

A Message From j_dean80

The Summons of the Wizards' Council was designed as a replacement and expanding of the Wizards of Morcar. It was done to match the styling of The Barbarian Quest Pack and The Quest Pack for the Elf.

Some additions are added at the end of the pdf to line this Pack up in the required timeline. Quest 11 - Lair of the Orc Shaman is to be a final Quest in Kellar's Keep, coming after Mentor's Conclusion page. The 6a & 6b double Quest - Fanrax's Guests is to replace the original Quest 6 in The Quest Pack for the Elf. The story page is to be a new Conclusion page for Against the Ogre Horde.

This Pack is designed to be difficult and only Champions should try their luck. The first three Quests are Solo Quests designed to build up a new Wizard, but are still difficult.

Good luck, my friends. When you need my guidance, listen deep within yourselves.

j_dean80

Here is the timeline designed for this Pack:

The Gathering Storm (original game)

Kellar's Keep (with added Quest 11)

Return of the Witch Lord

The Dark Company

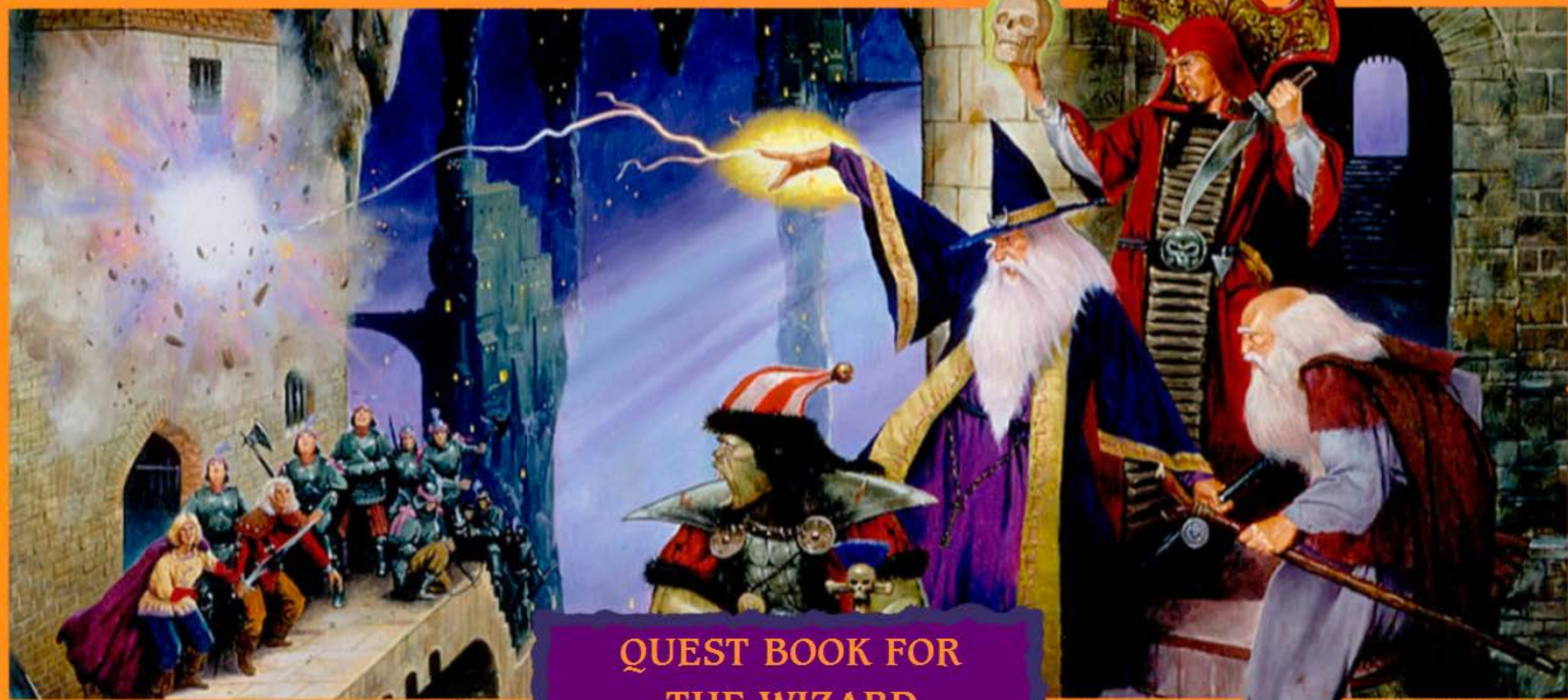
Against the Ogre Horde (with added Conclusion)

The Mage of the Mirror (with added Quests 6a & 6b)

*Summons of the Wizards' Council

The Frozen Horror

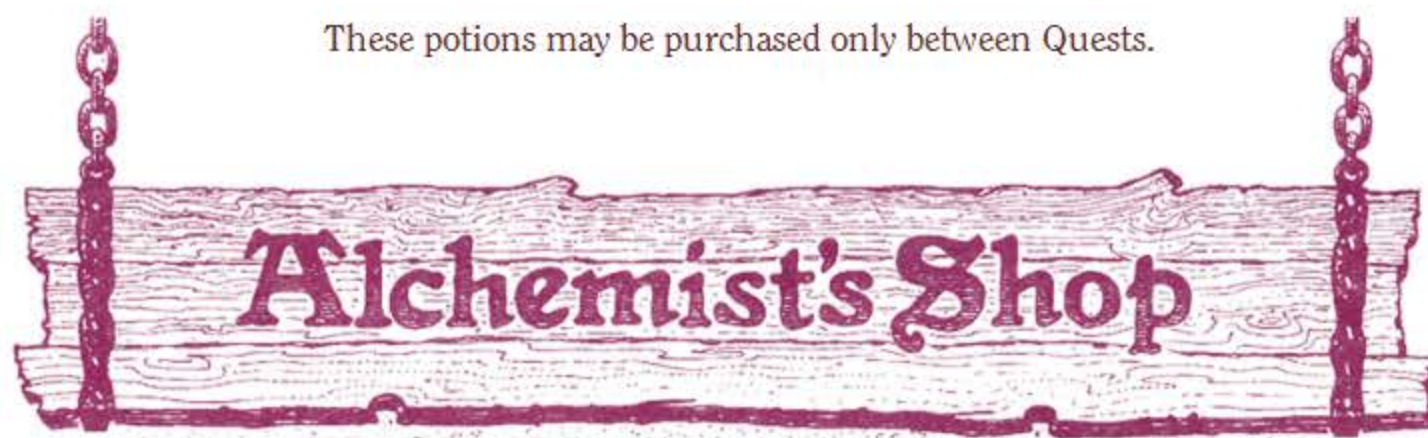
HERO QUEST



QUEST BOOK FOR
THE WIZARD

Summons of the Wizards' Council™

These potions may be purchased only between Quests.



Potion of Recollect

Cost: 500 Gold Coins

A Wizard who drinks this greenish mixture regains a spell which was cast earlier during the current Quest. Choose wisely which spell to recollect!



Potion of Foresight

Cost: 800 Gold Coins

Drinking the contents of this clear bottle enables a Wizard to see all secret doors and regular traps (coded in gold on Quest map) within his line of sight. This effect lasts until the Wizard suffers at least 1 Body Point of damage.

Potion of Swiftess

Cost: 500 Gold Coins

When a Wizard drinks this syrupy brew, he can move up to 12 spaces per turn instead of rolling the red dice. The Wizard also gets 2 attacks per turn. These effects end as soon as the Wizard suffers at least 1 Body Point of damage.



Potion of Revival

Cost: 800 Gold Coins

This refreshing concoction restores any Hero's Body and Mind Points to the level they were at when the Hero started the Quest.

Three of the above potions can be used only by the Wizard. Different potions may also be purchased from the Alchemist's Shop in other Quest Packs.

HERO QUEST™

QUEST BOOK FOR THE WIZARD

SUMMONS OF THE WIZARDS' COUNCIL™

The Quest Pack® for the Wizard

The adventure continues! The Quest Pack for the Wizard is an expansion set used with your original Hero Quest Game System. You must have the Game System in order to play the adventures in this booklet. Also required is some content from the following expansions: Against the Ogre Horde, Keller's Keep, Return of the Witch Lord, The Barbarian Quest Pack, and The Quest Pack for the Elf.

Contents:

Plastic Figures: 4 Evil Sorcerers, 12 Mercenaries, 24 Weapons; 64 Game Cards, Cardboard Tile Sheet.

Cardboard tile sheet includes:

1 Magic Reference Chart	4 Breached Wall Tiles
3 Magical Barrier pieces (Fire, Ice, and Stone)	1 Cloak of Shadows Tile
1 Earthquake Tile	4 Fireburst Tiles
1 Lightning Bolt Tile	6 Blocked Square Tiles

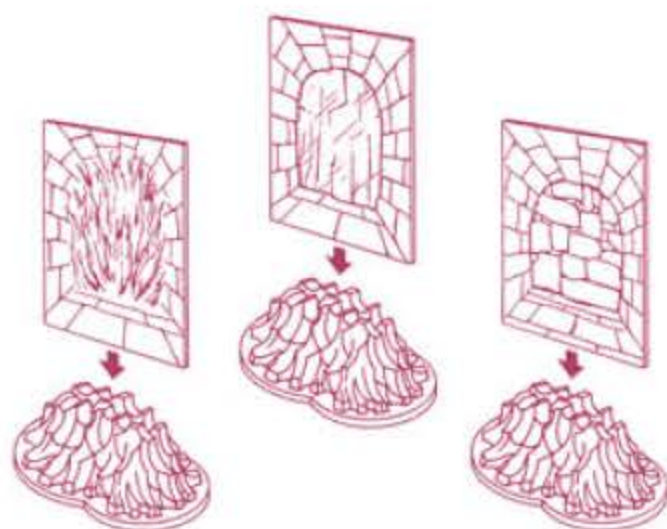
All cardboard components should be carefully removed from the cardboard sheet. The plastic figures should be removed from their runners. Discard waste cardboard and plastic. New game components are described at right and on the following pages.

Additional Components Needed:

2 Beds	1 Circle of Power Tile
1 Treasure Chest	1 Treasure Hoard Room Tile
2 Cupboards	1 Gargoyle
2 Bookcases	4 Death Reapers
1 Tomb	2 Spirits
1 Tomb of Gwynt	2 Trolls
4 Open Doors	2 Rat Ogres
1 Door of Flame	6 Skaven
13 Coffin Tiles	1 Skaven Gray Seer
6 Sewer Door Tiles	1 Skaven White Seer
1 Fiery Chasm Tile	4 Heroes
1 Blizzard Room Tile	6 Skaven Spells
1 Bottomless Pit Room Tile	

Magical Barrier Assembly

Carefully push out the card pieces from the card sheet. Take the three Magical Barrier pieces and slot each of them into a plastic base as shown below.



Note: The new cardboard components are shown here and on the following pages. Next to most components is a matching Quest map symbol. These symbols appear on each map to show you where to place components on the gameboard. For example, the Magical Traps shown are represented on the Quest map by the symbol shown to the right.

These symbols are also the exact size needed for the blank, "create your own" Quest map provided in the Game System Quest Book. All you have to do is photocopy the symbols and cut them out.

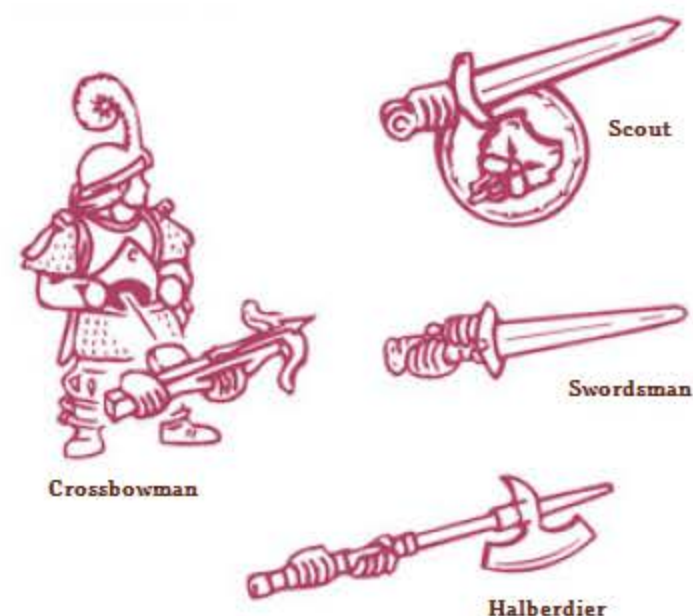
Magical Traps

Whenever a Hero enters a room described in the Quest notes as containing a magical trap, Zargon must refer to the Magic Reference Chart to see the effect of that particular trap.

New Components:

Mercenary Assembly

The Mercenaries require assembly before they can be used. Assemble the Mercenary as shown below.



Attach one of the plastic weapons to each Mercenary as shown.

New Figures

To learn more about the new monster and mercenary figures, see the matching cards in this Quest Pack as well as the Monster and Mercenary Charts on the inside back cover of this book.

Magical traps cannot be found by searching. They can only be disarmed with certain spells specified on the Magic Reference Chart. Magical traps may only be activated once. As soon as a magical trap has been activated, Heroes may move safely through that room or corridor.



Fireburst Trap

When an empty room is first entered by a Hero, place a Fireburst tile in the center of the room. This will remain in place until the beginning of Zargon's turn, then it will explode attacking every Hero with three combat dice. It may only be disarmed by a Tempest Spell.



Hurricane Trap

This trap must be placed in a corridor. Once a Hero passes the spot marked with an "X", a Hurricane will rush down from the end of the corridor marked with the Hurricane Trap symbol. All Heroes in this corridor will be forced back eight squares or until they hit a wall or set off a trap.



Teleport Trap

Any Hero who ends his move on a square marked with symbol "A", will instantly be transported to the square marked with symbol "B", elsewhere on the map. Landing on a symbol "B" square has no effect. Once the Hero has been teleported, he is disoriented and his turn ends.



Spell Special Effects

Several of the new spells have special effects which can be displayed on the board using the special tiles. Details of each spell appear on each spell card while the general rules of effect are detailed below.

Magical Barriers

Wall of Flame, Wall of Ice, and Wall of Stone spells allow the caster to build a solid barrier which will appear on the board as a card piece standing on a plastic base. This barrier may be placed across two squares on the gameboard to form a solid impassable wall that will remain on the board until it is destroyed. The wall may resist an attack by rolling the number of defense dice shown on the specific spell card and counting the white shields rolled. If the wall loses one or more Body Points, it is destroyed and the piece is removed from the board.



Lightning Bolts and Earthquakes

When either of these spells are cast, take the matching tile and place one end in a square in front of the caster and then lay the piece in a straight line from there. That spell then affects anyone along that line, unless a wall blocks the way, in which case a Lightning Bolt attack will stop there, attacking only those in front of the wall.



The earthquake tile covers six squares, each of which counts as a pit trap except that they are all joined up. Heroes and Monsters may move in the normal way along the bottom of the quake but can only leave it by climbing out onto a clear square adjacent to it. Heroes and Monsters in the quake area may fight and cast spells as normal but may only do so against other figures also in the quake area.



If an Earthquake meets a wall, that wall is breached and a breached wall tile is placed there. Any Heroes or Monsters may move through a breached wall. If a room which has not been explored is breached, the contents should be laid out at once. If the Earthquake meets a Magical Wall, both spells are cancelled and the pieces are removed from the board.



Playing the Quest Pack® for the Wizard

These ten new Quests are generally played the same way as the Quests in the Game System. As in the Game System, Heroes are returned to full strength between Quests. (All Body and Mind Points are restored.)

There are a few gameplay differences in the Quest Pack for the Wizard.

1. The Quests

The first three Quests are solo adventures, designed for play by a Wizard alone. These can be used as an introduction to Hero Quest for a new player or as fun Quests to play when only two players are available. Also, if a new Wizard is to join a party of experienced characters, these three Quests will enable the Wizard to catch up with the other Heroes by gaining gold, equipment, and magical items.

The next five Quests are all group Quests. The last two Quests are also group Quests, but they are played as a single, double-sized Quest, as the Heroes must cross between the two Quests to achieve ultimate victory.

2. Female Wizard

A female Wizard can be used to replace the male Wizard, if the player prefers to play a female character. Her statistics are the same as the Wizard in the Game System. Any reference to "Wizard" in Quest Packs also applies to the female Wizard. *A group of Heroes can contain only one Wizard at a time.*

3. Starting and Ending a Quest

The Heroes do not always start and end their Quests on the spiral stairway. The message from Mentor at the beginning of each Quest tells where the Heroes start and end the Quest. When there is an iron entry or wooden exit door, it is indicated on the Quest map by an arrow (pointing into the map for the entry door, and out of the map for the exit door). When there is an entry door, it is always placed on the gameboard in its specified location before each Quest begins. At the start of an adventure, the Heroes line up outside the door and ask Zargon to open it.

Note: As with regular doors, an exit door is not placed on the gameboard by Zargon until a Hero looks down the appropriate corridor.

4. Mind Points

- When a Hero reaches zero Mind Points, he is not dead but in *shock*. (A Hero cannot go below zero Mind Points.) He rolls only one red die to move, attacks with only one combat die, and defends with only two combat dice. (Armor, weapons, and most artifacts do *not* increase the attack or defend dice when a Hero is in shock.) The Hero's attack and defend dice can be temporarily increased by some spells and spell scrolls.

- The extra Mind Points gained from certain artifacts (such as the Talisman of Lore) *can* be lost in battle. For example, a Barbarian with the Talisman of Lore (for a total of three Mind Points) goes into shock after he accumulates three Mind Points of damage.

- In this and other Quest Packs, it is important to keep track of Heroes' current Mind Points. Tell the players to use the bottom row of "Body Point" boxes on their Character Sheets to record Mind Point damage.

5. New Spell Systems

The Wizards of Zargon

This Quest Pack contains five new spell groups for the Sorcerers of Zargon. Each Sorcerer has his own unique spell set containing six spells. These spells work the same as Chaos Spells, but may only be used by the corresponding Sorcerer. Each Sorcerer begins the Quest with all six spells. He may cast one spell per turn, instead of attacking. Each spell may only be cast once per Quest.

New Spells for the Wizard

The three new spell sets introduced in this Quest Pack are new spell groups for the *Wizard's use only*. The Wizard may choose from these spell groups only after the Quest notes specify. The Wizard chooses his first spell group, then the Elf chooses his spell group, and then the Wizard chooses his final two. Any spell groups not chosen are removed from play.

Note: During this Quest Pack, the Wizard may earn the ability to choose four spell groups (when specified in the Quest notes). The Wizard would then choose his first spell group, followed by the Elf choosing his, and then the Wizard choosing his final three. Any spell groups not chosen are removed from play.

6. Rule Clarifications

- **Passing Items:** A Hero can pass a potion, artifact, weapon, or any other item to another Hero only if the two Heroes are in adjacent squares and neither Hero is adjacent to a monster.
- **Spiral Stairway:** During a Quest, if a Hero stands on a spiral stairway and attacks monsters, the monsters can attack back on Zargon's turn. When a spiral stairway is used as the exit at the end of a Quest, any Hero who moves onto that spiral stairway is immediately removed from the gameboard.
- **Multiple Attacks:** A Hero rolls defend dice once for each attacking monster. For example, a Hero attacked by three Zombies gets three separate defend rolls. A Hero attacked by a monster with multiple attacks, however, gets only one defend roll against that monster per turn, no matter how many of the monster's attacks are directed at the Hero.

7. Wandering Monsters

Several Quests in this Quest Pack have multiple wandering monsters. These monsters may appear if a Hero draws a Wandering Monster card from the Treasure card deck. For example, when the Quest notes say, "Wandering Monsters in this Quest: 2 Fimir," place two Fimir adjacent to the Hero who initiated the wandering monster encounter. If fewer than two adjacent squares are available, place the remaining monsters as close to the Hero as possible.

Note: If you run out of the monsters called for, substitute other monsters of similar strength.

8. Trap Rule Variation

Some of the Falling Block Traps work differently in this Quest Pack. This is indicated by a white down arrow located next to the trap symbol on the Quest map. When a white arrow is present, a Hero stepping on the Falling Block Trap square causes the Falling Block to land on the square with the arrow. These traps are searched and disarmed in the same way as normal Falling Block Traps.

14. Spell Scrolls

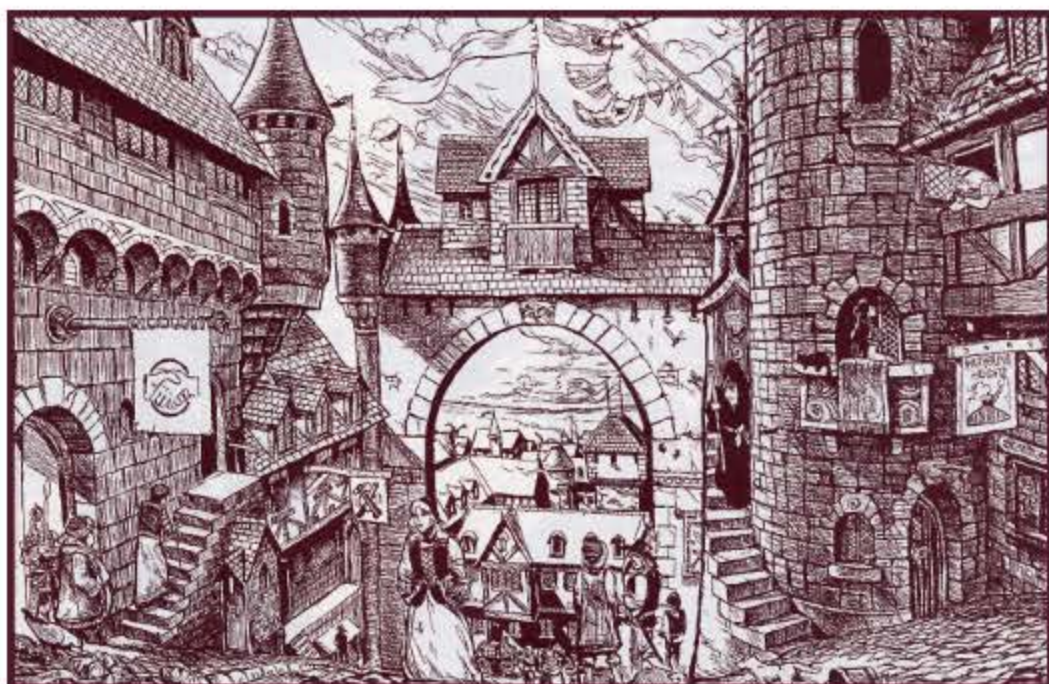
A spell scroll can be used by ANY Hero (not just the Wizard and Elf) who finds one. Note that spell scrolls can be used only once.

When a Hero finds an unnamed spell scroll, Zargon should turn all of the spell scroll cards facedown, mix them up, and let the Hero draw one at random. The Hero should then record the spell scroll on his Character Sheet and return the scroll card to the scroll deck. After a spell scroll has been used, it must be crossed off the Hero's Character Sheet.

15. Mercenaries

This Quest Pack contains twelve Mercenary figures, with twenty-four interchangeable weapons that enable you to put together the four different types of Mercenaries (the Scout, the Swordsman, the Crossbowman, and the Halberdier).

In one Quest, Mercenaries serve as evil monsters (Dark Warriors) who oppose the Hero. Whenever a Dark Warrior is shown on the Quest map, it should be considered a monster controlled by Zargon. Whenever Zargon places a Dark Warrior onto the board, he can arm his Dark Warrior in one of four ways depending on the weapons available.



9. Large Monsters

When a monster takes up more than one square (the Troll, for instance), that monster can attack anyone on any adjacent square (including diagonally), even if the monster's figure is facing away from the target.

10. Selling Excess Items

As the Heroes gain better equipment, they can sell some of their old items to the Armory. Only items that are listed for sale in the Armory (on the cardboard platform in the Game System) can be sold back to the Armory. The Hero receives gold coins equal to half of the Armory's price when selling items to the Armory. Thus a Hero who sells a longsword (which costs 350 gold coins) back to the Armory receives 175 gold coins. Items sold at the Armory for odd sums (the dagger at 25 gold coins, for example) can be sold back for half price, rounded down (12 gold coins for the dagger).

11. Treasure

To eliminate conflicts among the Heroes, large gold coin treasures found in treasure chests should be divided among all surviving Heroes.

12. New Treasure Cards

The eight new treasure cards should be mixed into the Game System's deck of treasure cards before play begins. Draw from this deck when a Hero searches for treasure.

13. New Special Ability

Beginning with this Quest Pack, the Wizard will have a special ability to counter a spell that was cast within his line of sight.

If the Wizard chooses to attempt a counter, he must immediately roll one combat die. A successful counter will nullify the effects of the spell. The cast spell is then discarded along with one of the Wizard's unused spells of his choosing. If the Wizard is unsuccessful, follow the text on the cast spell.

If the caster has more Mind Points than the Wizard, the Wizard must roll a White Shield to successfully counter. If the caster has the same or fewer Mind Points than the Wizard, the Wizard must roll a Skull to be successful.

The Crossbowman

The Crossbowman has the special ability to make ranged attacks. This allows him to shoot at monsters who are waiting behind hidden traps or are too far away to attack in close combat.



The Swordsman

The Swordsman is a great offensive fighter able to take on more powerful creatures such as the Gargoyle, Mummies, or Chaos Warriors. However, he is slow and cannot join in any fast sorties, although his high defense capability makes him useful against any massed attacks.



The Scout

The Scout's low attack dice reduce his chances of doing huge amounts of damage to monsters, but he moves fast and has the ability to search for and disarm traps.



The Halberdier

The Halberdier has equal attack and defense capabilities. This and his relatively high movement capability make him a versatile companion to take on an adventure. Also, he has the special ability to attack diagonally.



Mercenaries are also soldiers who can be hired by a Hero before a Quest begins. They will accompany any Hero on a Quest, if the Hero pays their fee. The fee for each type of Mercenary is given on the Mercenary's card, as well as on the Mercenaries Chart in the back of this book. The gold must be paid before the Quest begins. Mercenaries may be hired for any group Quest in this Quest Pack, but not for the solo Quests. (The Wizard Hero may not hire Mercenaries until after Quest 4.)

A Mercenary is controlled by the Hero who hired him. The Mercenary moves and attacks immediately after that Hero's turn. A Hero can hire up to four Mercenaries per Quest. A Mercenary can move, open doors, attack, and defend as a Hero, but he can take no other actions (except for the Scout, who can search for and disarm traps). A Mercenary does not receive any treasure. If a Hero dies on a Quest, any Mercenary hired by that Hero continues on the Quest, controlled by the fallen Hero's player.

To hire a Mercenary the Hero pays the initial price. If a player wants to hire a Mercenary for more than one Quest, he must pay the Mercenary 25 gold coins each Quest (as long as the Mercenary still lives).

When defending, Mercenaries count the White Shields. They may jump over pits and traps the same as a Hero. Mercenaries may not use any equipment, artifacts, or treasure cards. Any money paid to a Mercenary cannot be retrieved, even after his death.

The Crossbowman, Swordsman, Scout, and Halberdier each have different statistics and abilities. These are detailed on the cards that come in this Quest Pack, as well as the Mercenaries Chart in the back of this book.

Zargon, study this book carefully! Although it is your guide to running these adventures, it may not answer every question you have during play. When in doubt, use your experience and imagination to make the best choice. Remember that you are the ultimate authority in your HERO QUEST world!



A Message From Mentor

Wizard, you have been summoned! Zanrath, the High Mage of Sarako, has ordered the Wizards' Council to his tower.

In a time, long ago, dark days were upon the Empire. It seemed the races of Dwarf, Elf, and Man were soon to be forgotten. Chaos was spreading everywhere. To combat this growing threat, a gathering took place. This was no ordinary gathering. The most powerful Wizards and Mages in all the Empire were in attendance. They debated and argued through many a week. A young Mage, little known of him, stepped forward and took command of this meeting. His name was Zanrath of Sarako. He was able to keep the sorcerers at peace long enough to forge a plan to stop this evil. Thus, the Wizards' Council was formed.

For many years, this Council would prove to deter the Chaos advances. Through his guidance and strong leadership, Zanrath of Sarako, was anointed as the High Mage.

The Council has laid silent in recent years, but now, is being called forth once again. The Wizards and Mages of this Council will be traveling from all ends of the Empire. For Zanrath has some alarming news to discuss. Even I, Mentor, do not know his business.

Travel quickly, but keep your eyes sharp; for you must travel alone, as this meeting is for Wizards only. Your companions will rejoin you at a later time. Go to Zanrath's tower high in the Tarak Mountains.

Now, be on your way!

Mentor

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 colors mean.



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

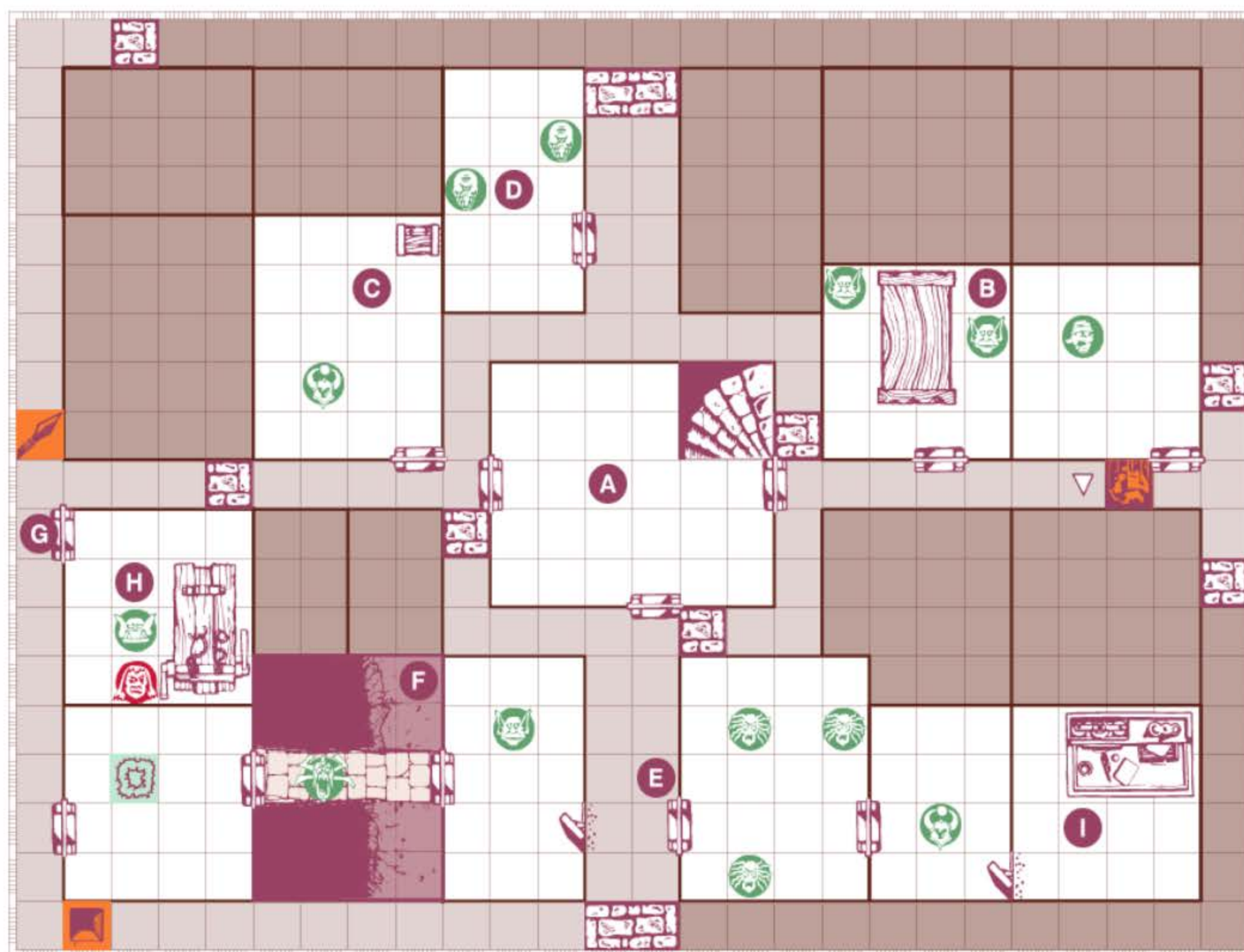


Light Green: This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.



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

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



QUEST 1 - SOLO QUEST

Running the Gauntlet

"Just setting forth on your journey towards the Tarak Mountains, you have been shipwrecked while crossing the Sea of Claws. Battered and half-drowned, you found yourself seized and brought to a gilded palace of great marble domes and towers. There you were nursed back to health, but despite the luxury of your surroundings you began to feel uneasy. Rather than being an honored guest, it was as though you were being fattened for the kill. Today your hosts came to you. They are tall men in long silk robes. From their lead-colored skin and yellow eyes you suspect them to be Cabiri, a sorcerously powerful race descended from a union between men and sea-nymphs in ancient times. The Cabiri lords escort you to a stairway winding down into the labyrinth beneath their city. By telepathy they speak to you: 'Below lies a great treasure, the Wand of Galimatias, a mighty Wizard of ages past. Find it and return here. Then you will have proven your power as a Wizard and you will be free to leave our shores.' "

NOTES:

- A** The room has three doors, each bearing an inscription. The door in the west wall reads: **VJSII**. The door in the south wall reads: **VXU**. The door in the east wall reads: **UPI**. Some code perhaps?
- B** Two Goblins sit at dinner, stirring a bowl in which float steaming human hearts. The item they are using to stir this gruesome feast is a finely-wrought artifact covered with runes. If the Wizard examines this, he discovers it to be a Wand of Magic. Its use is explained on the matching Artifact Card.
- C** Fog swirls around the floor of this dank chamber as the Chaos Warrior strides forth. The first Hero who searches for treasure will find 100 Gold Coins in the treasure chest.
- D** The two Fimir are squatting on the ground playing knuckle bones. It will take one turn for them to react to the Hero's appearance (getting up, grabbing their axes). If the Fimir are defeated, the Hero can find the 25 Gold Coins they were gambling with.
- E** Chiselled into the flagstones of the floor here is the following inscription:

PORT	PUX
STARBOARD	MEVIS
- F** This room consists of a ledge leading out onto a narrow stone bridge across a bottomless pit. The Gargoyle will posture and growl, but will not move until the Hero either Attacks or steps onto the bridge.

(QUEST 1 NOTES continue on next page)

QUEST 1 NOTES continued:

- G** The door here is unusually low and narrow - a human can fit through, but a large creature such as a Chaos Warrior or Gargoyle cannot.
- H** This is a torture-chamber where an Orc is stretching a Barbarian on a rack. If the Hero defeats the Orc, he may release the Barbarian. The Barbarian will say nothing until his release, at which point he will announce that he is Munzuk the Hun, and he now owes the Hero his life.

Use the Barbarian figure to represent Munzuk. He has the stats of a starting Barbarian Hero. He will accompany the Hero as a comrade and fight for him. However, at the end of the Quest, he will demand a payment of 50 Gold Coins per Body Point he lost during the Quest. If the Hero does not have enough, Munzuk will take all the Hero has and wander off, leaving the Hero to face the Cabiri on his own.

- I** Here, amid the clutter on the bench, lies the Wand of Galimatias. Immediately upon taking up this item, the Hero recovers all the Spells he has used so far in this Quest. The Hero has two Mind Points added to his total for as long as he holds this Wand.

Zargon, you may choose to give the Hero a hint at the clues, or give the answer after the Quest ends.

UPI = ONE
 VXU = TWO
 VJSII = THREE
 PUX = NOW
 MEVIS = LATER

It is a transposition code with vowels and consonants treated independently. Each letter being substituted by it's successor.



Wandering Monster in this Quest: Skeleton

AFTERMATH:

The Hero can return to the surface (possibly with the Barbarian Munzuk in tow) where the Cabiri lords await him. If he is tempted to keep the Wand rather than hand it over, advise him that the Cabiri have a fearsome reputation for sorcery. If he still insists on keeping the Wand, fight the battle using the central chamber of the board. The Cabiri lords each know one of the element Spell sets (Air, Earth, Fire, and Water). None know the same set.

The Cabiri lords each have the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	1	2	4	7



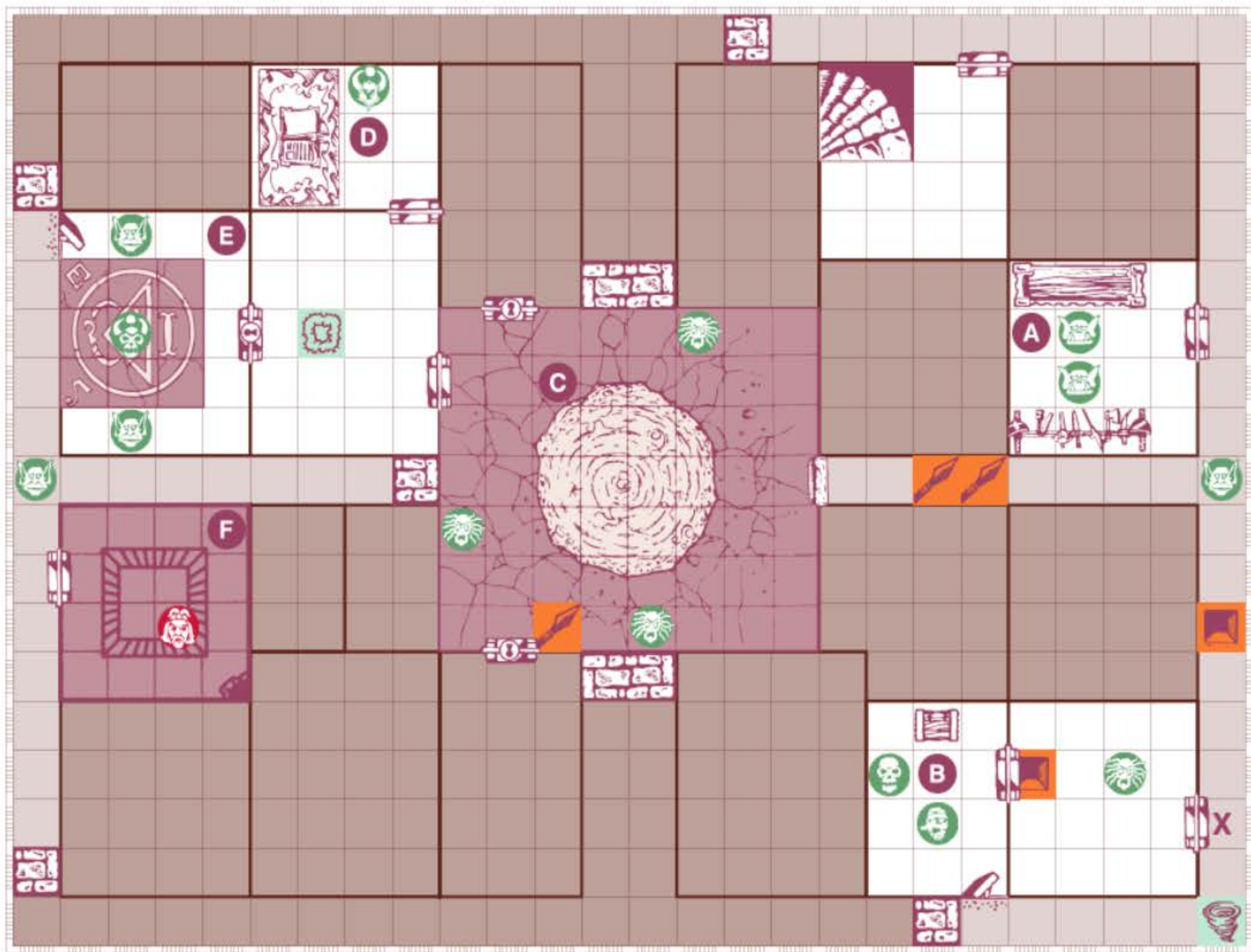
QUEST 2 NOTES continued:

- E** If the Hero searches for treasure, he may choose any weapon from the Armory (of the items available to a Wizard). Or the Hero may choose a Magical Throwing Dagger. (Remember, the Hero may not search the room if the Dark Warrior is still there.)
- F** This is the Hall of Atheneum. The door will only open if the Hero has the key (Found in Room C). The Hero must stand on the "X" and perform a treasure search to find the correct books. If the Hero successfully does this, he will find the Spell Book of Detection and the Spell Book of Protection. (Zargon, due to the vastness of the collection, let the Hero know he can perform multiple searches in this room.) The Hero may use one Action per book to study them. If the Hero studies the book, he may choose that spell set for future Quests.



Wandering Monster in this Quest: Spirit





QUEST 3 - SOLO QUEST

Chaos Level

"There is some information I have kept from you for your own protection. A page from Loretome is missing. I fear Zanrath has taken the page from my study. The outgrowths of Chaos now found in his tower only confirms he has turned. Search his tower for the missing page, then find the exit. I have called for your companions to join with you after."

NOTES:

The Hero begins on the spiral stairway.

- A** None of the weapons on the rack are useable by a Wizard. The cupboard contains the Wizard's Cloak. It's use is explained on the matching Artifact Card.

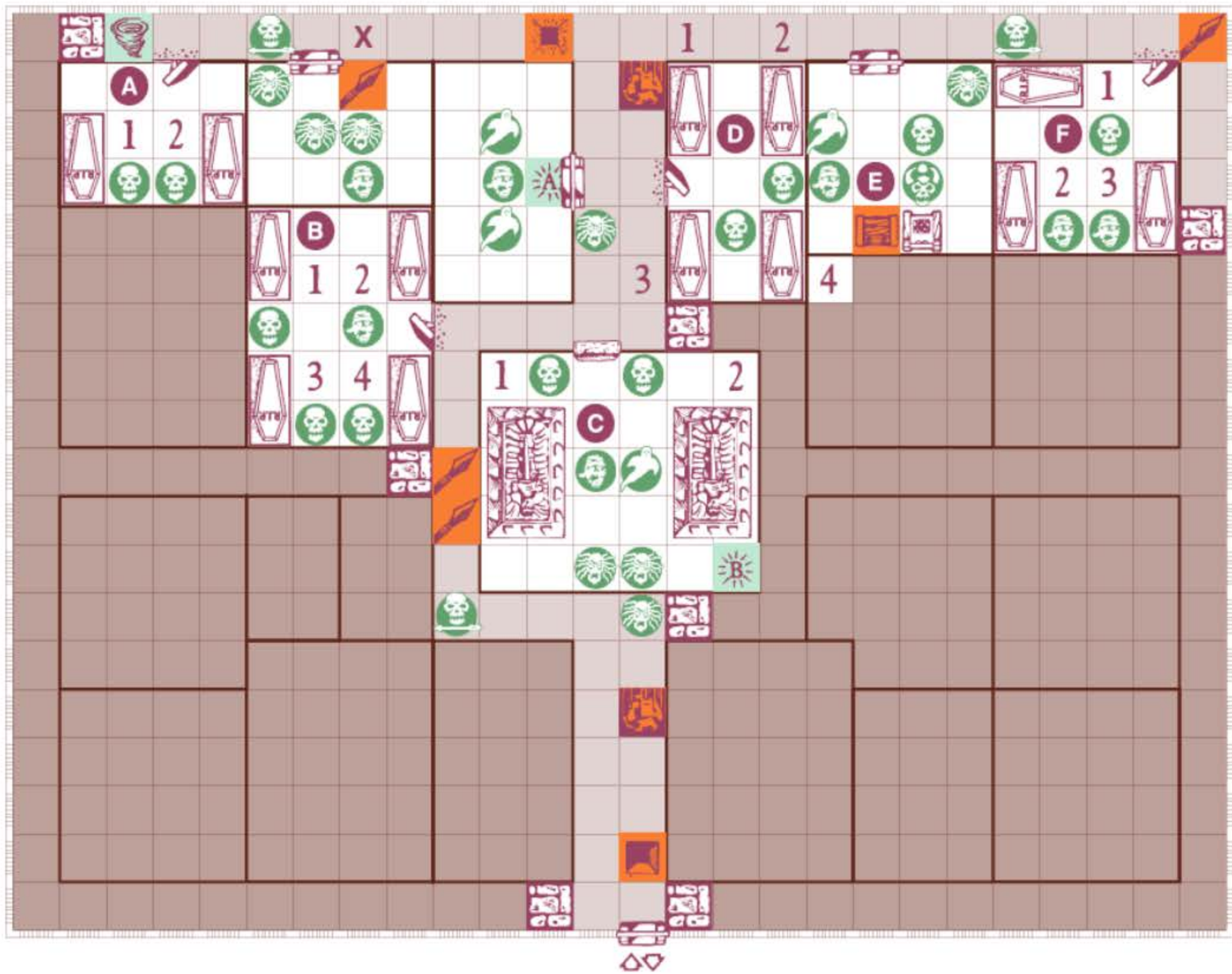
- B** The chest contains 300 Gold Coins, a Potion of Healing, and a Spell Scroll: Pass Through Rock. The Potion, when taken, will restore up to four lost Body Points.
- C** In the center of this chamber is the Pit of Chaos. Anyone who moves into the pit will instantly turn to Chaos and fall under the control of Zargon forever. The Zombies here were once Mages. Each may cast one Chaos Spell drawn at random.
- D** On the Sorcerer's Table is a key and the missing page from Loretome. The Hero may use one Action to study the page. If the Hero studies the page, he gains wisdom and may now choose four Spell Sets to begin future Quests.
- E** This door will only open if the Hero has the key (Found in Room D). This is a fellow Wizard who has succumbed to Chaos. He is standing in the middle of the Circle of Power. As long as he stays in the Circle, no magic can harm him (or Hero or Monster in the Circle). If the Hero attempts to cast a spell on him, the spell card is lost and nothing happens. Also, no magic Artifacts can enter the Circle. If the Hero attempts to enter the Circle with a magic Artifact, he will find it falls to the floor behind him. The Chaos Wizard knows the following Chaos Spells: Cloud of Chaos, Fear, and Sleep.

The Chaos Wizard has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3	3	3	7

- F** The Hero sees a fellow Wizard locked in the cage, begging for his release. If the Hero goes beside the cage to free him, he sees it is himself. He is trapped! (There is no exit for this Quest.)

 Wandering Monster in this Quest: Zombie



QUEST 4 - GROUP QUEST

A Lost Wizard

"The High Mage, Zanrath, has tricked and captured the Wizard! I have reason to believe he has been buried alive in a graveyard near Zanrath's tower. Your mission is to find and free the Wizard, then get to safety, for I have a special task for all of you."

NOTES:

The Barbarian, Dwarf, and Elf Heroes begin at the entry/exit door. The Wizard is not placed on the board until found by the other Heroes.

Some of the Skeletons have shortbows and may attack with two combat dice against non-adjacent targets, as well as with their normal two dice against adjacent.


A Hero rolls one red die to open a coffin/tomb as their Action. There must be no visible Monsters. The roll opens the corresponding coffin/tomb. If a Hero rolls a number not corresponding, the Hero draws a Treasure Card. If a Hero's roll corresponds to an already open coffin/tomb, the Hero's Action is over. Once the last coffin/tomb has been opened in the room, the Heroes may no longer roll. Heroes may not perform a Treasure Search in these rooms.

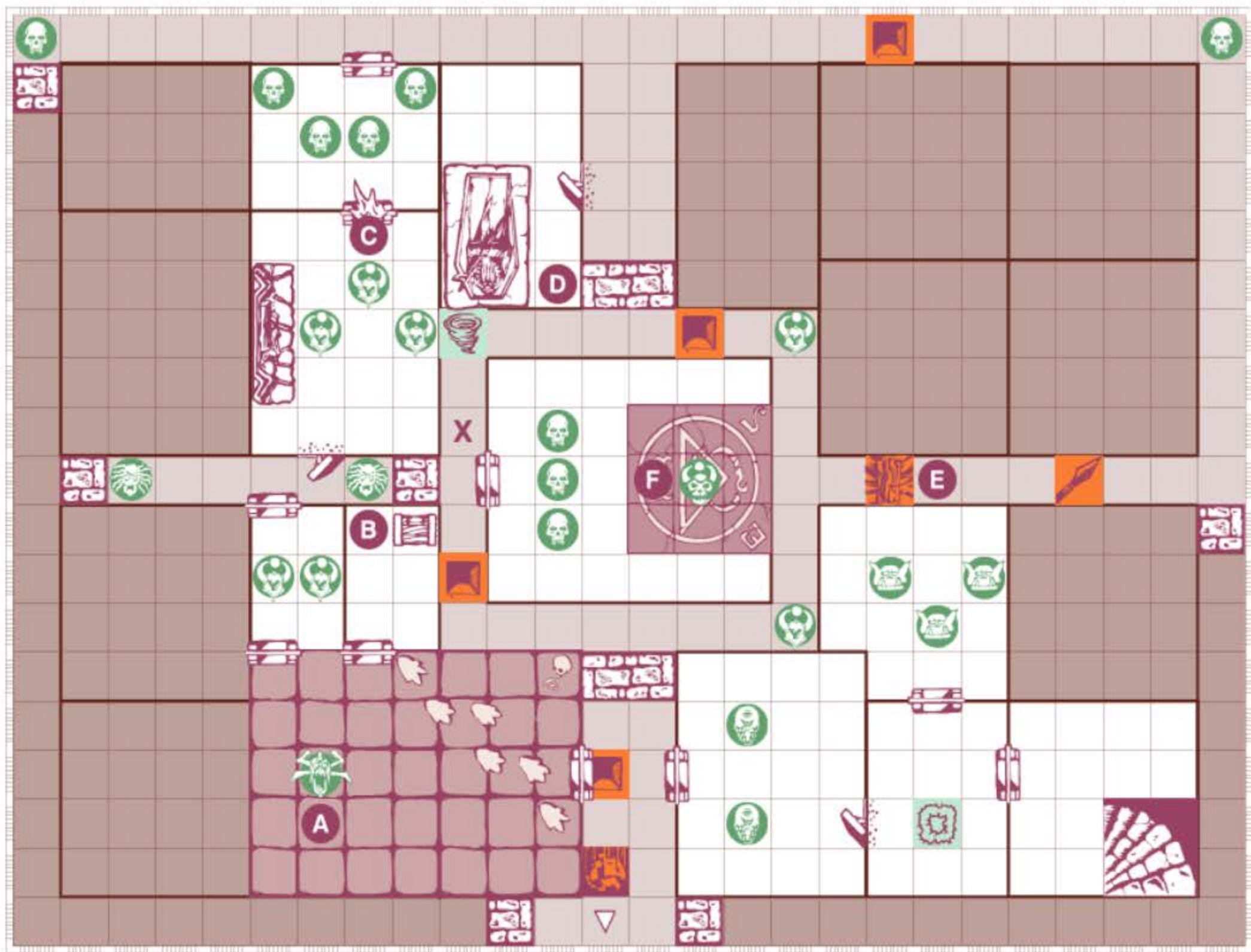
- A** 1 - Spirit 2 - Potion of Healing (When taken, it will restore up to four lost Body Points.)
- B** 1 - Mummy 2 - Chaos Warrior 3 - Pouch containing 200 Gold Coins. 4 - A Dagger
- C** 1 - Mummy 2 - Skeleton
- D** 1 - Spirit 2 - The Wizard 3 - The Wizard's equipment 4 - A random Spell Scroll.
- E** This is the chamber of Maloz, a Chaos Warlock. Maloz is the guardian of the graveyard. He knows the following Chaos Spells: Cloud of Chaos, Summon Undead, and Tempest. The chest has a dart trap. If a Hero opens the chest without disarming the trap, he will lose one Body Point. The chest contains 450 Gold Coins.

Maloz has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	3	5	4	8

- F** 1 - Chaos Warrior 2 - Spirit 3 - Skeleton

 **Wandering Monster in this Quest: Mummy**



QUEST 5 - GROUP QUEST

Revenge of the Weather-Man

"My good friend Gwynt, the wise Weather-Wizard, did not arrive at Zanrath's tower for the Council. The evil sorcerer, Erongil Corpsemaster, went to the Keep of the Windmaker to persuade Gwynt to join the cause of Chaos. When Gwynt refused, Erongil killed him and took the Keep. You must free the Keep from Erongil and his creations, so that Gwynt's soul can rest in peace."

NOTES:

- A** Put the Blizzard Room tile here. This room contains an enchanted blizzard. Any Hero beginning their turn in the room will lose one Body Point due to frostbite. The snow is blowing too thickly for anyone to perform searches. The Gargoyle in the room is an Ice-Gargoyle. Fire Spells do double damage to it.

The Ice-Gargoyle has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	6	5	6	4

- B** The chest contains 100 Gold Coins and a Spell Ring. It's use is explained on the matching Artifact Card.
- C** When the door is opened, replace it with the Fire Door. Any Hero or Monster passing through will lose one Body Point.
- D** This is the tomb of Gwynt. If anyone enters the room before Erongil has been defeated, the ghost of an old man will appear and say, "Beware, no magic can cross the Circle of Power." If anyone enters the room after Erongil has been defeated, the ghost will say, "You have done well. Look beneath the tomb, and you will find your reward." A search for treasure after this will find 500 Gold Coins.
- E** This is the fiery chasm. Any Hero attempting to cross must roll one combat die. If he rolls a Skull, he falls into the Chasm, but manages to hang on by his fingertips. The Hero loses one Body Point. It is impossible to climb out unaided. The Hero loses one Body Point each turn he remains in the Chasm. The Hero must be rescued by another Hero standing adjacent to the Chasm. The rescuing Hero must use an Action and move back one space to allow room for the rescued Hero.

(QUEST 5 NOTES continue on next page)

QUEST 5 NOTES continued:

F Erongil the Sorcerer is here, standing in the middle of the Circle of Power. As long as he stays in the Circle, no magic can harm him (or Hero or Monster in the Circle). If a Hero attempts to cast a spell on him, the spell card is lost and nothing happens. Also, no magic Artifacts can enter the Circle. A Hero attempting to enter the Circle with a magic Artifact will find it falls to the floor behind him. Erongil has the ability to summon one Undead Monster per round. Roll one red die. Erongil will summon the following:

1 - 2 Zombie


3 - 4 Skeleton

5 - 6 Mummy

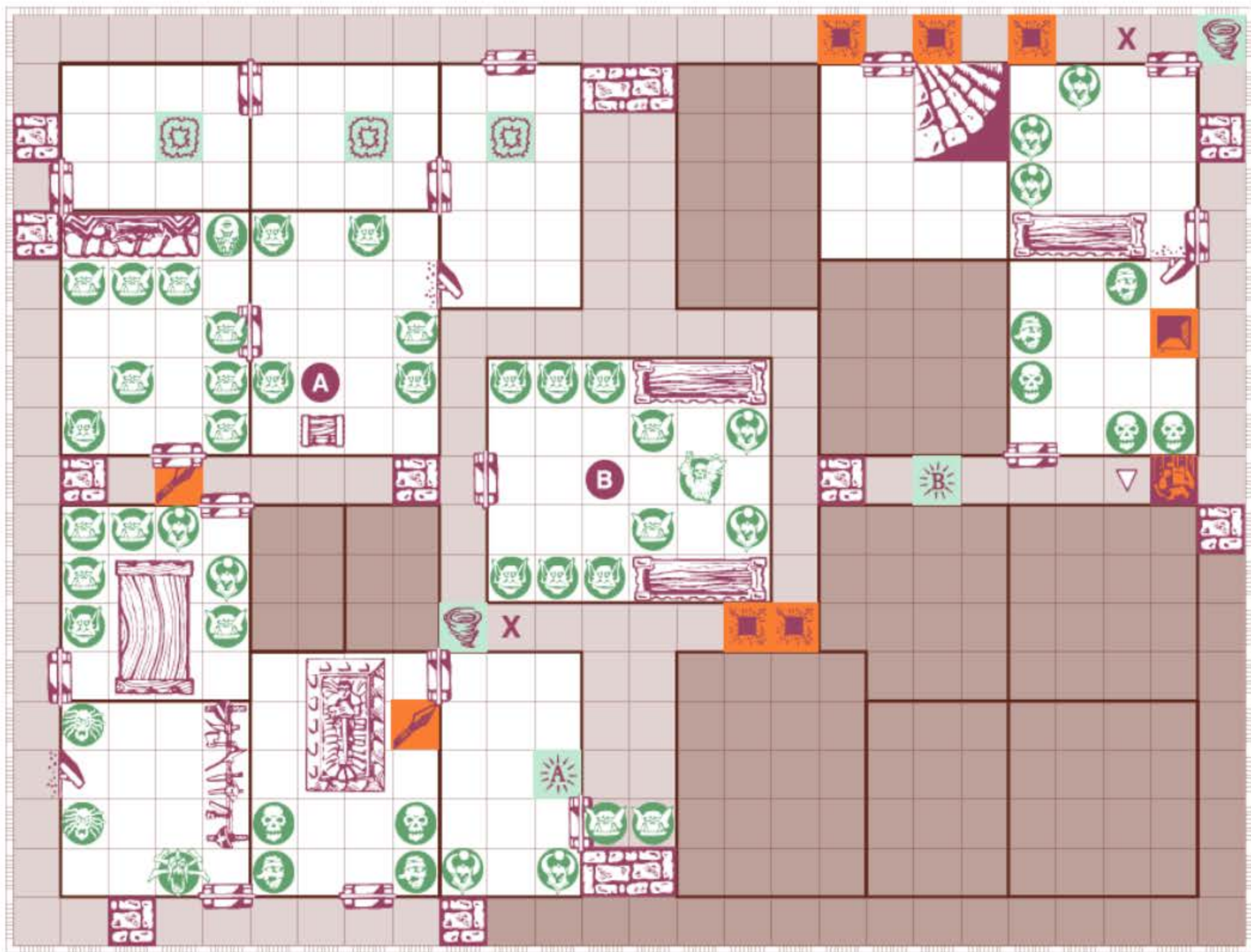
The Undead Monster can be placed on any unoccupied square in the same room as Erongil.

Erongil has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
4	2	6	3	4

 Wandering Monster in this Quest: Death Reaper





QUEST 6 - GROUP QUEST

Eyrie of the Storm Master

"In the absence of Gwynt arose a new Weather-Wizard. He calls himself the Storm Master. High atop the loftiest peak in the Dark Mountains lies the Eyrie of Boroush. You have had to scale the sheer heights of the mountains to get to this Eyrie. Now that you are here you must move quickly, for Boroush commands great elemental forces with which he can easily overcome unwary intruders. You must defeat this evil sorcerer before his power grows stronger."

NOTES:

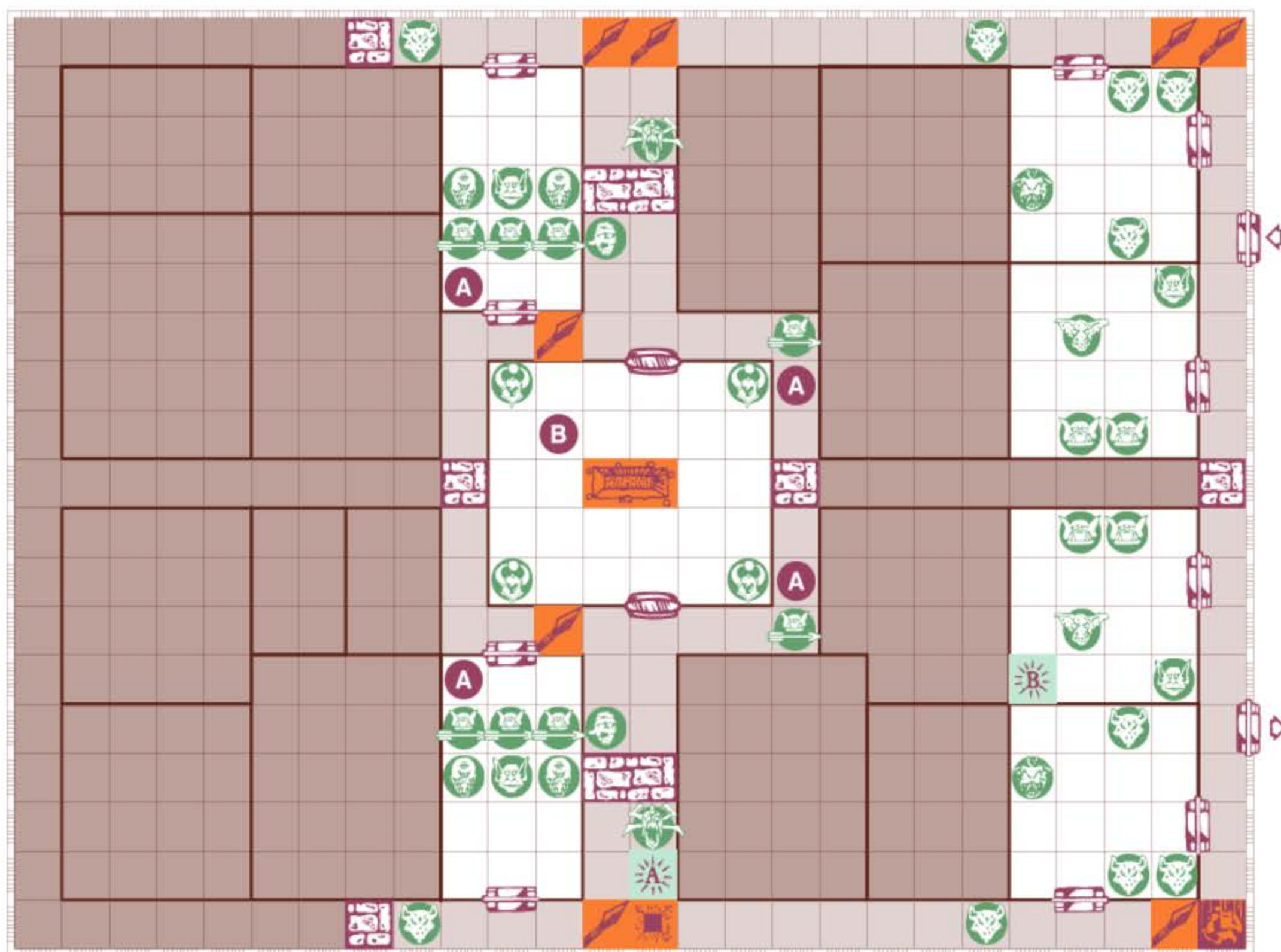
- A** The chest contains 250 Gold Coins.
- B** This is the home of Boroush. He has all six Storm Master spells. The first Hero to search for treasure will find three huge gems worth 150 Gold Coins each.

Boroush the Storm Master has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	6	5	5	6



Wandering Monsters in this Quest: 2 Fimir



QUEST 7 - GROUP QUEST

Illusion

"Darkness. Nightmares. Chaos. You have all fallen asleep and now do not know where you are. This must be some of Zanrath's trickery. Find your way out."

NOTES:

Do not disclose any of this to the Heroes:

The Heroes enter and exit at the corresponding doors. The Heroes of Chaos enter through the exit door.

The Heroes are lost in their nightmares, battling Chaos from entering their minds. Heroes do not draw Treasure Cards, as there is no physical treasure to be found inside their mind.

Zargon, you control identical Hero characters that are consumed by Chaos. Try to mimic the Heroes' actions as much as possible (as if a mirror image). Fill out character sheets for the Heroes of Chaos using the same stats as the Heroes. All Heroes of Chaos use the same

weapons and spells as their counterpart. (Not including treasures and Artifacts.) Heroes of Chaos defend with Black Shields. The Wizard of Chaos must exchange one spell set for the Spells of Darkness set. Do not allow the Heroes to see those spells until the battle. Heroes of Chaos do not set off traps (pretend to mark off Body Point loss from your character sheet as if hit by a Spear Trap). Heroes of Chaos fight Monsters but do not lose Body Points (pretend to mark off Body Point loss from your character sheet). Once the Heroes enter the mirrored side of the map, the "defeated" Monsters are placed on the board a second time as they become in line of sight.

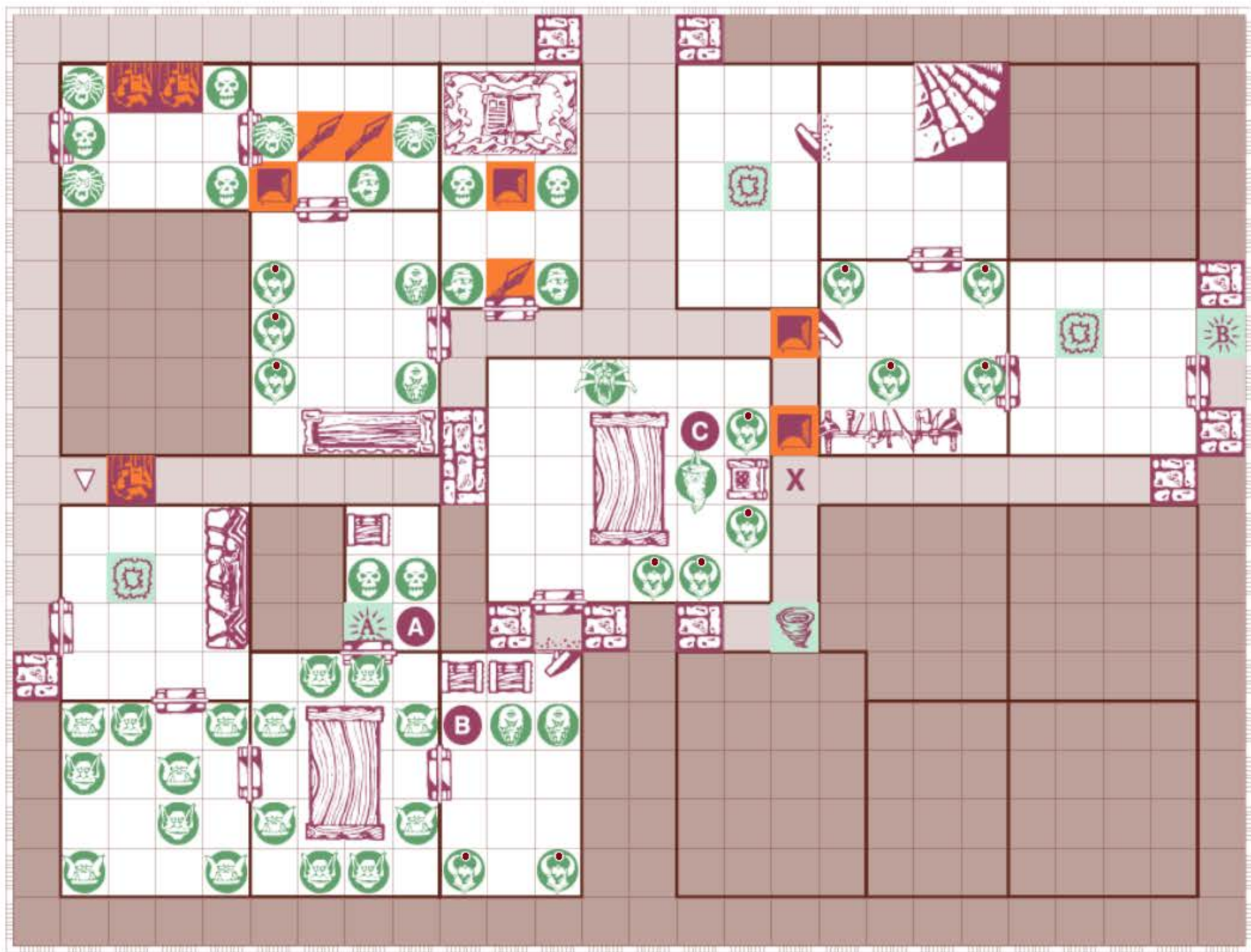
- A** These Orcs have crossbows and may attack with three combat dice against non-adjacent targets, as well as with their normal three dice against adjacent.
- B** The magic mirrors can only be passed through once by each Hero. A Hero may not leave through the other magic mirror until their Hero of Chaos counterpart has been defeated. A Hero and Hero of Chaos may only roll attack dice against their own counterpart. A spell may be cast on any Hero or Hero of Chaos the spellcaster chooses. Any Body Point loss the Heroes of Chaos suffer due to a spell causes their counterpart to lose the same number in Mind Points (since the battle is inside their own minds).

The Chaos Warriors will not "come to life" until after the Heroes and Heroes of Chaos complete their battle.

When the Wizard of Chaos has been defeated, the Wizard learns the Spells of Darkness spell set from his own subconscious. He may choose that set for future Quests.

Any Hero defeated by the Heroes of Chaos becomes forever consumed by Chaos.

Wandering Monster in this Quest: None



QUEST 8 - GROUP QUEST

The Tower of the High Mage

"The time has come to defeat this evil High Mage of Sarako. You must enter Zanrath's tower, high in the Tarak Mountains, where he is guarded by his elite army of Chaos Warriors. Prepare yourselves, my Heroes, for a fearsome battle against steel and magic."

NOTES:

All Chaos Warriors in this Quest are part of Zanrath's elite force. They attack and defend with five combat dice.

- A** The chest is empty.
- B** The chest on the left contains 300 Gold Coins and a half-filled bottle of Potion of Healing. When taken, the Potion will restore up to two lost Body Points. The chest on the right is empty.
- C** This is the chamber of Zanrath. He has all six High Mage spells. The first Hero who searches for treasure will find 400 Gold Coins in a secret drawer of the table.

Zanrath the High Mage has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	5	5	5	8



Wandering Monsters in this Quest: 2 Elite Chaos Warriors

WIZARDS OF ZARGON



As the rain lashed down and thunder rumbled across the sky, a brief flash of lightning illuminated a bedraggled group of travelers. Their slow climb up the rocky slopes to the foreboding tower at the summit seemed to last an eternity. At last the figures escaped the storm and entered a dark hallway. As they peered into the shadows, they saw a sinister figure on a rocky throne.

A solitary traveler stepped forward from the huddled and dripping group and addressed the presence on the throne. "My Lord Zargon, we come bearing grave tidings. We must report the failure of your plan to raise the Ogre Horde against the Empire. Once again we were routed by his accursed Champions and once again we were forced to flee."

The figure on the throne shifted and a voice like death broke the silence. "I am aware of your failure, Festral. Since such, they have also broken my trap concealed as the Wizards' Council. But as in all things I have learnt from my failures. Firstly I have learnt not to underestimate the Emperor's Heroes. Secondly I have learnt not to rely on fools. I have therefore conceived a new scheme to destroy the Emperor's Heroes forever. I have chosen four of my best Lieutenants to bring forth once more. They are to carry out my plan. Come forth my Lieutenants." With that command, four silhouettes stepped from the shadows.

"Let me present Zanrath, High Mage of Sarako."

An ancient bearded man wearing a pointed hat and carrying a staff topped with a crescent moon bowed down towards Festral and his retinue.

"Fanrax the Malicious."

At the mention of his name, an evil-looking man adorned with skull symbols and toying with a wickedly sharp dagger gave a sneering smile at the group.

"Borouh, the Storm Master."

With a sweep of his oaken staff, a ragged and bearded figure greeted the refugees.

"And finally, Grawshak, Orc Shaman of the Northern Tribes."

The last of the four Lieutenants, an Orc decorated in skins, feathers, and skulls carrying a massive totem wand growled what might have been a greeting or a curse at the party.

"I believe that these four Sorcerers, teamed together, will succeed where you so miserably failed. And it is they who will punish you for your failure."

With this final word, Zargon disappeared into the shadows. From here he watched with great satisfaction as his four sorcerous Lieutenants erased all trace of Festral and his followers. Zargon smiled.

"These were indeed the right choice to finally destroy the Emperor's Heroes forever."



QUEST MAP 9

Zargon, Quests 9 and 10 are actually one double-sized Quest. Note A refers to the Quest 9 map; notes B through F refer to the Quest 10 map. The Heroes will be moving back and forth between these two Quests. Mind and Body Points are not restored when the Heroes cross between Quests 9 and 10. Defeated monsters do not return when Heroes re-enter the same board. All discovered rooms stay discovered, along with already opened doors. Since the two Quests use different parts of the gameboard, leave the Quest 9 rooms set up when the Heroes cross over to Quest 10.

All Chaos Warriors in this Quest are part of Zanrath's elite force. They attack and defend with five combat dice. All Skeletons in this Quest are special creations of Fanrax. They attack and defend with three combat dice. All Orcs in this Quest are members of Grawshak's elite bodyguard. They attack with four combat dice and defend with three.

Once the first Hero enters through Sewer Door 6, Zargon must lay out the contents of the central chamber. All four Sorcerer Lieutenants start here. They may open and move through doors and secret doors. Lay out the contents of any rooms which they enter. The four Lieutenants each begin with their set of six spell cards.

To enter a Sewer Door a Hero must stand on the door at the end of his turn. At the beginning of his next turn he rolls one red die. His figure should be moved to the Door matching his roll. The Hero may perform an Action but cannot Move. If the Hero rolls the same number as the Door he began on, he is attacked by a swarm of Sewer Rats with two combat dice. The Hero may defend normally. This ends his turn.

QUEST 9 NOTES:

- A** The chests each contain 400 Gold Coins.

Zanrath the High Mage has the following stats:

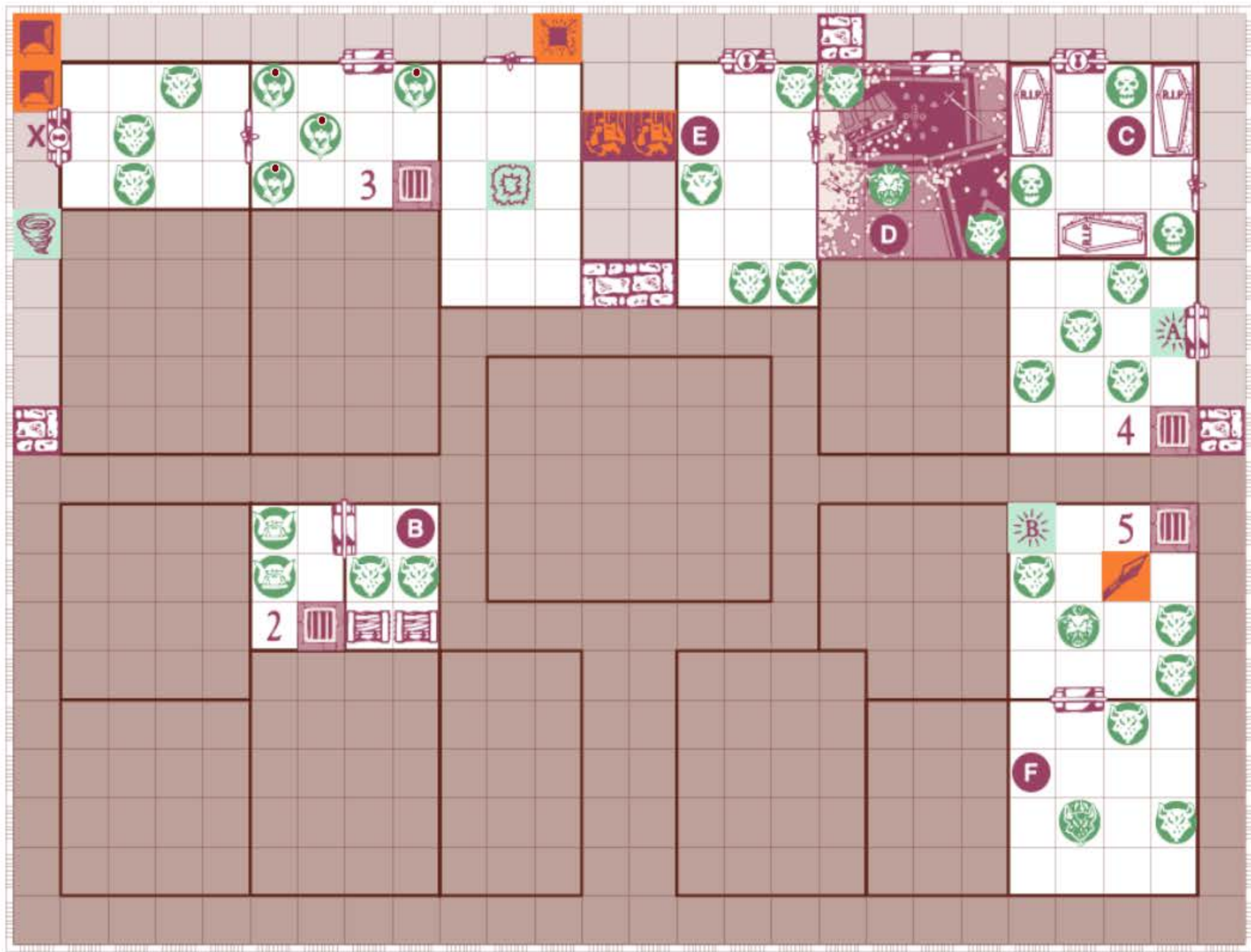
MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	5	5	4	8

(QUEST 9 NOTES continue on next page)

QUESTS 9 & 10 - DOUBLE QUEST

The Final Conflict

"Alas! Zargon has deceived you and saved four of his best Lieutenants from the jaws of death. He has brought them together in his Citadel of Darkness. However the effort has cost him much. You must take advantage of this moment of weakness to assault his Citadel and finally vanquish his evil Lieutenants."



QUEST MAP 10

QUEST 9 NOTES continued:

Fanax the Necromancer has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	6	4	7

Borosh the Storm Master has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	6	5	4	6

Grawshak the Orc Shaman has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	5	5	4	7

The four Lieutenants each begin with one less Body Point than previous Quests, this was an effect of being resurrected by Zargon.

QUEST 10 NOTES:

The broken wall tiles should be treated as open doors. The contents are not laid out until the Hero enters the room.

- B** The chest on the right contains a Healing Brew. When taken, the Hero must roll one red die. The Hero gains the amount of Body Points rolled (not exceeding starting BP). The chest on the left contains 150 Gold Coins.

- C** A Hero may open a coffin (see rules in Quest 4). All coffins in this room contain a Mummy.
- D** This is the treasure hoard of the Skaven. The first Hero to search for treasure may choose any weapon from the Armory or choose 200 Gold Coins.
- E** The White Seer is holding a Spell Scroll. The first Hero to search for treasure may choose one Spell Scroll at random.
- F** The Gray Seer knows the following Skaven Spells: Choke, Poison Globe, Sharpen Blades, Shield of Protection, Spirit of Vengeance, and Summon Skaven.



Wandering Monsters in these Quests: 2 Elite Chaos Warriors

Conclusion

The Empire thanks you greatly, dear Heroes; but we have little time for splendid feasts in your honor. You must prepare for being called upon soon. So, take a short rest, heal your wounds, fill your bellies, and sharpen your blades. For the Empire remains in sinister times.

You have heroically defeated the sorcerous Lieutenants of Zargon, but Zargon is still attacking on many fronts. He is ever gaining new allies from the dark depths of the world.





I have a special task for you, Wizard. With the Wizards' Council now extinct, the Empire finds itself in a shortage of capable magicians. You must make haste at teaching a new generation. Time is short, for Zargon is always busy conjuring up new threats and schemes.

For your valiant effort against Zargon's Lieutenants, the Emperor has awarded each of you with 1,000 gold coins. Spend your money wisely, as I foresee your services being needed in the near future.

...an old rumbling has been heard from the Northlands. You must especially hone your skills, Barbarian.

Mentor

Mercenaries Chart

Mercenary	Map Symbol	Cost To Hire (Gold Coins)	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Crossbowman		75	6	3	3	2	2
Halberdier		75	6	3	3	2	2
Scout		50	9	2	3	2	2
Swordsman		100	5	4	5	2	2




The Crossbowman wields a crossbow—see the Armory on the carboard platform in the Game System. When adjacent to a foe, the Crossbowman attacks with a broadsword.

The Halberdier wields a halberd that enables him to attack diagonally.

The Scout has the Dwarf's ability to detect and disarm traps.

Mercenaries do not collect any treasure. Mercenaries can only move, attack, and defend (except for Scouts, who can detect and disarm traps). The cost to hire them is for one Quest only. **If a player wants to hire a Mercenary for more than one Quest, he must pay the Mercenary 25 gold coins each Quest (as long as the Mercenary still lives).**

Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Dark Warrior (Crossbowman)		6	3	3	2	2
Dark Warrior (Halberdier)		6	3	3	2	2
Dark Warrior (Scout)		9	2	3	2	2
Dark Warrior (Swordsman)		5	4	5	2	2
Death Reaper		8	3	3	1	0
Spirit		10	3	0	0	0
Troll		6	3	4	4	1
Rat Ogre		8	3	3	2	1
Skaven		12	1 (2)	2	1	1
Skaven Gray Seer		6	3	3	2	4
Skaven White Seer		6	3	3	4	1

A Dark Warrior rolls the required number of dice shown as normal and as long as he rolls atleast one Black Shield, the Dark Warrior defends successfully and remains unharmed.

- The Crossbowman wields a crossbow—see the Armory on the carboard platform in the Game System. When adjacent to a foe, the Crossbowman attacks with a broadsword.
- The Halberdier wields a halberd that enables him to attack diagonally.

When a Death Reaper appears, the air goes cold around it. Any Hero that loses a Body Point from their attack risks being frozen. The Hero then rolls one combat die. If he rolls a Black Shield, he is frozen. A White Shield must be rolled on a future turn to thaw.

Any Skull rolled against a Spirit causes it to disappear in a foul puff of smoke. Spirits can travel through walls, furniture, and other monsters; but cannot end their turn on the same square as any object. Spells have no affect on a Spirit.

A Troll can regenerate one lost Body Point per turn that it still lives.

Skaven are armed with slings. Slings allow them to roll one combat die against non-adjacent targets. Skaven roll two combat dice against adjacent targets.

The White Seer is an albino Skaven Sorcerer with wild and unpredictable powers derived from eating refined warpstone. At the beginning of Zargon's turn, the White Seer may take one spell at random from any Hero in line of sight. The Seer may use that spell immediately or save it for later.



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Summon Skaven



The Seer may immediately take two Skaven figures from anywhere on or off the gameboard and place them anywhere within his line of sight. The Skaven may move and attack immediately unless they have already done so during this turn. Discard after use.

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Choke



The Seer may cast this spell on any Hero in his line of sight. The Hero has great trouble breathing and may only attack with one combat die, until the Seer is no longer in the Hero's room or passage. Discard after use.

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Spirit of Vengeance



This spell allows the Seer to send an invisible spirit to attack any Hero in his line of sight. The spirit attacks the Hero once with three combat dice, which may be defended against in the normal way, and then vanishes. Discard after use.

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Poison Globe



The Seer may cast this spell in any room or passage he is in. The Globe is shattered, releasing a poisonous gas. Any figure in or enters the room must roll two combat dice. They lose one Body Point per Skull rolled. *Does not affect Skaven.* Discard after use.

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Sharpen Blades



This spell allows all Skaven in the same room or passage as the Seer to roll an extra die in attack for that turn only. Discard after use.

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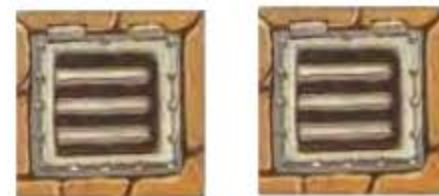
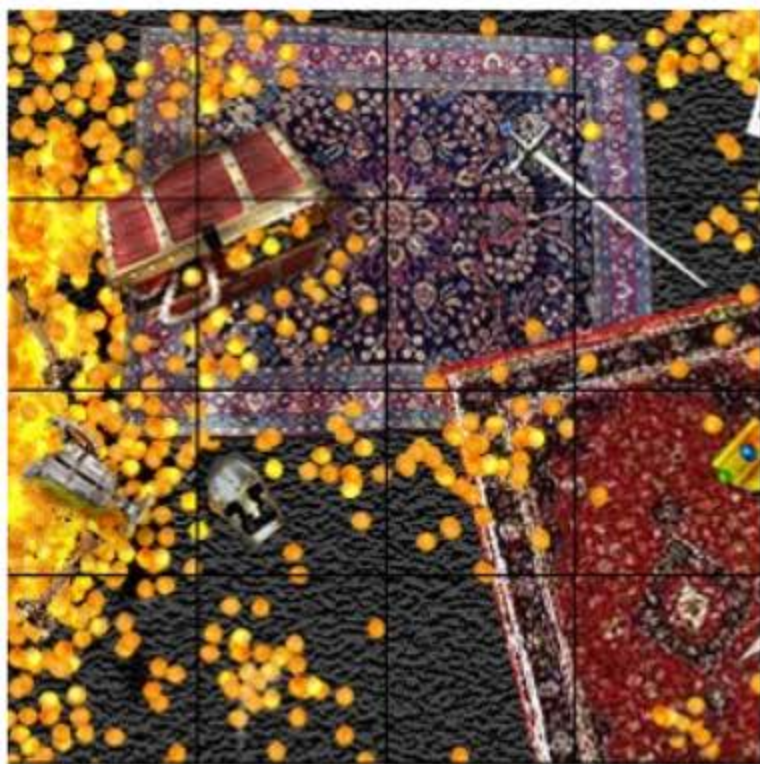
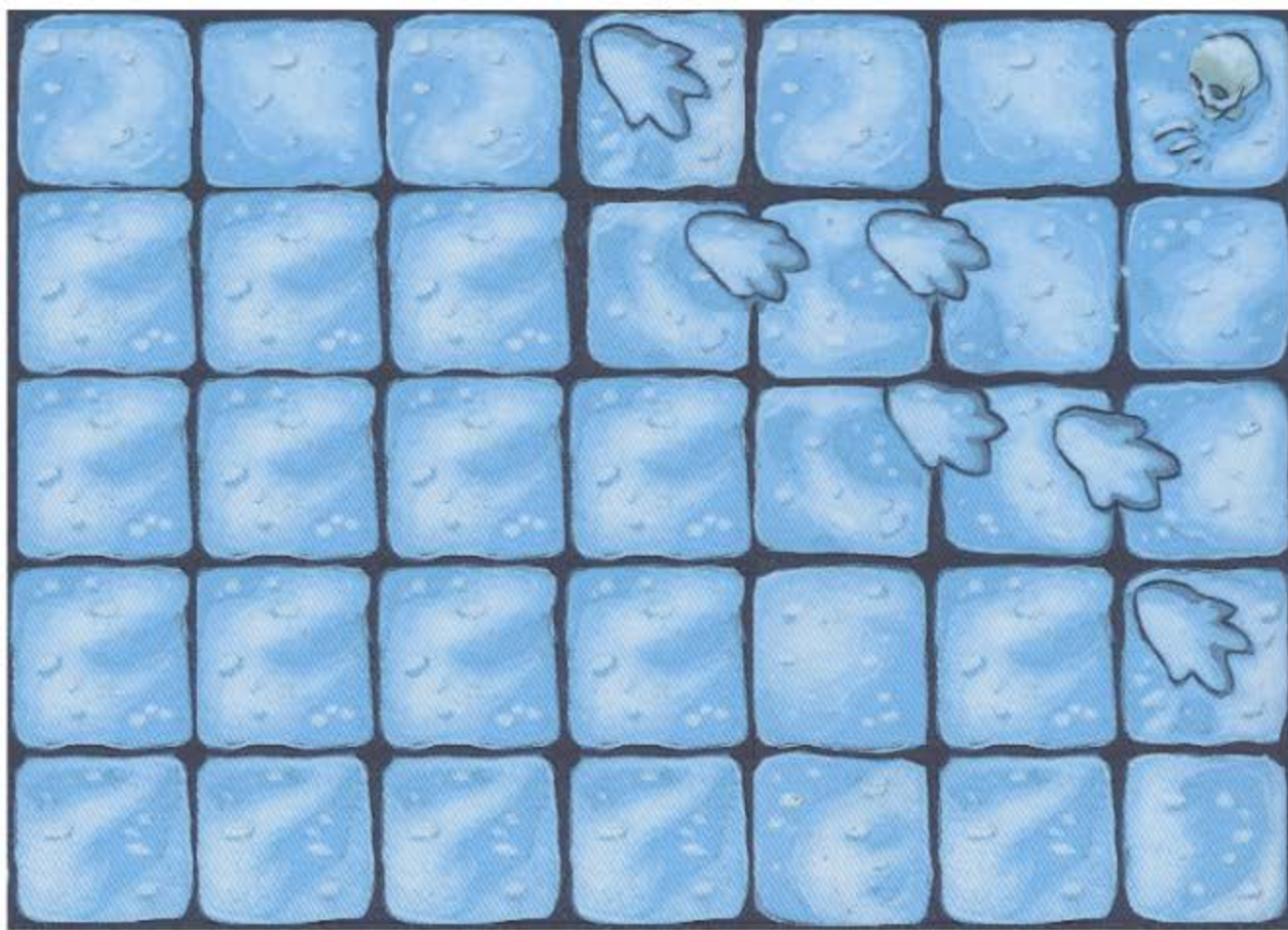
Shield of Protection

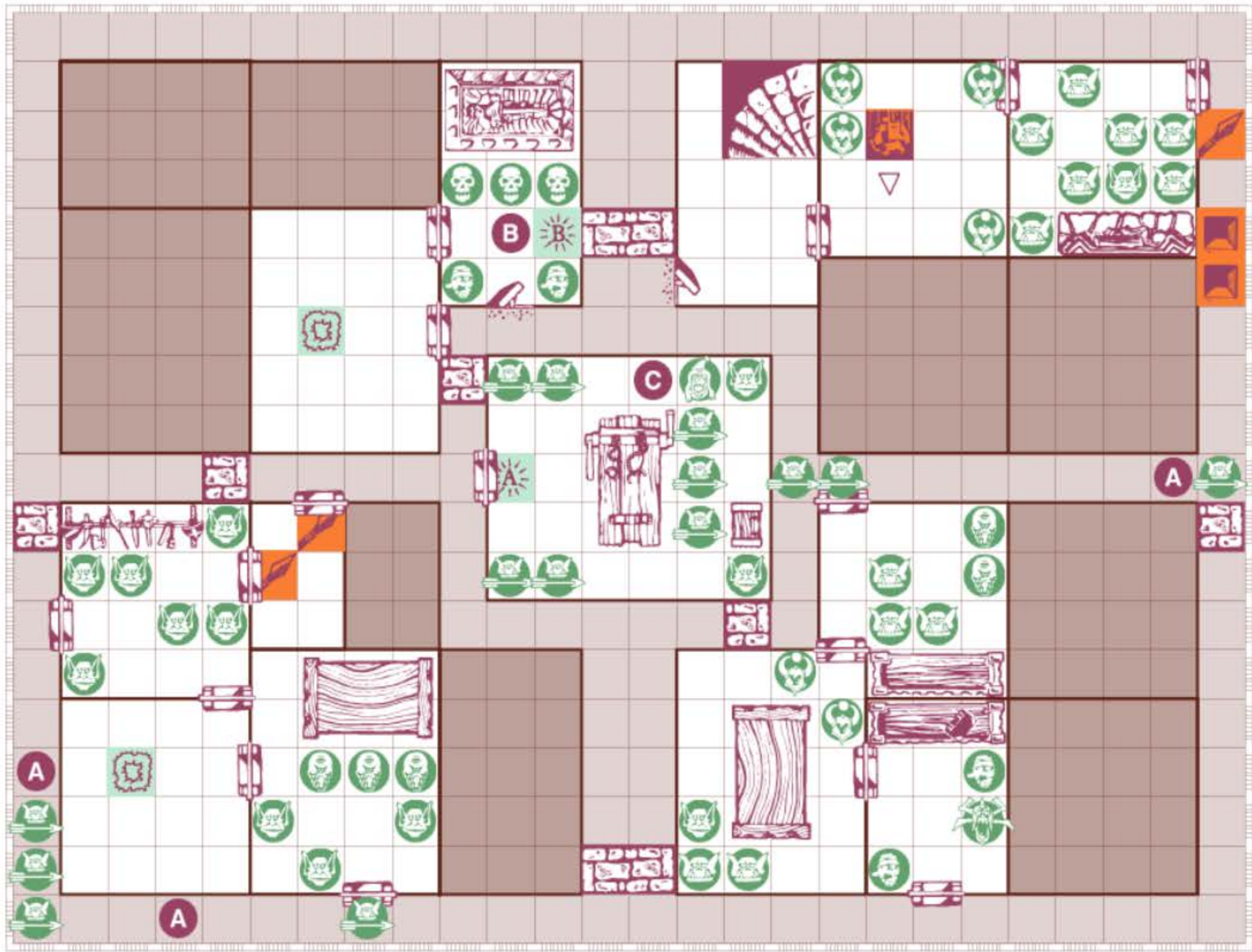


This spell allows the Seer and all Skaven in the same room or passage to roll one extra die in defense until the beginning of the Seer's next turn. Discard after use.

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QUEST 11

Lair of the Orc Shaman

"Yonder dark cave in the hillside is the entrance to the lair of Grawshak, Orc Shaman of the Northern Tribes. Raiders of the Halls of Belorn. Strike down this sorcerer and the World's Edge Mountains are sure to be free once more.

To reach him you will need scores of brave men. For he has surrounded himself with his fiercely loyal elite bodyguard. They will fight to the death before they allow you to reach their master."

NOTES:

The Heroes may hire Mercenaries for this Quest. Use the rules from the Barbarian Quest Pack. The hired Mercenaries are freed members of the Emperor's army.

All Orcs in this Quest are members of Grawshak's elite bodyguard. They attack with four combat dice and defend with three.

A All Orcs in these corridors are armed with shortbows and may attack with two combat dice against non-adjacent targets, as well as with their normal four dice against adjacent.

B The first Hero to search for treasure in this room will find two golden crowns beneath the tomb worth 200 gold coins each.

C This is the lair of Grawshak, the Orc Shaman. He has all six Orc Shaman spells. All Orcs in this room are armed with shortbows and may attack with two combat dice against non-adjacent targets, as well as with their normal four dice against adjacent. The treasure chest contains 400 gold coins.

Grawshak the Orc Shaman has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	5	5	5	7



Wandering Monsters in this Quest: 2 Orcs with shortbows

"Festral! Come forth."

"I spared your miserable life from those wretched Heroes. They believe they have struck you down, but I still have need for you."

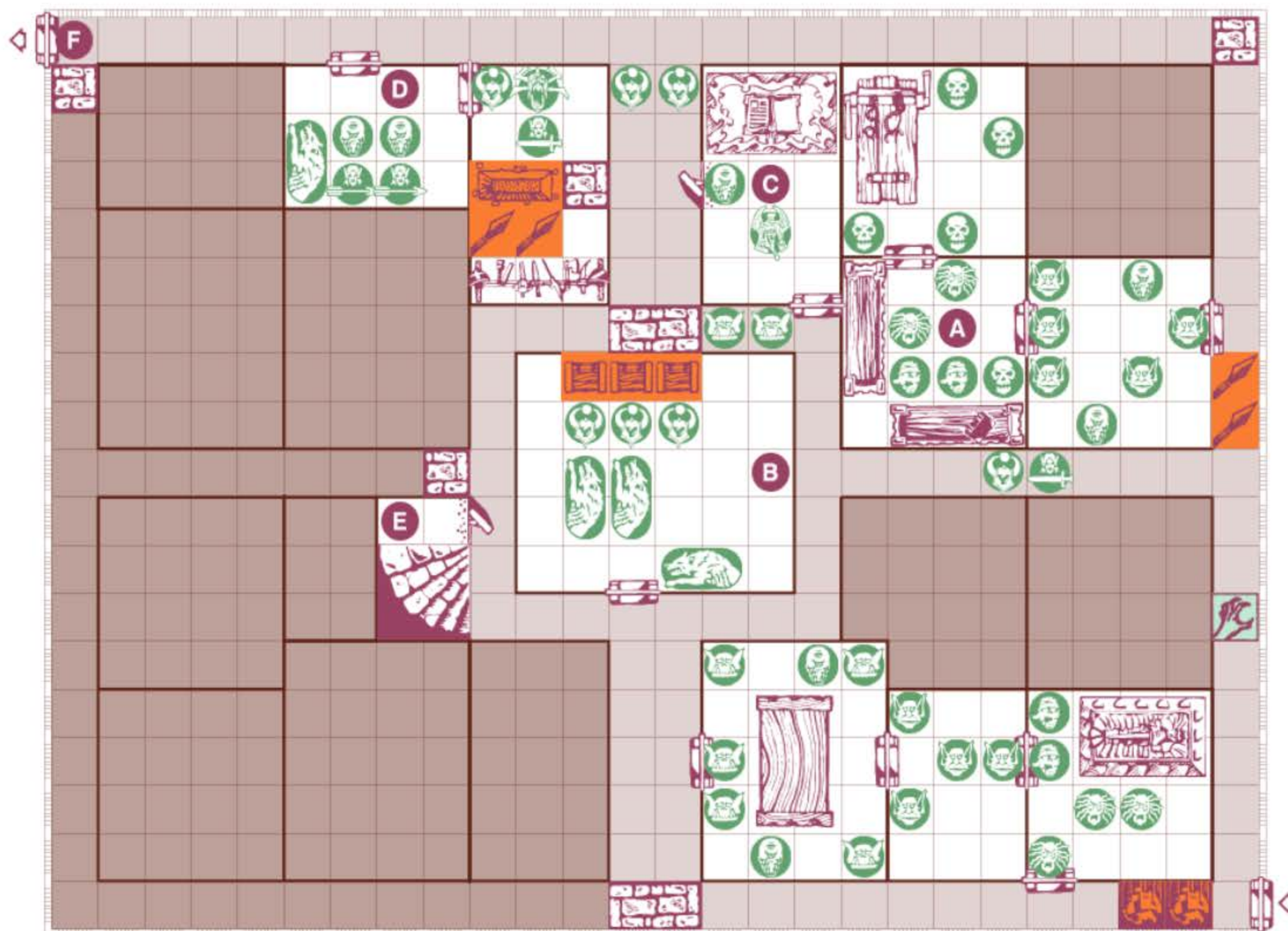
Festral instantly fell to the floor on his knees. He bowed continuously to the dark figure upon the throne. "My Lord, what is it you wish of me?"

The powerful figure gave an annoyed look towards his servant. "Do not fail at this next task. The Archmage Sinestra has kidnapped her sister's daughter. I am using her lust for the Elven kingdom to further expand my own reaches. Take the remnants of the Ogre Horde to aid her in this plot. To ensure success, I have made the remaining Ogres even more powerful. I know those accursed Heroes will come to interfere."

"Now go! Out of my sight!"

Festral crawled on his knees to the door. For fear of his life, he quickly ran out the door to do the evil Lord's bidding.





QUEST MAP 6a

Zargon, Quests 6a and 6b are actually one double-sized Quest. Notes A through F refer to the Quest 6a map; notes G through K refer to the Quest 6b map. The Heroes will be moving back and forth between these two Quests. Mind and Body Points are not restored when the Heroes cross between Quests 6a and 6b. Defeated monsters do not return when Heroes re-enter the same board. All discovered rooms stay discovered, along with already opened doors. Since the two Quests use some of the same parts of the board, use two gameboards if possible.

QUESTS 6a & 6b - DOUBLE QUEST

Fanrax's Guests

"Sinestra has struck again, with the aid of Zargon's lieutenant, Fanrax the Malicious. Fanrax cast a spell upon two of Queen Terrellia's bodyguards, the finest Elven Archers in the kingdom. The Archers now fight alongside Fanrax. The Queen wants you to find the Archers. Once they are alone with you, the spell will be broken. Scouts say that Fanrax dwells in an ancient crypt that lies in the vast and nameless graveyard swamp beyond the Shuddering Forests. Be doubly careful, for Fanrax commands both the forces of the living and the forces of the dead. Enter the crypt through the iron door and leave through the wooden exit door."

The Heroes may hire Elf Mercenaries to aid in this double Quest. Use the Elven Archer and Elven Warrior stats. The Elven Archer costs 75 gold coins to hire. The Elven Warrior costs 100 gold coins to hire.

A Mercenary is controlled by the Hero who hired him. The Mercenary moves and attacks immediately after that Hero's turn. A Hero can hire up to four Mercenaries. A Mercenary can move, open doors, attack, and defend as a Hero, but he can take no other actions. A Mercenary does not receive any treasure. If a Hero dies on a Quest, any Mercenary hired by that Hero continues on the Quest, controlled by the fallen Hero's player.

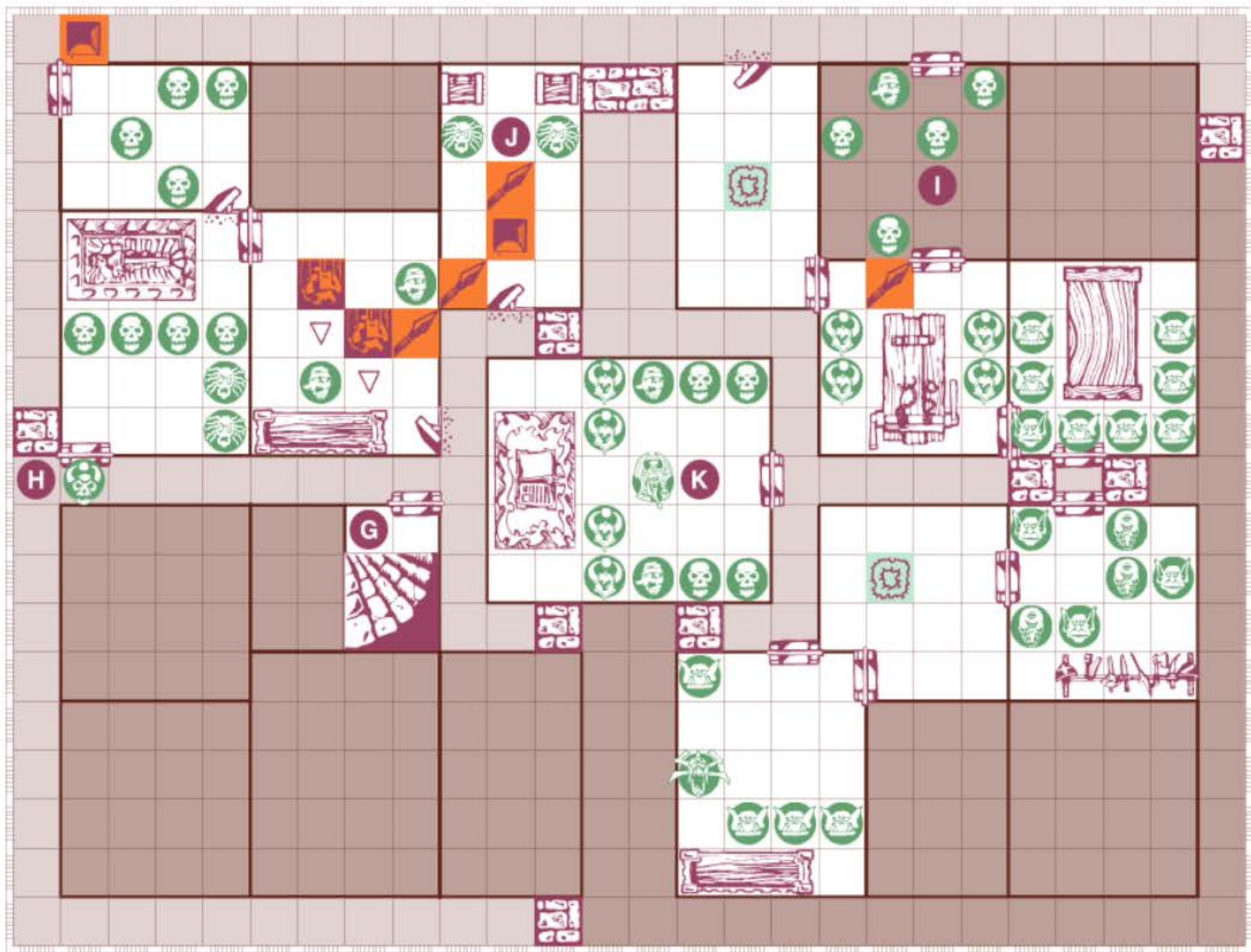
When defending, Mercenaries count the White Shields. They may jump over pits and traps the same as a Hero. Mercenaries may not use any equipment, artifacts, or treasure cards. Any money paid to a Mercenary cannot be retrieved, even after his death.

All Skeletons in this double Quest are special creations of Fanrax. They attack and defend with 3 combat dice.

QUEST 6a NOTES:

- A** The first Hero to search for treasure in this room finds 2 Potions of Healing in the cupboard. Each potion restores up to 4 lost Body Points.
- B** Each chest in this room has a trap on it. If a Hero searches for treasure in this room before all three traps are disarmed, the Hero loses 2 Body Points for each trap that hasn't been disarmed. The first Hero to search for treasure finds 1,000 gold coins and the Ancient Staff. (See the new artifact card for this item.)

(QUEST 6a NOTES continue on next page)



QUEST MAP 6b

QUEST 6a NOTES continued:

- C** Tormuk is in this room, he is Fanrax's apprentice. Use the Necromancer figure for him. His stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	4	6	6

Tormuk knows the following Chaos spells: Command, Mirror Magic, Mind Blast, Reanimation, Summon Wolves, and Werewolf's Curse.

The first Hero to search for treasure in this room finds a Treasure Without Doom spell scroll on the table. (See the new artifact card for this spell scroll.)

- D** The Elven Archers fight the Heroes to the best of their ability as long as the other monsters in this room are alive. Once the Heroes have killed the other monsters in this room, Fanrax's spell is broken. If the Elven Archers are still alive, they fight on the Heroes' side for the remainder of this double Quest only. They are under the control of the Elf, and they move and attack after him.

- E** The spiral stairway leads down to Quest 6b.

- F** The wooden exit door is magically sealed, Fanrax must be defeated to lift the seal.

QUEST 6b NOTES:

- G** The spiral stairway leads up to Quest 6a.

- H** This is a magical statue of a Chaos Warlock. At the beginning of each of Zargon's turns, it will fire a death ray down the corridor which will attack any and all figures in the corridor with 2 combat dice, which they may defend against in the normal way. This statue cannot be moved or harmed in any way.

- I** This room is filled with a magical darkness. Any figures in the room other than Mummies, Skeletons, and Zombies will attack and defend with 2 less combat dice than normal. No non-adjacent attacks may be attempted in this room.

- J** Each of these chests contain 150 gold coins.

- K** This is the crypt of Fanrax the Necromancer. He has all 6 Necromancer Spells. He has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	6	5	7

- Wandering Monsters in these Quests: 2 of Fanrax's Skeletons