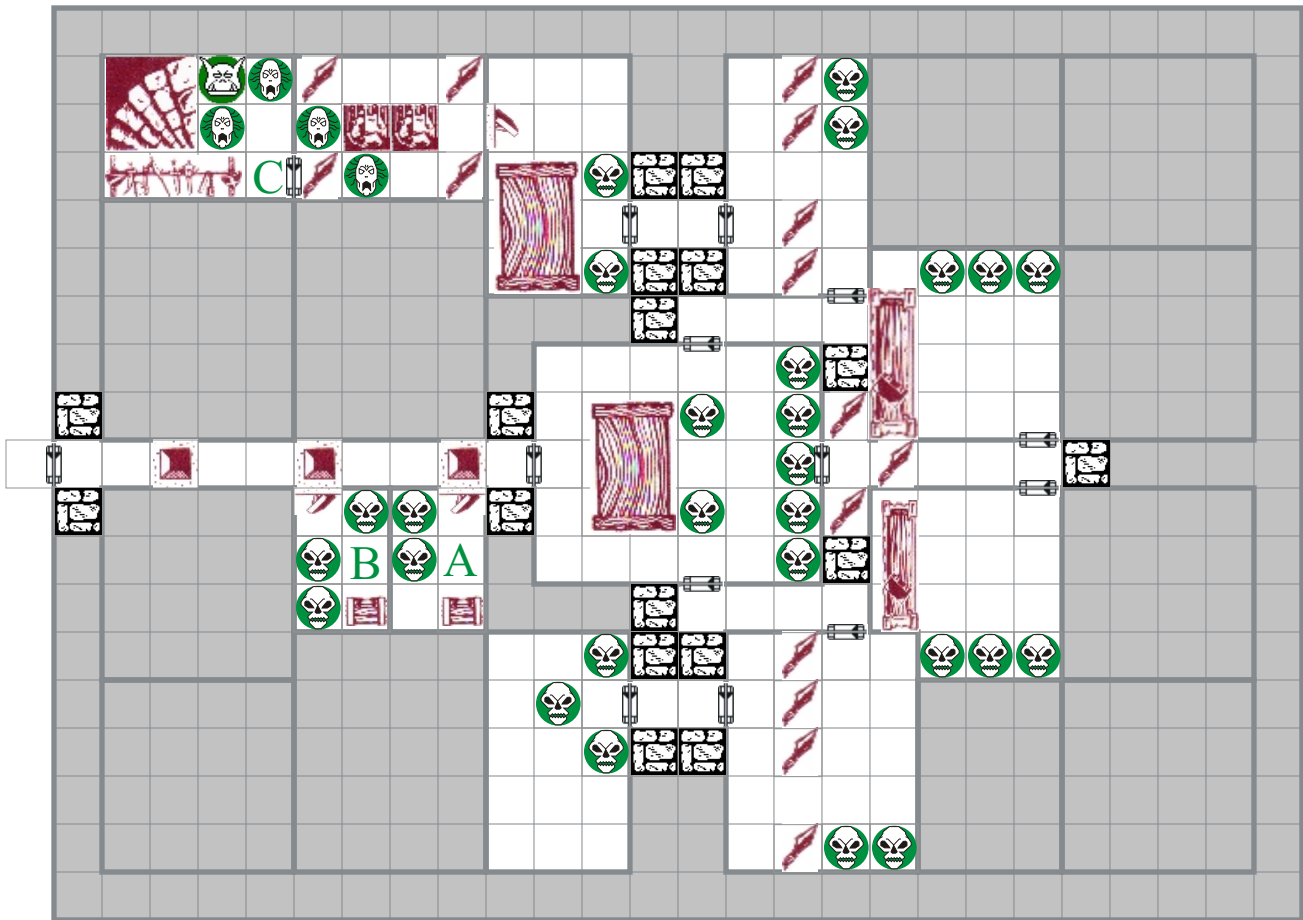


Quest One: The False Tomb (lower level)



At long last the wizard's scholarly pursuits have paid off; he has managed to locate the pyramid-tomb of Titch, one of the companions of J'son. According to these texts, she brought one of the fabled Black Hammers to the grave with her. If true, whatever treasures she guards pale in comparison...

After a voyage by ship to the nearest city of Gaith, three days of travel by horse through the jungle brings you to the site described by the wizard; a rough, stepped pyramid, overgrown with vines and trees. Ten minutes of brush clearing exposes the front entrance to the pyramid.

Unfortunately for our heroes, behind the scenes in Gaith, the Artificer's Guild has managed to make a copy of their maps and documents and are even now ransacking the tomb, having entered by the back entrance.

Throughout this Quest, Zombie models represent members of the Artificer's Guild. They are fairly well armoured but poorly armed (use the normal Zombie specs, but they are not undead, and are affected as normal by sleep spells and such). Skeletons are standard skeletons, and Orcs are Orc mercenaries and guards hired by the Artificer's Guild.

(A): This room can only be found by searching for secret doors from within the pit trap. If the players disarm the pit trap (or just leap over it) they will never discover this room (which is generally what is expected in this quest). In the room are two skeletal warriors of Titch's royal guard with Swords and Chain Mail (3 Attack and 3 Defend Dice). On the square marked with the (A) is the shambling undead corpse of Titch herself (treat her and represent her as a normal mummy, but she has the FireBall chaos spell).

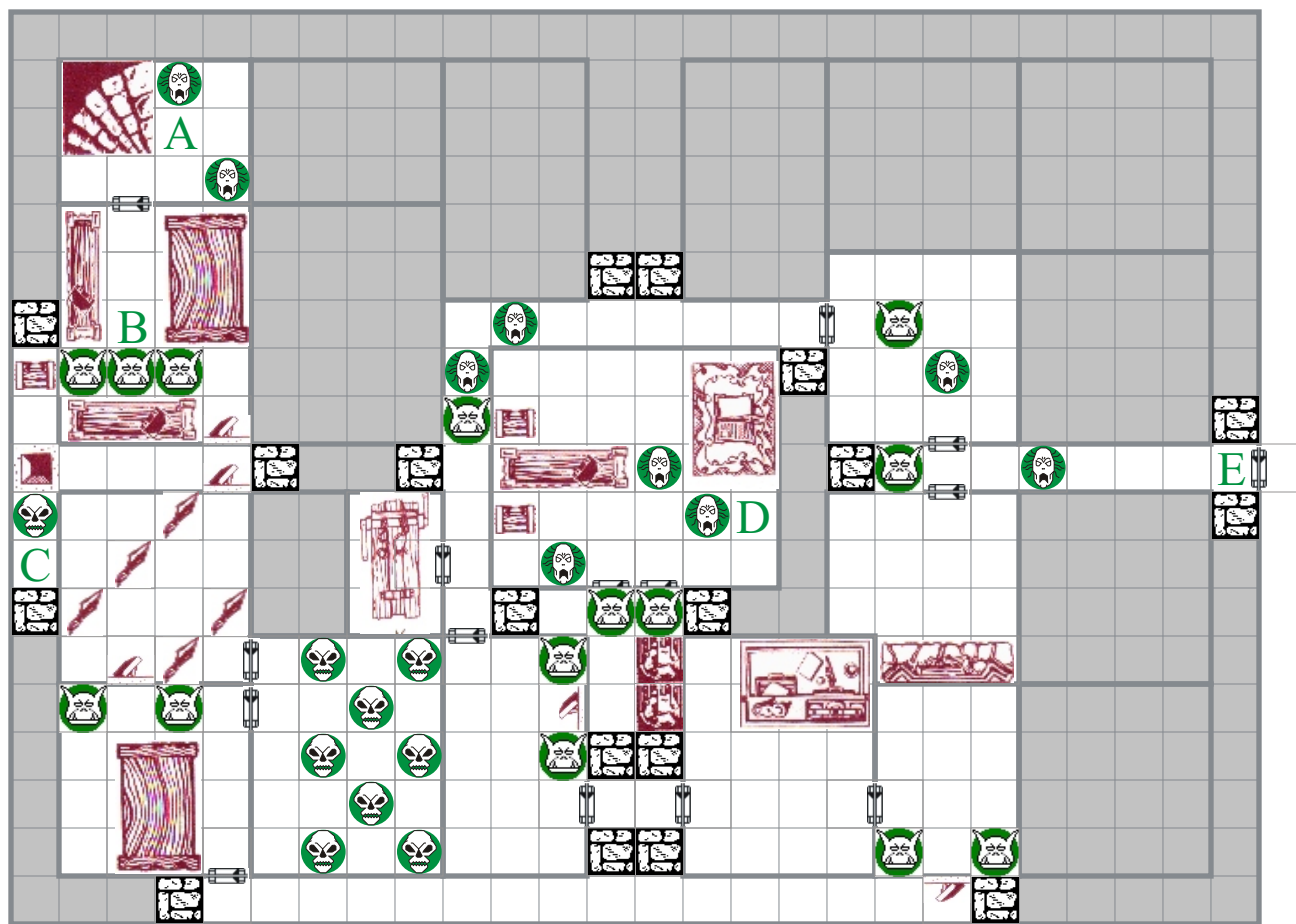
The first person to search room A for treasure will trigger the poison needle trap in the chest unless it was detected and disarmed first, dealing 2 Body Points of damage. There is jewellery worth 150 gold coins in the chest.

(B): Entry to this false tomb is the same as for (A) above. The chest is also trapped, and contains 100 gold coins.

(C): This room and the room before it have advanced scouts from the Artificer's Guild. The stairway in this room leads up to Quest 2 (the upper level). Before entering Quest 2, the heroes can refresh their spells and heal up to 2 Body Points of damage, but cannot go back to the Armoury.

Wandering Monster:  Skeleton

Quest Two: The False Tomb (upper level)



You have ascended to the upper levels of the Tomb of Titch, but it would appear that other would-be tomb raiders have beaten you here. In the very room you ascend to there are two armoured guildsmen of the Artificer's Guild.

It appears you certainly do have competition for the Black Hammer of Titch. Now it's time to show them that you are the greater Heroes.

The Heroes enter on the stairs of room (A) and must exit through the door at (E).

(B): The centre orc in this room is wielding a BroadSword (use the model with the curved sword) and the flanking orcs have diagonal-attacking Morning Stars (use the models with the morning stars). The orcs will use these weapons to best effect by remaining in the positions shown on the map instead of advancing on the Heroes.

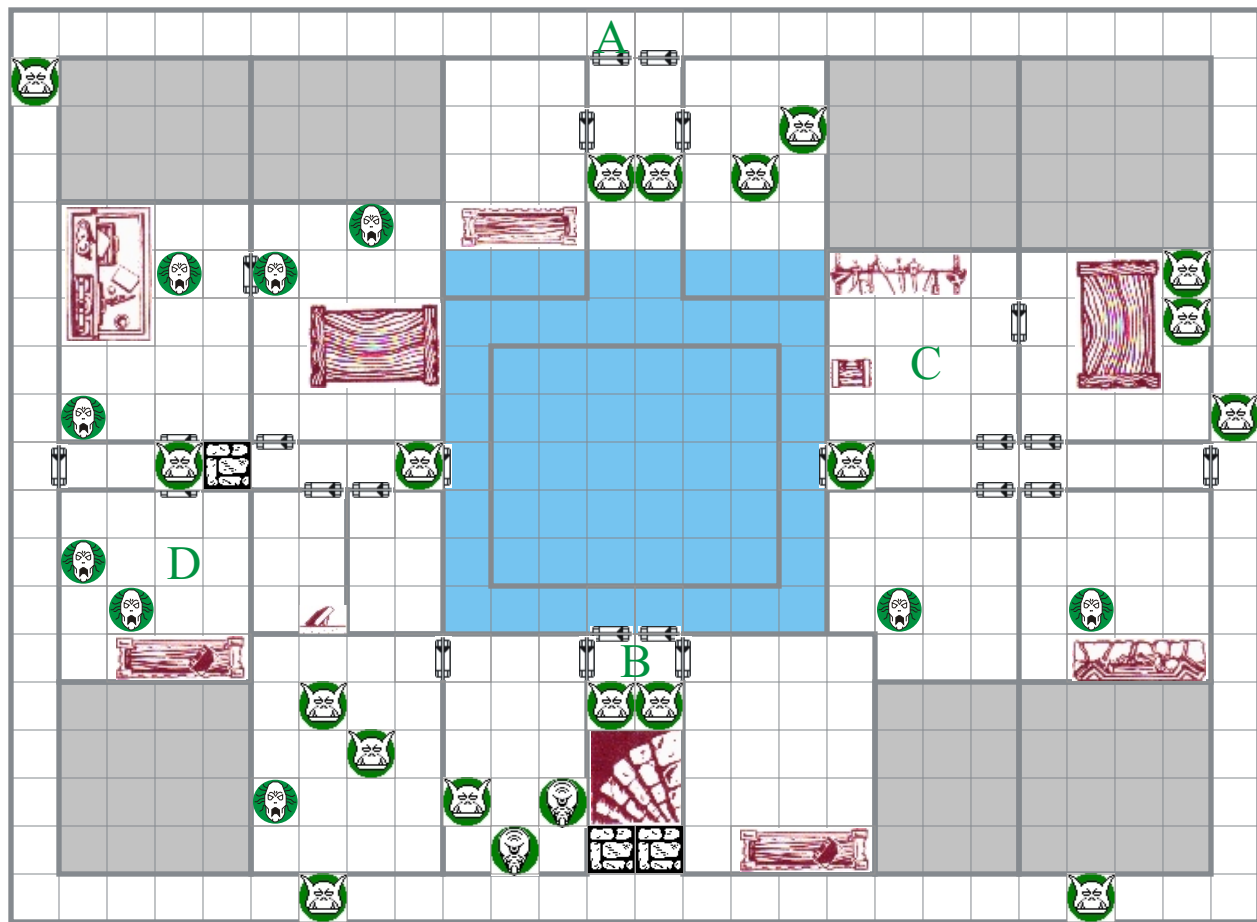
(C): This skeleton will not move from this position, and is armed with a helmet, shield, sword and crossbow (unuseable to the Heroes - 3 Attack and 4 Defend Dice). The chest contains 100 gold coins and a Potion of Healing.

(D): Place a Chaos Sorcerer at the location marked D. This is Torag Thun, an artificer-sage with the following Chaos Spells: Sleep and Ball Of Flame. The other artificers in this room are weighted down with the chests they are carrying, reducing their Movement to 4. The first Hero who searches for treasure here will turn up 100 gold coins and a single scroll from the Witch-Lord scroll cards.

(E): This is the back exit from the Tomb, through which the rest of the Artificer's expedition has already escaped, seemingly with the Black Hammer now in their possession. Unfortunately, they seem to have also taken the Heroes horses and now have a significant head start. Luckily, our Heroes track them back through the jungle and back to their HeadQuarters in Gaith...

Wandering Monster:  2 Orc Mercenaries

Quest Three: The Artificer's Guild (ground floor)



Following the trail of those who beat you to the treasures of Titch's Tomb has lead you back to Gaith and to the Artificer's fort-like GuildHouse. Word around town is that they took their loot to an upstairs lab or library.

A visit to the GuildHouse by the Dwarf has established that the stairs to the upper level are just beyond the central room. Unfortunately it also established that the central room is ridiculously well guarded. It also established that the local Artificer's Guild is quite racist against Dwarves.

Begin by mapping out the entrance to the main room, the room and the stairs beyond. The main room (blue on the map) is 8 squares by 8 squares, and is best represented by a special 8x8 tile (I use one of the quarter-pieces of Dewayne Agin's 16 x 16 room that can be found on his site). Warn the players that if they should enter that room you will forced to place every single Orc model you have within it to kill them. Also warn them that these Orcs are armed with 4 die attack weapons and crossbows. If they ignore your warning and enter the central room anyways, do them in, they deserve it. (This threat obviously doesn't work if you allow some of the alternate area effect spells to be used by Heroes in your games).

Stress to the players that this is not a standard explore-and-loot game. If they dally, guard patrols will become more heavier. To simulate this, the first Wandering Monster encounter will be a 2 orc patrol. Every wandering monster encounter afterwards will have one more orc than the previous encounter.

(A): The Heroes are set up by the players around this point on the map, within the outer walls of the Guilder compound, but outside the main building.

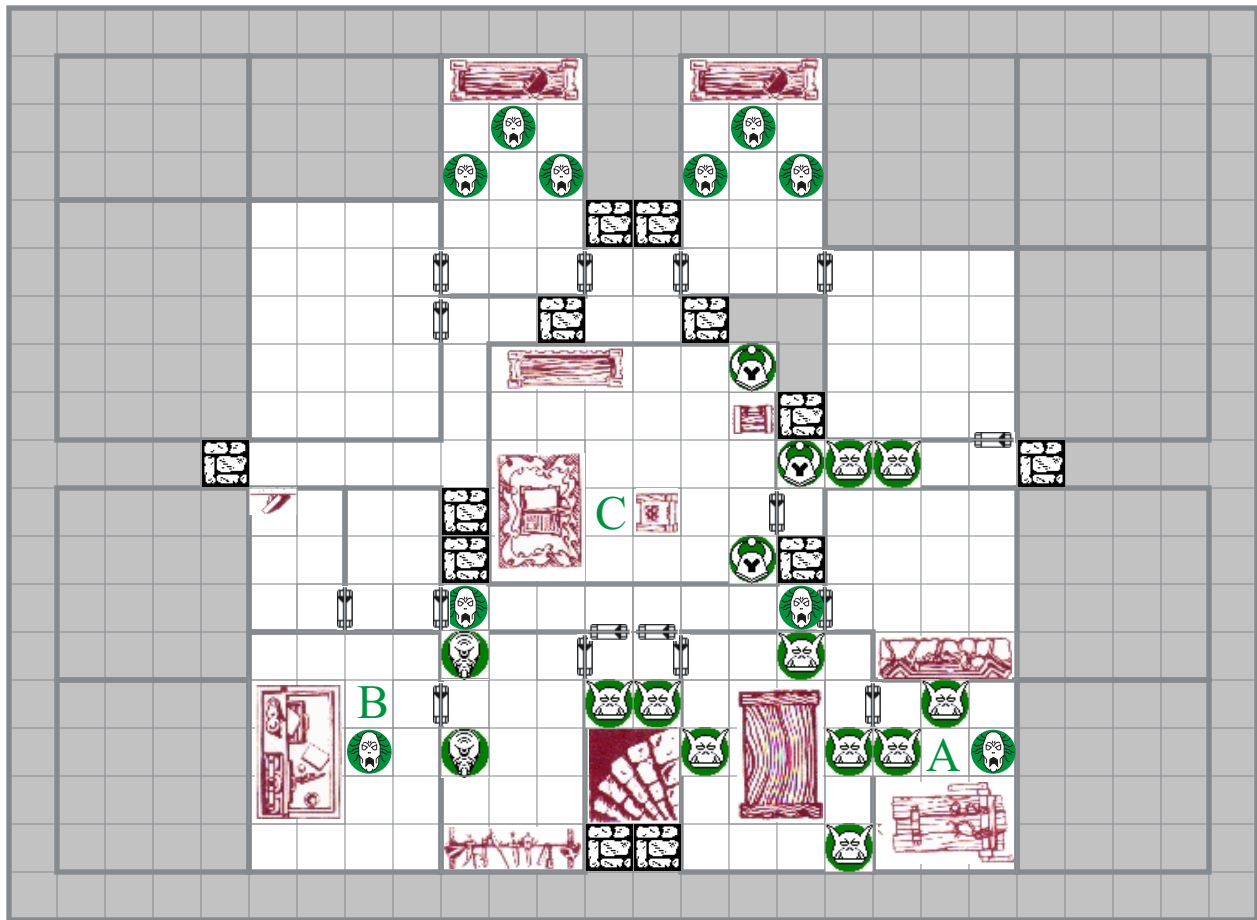
(B): This is the stairway to the upper level of the GuildHouse, if all the Heroes are on the Stairs tile, then end this Quest and begin Quest Four, allowing them to refresh their spells and heal 2 Body Points of damage.

(C): The first Hero to search the armoury for treasure will find a suit of Plate Mail armour and a BroadSword.

(D): The first Hero to search this Guildsman's quarters will find a random scroll from the Witch Lord scroll list.

Wandering Monster: Special!

Quest Four: The Artificer's Guild (upstairs)



You have climbed the stairs to the upper spires of the Artificer's Guild. You now only have to find where they have stored the treasures from the tomb, and hopefully the Black Hammer.

The locals believe that the GuildMaster's chambers are right in the middle of the spires, and it is most likely that your treasure is there with him.

The wandering patrols of orcs have been confused by the Heroes changing floors, and patrol sizes will be two units smaller than they had gotten in Quest Three, but will build up in size as before.

(A): In this room two orcs are helping to clean up the mess after a Guildier has finished torturing an ex-local. Searching for treasure here will turn up a staff (as the weapon)

(B): This upper-ranked Guildier is researching a new spell for his repertoire. Treat him as a regular Zombie as usual, except that he has the "Ball of Fire" chaos spell. Searching for treasure will turn up a scroll.

(C): In the location marked C, place the Chaos Sorcerer model. Treat the sorcerer as a Mummy with 1 extra defend die. This is Morinner, the Regent of this branch of the Artificer's Guild. He is pouring over a book on his desk, but is quick to react to intruders. He has Lightning Bolt and Sleep Chaos Spells. Searching this room for treasure turns up the "Book of Titch", a tome that details how after her retirement to the Temple, one of J'son's other followers came after her and stole the Black Hammer from her, and now has it stored in his Shrine near the Pirate City of Towarr. It also details that to get into the Shrine, one must have the four amulets from the Temples of Air, Fire, Earth and Water that surround the Shrine.

The Quest ends when the players get the book, as the spires begin to burn from fallout of the fighting between the Heroes and the Guilders and their Mercenaries. The Heroes jump out a window to safety, and on to Towarr!

Wandering Monster: Special!