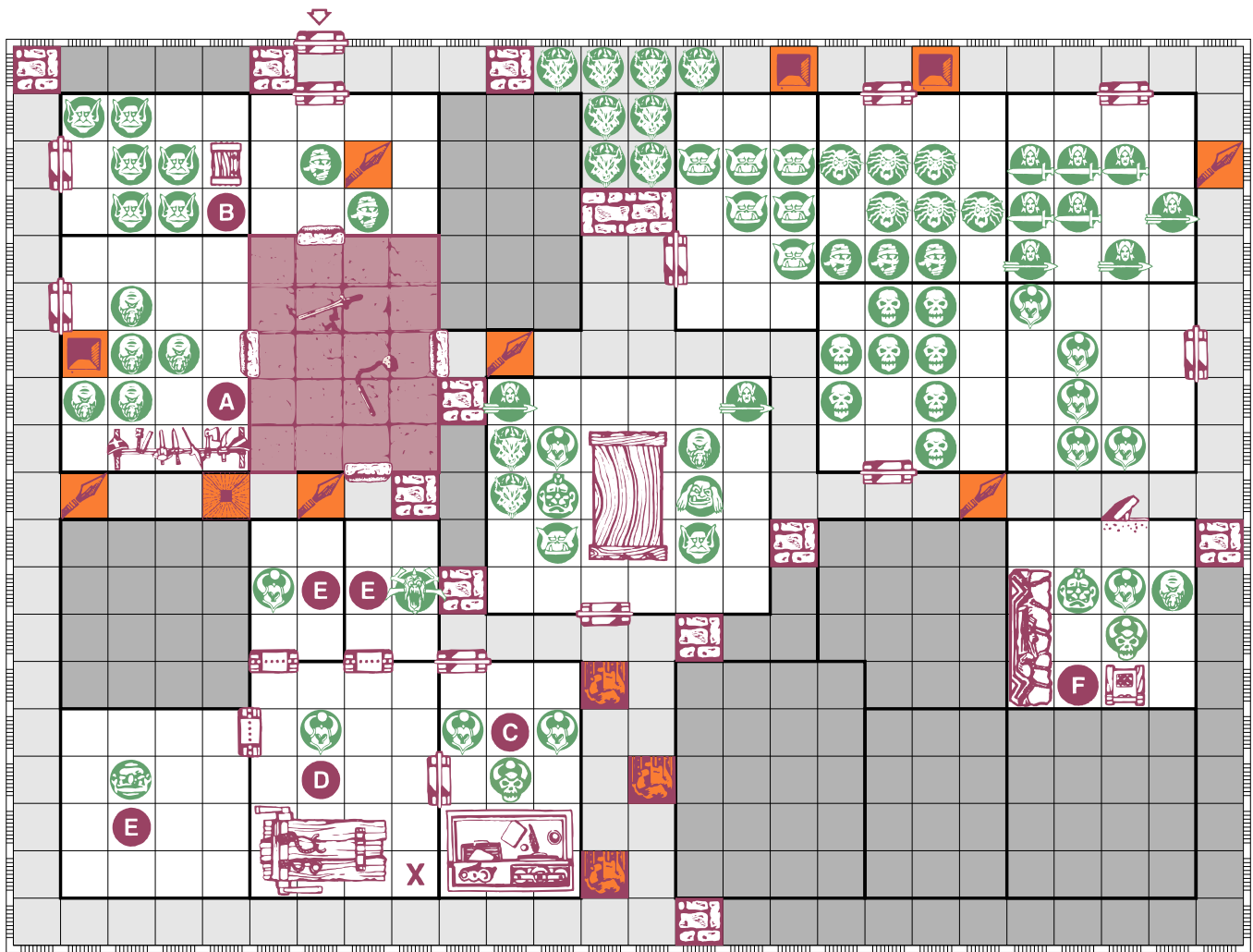
will be all the more difficult. They are hiding in a cave that has recently been discovered to contain strong dark powers. Defeat Skulmar and report back to me."

### NOTES:

- A** This chest is trapped with a poison needle. If a Hero searches for treasure before searching for traps, he will be hit by the poison needle, inflicting 1 Body Point of damage. Inside the chest is a Ring of Protection (see new Artifact Card).
- B** This trapdoor leads to the other trapdoor 'B'. Any Hero or monster landing on one of these squares immediately moves to the other trap door square. The connecting tunnel is dangerous and any Hero moving through it must roll 1 Combat Die. If he rolls a Skull, he loses 1 Body Point. After moving from one trap door square to the other, the Hero or monster's turn is over.
- C** If the Heroes search for treasure, they will find 1 Potion of Healing (4) and 1 Potion of Dexterity on the bench.
- D** When the first Hero/Mercenary turns the corner Zargon will lay out this entire room (except for the Chaos Warriors) and they will see that Skulmar is chanting. The Hero can see power emanating from the Pit of Chaos and being channeled into the Tomb. Once the Heroes are close enough to the Pit of Chaos to see the Chaos Warriors (line of sight) Skulmar will curse the Heroes and then cast a spell. A whirlwind engulfs Skulmar and the tomb and they both disappear (Zargon will remove them from the board). Due to their proximity to the Pit of Chaos, these Chaos Warriors will Attack and Defend with 1 extra Combat Die.
- E** This chest contains 3 Magical Throwing Daggers and an Archmagus Cloak (see new Artifact Card).







## Quest 8

# Preparing for Battle

"Skulmar has escaped with the Witch Queen. Loretoime has shown me that he has rallied his forces and is preparing a strike against the Emperor. Find his hideout and make it Skulmar's final battle.

We cannot afford for Skulmar and the newly rejuvenated Witch Queen to combine their strengths. Go and be victorious!"

### NOTES:

- A** If the Heroes search for treasure, they will find 20 Poison Darts and a Blow Gun.
- B** If the Heroes search for treasure, they will find a Ring of Protection and 250 Gold Coins.
- C** This Chaos Sorcerer has been experimenting with some monsters. If the Heroes search for treasure, they will find notes describing various techniques that were used to make these monsters more powerful. The Chaos Sorcerer's stats are as follows:
- | Movement | Attack | Defend | Body | Mind |
|----------|--------|--------|------|------|
| 6        | 2      | 3      | 3    | 6    |
- And he knows: **Rust, Fear** and **Lightning Bolt**.
- D** This Chaos Warrior will tell the Heroes (after his defeat) not to open

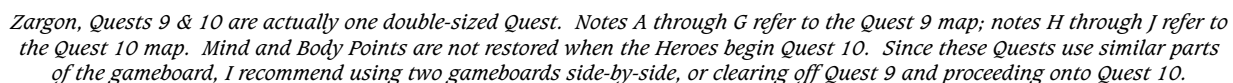
the cells. If the Heroes search for traps/treasure/secret doors, they find a lever 'X'. If they pull the lever, all 3 cell doors will open and the monsters will attack.

- E** These monsters have been experimented on and are being held prisoner. If the Heroes let them out, they will attack on Zargon's turn. Each monster has a +2 on all stats, except Body Points, which is -2.
- F** Skulmar is meeting with his Commanders. His stats as follows:

Movement	Attack	Defend	Body	Mind
8	5	6	3	4

He also know the following spells: **Rust, Fear, Lightning Bolt, Firestorm, Death Bolt** and **Sleep**.



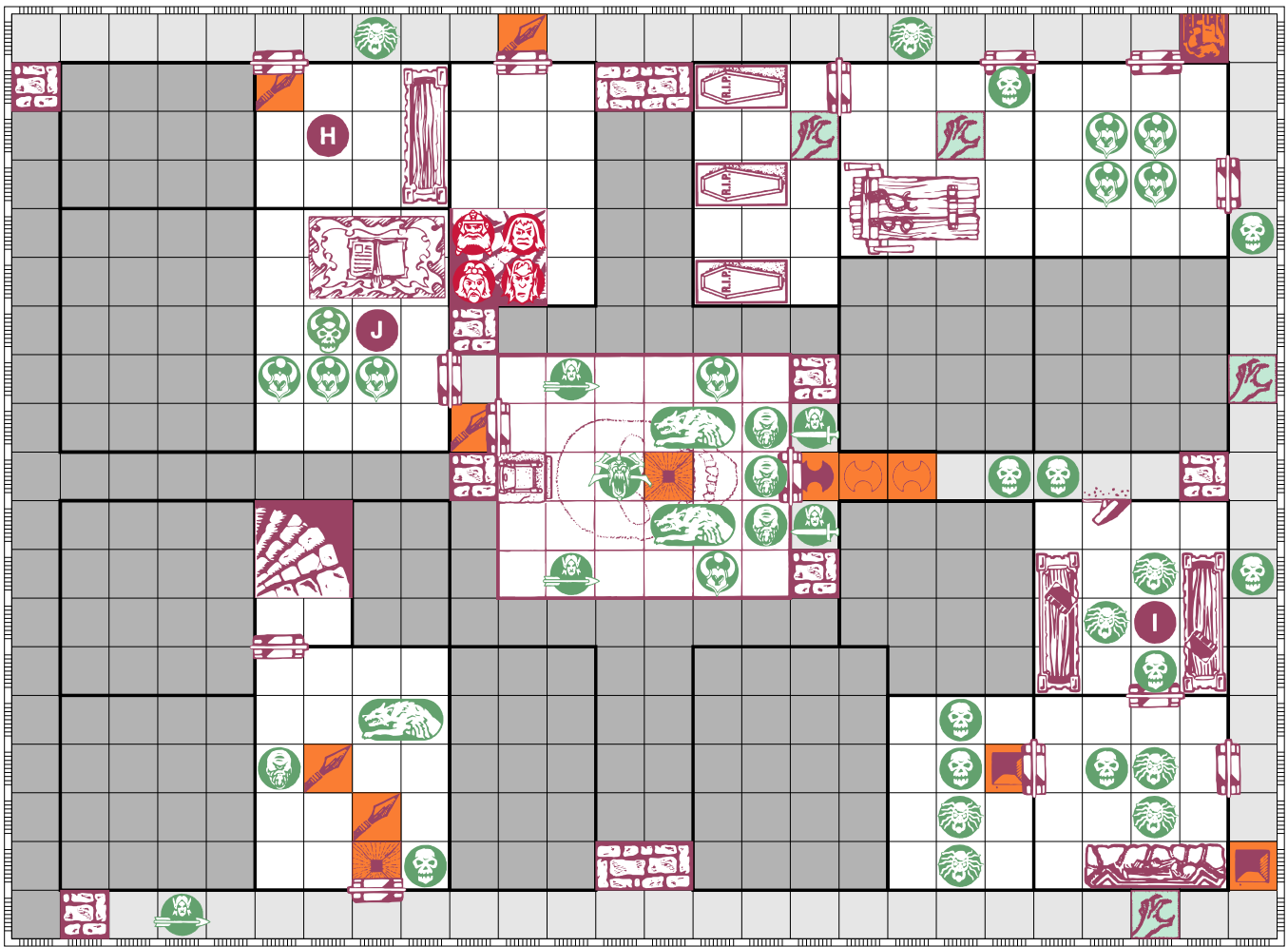


## *Return to Caerwynn Castle (part I)*

hidden entrance beneath the castle. You will enter here and make your way through to destroy Kassandria. She has become quite powerful, so take heed and work together to defeat her and remember, only the Soul Seeker can smite her."

- A** These doors are trapped with exploding locks. Any Hero attempting to open the doors without disarming them will receive 1 Body Point of damage.
- B** This bookshelf has 2 Scrolls of Heal Body.
- C** This treasure chest contains 2 random Spell Scrolls.
- D** This cupboard has 2 Potions of Healing (4) and a Potion of Rejuvenation.
- E** This bookcase has 3 random Spell Scrolls.
- F** This treasure chest contains 10 large gems worth 40 Gold Coins each and a pair of Speed Boots.
- G** If a Hero searches for treasure before searching for traps, he will set off the poison gas trap. All Heroes in the room must roll 3 Combat Dice. One Body Point of damage will be dealt for each Skull rolled.





## Quest 10

# Return to Caerwynn Castle (part II)

### NOTES:

- H** This cupboard contains 2 Potions of Healing (1d6) and 2 bags of Dust of Disappearance.
- I** This bookshelf contains several spell books. The Wizard may regain 2 previously cast spells and the Elf may regain 1 previously cast spell.
- J** These Undead Chaos Warriors are Kessandria's personal guard. Each one has the following stats:

Movement	Attack	Defend	Body	Mind
8	5	6	3	4

and can cast the spell **Rust**.

### Kessandria:

Movement	Attack	Defend	Body	Mind
6	4	6	3	4

Kessandria has the following spells: **Summon Undead, Death Bolt, Skulls of Doom, Firestorm, Ball of Flame, Cloud of Chaos.**

*Only the Soul Seeker or Spirit Blade can harm Kessandria, for her power are ten-fold. (Don't tell the Heroes this, let them figure it out on their own.)*




## Conclusion

**C**ongratulations, brave Heroes, you have done quite well. The Empire is forever in your debt. The monsters of Chaos have taken quite the beating and will not likely band together again soon. You have disrupted the tenuous alliance that Kessandria was somehow able to create.

Your bravery and heroism will be the stuff of legends. The Emperor has asked that I give you these two Rings of Protection and 400 Gold Coins each. I believe that some rest and relaxation are in order. I foresee peace and quiet in the near future, although I expect Zargon is working on his new plans for domination. With luck, I may not have to call you again, but I fear that Zargon will not rest until he has won, or destroyed us all in the attempt. Go, feast and enjoy!!”

*Mentor*

## Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Skaven		12	1(2)*	2	1	1
White Seer*		6	3	3	2	4
Black Orc		8	3/3*	2*	1	2

Skaven use a sling as their primary means of attack. It is a ranged weapon that does 1 Combat Die of damage. When adjacent to a Hero, the Skaven will use a shortsword and attack with 2 Combat Dice.

The White Seer is an albino Skaven Wizard with wild and unpredictable sorcerous powers derived from eating refined warpstone. At the beginning of Zargon’s turn, the White Seer may take one spell at random from the Elf or Wizard in clear line of sight. He may use that spell card immediately or save it for later use. This spell is lost from the Heroes’ play for the remainder of the Quest, once it has been stolen.

Black Orcs are an elite force of Orcs. They defend with White Shields. They use a two-weapon fighting style and make 2 attacks per turn. Two attacks can be made against one opponent or one attack can be made against each of two different opponents. When attacking the same opponent, that opponent can only defend against one of the attacks, not both.



### *Thor's Tabbard*



This magical cloak enables an Aeromancer to roll 2 extra Combat Dice while defending.

RotWQ

### *Vesture of Triton*



This magical cloak enables an Aquamancer to roll 2 extra Combat Dice while defending.

RotWQ

### *Flaming Mantle*



This magical cloak enables a Pyromancer to roll 2 extra Combat Dice while defending.

RotWQ

### *Gaea's Cloak*

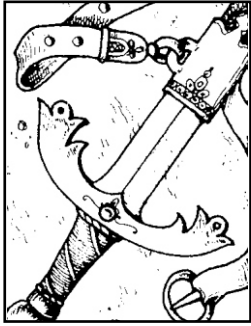


This magical cloak enables a Geomancer to roll 2 extra Combat Dice while defending.

RotWQ



### Soul Seeker



This sister sword to the Spirit Blade is a magical longsword that allows the Hero to attack with 4 Combat Dice. When attacking the Undead, the Hero may attack with 5 Combat Dice.  
*May not be used by the Wizard.*

RotWQ

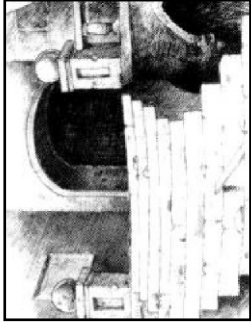
### Ring of Protection



When worn, this ring will protect the wearer with 1 extra Combat Dice in defense. If the wearer takes any damage, he must roll 1 Combat Die. If he rolls a Black Shield, the ring will discharge and cause an additional Body Point of damage to the wearer and become useless.

RotWQ

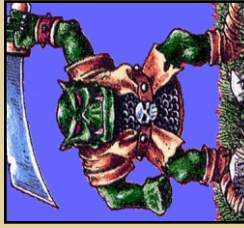
### Invisibility Amulet



Once per Quest, this amulet will render the wearer invisible for 2d6 rounds. The Hero will only be able to Look, Move, Drink Potions or Open Doors. Any other action (Attacking/Defending/Searching/Spell Casting) will automatically make the wearer visible.

RotWQ

### Black Orc

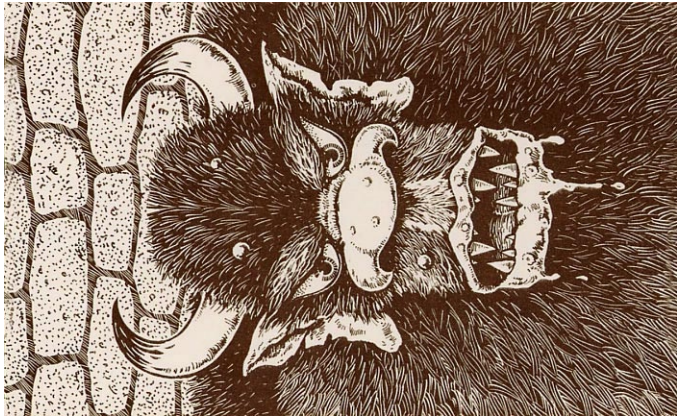


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	3/3	2	1	2

Special Ability: May make 2 Attacks per turn and Defend with White Shields.









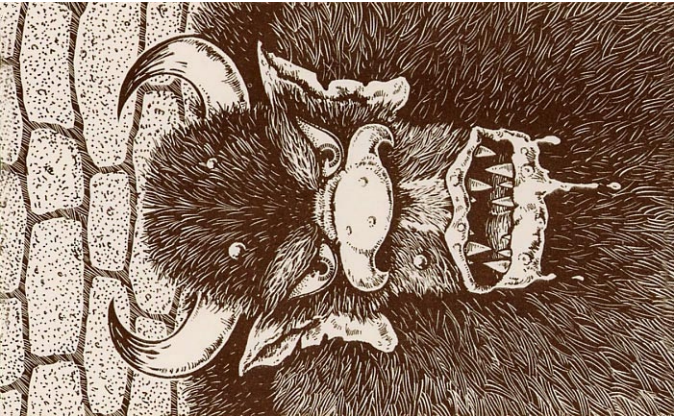
# Skaven




MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	1(2)	2	1	1

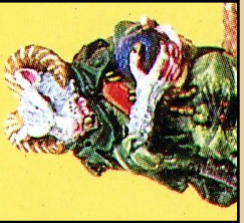
Special Ability: Will primarily attack with a sling. Can attack adjacently with a Shortsword.








# White Seer



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3	3	2	4

Special Ability: May steal a random spell card from an Elf or Wizard in line of sight. Spell is lost for the remainder of the Quest.





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