

# HERO QUEST™

Summons of the Wizards' Council

Q U E S T



B O O K



## A Message from Mentor

**W**izard, 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 color mean.



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

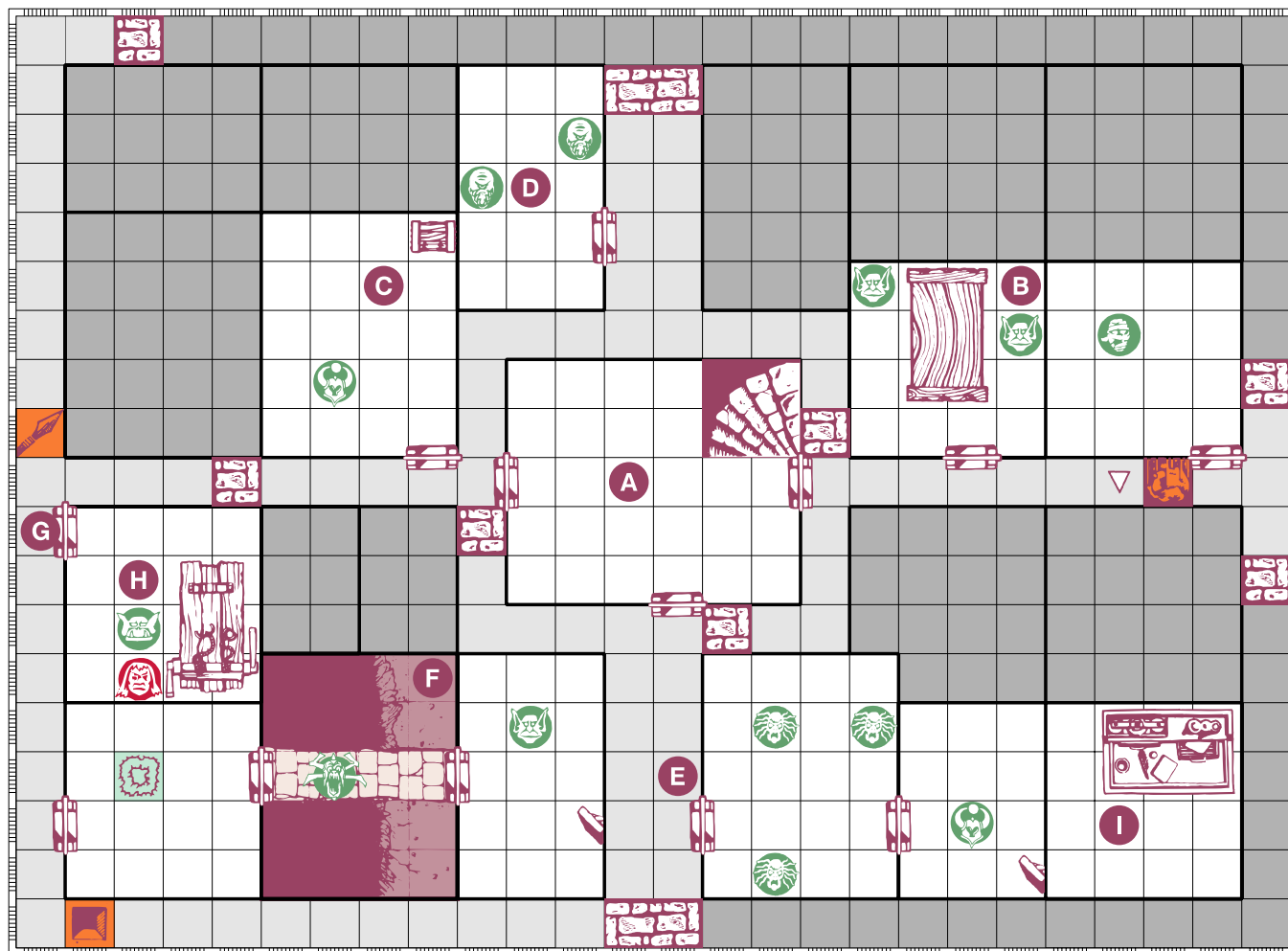


**Light Green:** This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.



**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 – 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: **UPL**. 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.
- 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.



Wandering Monster in this Quest: Skeleton



NOTES continued:

**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

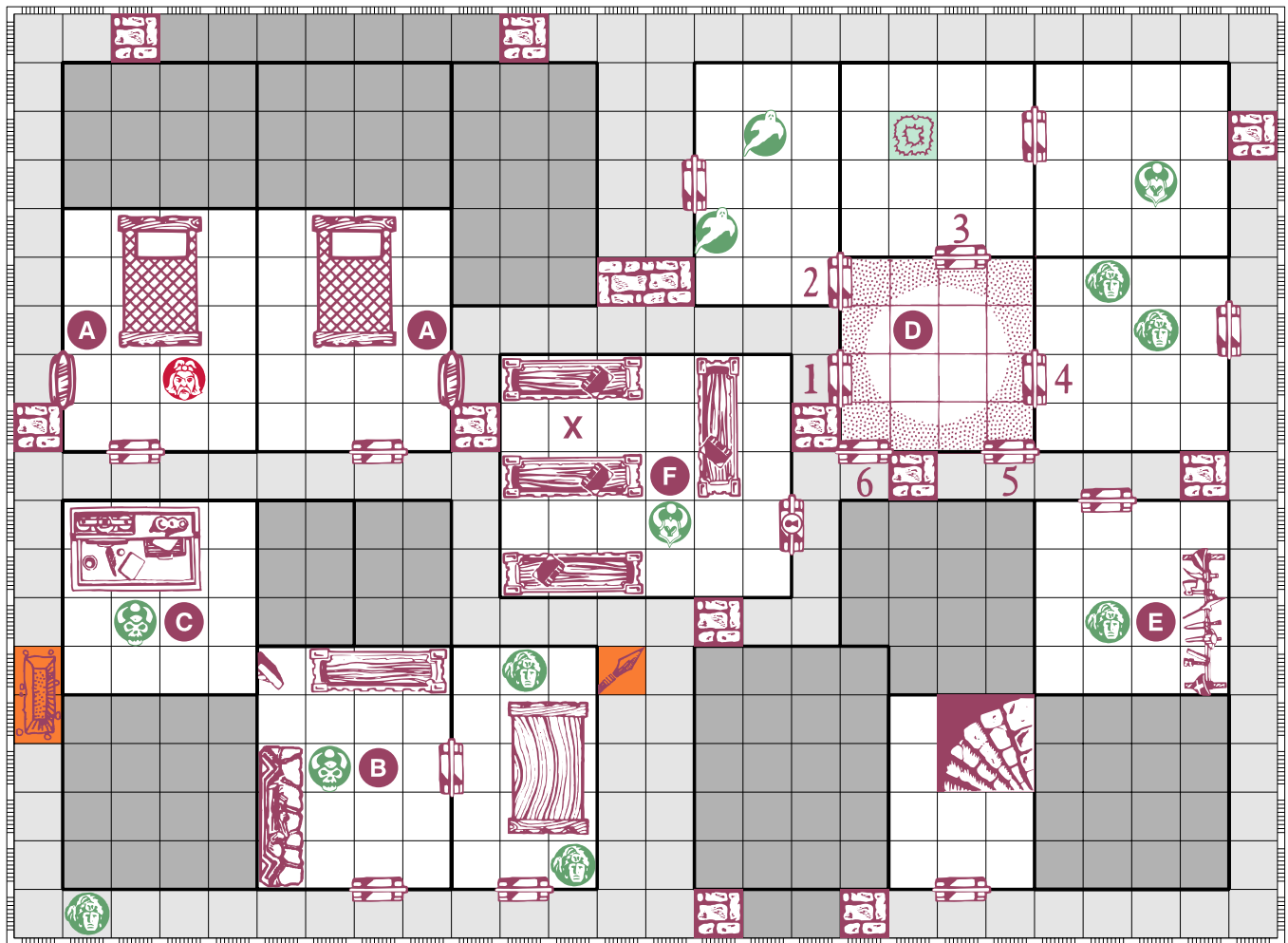
It is a transposition code with vowels and consonants treated independently. Each letter being substituted by its successor.

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:



## Quest 2 – Solo Quest

# Hall of Atheneum

"You find yourself alone, and lying in a bed in Zanrath's tower. How you got here, I do not know. Your last remnant of a memory was escaping the island of the Cabiri. Loretome has shown me of a grand library on this same level of the tower.

You must find this library and locate two books. These books will help you grow stronger as a Wizard. Study them, and then make your way to the spiral stairway leading higher up the tower."

### NOTES:

The Hero begins on the Wizard icon and exits on the spiral stairway. The Dark Warriors will not attack, unless attacked first. They will, however, follow the Hero around the board, as if spying.

**A** The magic mirrors can be passed through (do not disclose this to the Hero).

**B** This is a fellow Wizard who has succumbed to Chaos. He knows the Water and Wind element spell sets. The Chaos Wizard is holding the Wizard's Staff. Its use is explained on the matching Artifact Card.

The Chaos Wizard has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	2	2	4	6

**C** This is a fellow Wizard who has succumbed to Chaos. He knows the Earth and Fire element spell sets. If the Hero searches for treasure, he will find a key and a Potion of Healing on the alchemist's bench. When taken, the potion

will restore up to four lost Body Points.

The Chaos Wizard has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	1	2	5	5

**D** Place the revolving room tile on the gameboard as soon as the door has been opened. When the Hero attempts to leave this room, he must first roll one red die to see which door he will use to exit. The Hero will exit through the matching door of his roll.

**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.)

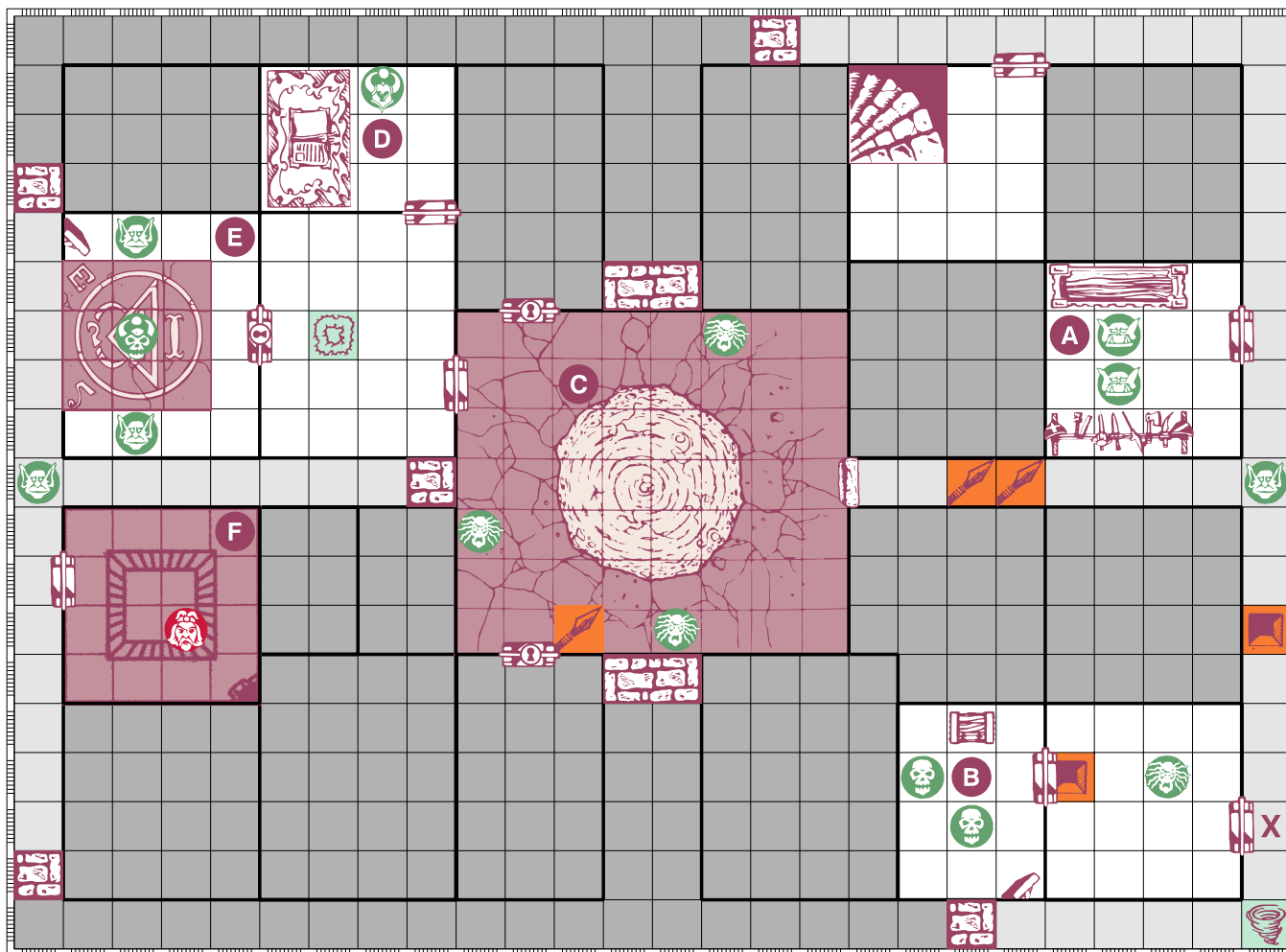
**F** This is the Hall of Atheneum. The door will only open if the Hero has the key (found in room C). The Hero must stand on the X and perform a treasure



Wandering Monster in this Quest: Spirit

**NOTES continued:**

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.



## Quest 3 – Solo Quest

# Chaos Level

"There is some information I have kept from you for your own protection. A page from Loretoime 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. Its 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 Loretoime. 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.

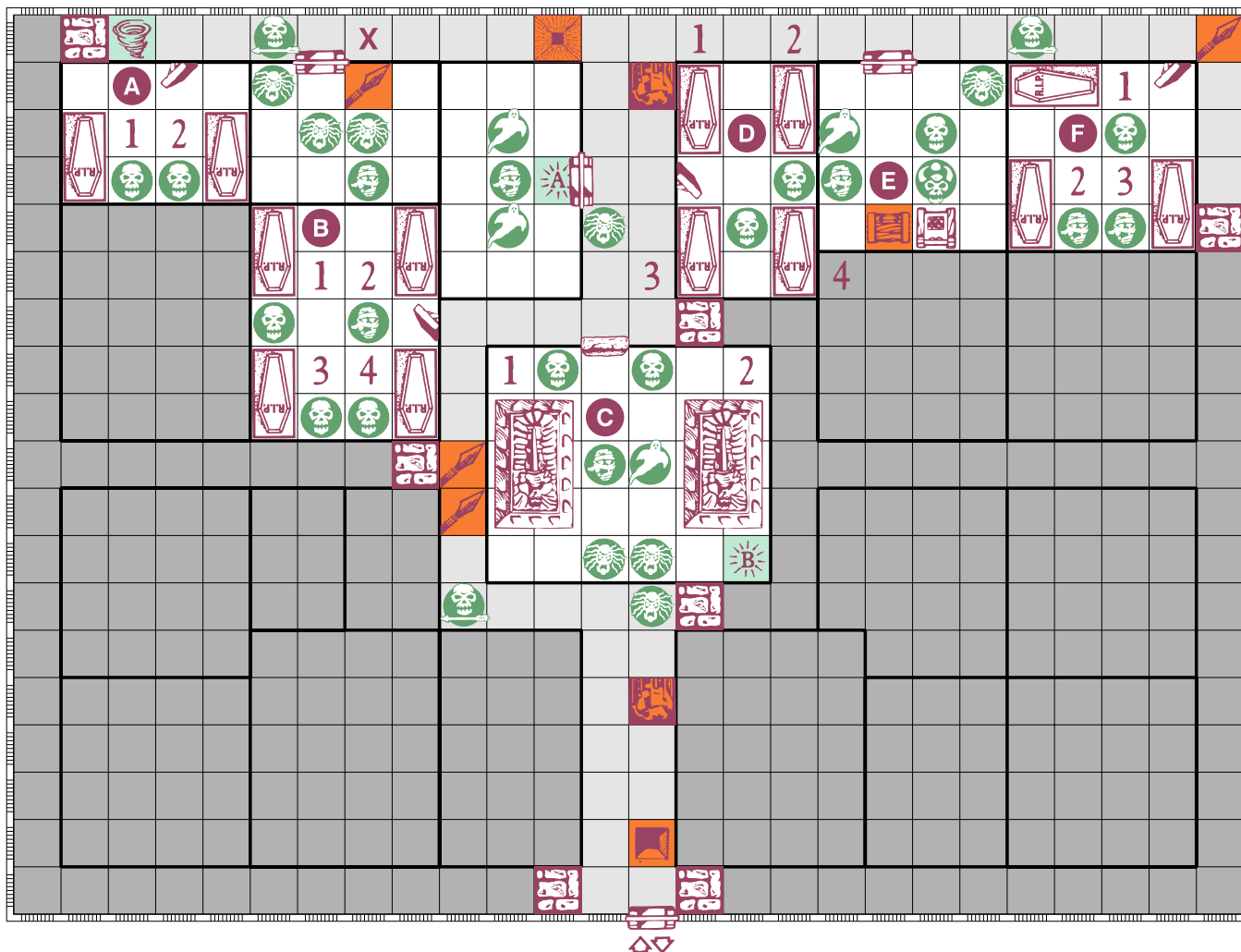
The Chaos Wizard has the following stats:

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.

**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

**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.

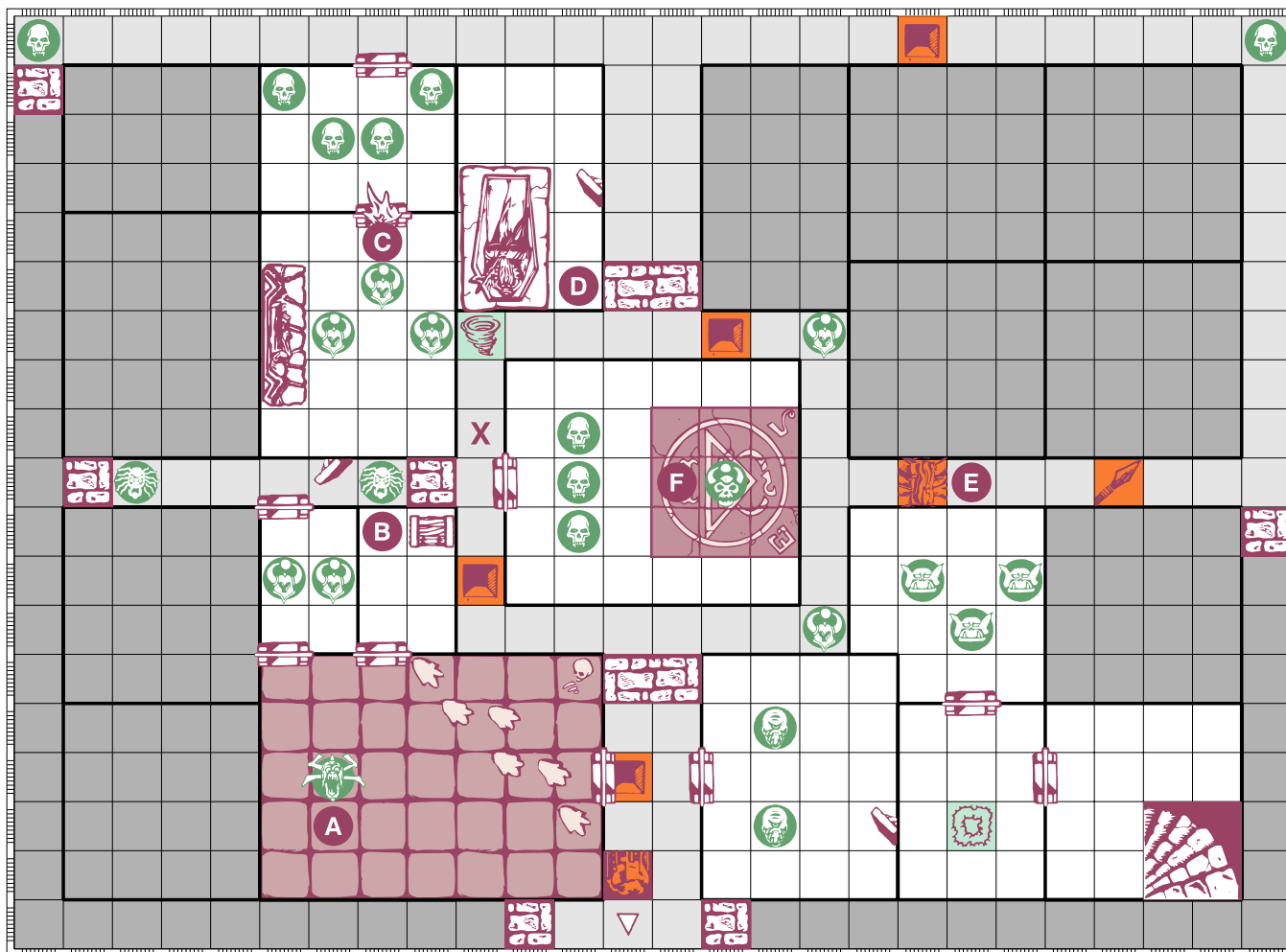
**C** 1 – Mummy. 2 – Skeleton.

**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. Its 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.
- 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:



Wandering Monster in this Quest: Death Reaper

NOTES continued:

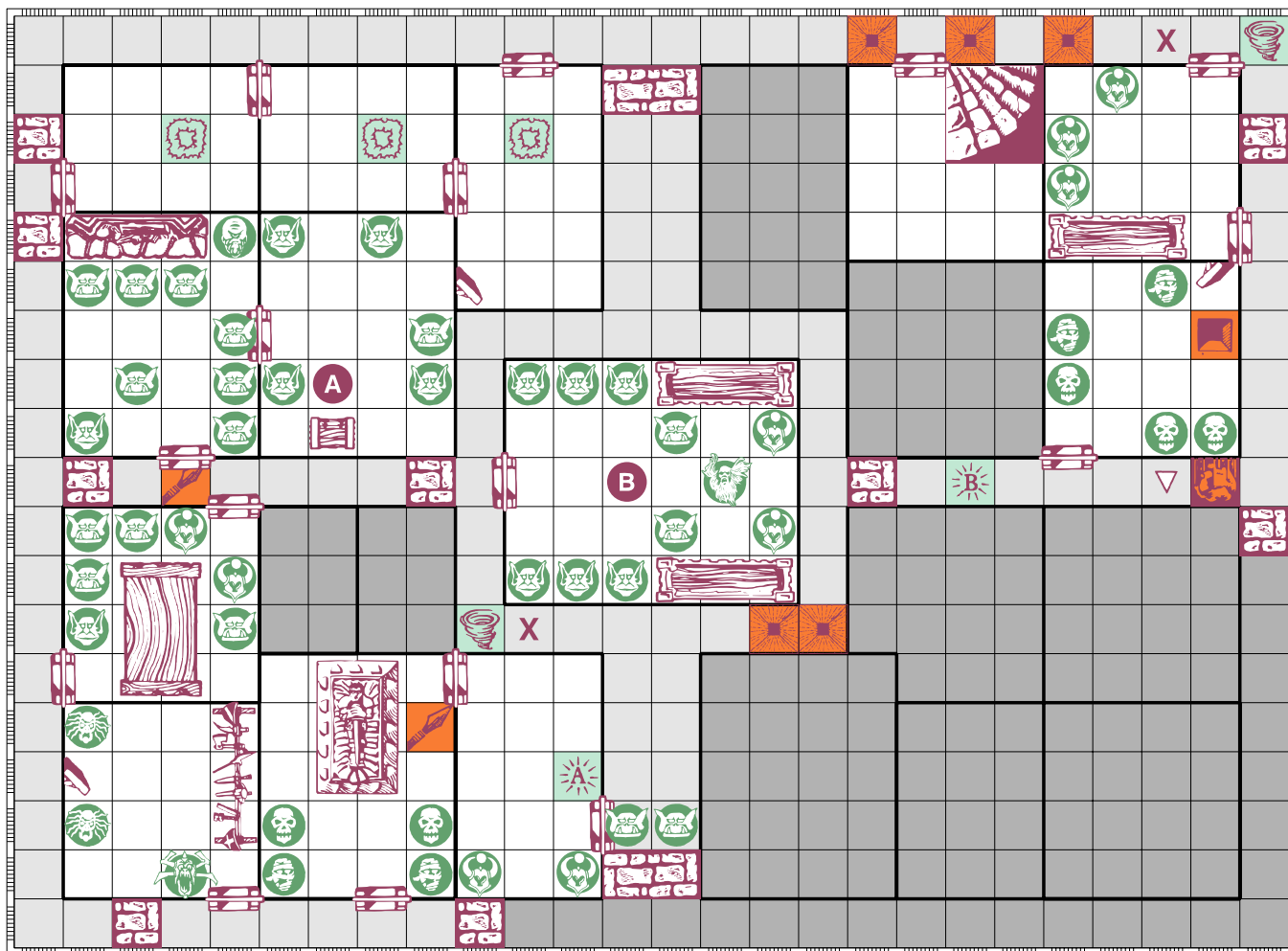
- 1.     Zombie
- 1.     Skeleton
- 1.     Mummy

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





## 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:

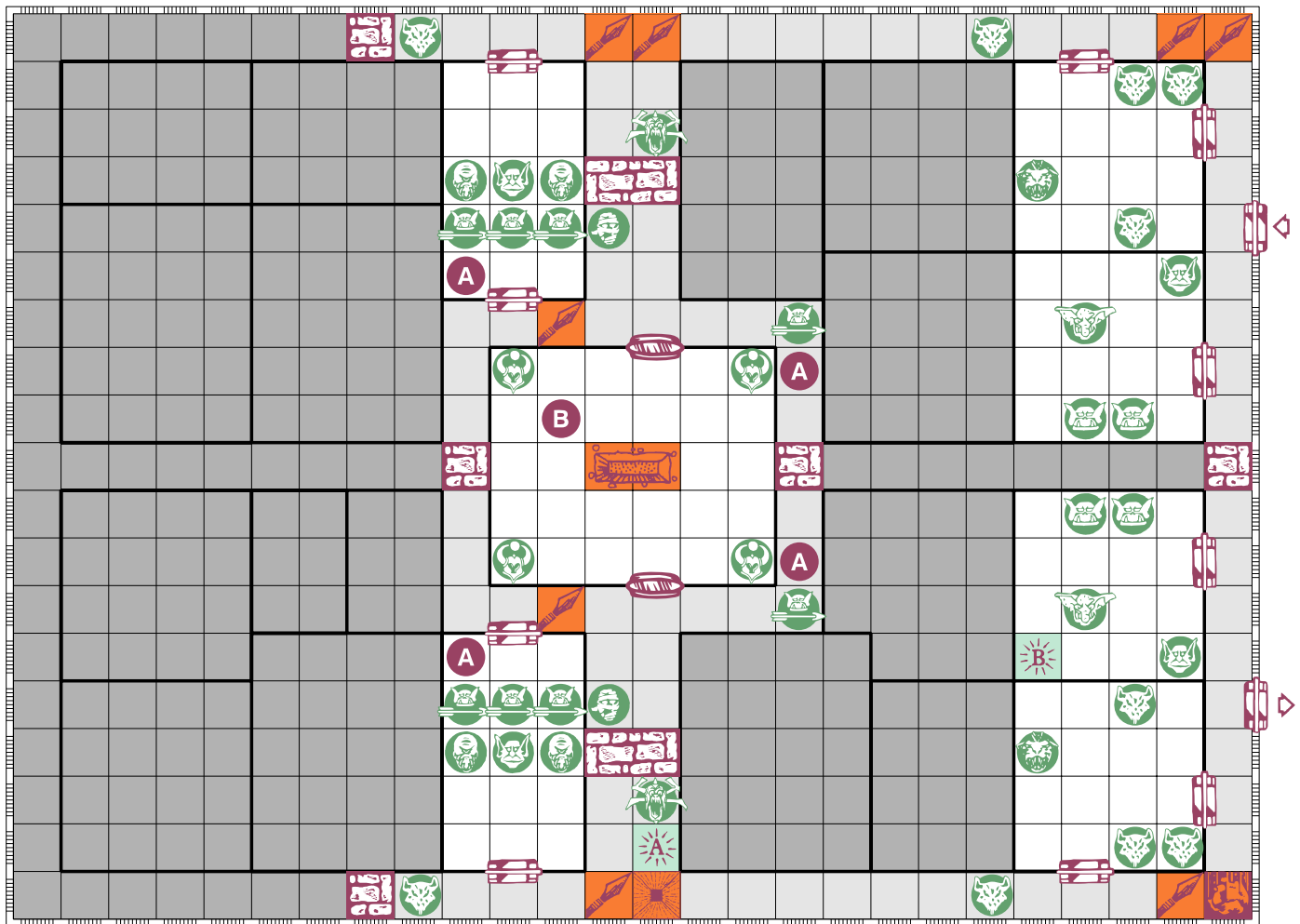
- A** The chest contains 250 gold coins.
- B** This is the home of Boroush. He has all six Storm Master Spells. The first Hero to search for treasure will find three huge gems worth 150 gold coins each.

Boroush the Storm Master has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	6	5	5	6



Wandering Monster 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).

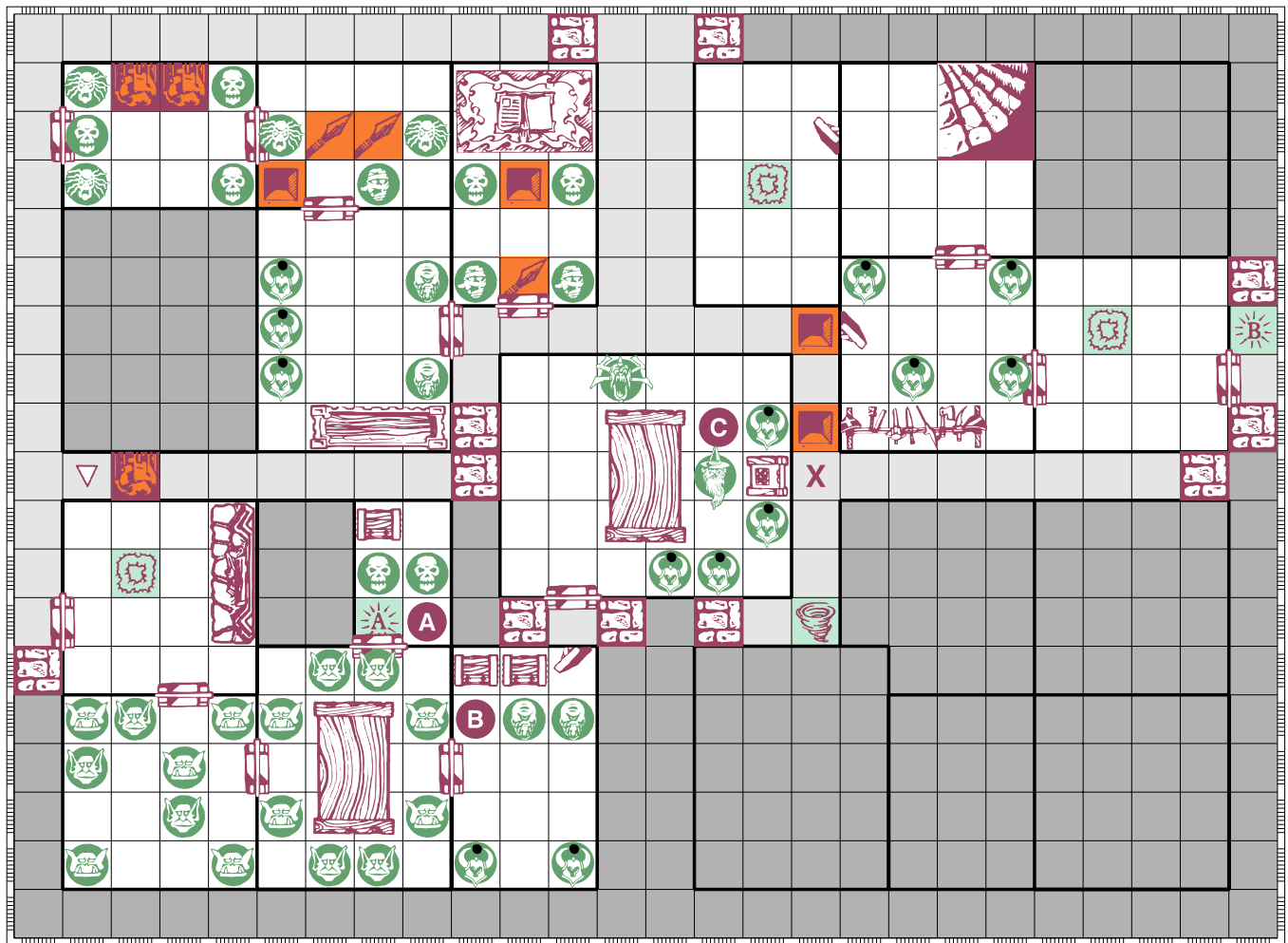
The Chaos Warriors will not "come to life" until after the Heroes and Heroes of Chaos complete their battle.

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 Monster 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.

"Boroush, 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.

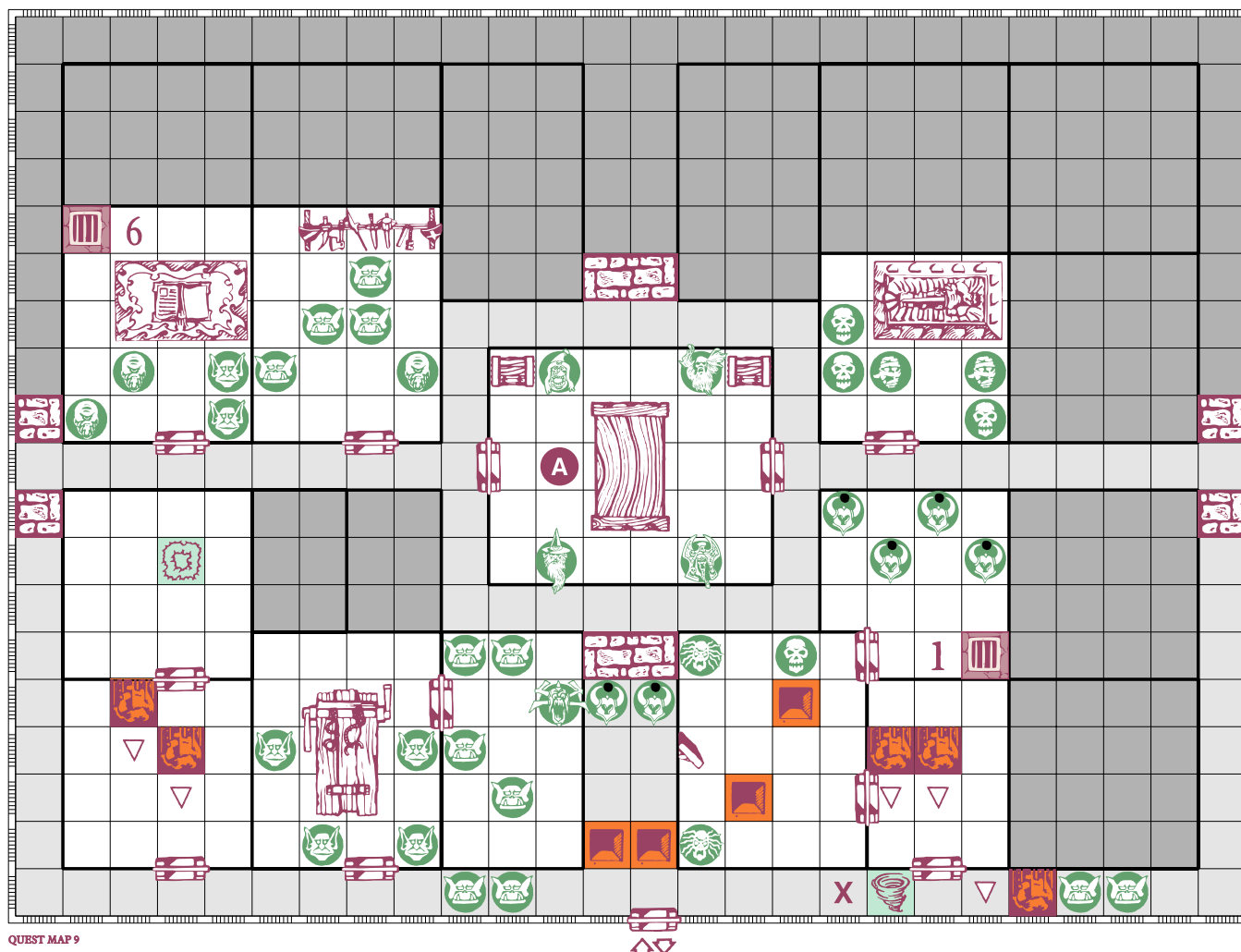
"I believe that these four Sorcerers, teamed together, will succeed where you so miserably failed. And it is they who will punish you for your failure."

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."

*Mentor*





QUEST MAP 9

## Quest 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 9 NOTES:

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.

**A** The chests each contain 400 gold coins.

Zanrath the High Mage has the following stats:

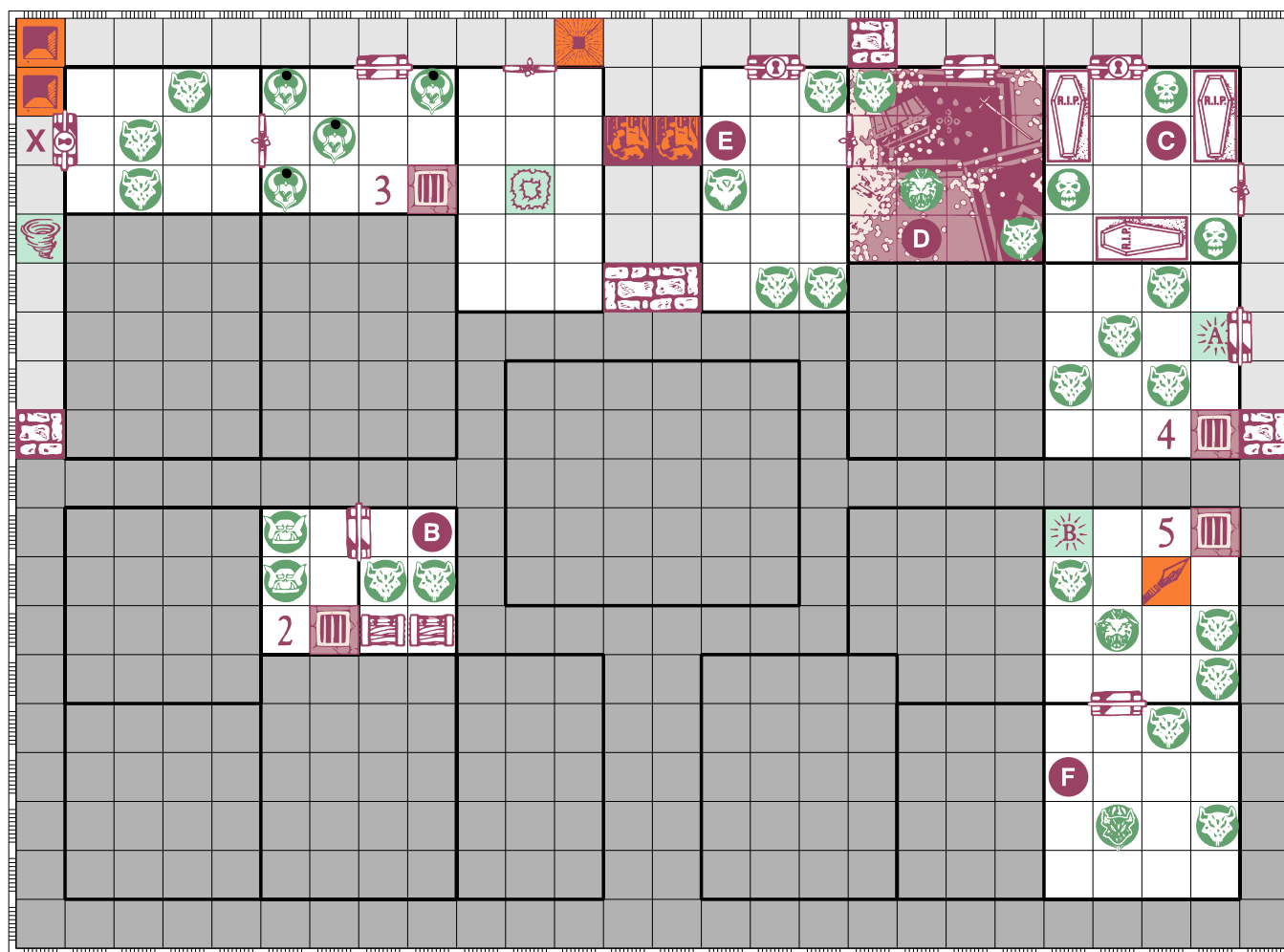
MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	5	5	4	8

Fanrax the Necromancer has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	6	4	7



Wandering Monster in this Quest: 2 Elite Chaos Warriors



**QUEST 9 NOTES continued:**

Borouh the Storm Master has the following stats:

<b>MOVEMENT</b>	<b>ATTACK</b>	<b>DEFEND</b>	<b>BODY</b>	<b>MIND</b>
7	6	5	4	6

Skaven.

Grawshak the Orc Shaman has the following stats:

<b>MOVEMENT</b>	<b>ATTACK</b>	<b>DEFEND</b>	<b>BODY</b>	<b>MIND</b>
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 Body Points). 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



## Conclusion

*T*he 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.

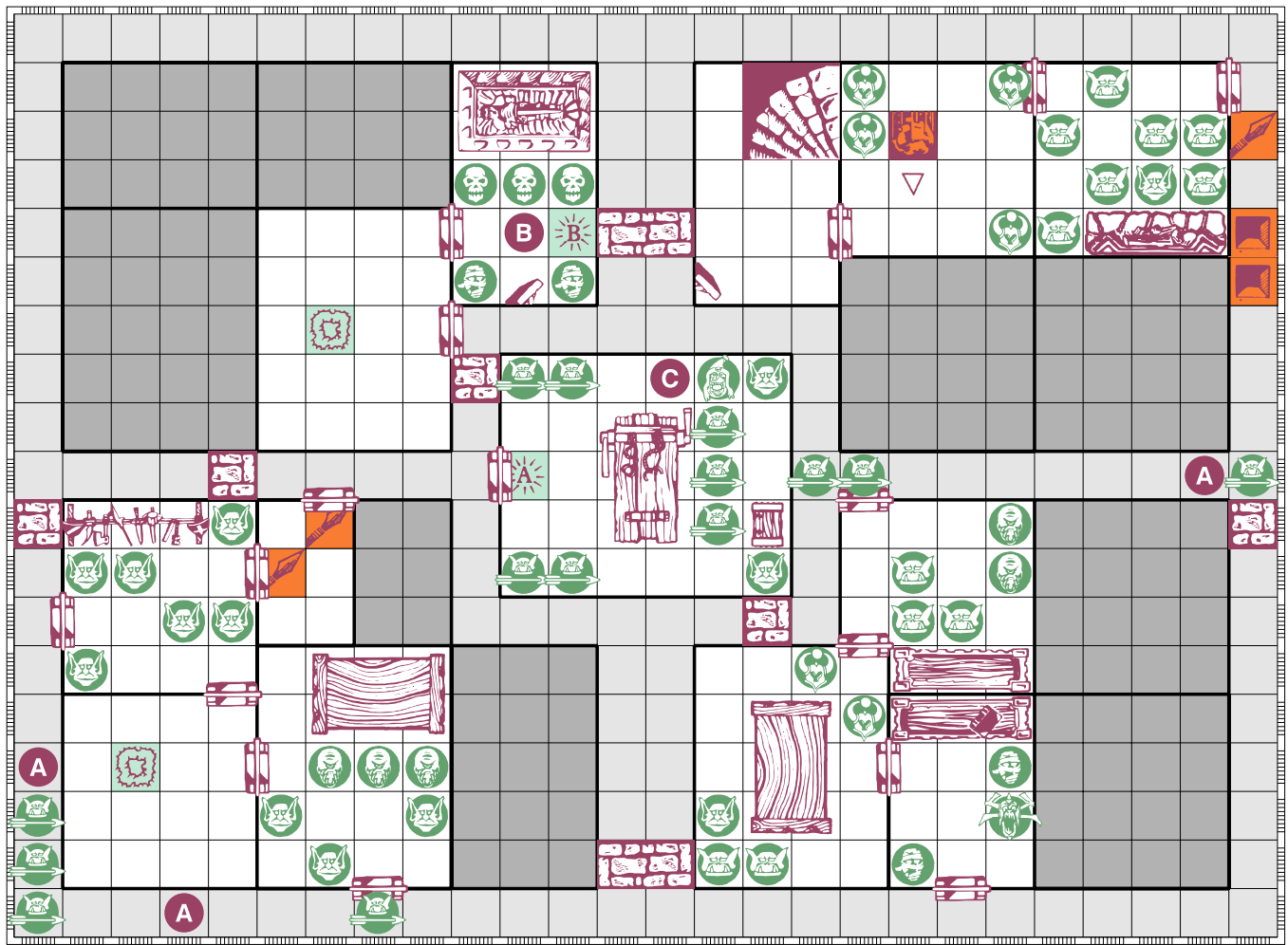
You have heroically defeated the sorcerous Lieutenants of Zargon, but Zargon is still attacking on many fronts. He is ever gaining new allies from the dark depths of the world.

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 1000 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*



## 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. 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.

Grawshak the Orc Shaman has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	5	5	5	7

- 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.



Wandering Monster in this Quest: 2 Orcs with shortbows



## New Conclusion for Against the Ogre Horde

"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."

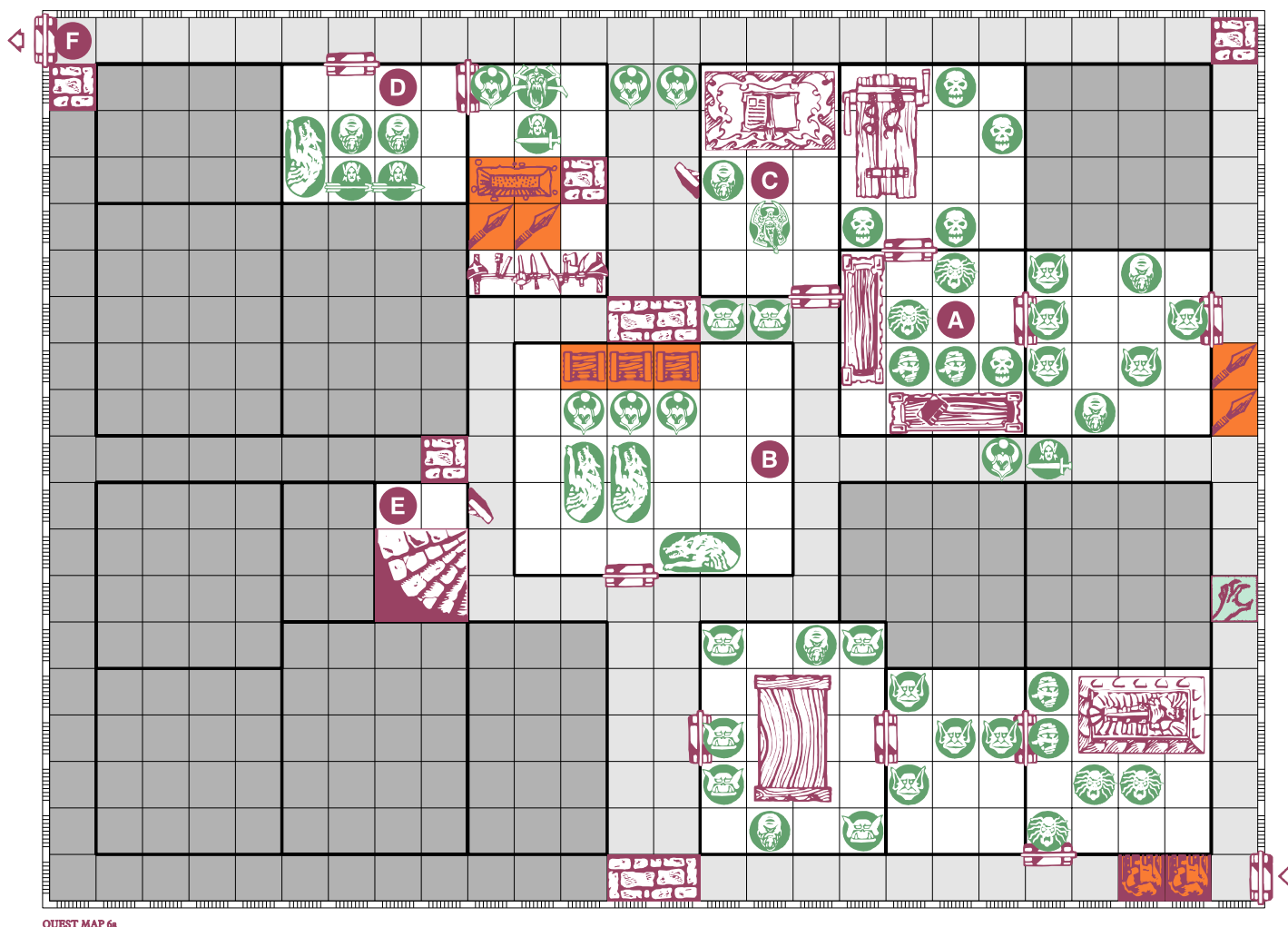
Festral instantly fell to the floor on his knees. He bowed continuously to the dark figure upon the throne. "My Lord, what is it you wish of me?"

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!"

Festra 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 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."

### QUEST 6a NOTES:

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.

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.

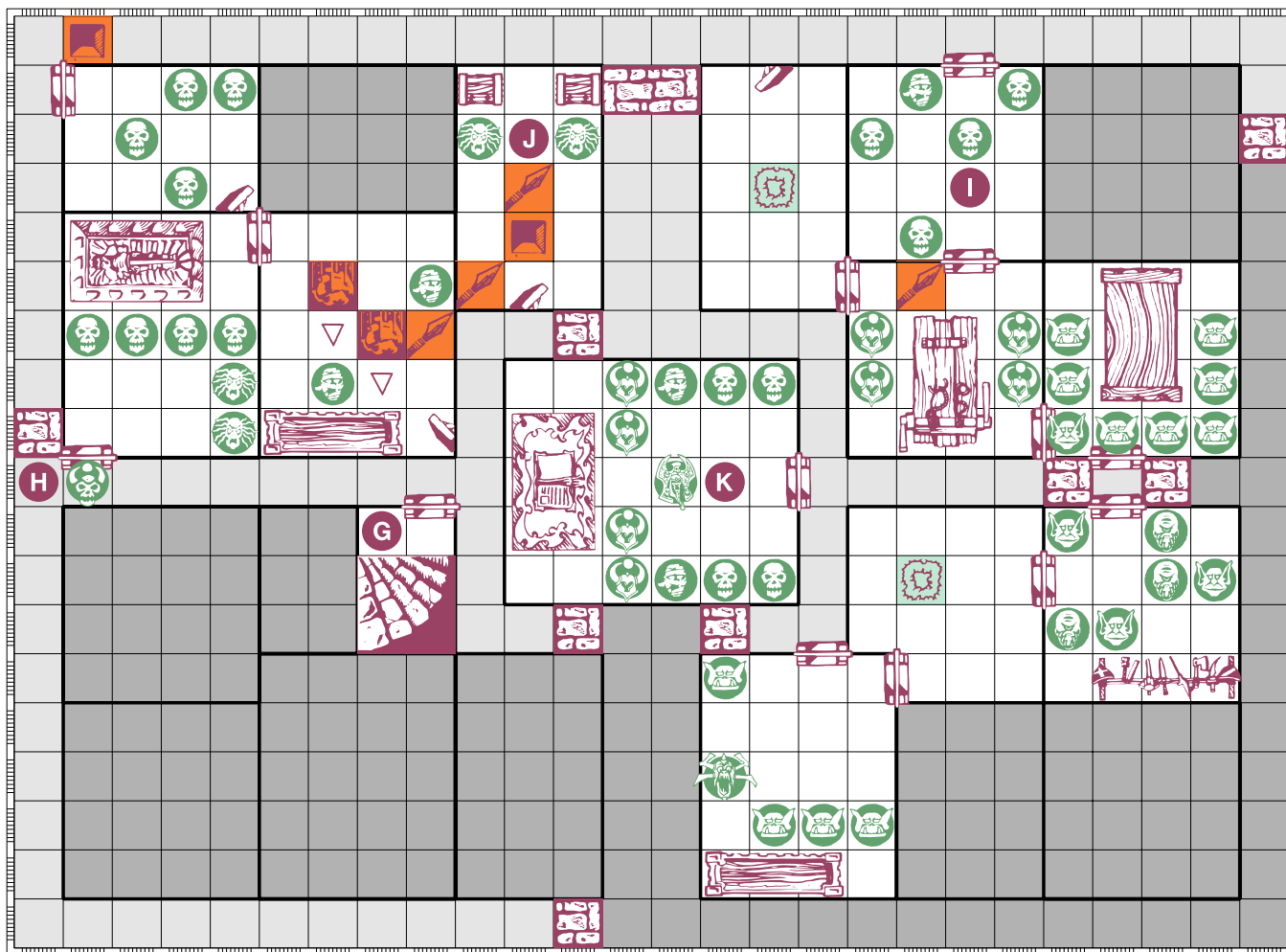
All Skeletons in this double Quest are special creations of Fanrax. They attack and defend with 3 combat dice.

**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 1000 gold coins and the Ancient Staff. (See the new Artifact Card for



Wandering Monster in this Quest: 2 of Fanrax's Skeletons



QUEST MAP 6a

### QUEST 6a NOTES continued:

this item.)

- 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 contains 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