

# HERO QUEST

*The Destruction of the Tomes*

— EDITION —



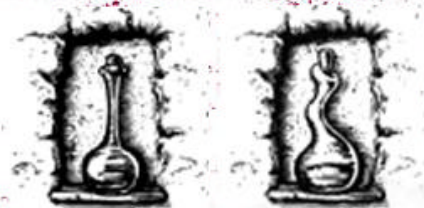
These items may be purchased only *after* the solo Quests, Quest 1, Quest 4, Quest 7, and *immediately before* Quest 9.

## Alchemist's Shop

### Potion of Dexterity

**Cost: 100 Gold Coins**

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



### Potion of Rejuvenation

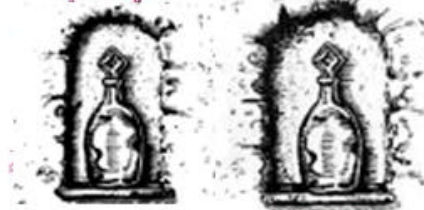
**Cost: 500 Gold Coins**

Any Hero who drinks this bright yellow liquid regains up to 6 lost Body Points. Roll 1 red die to see how many Body Points the Hero gets back. This potion cannot give the Hero more than his starting number of Body Points.

### Potion of Restoration

**Cost: 500 Gold Coins**

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



### Greater Potion of Restoration

**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. This potion may also be used as a cure a Hero who has been turned into a Werewolf.

### Swift Wind Spell Scroll

**Cost: 200 Gold Coins**

This spell may be cast on any one Hero, including yourself. Its powerful burst of energy enables that Hero to roll twice as many red dice as normal the next time he moves.



### Ball of Flame Spell Scroll

**Cost: 600 Gold Coins**

This spell may be cast on any one monster, enveloping it in a ball of fire. It will inflict 2 Body Points of damage. The monster then rolls two red dice. For each 5 or 6 rolled, the damage is reduced by 1 point.

# HERO QUEST<sup>®</sup>

## Quest Book

### *The Destruction of the Tomes*



# The Destruction of the Tomes Quest Pack Campaign

The adventure continues! The Destruction of the Tomes Quest Pack Campaign is an expansion set used with the original HeroQuest Game System by Milton-Bradley.

## Contents:

1 Laboratory Tile  
1 Master Tome of Chaos Magic

## Additional Tiles Needed:

*Kellar's Keep Expansion Pack*  
*Return of the Witch Lord Expansion Pack*

*Elf Quest Pack*

*Barbarian Quest Pack*

*Against the Ogre Hoard Quest Pack*

The Treasure Room (copyright 1999 Ron Shirtz)

Corner Section Room (copyright 1999 Ron Shirtz)

Throne of the High Mage (copyright 1999 Ron Shirtz)

Stairs to Upper Room (copyright 1999 Ron Shirtz)

Campfire (copyright 2000 Ron Shirtz)

Agin's Inn Cellar (copyright 2000 Ron Shirtz)

Sword Room (copyright 2000 Ron Shirtz)

The Royal Throne Room (copyright 1999 Ron Shirtz)

Cave Room 2 (copyright 1999 Ron Shirtz)

*Ron Shirtz's tiles may be downloaded from <http://www.aginsinn.com>*

*Unholy Altar (copyright 1999 Ken O'Brien)*

*Small House (copyright 1999 Ken O'Brien)*

*Ken O'Brien's tiles may be downloaded from <http://www.aginsinn.com>*

The **Destruction of the Tomes** Quest Pack Campaign requires the following figures:

10 Henchmen / Men-at-Arms, with the following weapons:

6 Scouts

3 Swordsman

4 Crossbowmen

4 Halberdiers

*(A maximum of 10 of these units will only be on the board at any given time)*

2 Black Orc figures

*(Black Orcs are available from Games Workshop, the smallest packages contain 2, although, these may be substituted with normal Orc figures if none are available.)*










The Black Orc Necromancer and Orc Necromancer figures use the regular Black Orc and Orc figures, respectively.

4-to-6 Skaven Figures

*(Available from Games Workshop.)*

You may also find it useful to have the Evil Wizard figures from *The Wizard's of Morcar Expansion Pack* available as well.

## Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Black Orc		6	6/6	3	4	2
Black Orc Necromancer		7	3	3	4	4
Orc Necromancer		9	3	2	2	4
Death Knights/Death Mist		7/4	4/(1)	4/0	3/1	3/0
Unrelenting Skeleton		5	2	3	2	0
Clockwork Armour		7	5	6	4	0
Skaven		8	3	2	2	2
Skaven Warrior		9	2	3	4	4
Skaven Defiler		9	3	5	3	6

**Black Orc** – Black Orcs attack twice, once with each weapon they wield. Two attacks can be made against one opponent or one attack can be made against each of two different opponents.

**Black Orc Necromancer** – Black Orc Necromancers may only attack once per turn, or they may cast one of their Chaos Spells. All Black Orc Necromancers know the spell Summon Undead, however they may have additional spells as well.

**Orc Necromancer** – Orc Necromancers have the following Chaos Spells: Summon Undead, Reanimation, and Ball of Flame.

**Death Knight** – The Death Knights can defend any Skulls rolled against them by rolling a single Black Shield on any of their defend dice. They do not count as Undead, and are therefore treated as normal monsters. Once defeated, their armour crumbles, revealing the Death Mist's spirit which lies within. The Death Mist has 1 Body Point, and no defend dice. It can only be harmed by rolling a Skull when attacking with the Spirit Blade, or a Tempest spell may be used to destroy the Death Mist instantly as well. The Death Mist may pass through Monsters or Heroes. It instantly deals 1 Body Point of damage to anyone it passes through. It may not end its turn on an occupied tile.

**Unrelenting Skeleton** – Unrelenting Skeletons may not be powerful, but they are notoriously difficult to slay. Once defeated, place a Skull Tile on the square the Unrelenting Skeleton occupied. After two full turns have passed, the Unrelenting Skeleton will automatically reanimate itself and resumes play as normal immediately at the beginning of the game controller's third turn. They may be permanently destroyed with a Heal Body Spell, Heal Body Spell Scroll, a Vial of Sacred Water, or the Spirit Blade.

**Clockwork Armour** – These ancient suits of Clockwork Armour were once powerful. Now with age they are more susceptible to damage. For each Body Point lost they also suffer a -2 penalty to movement (1 minimum), and a -1 penalty to their total Attack Dice (1 minimum). These creations are mechanical, and do not count as Undead, but are also immune to mind-affecting spells such as Sleep, or similar spells.

**Skaven** – The Skaven are only slightly more resilient than Orcs as far as the Heroes are concerned. Normal Skaven, commonly, do not possess any unique skills or abilities.

**Skaven Warriors** – They are more powerful than their lesser brethren, and as such are strong combatants. They have also been known to favour attacking with poisonous blades on occasion.

**Skaven Defiler** – these creatures are rarely encountered. They are expert magic users and favour spells which diminish their enemy's strength and skill. As such, they know the following Spells: Chill, Dispell, Tempest, Fear, and Slow. They can also defend any Skulls rolled against them by rolling a single Black Shield on any of their defend dice.



## Components

### Cave-in

Do not place any tiles on the gameboard for this trap. If a Hero triggers the cave-in trap he must roll two combat dice, losing one Body Point for each skull rolled. The cave-in does not block passage across the square, do not place any trap tiles on the board after the trap is triggered.



### Stairway

There are two lengths of stairways, a short stairway and a long stairway. There are 3 movement squares on the short, and 5 movement squares on the long stairway. These tiles are used to create the effect of walking up or down stairs.



### Forge

This forge was constructed by Dwarven blacksmiths and is still hot, as it is fuelled by the depths of the Earth.



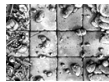
### Water Way / The Icy River Tile

This waterway may be crossed normally and does not impose any movement restrictions or damage to units passing through.



### Ice Gremlin Treasure Room / Treasure Room

Ice Gremlins steal anything they can get their cold hands on. Booty is often found in this room.



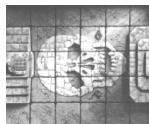
### The Treasure Room

This treasure rooms once housed great treasures and items, and may still contain wonderful things.



### Throne Room

This large tile usually signified some significance to the room in which it is found.



### Inner Sanctum

This tile is placed *without* the Inner Sanctum Wall component usually associated with it.



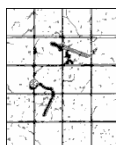
### Carpeted Room

There are no special rules or effects for this tile.



### Battle Lair

This room has seen many battles, where stunning victories and bitter defeats have been met.



### Ice Tunnels

A pair of tunnel entrances connect two apparently unconnected rooms via an unseen tunnel. Any Hero or Monster landing on one of these entrances immediately moves to the other entrance. After moving from one entrance to another the Hero's or Monster's turn is over.



### Trap Doors

Two trap doors are used to link 2 visually unconnected rooms via an unseen tunnel. When landing on 1 trap door, a Hero or Monster immediately moves to the other trap door.



### Ice Slide

Do not place the ice slide tile on the game - board until a Hero steps on the first square of the tile. Any Hero who does step onto the slippery chute of ice is whisked away in the direction of the arrow. The Hero immediately moves to the last square of the tile. (More than one Hero may occupy the exit square.) This ends the Hero's turn. The slide is hidden and it cannot be searched for as a trap, nor can it be disarmed. When a Hero slips down an ice slide, he rolls 1 combat die. He loses 1 Body Point if he rolls a white shield. Monster cannot move onto ice slide squares. Heroes cannot climb up an ice slide in the direction opposite to that indicated by the arrow.



### Portcullis

Heroes and Monsters can "see" through a portcullis even before it is opened. Unless otherwise stated, portcullises may be forced open by Heroes or Henchmen. To do this the unit must roll less than his current number of Body Points on two red dice. Each unit may try once per turn to open a portcullis.



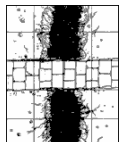
### Master Tome of Chaos Magic

This tile represents the Master Tome of Chaos Magic. As the Master Tome *cannot* be lost permanently, if the Wizard is slain, or loses this item, place this tile somewhere on the gameboard for the Heroes to find.



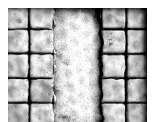
### Bottomless Pit Bridge

This bridge may be crossed safely, however, if any Hero or Monster somehow falls into the pit they are lost forever.



### Two Levels (Quicksand)

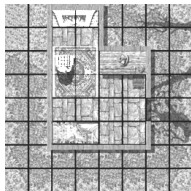
This room is divided into two levels, one upper level at either end of the room, divided by a passageway spanning the room at the lower level. The floors on either side of the passage are too high to reach easily. In order to climb up a Hero or Man-at-Arms must spend two full turns standing adjacent to the edge, taking no other actions, in order to climb in/out. Heroes on the upper level may attempt to jump across as if they were jumping a double pit trap. Failing to jump successfully will inflict one combat die of damage, and end the unit's turn.



## Components Continued...

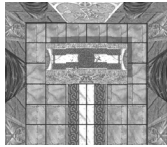
### Small House

This house was once the residence of one of the Monastery's Clerics. No-longer inhabited the Heroes may move through the house freely.



### Unholy Altar

Once a holy place for the monks and clerics of the Monastery, this place has been sealed off with powerful magic...



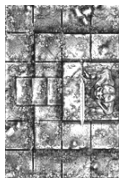
### Rocky Room

This room has no special features. Refer to the Quest notes for specific information.



### Sword Room

Created hundreds of years ago to honour a brave and mighty King. It is said this room watches over those who seek the King's mighty blade, the Longsword of Galamar.



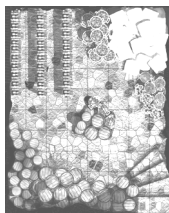
### Long Cave Passage

This long extended cavern has been crudely tunnelled out from the Earth. Loose stones and rock above indicate the Heroes must be wary, as this cavern is likely to crumble and crush those who do not tread carefully.



### Agin's Inn, Cellar

At one time this Inn likely housed some of the greatest adventurers and boasted the finest ale in the land. Its city now in ruins, the Inn has long been abandoned, and lies upon cursed, magical grounds.



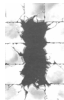
### Bottomless Chasm Room

The crevasse that divides this room can be jumped over as a pit, but any Hero who falls in is lost forever.



### Ice Ledge

This slippery ledge surrounds a deep crevasse. The Heroes must walk around the crevasse on the edge, inches from a fall to the death.



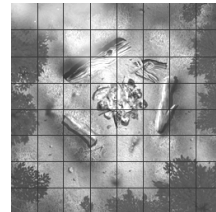
### Grassy Rock Face

There are no special rules or effects for this tile.



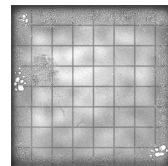
### Campfire

The Heroes nightly encampment when outside cities and towns is often little more than a roaring fire and some logs for sitting. Be wary, some Monsters are drawn to the fire light.



### Corner Section Room

This large chamber has no special rules or features.



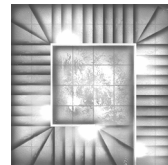
### Maleficient's Throne (Throne of the High Mage)

This room extends out into the Void, and any Hero who missing their footing will never be seen again as they float uncontrollably into the ether. The only solid footing is the narrow stair leading up the Maleficient's throne.



### Stairs to Upper Room

These stairs were crafted long ago, but it is unclear from their age whether they were carved by men, Dwarves, or the most recent inhabitants of the lair, the Skaven!



### The Alchemist's Laboratory

Although falling into disrepair and no longer used, this room was once the laboratory of a skilled alchemist. Its location is sure to be a useful find!



# Playing The Destruction of the Tomes Quest Pack Campaign

These new Quests are generally played the same way as the Quests in the Main System. As in the Main System, Heroes are returned to full strength between Quests. (All Body Points, Mind Points, and Spells restored, unless otherwise noted in the Quest text).

There are a few game play differences in The Destruction of the Tomes Quest Pack Campaign.

## 1. The Quests

Several Quests are larger than usual, spanning more than one HeroQuest game board. During these Quests Heroes do not regain Body Points, Mind Points, or Spells until the entire Quest has been completed.

Multiple game boards or areas may be linked by doorways, a passage, or a spiral staircase. These will be indicated as such on the Quest map.

The first four Quests are solo Quests. Although each Hero has their own associated solo Quest, each one is self-contained on the Quest board, and as many as all four may be played out at one time.

**Note:** Heroes may not pass from one solo Quest area into another, (*i.e.* via a Pass Through Rock spell).

## 2. Starting and Ending a Quest

The Heroes do not always start and end their Quests on the spiral stairway. For those Quests where the Heroes enter through a doorway or passage this is indicated on the Quest maps by an arrow.

## 3. Mind Points

When a Hero reaches zero Mind Points, he is not dead but in shock. (A Hero can not go below zero Mind Points) He rolls 1 red die for movement, attacks with 1 combat die, and rolls two combat dice for defence regardless of what weapons or armour is carried. The Hero's attack and defend dice can be increased by some spells and spell scrolls. A Hero with zero Mind Points, however, may not cast spells or use spell scrolls.

## 4. Equipment and Potions Purchasing

As the Heroes are traveling in remote regions during many of these Quests, equipment and potions may only be purchased between specified Quests, and at *no other time*.

## 5. Trap Doors, Special Passages and Tunnels

Passages, tunnels and trap doors are used to link two rooms. Unless otherwise stated the Hero only needs to move onto the necessary tile and he will be re-located to the corresponding room. A Hero may travel through such a route only once per turn – therefore he must wait until his next turn to travel back to the previous room.

## 6. Teleporters

Several Quests contain hidden teleportation tiles which can not be found through searching. Only if a Hero or monster stands on the teleport square will it become active. There are also 1-way teleporters – a teleporter labeled **A** can *only send* to the location labeled **A<sub>EXIT</sub>**. **A<sub>EXIT</sub>** itself does *not* function as a real teleporter.

## 7. Spells

The spells available to the Elf and Wizard Heroes in this Quest are those from the Main System: Earth, Air, Water, and Fire spells. In addition to these spells, the Elf may choose instead to select 3 Elf Spells. The Wizard and Elf both, on the other hand, may choose to select from the Protection, Detection, and/or Clairvoyance spell

groups. **Note:** The Elf may only pick 3 spells from any *one* group. The Wizard may select a total of 3 spell groups.

## 8. New Spells

Later during the Quests, new spells may become available to the Elf and Wizard Heroes. These new spells belong to existing Spell groups, however, only three spells from each group may be taken, as usual.

## 9. Treasure

The random treasure deck may be compiled with any and/or all other Quest Pack treasure cards, at the Game Controller's discretion. Note: Very special items such as the Cloak of Passage, may be best left for other Campaigns, although the inclusion of any of the HeroQuest treasures will not unbalance game play.

## 10. New Treasure

New treasure cards are available with this expansion pack. These should be included in the treasure deck at the beginning of play.

## 11. New Artifacts

Although most of the Artifacts included herein will be familiar to those who have played other HeroQuest Quest Packs, there are several new Artifacts which are relatively more powerful than most. Included are the Tomes of Chaos Magic Artifacts. These can be found by the Heroes during the Quests, however they are not permanent Artifacts, see the Quest notes, and their corresponding Chaos Artifact cards for details.

There are also several specialized Henchman Artifacts which can be found. These Artifacts may only be used by a Man-at-Arms. These items may be carried by a Hero, however, the Hero cannot implement the Artifact, or gain its benefits in any way!

The Longsword of Galamar is a powerful Legendary Artifact which the Players may obtain. *\*Although, it is the game controller's discretion whether to allow this weapon into the hands of a Hero in the event that the Adventurer character dies.*

## 12. The Men-at-Arms

During these Quests the Heroes will not have an opportunity to hire Men-at-Arms. If the Heroes still have a number of Men-at-Arms from previous Quests they should be set aside, as only the Heroes themselves have been summoned on these Quests. The Men-at-Arms units in this Quest Pack will be available only in certain Quests, as troops of the Empire. As such they are *not* paid for their services.

The Men-at-Arms –

- can move and attack in the same way the Heroes do.
- can open doors and jump pit traps
- may not search for secret doors or treasure
- *only* the Scout may search for, and disarm traps
- may not acquire new weapons, treasure or equipment
- they may carry and use a single potion bottle at a time, given to them by a Hero. These may be healing potions, or other potions the Heroes have with them. In this way a Men-at-Arms unit who has reached zero Body Points may still use a potion of healing in the same way a Hero does.

Heroes may also administer healing potions or healing Spells to the Men-at-Arms, but this must be done before the unit has reached zero Body Points and is considered dead. As well, both the Hero and Man-at-Arms cannot be adjacent to a monster if exchanging a potion.



## 12. Men-at-Arms (continued...)

At the beginning of the second full-length Quest the Heroes only have a set number of Men-at-Arms units in reserve. The chart below lists the starting number of Men-at-Arms, 17-units in total. Once a specific type of Man-at-Arms dies it is recorded in the "Slain this Quest" box. When the Quest is completed the number of slain Men-at-Arms is subtracted from the number of starting units and carried on to the chart in the next Quest (see the example below).

			
4	4	6	3
Slain this Quest			
Quests Survived			

For example: Quest 2 starts with 4 Crossbowmen, 4 Halberdiers, 6 Scouts, and 3 Swordsmen.

The Players decide to take one of each type of Man-at-Arms into the Quest with them, but during the course of their adventure the Swordsman and the Scout die and their deaths are recorded in the "Slain this Quest" boxes under the unit -type:

			
4	4	6	3
Slain this Quest			
Quests Survived			

The Deaths of the Swordsman and Scout are recorded in the supplied chart

Of course, the Crossbowman and Halberdier survive, however.

This data is recorded in the "Quests Survived" boxes in the same chart:

			
4	4	6	3
Slain this Quest			
Quests Survived			

The units that survived the Quest are recorded in the supplied chart.

At the beginning of the next quest the number of troops in reserve (starting number *minus* number of deaths) are Carried through:

			
4	4	5	2
Slain this Quest			
Quests Survived			

In this case, we started with 4 Crossbowmen, 4 Halberdiers, 6 Scouts, and 3 Swordsmen, 1 Scout and 1 Swordsman died, therefore there are 5 Scouts and 2 Swordsmen left in reserve.

Once any of the Men-at-Arms types has reached zero, no more of that type may be brought into play.

## 13. Men-at-Arms Advancement

At the end of each Quest, any Men-at-Arms units who have survived the Quest are recorded on the Quest chart. If, for example, a Crossbowman survives 5 Quests in a row without dieing (we assume it is the same individual in each Quest) his rank is increased to that of "Master".

Master Men-at-Arms have the following bonuses:

- +1 additional Body Point
- +1 additional Mind Point
- +1 additional Movement space
- may search for secret doors
- may search for treasure!




**Note:** Master Men-at-Arms can only use Henchman Artifacts. They may not use normal Artifacts, nor do they keep any other Artifacts, Equipment, or items; these are turned over to a Hero when they have an opportunity. Any gold that is found by a Master Man-at-Arms will also be turned over to the first Hero nearby, however, 10 gold coins, or 10% of the value (which ever is more) automatically goes to the Empire and is lost from play!

A Master Man-at-Arms may be kept in play, or may be put in reserve and replaced with a regular reserve Man-at-Arms unit at the beginning of any Quest. There are bonuses at the end of the campaign for the number of Master Man-at-Arms obtained.

## 14. Quest Sight Modifiers

Some Quests have identified Sight Modification tables (as shown below). In these Quests the environment of the dungeon, cave, or building hinder sight. This influences the range at which Heroes may attack, cast spells, and even search for traps, and secret doors. A Hero searching a room for treasure still searches the entire room, regardless of sight range.

Quest Sight Modifier  
Attack / Spell Search

	3/3	3
	4/4	4
	3/6	3
	3/-	-
	3/-	-
	3/-	3
	3/-	-

Attack and Spell-casting range for each Player-unit is summarized in the first Column. It should also be noted that the Wizard's magical ability allows him to cast spells farther than he can attack. The Dwarf also has an innate ability to see in darkness without penalty due to his race's mining history.

Searching for traps or secret door range is summarized in the second column.

For Master Men-at-Arms the same unit's sight range is used from the table.

*"The Dwarf always has full sight range"*

**The new Companion units have the same stats as the Scout.**

**Note:** All Monsters and creatures have full sight range.

## 15. New Hero/Player-Character Units

During the course of some of the Quests the Heroes will encounter other characters who will join them temporarily. The new player units are listed below as well as their specific details.

**Adventurer** – An adventurer and treasure hunter, lured by folklore and tales of a powerful sword from ages past. At the beginning of each Quest the Adventurer may draw 6 Combat Cards at random, *except* Luck, Careful Aim, or Capture & Disarm.

**Archer** – An Elf archer who uses a Longbow to fight. The Archer can cast only the following Elf Spells : Luck, Bolt, and Fleet Foot.

**Half-Orc** – Versed in the combat tactics of both the Orcs and Black Orcs, he was once leader of a neutral Orc tribe; although he has been hunted by the Black Orcs for his opposition to their rule over two years ago. The Half-Orc has the ability to summon friendly Orcs from his tribe, as well as an Orc Shaman.

**Necromancer** – Skilled in the realm of magics used to animate the dead, as well as the workings of Chaos magic, the Necromancer now battles the forces of Chaos after his family was slaughtered by Chaos Warriors. The Necromancer can cast the following Necromancer Spells: Call Skeleton, Raise the Dead, Death Bolt, and Reanimation.

**Note:** All new Player units have the same sight modifier as the Scout.

## 16. Destroying Tomes of Chaos Magic

After Interlude 1, if the Heroes find a Tome, it must be destroyed with any Fire Spell or Scroll before the end of the Quest. If not, the Wizard will suffer a -1 penalty to movement and Mind Points, per Tome, in each successive Quest, until the Tomes are destroyed.

## A Message from Mentor

**T**wo years have passed since the Emperor

sent the brave Heroes outward to rid the lands of the foul Hordes of marauding Orc and Goblin clans. With the crushing defeat of the Black Orcs, and the recovery of the Tomes of Chaos Magic our Heroes were given titles and land within the Empire.

During this time Empire has begun to prosper once again, villages have grown, and the Empire's army has once again begun to gain strength and momentum. The Empire itself has been stabilized from within through the Emperor's carefully chosen Imperial High Council, which now oversee all trade, construction, law, and the Empire's army. Indeed it was under the new High Council that the Empire led its largest campaign in recent history against the remaining Orc and Goblin armies, led by the last of the war mongering Black Orcs who remained.

The South-western border has also greatly prospered. After the smaller Orc clans were freed from their oppressive Black Orc masters, they have remained neutral and have rarely ventured beyond their own lands in the foothills except to trade with some of the border towns.

Our Lords, the Heroes responsible for this era of growth and prosperity, have themselves prospered also. Each of them controls their own Keep within their lands, and oversees local matters in their neighbouring villages.

All the while, however, a dark seed had been planted deep within the Empire. It too has grown, in secret, and will now bear fruit. Over these two years Lord Castanea, the Emperor's Imperial Seer, was given the Tomes of Chaos Magic to study their secrets before they were to be destroyed. But once Castanea began to unravel the twisted and complex inner workings of the tomes he began to change.

Many days he would spend in his study, out of sight of the others in the Imperial Court.

It was when the tomes were to be destroyed at the end of that first month that Castanea finally turned to Chaos. He had hastily made forgeries of the Tomes of Chaos Magic, which he turned over to the Emperor to have destroyed. Soon after this Castanea retired from his appointed position, leaving the Emperor's service. Until recently no member of the Imperial High Council, except for the Emperor, suspected anything.

Only weeks ago, when a member of the High Council sought Castanea's services, did he learn that Castanea had disappeared from his home. When his study was searched for clues as to his whereabouts it quickly became clear that he had amassed a small library of his own, endless writings about the workings of Chaos magic, the Tomes themselves... and the terrible powers that the Tomes will unleash in the proper hands. From the writings the Emperor believes for certain that Castanea had sided with the forces of Chaos and that the Tomes were even more powerful than ever suspected! In response to this treachery the Emperor unleashed his Imperial Guard to capture Castanea, dead, or alive...

The Imperial Guard returned only a few days later lead by Castanea. During the dead of night, they managed to sneak into the Palace with small parties of Orcs and Goblins and assassinated the members of the High Council.

When the alarm was finally raised it was already too late for many. The Emperor took the one remaining Chancellor, and the troops still loyal to him to a nearby stronghold. There he sent out Scouts to the corners of the Empire to bring back the Lords and Heroes who had once retrieved the Tomes... for there is no telling what else may be in store for the Empire now!

*Mentor*

### Quest Map Guide

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



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



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



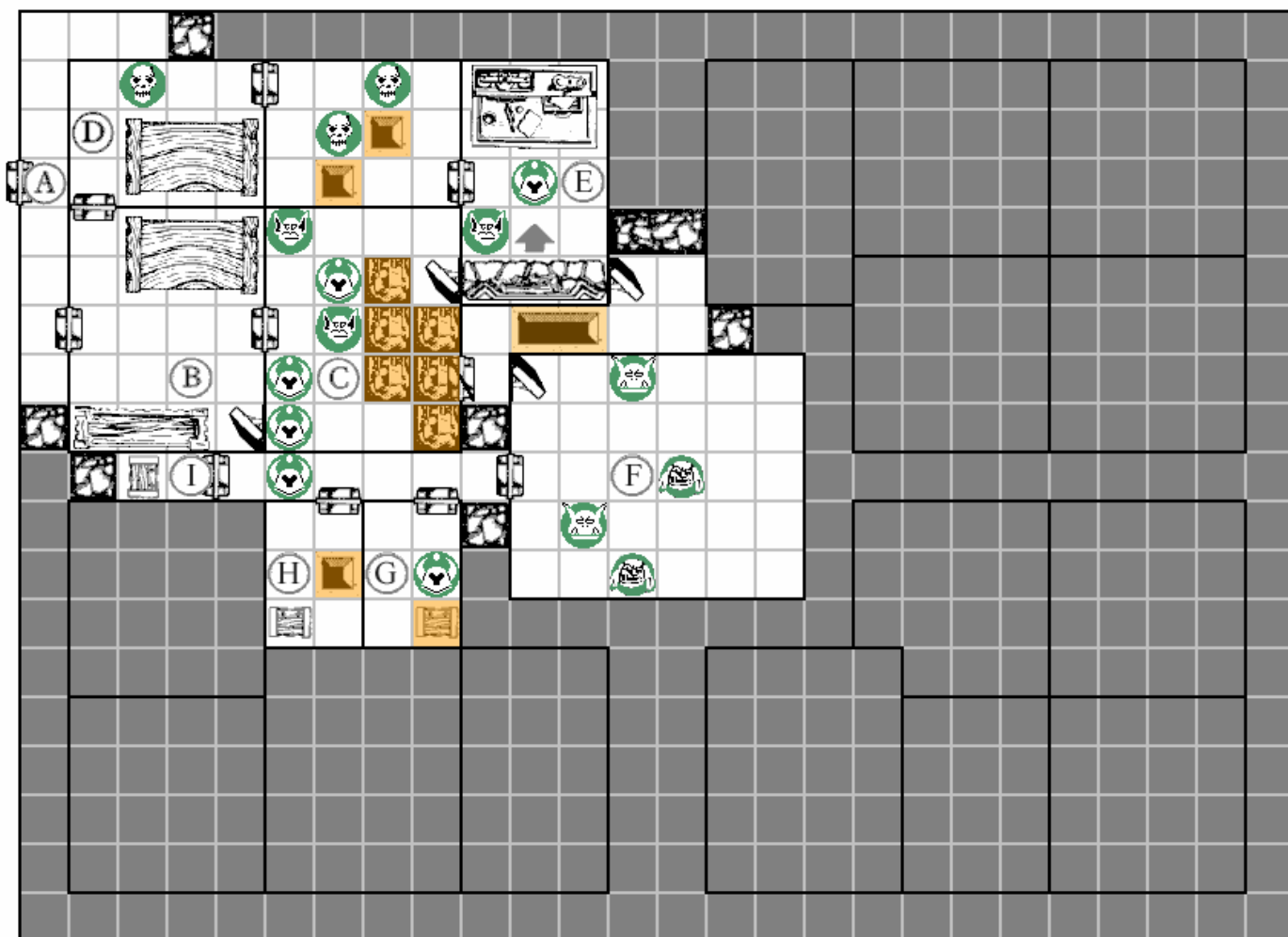
**Dark Green:** This colour is used to highlight the monster symbols. See the Monster Chart.



**Light Purple:** This colour is used to highlight rooms which contain custom tile overlays. These should be placed on the game board after the Heros have discovered the room.

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





## Barbarian Solo Adventure - Hunting Ogres

The village look-out tower at the edge of your lands reported seeing two Ogres carrying off some of the towns people's livestock toward a nearby den which has been abandoned for years. These Ogres may also be responsible for attacks and raids on shipments of precious metals to the village blacksmith. You have decided to investigate the matter yourself, and to put a halt to the attacks. As you approach the den it is apparent that it has been used recently, the remains of several cattle, as well as some other older bones, lie strewn about the entrance. This will be your first opportunity to defend your newly inherited lands.

This is a solo adventure for the Barbarian, he/she does not start the Quest with any other Heroes, Henchmen, or Men-at-Arms. **Note: The first 4 Quests can be played simultaneously on one game board.**

(A) The Barbarian begins his/her Quest here.

(B) Searching for treasure turns up some rotting, picked-over carcasses, and two large tankards on the table. The tankards are sturdy, worth 15 gold coins each.

(C) The secret doors in this room cannot be found through normal searching. After the Barbarian opens the door to this room, on Zargon's first turn, one of the Chaos Warriors will open the secret door leading back to room B and take one step inside, beside the cupboard – the falling block traps will then immediately be triggered, damaging anyone beneath by 2 combat die and permanently blocking passage. At the same time as the trap is sprung a Swordsman and a Crossbowman are both placed on the map adjacent to A. They are under the player's control and may move normally on the player's next turn.

(D) The skeleton in this room is an Ogre Skeleton, and has the **Wandering monster: 1 Fimir**

following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
4	5	4	8	0

(E) Searching for secret doors in this room reveals a lever underneath the table, the stone fireplace grinds forward against the floor, revealing the two secret doors behind.

(F) Both Ogres must be defeated to complete the Quest.

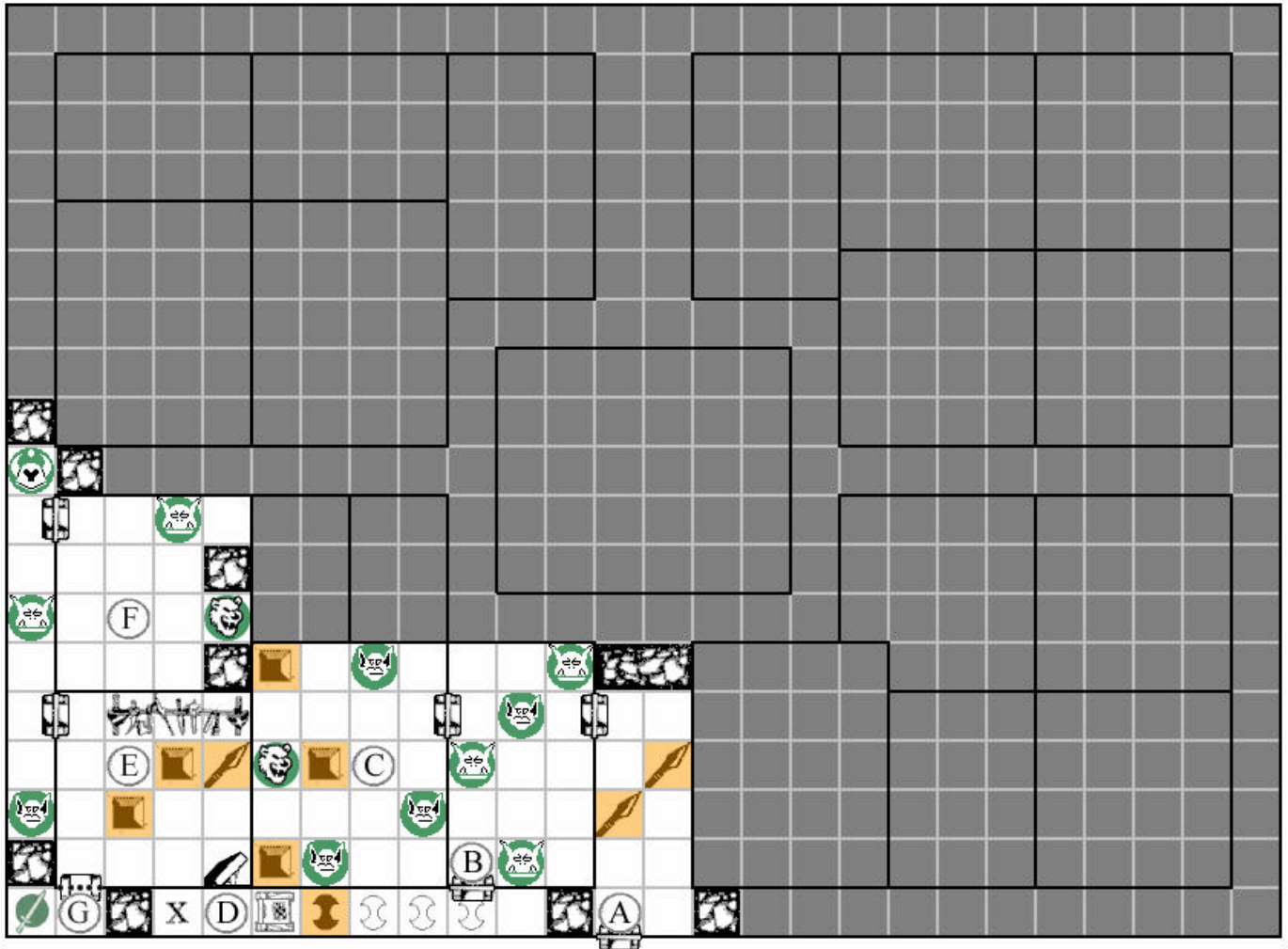
(G) This chest is trapped with a dart causing 1 damage.

(H) This chest contains iron ore, and pouches of copper. Carrying this chest to the entrance/exit reduces the Barbarian's movement to 1 red die (with 1 movement square minimum).

(I) This chest contains gold and silver ore. Carrying this chest to the entrance/exit reduces the Barbarian's movement to 1 red die (with 1 movement square minimum). **Note:** Both chests in rooms H and I must be carried out.







## Dwarf Solo Adventure - The Lost Coronet

*'You have been lured away from your lands at the base of the Middle Mountains by reports of a rare Coronet, stolen long ago by a monster dwelling near the Moot. A reward of 800 gold coins was offered decades ago for its return to the Middle Mountain Abbey, but has gone unclaimed. 'You have traveled for days following stories and leads from surrounding villages, until finally, by chance, you find the cloak of one of the Imperial Guard in a glen surrounded by dead and rotting trees. 'Upon investigating the area further, and through your cunning skill, you find a secret entrance to a man-made keep in an outcropping of rock...*

This is a solo adventure for the Dwarf, he does not start the Quest with any other Heroes, Henchmen, or Men-at-Arms. **Note: The first 4 Quests can be played simultaneously on one game board.**

(A) The Dwarf begins his Quest here.

(B) Use an Iron door for this doorway. This door is locked and requires a large key to open.

(C) Upon entering the room place the three pit trap tiles on the floor and read the following aloud: "As you enter you hear someone calling for help from the middle pit". After one turn a Halberdier emerges from the pit and will aid the Dwarf. Searching for treasure reveals an Iron Key for door B. The Halberdier also says: "Thank-you for your help. Scouts from the Empire have been sent in all directions looking for you and your comrades. But hurry, first we must find my companion, he was captured early yesterday and is still here somewhere."

(D) Searching for secret doors reveals that the throne is on a sliding stone track, it slides back to position X revealing the secret door.

**Wandering monsters** are replaced by a trap at the feet of the Dwarf, roll 1 red die: 1-3 spear trap, 3-5 pit trap, 6 nothing.

(E) The cell in this room holds a Scout.

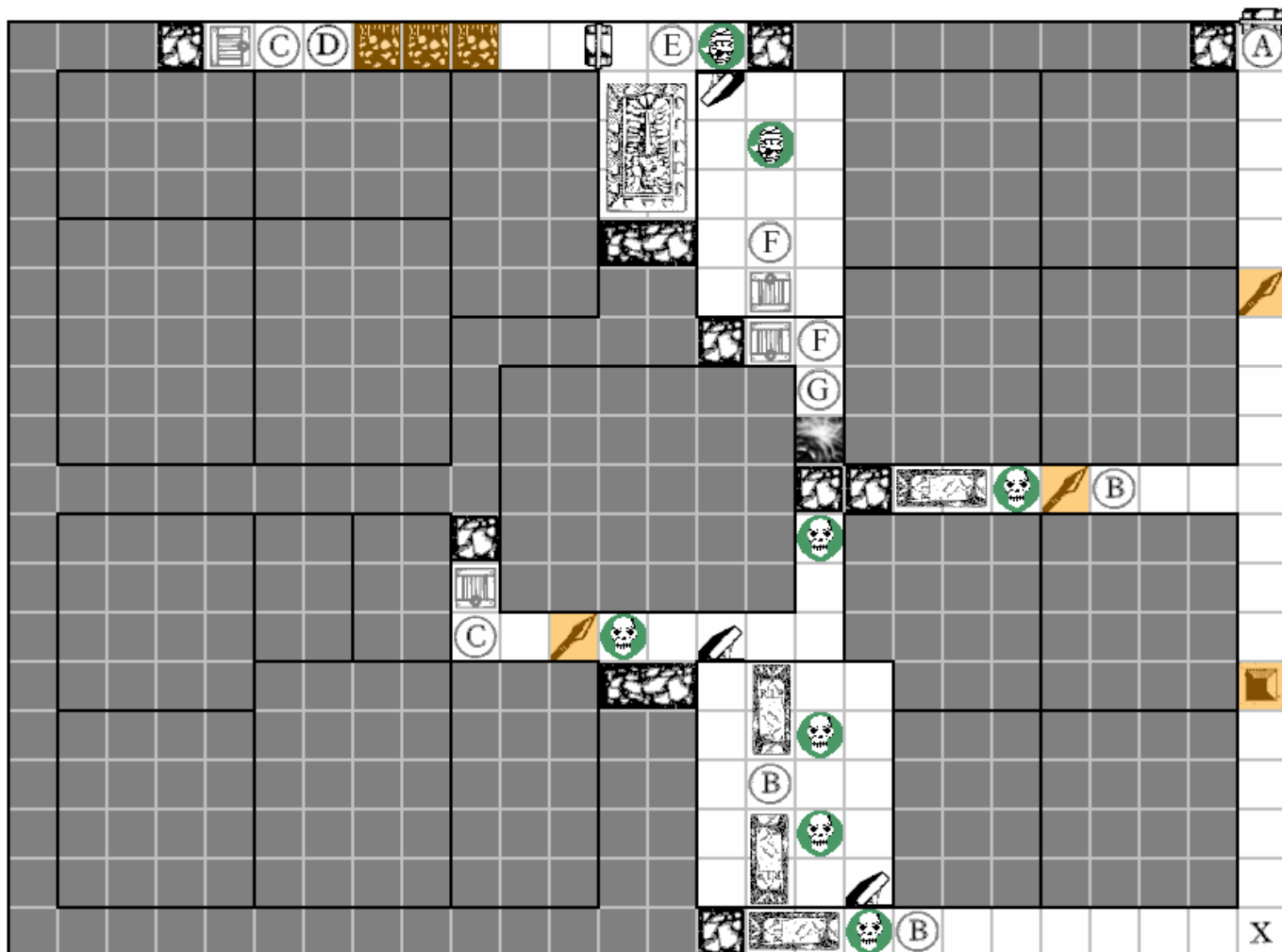
The Dwarf must attempt to pick the lock by successfully rolling anything but a black shield on two combat die. He may try once per turn. Once freed the Scout will join.

(F) The Polar War Bear wears the Coronet, giving him +1 movement and +1 Mind Point. Once defeated the Dwarf may acquire this item by searching for treasure.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	4/4	3	6	3

Upon successfully completing the Quest the Dwarf is awarded 800 gold coins for the return of the Coronet Artifact.





## Elf Solo Adventure - Catacombs of Loren Forest

*You have been called to a small Elven village along the edge of Loren forest, past the Grey mountains. The villagers have been inflicted with an 'Undead blight' which they came into contact with it when some children ventured too far into the northern Catacombs and had to be rescued. The only cure that the Elders can prepare requires a vial of dew from the deathly mists deep in the heart of the cavern. You are the best hope for the villagers, as there are none remaining who are well enough to perform the task.*

*'Be wary, the 'Undead that dwell there may still spread the same plague.*

This is a solo adventure for the Elf, he does not start the Quest with any other Heroes, Henchmen, or Men-at-Arms. The Elf starts the quest with an empty vial. **Note: The first 4 Quests can be played simultaneously on one game board.**

(A) The Elf begins his/her Quest here.

When the Elf reaches position X a Crossbowman and a Scout will enter the Catacombs and join the Elf.

(B) The Skeletons in these areas spread Undead Plague. If any Skeleton successfully inflicts at least 1 Body Point of damage the target is inflicted with the plague. For each affected unit the plague reduces movement by 1 square, and reduces the total number of Combat dice by 1.

After each skeleton is defeated another will rise from the crypts after two full turns (with a maximum of one from each crypt).

(C) These trap doors are linked.

(D) This corridor has falling rubble hazards. If triggered they inflict two combat dice of damage but do not block passage.

(E) This Mummy has 5 Body Points. On each turn, instead of moving, he may choose to sink into the earth, where he cannot be attacked, be the target of spells, and is temporarily removed from the playing board. If wounded, while in the earth he recovers 1 Body Point of damage. On his next turn he must emerge from the ground, as many as 4 squares away from his last position, and can attack immediately. He is defeated once he reaches zero Body Points, and may not return to the ground to recover.

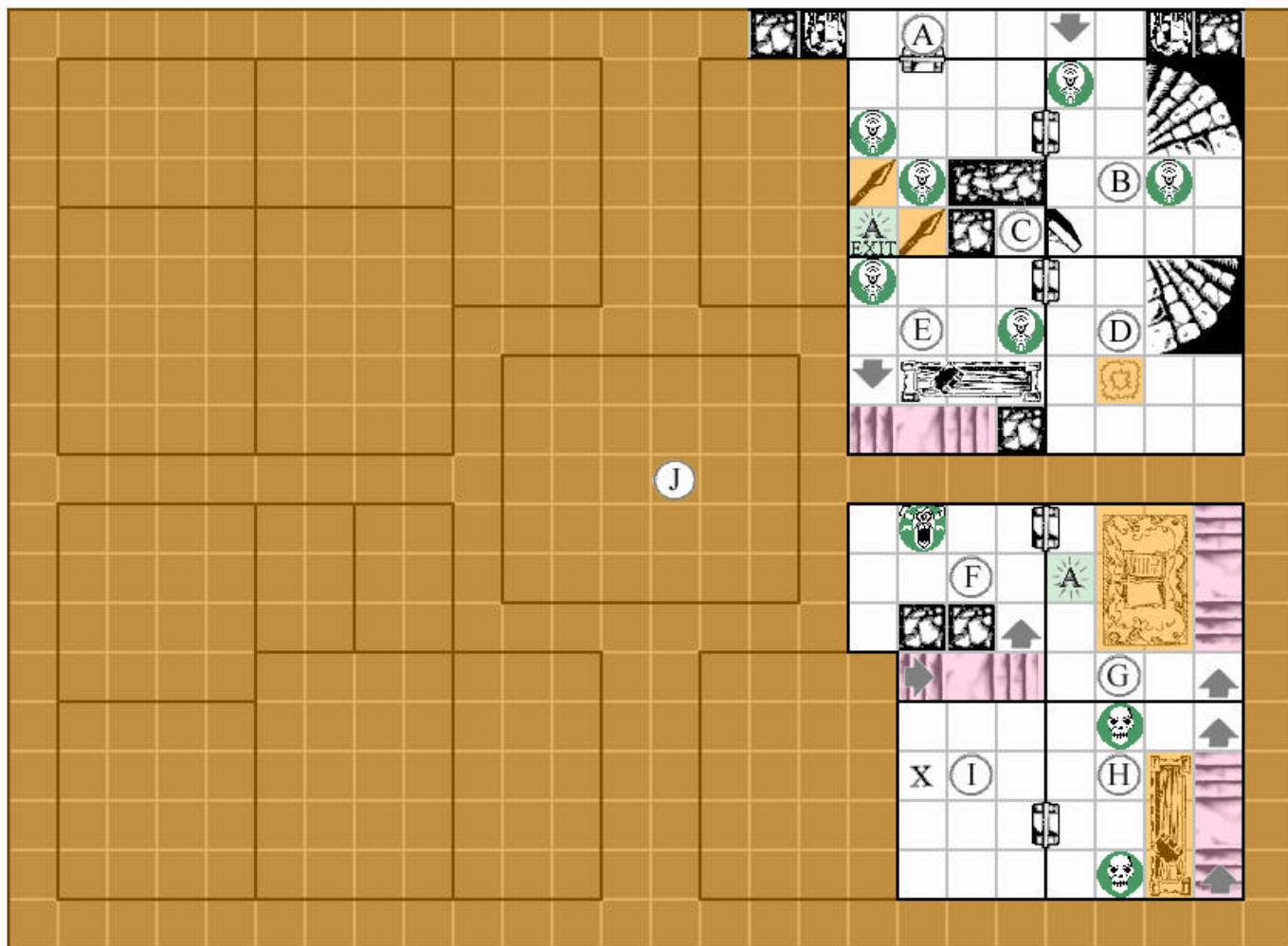
(F) These trap doors are linked.

(G) Read the following aloud: "The mist hangs thick in the air, this is the source of the Undead Plague. There are droplets of dew on the cold stone walls, you collect some in the vial. You must make haste, to the village."

**Note:** Upon his escape with the filled vial the Elf will be awarded with 400 gold coins, and a Potion of Speed.



**Wandering monster:** 1 Zombie



## Wizard Solo Adventure - Tower of Winged Fury

*Recently winged Gargoyles have been emerging from a tower in The Vaults, devouring man and beast alike from your lands, night after night. A Mage has been rumored to have hoarded many rare spells and scrolls which have otherwise been lost to time in the tower. Journeying alone into The Vaults, between the Grey and Black mountain ranges, you find the tower unguarded, surrounded by ancient ruins at the centre of a dead forest. Strange, elusive magic's emanate from the tower. It will be best to keep your wits about you, and be prepared for anything, upon entering.*

This is a solo adventure for the Wizard, he does not start the Quest with any other Heroes, Henchmen, or Men-at-Arms. **Note: The first 4 Quests can be played simultaneously on one game board.**

- (A) The Wizard begins his Quest here.
- (B) The stairwell leads to room **D** on the floor above.
- (C) This room may be searched separately from the larger main room. The room has Tempest Spell Scroll.
- (D) The stairwell leads down to room **B**, below.
- (E) Upon entering the room a Swordsman will enter the main entrance to the tower, and will join the Wizard. Searching this room for treasure turns up several pages torn from a spell book. The Wizard should note these as pages "xvii" and "mc". The staircase must be approached from the arrow, upon moving to the top the unit is placed on the last stair tile in room **F**.
- (F) This is one of the magical Winged Gargoyles, it may cast the Chaos Spell Fear once. Refer to the Monster card for his stats.
- (G) Upon entering the room a second Swordsman will enter the main entrance to the tower, and will join the Wizard. The spell book is trapped with the Chaos Spell Sleep which will affect anyone in the room. Searching for treasure reveals the Ancient Wizard Lore Artifact with rare spells for the Wizard, but there are

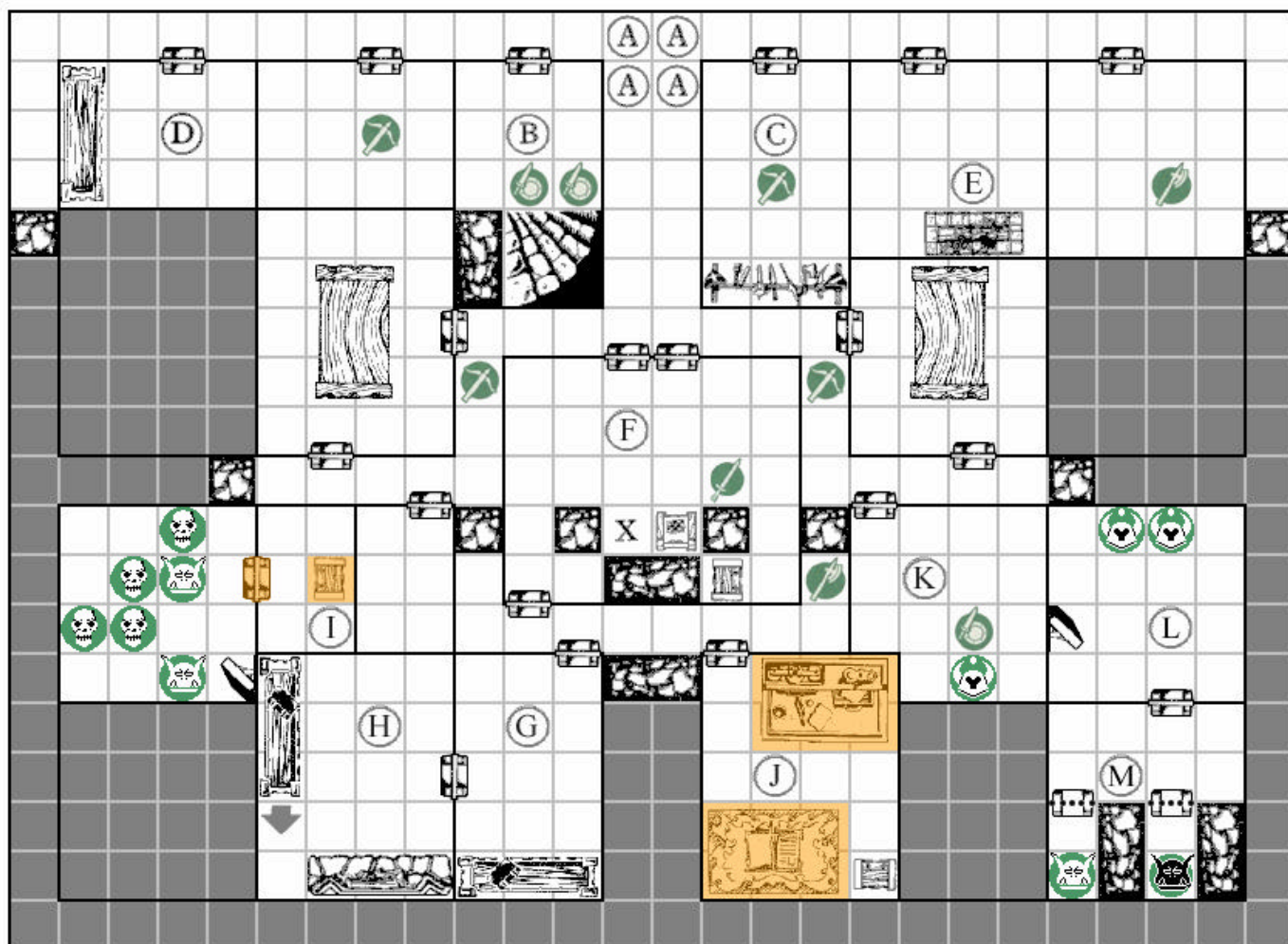
**Wandering monster:** 1 Fimir

- pages missing; pages: "xvii", "xxix", "mc", and "mciv". The pages are necessary for its use.
- (H) The book case is trapped with a Tempest Spell. If triggered by searching the door to **I** will also open. Searching for treasure turns up pages "xxix" and "mciv".
- (I) The Mage Hassan is located on the square marked **X**, he has the same stats as a Gargoyle and is represented by the Chaos Warlock. If defeated once he transforms into a Gargoyle with his Body Points restored. Searching for treasure reveals 420 gold coins.
- (J) Using a Pass Through Rock spell to enter these areas while on any level higher than the 1<sup>st</sup> floor will result in a fall, inflicting 2 combat dice of damage. The unit will resume at the entrance on their next turn.

**Note:** If the Wizard finds the Ancient Wizard Lore Artifact, as well as the 4 missing pages give him the Ancient Wizard Lore Artifact card. He may now choose from the additional Darkness, Protection, and Detection spells. The Wizard may still only choose a maximum of 3 spells from each of the spell groups.







## Quest 1 - Recalled to the Empire's Aid

*The scouting parties who sought you out have brought you all back into the heart of the Empire. You are brought to a small castle, and led to the main hallway. One of the scouts informs you that something terrible has befallen the Empire, something none foresaw. The Scout leaves to re-take his post and says "The Emperor awaits through those doors ahead". It is most curious that the Emperor would request your presence in this castle, and not within the halls of the Imperial Court. Something must indeed be amiss.*

The Men-at-Arms in this Quest are Imperial Guards and are non-player characters. The Heroes may move over a tile occupied by an Imperial Guard, and they may search for treasure and traps in rooms with Imperial Guards.

- (A) Each of the 4 Heroes begin on the tiles marked A.
- (B) These Imperial Guards are blocking passage to the tower.
- (C) A Hero searching this room for treasure will find an Imperial Shortsword of such high quality that it is resistant to the effects of 1 Rust spell. It may be sold for 225 gold coins.
- (D) Searching this room for treasure reveals a Potion of Battle amongst a collection of empty bottles and dried herbs.
- (E) The forge is still warm. Searching for treasure turns up nothing.
- (F) The Emperor is located on the spot marked X, and is represented by any extra Man-at-Arms or other figure. After the first Hero enters the room the Emperor he will speak, read the following aloud: "Our Champions. I have summoned you here to once again aid us. There is little time at the moment, but Lord Castanea, our Seer, has turned to the side of Chaos. In the corridor behind me is a room that Lord Castanea had used for a short time a year ago. One Guard was already killed while searching the room. I believe there may be clues to Castanea's whereabouts in that chamber. Anything else you find there is yours." Searching for

**Wandering monster:** None

treasure in this room reveals nothing.

(G) Searching this room for treasure reveals a Tempest Spell Scroll.

(H) Searching this room for secret doors causes the bookcase to slide down 1 square, revealing a door behind.

(I) This chest is empty, but the chest and door are rigged to a Lightning Chaos Spell trap, hitting anyone in a line from the chest.

(J) The sorcerers bench is trapped with a Firestorm Chaos Spell trap, while the bench is trapped with poison gas which will inflict 3 combat dice of damage to anyone in the room and 2 combat dice of damage to anyone in the connected corridor. Searching for treasure reveals diagrams and sketches of an area at the South West border.

There is also a gem worth 200 gold coins. *Read the following page.*

(K) The Scout is studying the empty suit of Death Knight armour.

(L) These are empty suits of Death Knight armour.

(M) These Orcs are prisoners. The doors can not be opened, but the Orcs will attempt to attack, through the bars, anyone close by. As they are unarmed they attack one die, and defend with two dice.





## A Meeting with the Emperor

*"Thank-you for returning to the my Court so quickly, our Champions. We are meeting here at the former training halls of the Imperial Seers, only because we had to flee the Imperial Palace. Though I would have liked to have seen you all again under better circumstances, it cannot be so. But where can I begin?*

*In the two years since you have been in possession of your own lands, following your victory against the Orc Hordes, the Empire has been rebuilding its outer townships and re-establishing its crops and farms much more quickly than even I thought possible. So to that, we remain in your debt.*

*The Tomes of Chaos Magic you brought back with you from the Horde had been destroyed immediately upon your return. Or so we thought. It would now seem as though Lord Castanea, our Seer, and your former companion, kept these for himself! What little we do know is that he returned here, to this castle for a few short months before retiring from his official position. As far as any of the members of the Court, and myself know, he has been somewhere near the South Western border since that time.*

*At least that was until only a few weeks ago. I learned from several Chancellors that Lord Castanea had returned to the Palace, collected several of his things he'd left behind and then disappeared again. He attacked the Chancellors who attempted to stop and speak with him. Only days later they succumbed to a mysterious disease and were found rotted and disfigured in their beds.*

*I suspected Lord Castanea was up to something for some time before this, and after this news I sent our several of my Imperial Guard to apprehend him, and bring him back for questioning.*

*None of us are sure what happened next, but it would seem Lord Castanea was somehow able to bend the Imperial Guards to his will. He must have used the guards to gain entry into the Palace, unnoticed. He also managed to bring several small war parties of Orcs and Goblins into the Palace. We are still trying to determine how he managed that one as well!*

*During the night, before the alarm was raised, the members of the Imperial High Court and all but one of the Chancellors were killed within the Palace. By this time many of Castanea's forces had fled the Palace, and the Imperial Guard*

*as well as the forces stationed in the lands surrounding the Palace were caught off guard. Unfortunately, most of our high-ranking officials and battle planners were among the High Court members assassinated.*

*Although the core of our army remains intact, if there was ever a time the Empire was ripe for plundering, this is it. The attack was well orchestrated and very precise. We now believe that Lord Castanea did indeed lead the attack on the Palace, and was likely using powers he gained through the workings of the Tomes. Although, it does not seem as though he has been able to build a unified fighting army in the short time since the Tomes came into his possession.*

*Our greatest threat at the moment, aside from Lord Castanea, is any direct attack from any of the armies in the outlying lands. Without the members of the High Court, and the Chancellors, to direct battle operations and organize our front lines we are effectively fighting crippled.*

*We need time to re-group, and organize ourselves. Within the week we hope to return to a better fortified Palace. The Empire could desperately use all of your help in organizing troops and battle plans, unfortunately, our most pressing matters require you elsewhere more urgently.*

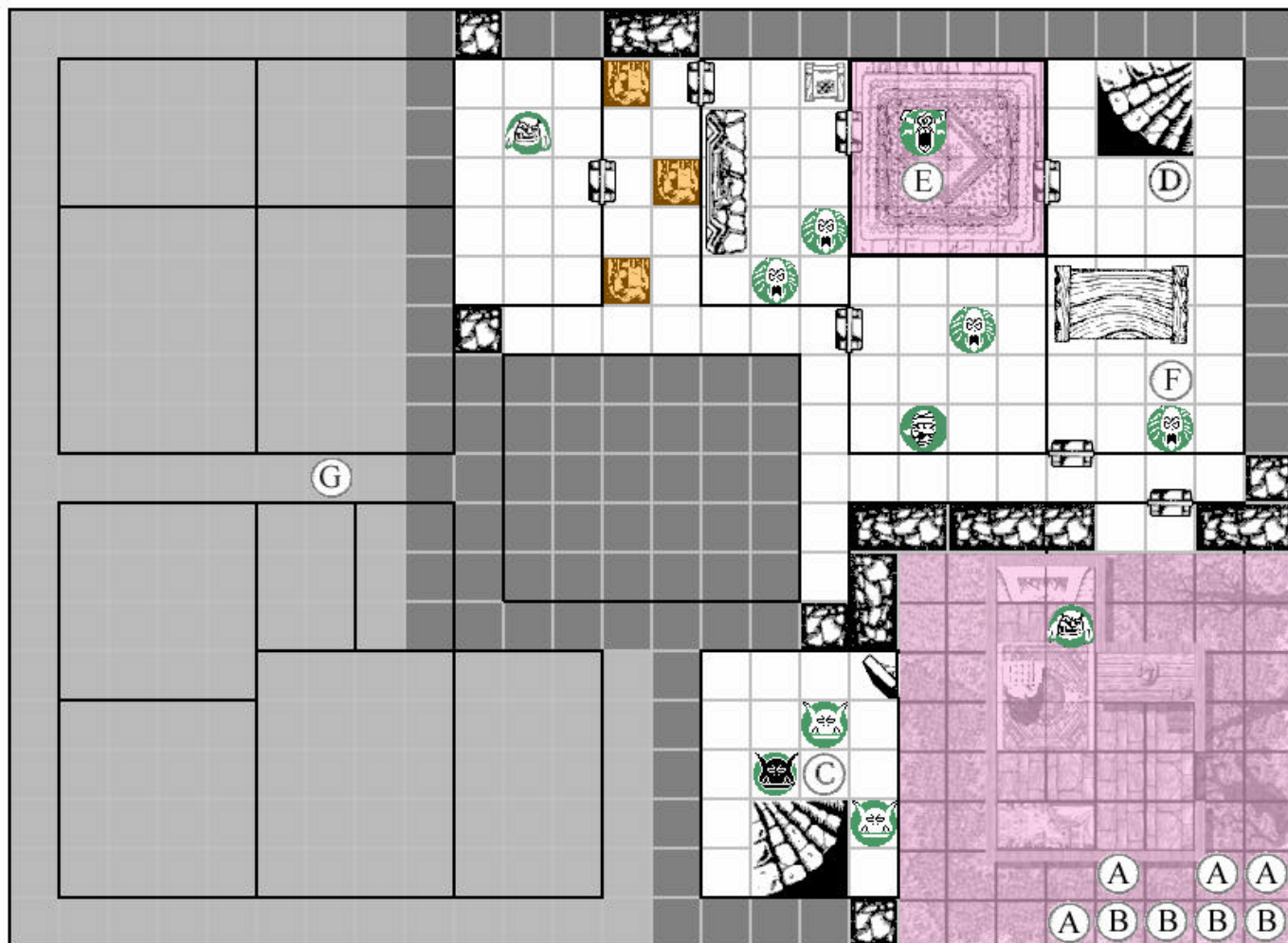
*I am now asking you to journey into the South West. The maps and diagrams found in Lord Castanea's old study here suggest he may have been using the old Monastery at the border. That will be the best place to start. Upon finding him he is to be destroyed immediately. I must also entrust the task of obtaining the Tomes of Chaos Magic to you again this time, as well.*

*I would also ask you to seek out any of the stronger fighters, warriors or sorcerers in the Empire while you journey across the lands. We are in need of any who may have the potential to assume roles in the Imperial High Council. Just ensure they know the Empire will reward them, and their families, well for entering an Imperial position. Who knows, we may be able to use your help when you return!*

*My Men-at-Arms will guide you toward the South Western border in the morning when you are ready. Upon returning successfully your lands and titles will be expanded, and you will each be rewarded with ancient Relics of the Empire.*

*Good luck our Champions!"*





## Quest 2 - The Monastery Grounds

*After having traveled for three days you finally reach the South Western border of the Empire, and can see the Monastery at the edge of the forest. Upon reaching the Monastery you try opening the tall gates, but this proves fruitless. All five entry ways are locked and the doors are far too heavy to break. You have decided, instead, to first search the monks' and cleric's living quarters located some distance into the forest behind Monastery. As you approach the groundskeeper's house, beside the larger stone-walled cleric's hall, all does not seem well, as you suspected!*



The Heroes are accompanied by 4 Men-at-Arms, of any type, each Hero-player may control one. All map areas of this Quest are linked. The Heroes and Men-at-Arms do not regain spells or Body/Mind Points between map sections.

- (A) The four Heroes begin their Quest on these squares.
- (B) The Men-at-Arms begin the Quest on these squares.
- (C) The stairs lead to room **C** on the second floor (next map).
- (D) The stairs lead to room **D** on the second floor (next map).

**(E)** Tell the players this Gargoyle is wearing the remains of a Monk's robes and still has holy symbols about its neck. The Gargoyle has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	4	5	4	4

- (F)** Tell the players this Zombie is clothed as the Lord Cleric of the Monastery. The Zombie has 2 Body Points, and when killed will

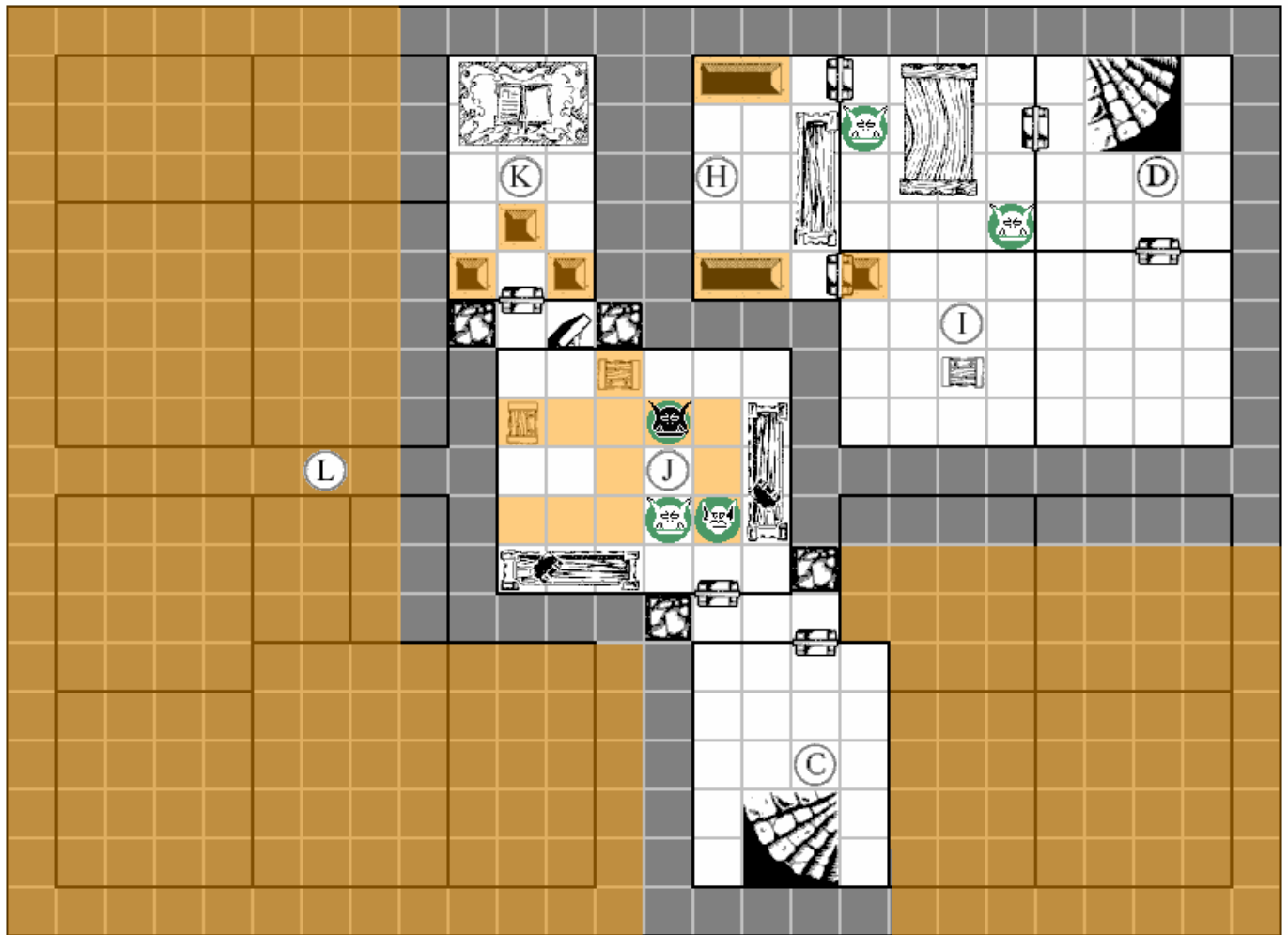
remain dead for 2 turns, after which it will rise back to life on the same (or adjacent) square it was killed on, with full Body Points. *It may be permanently killed by casting a Heal Body spell upon it, or using the Spirit Blade, but do not tell the players this.*

- (G)** If a Hero uses Pass Through Rock and reaches the light-grey area beyond the building's border they will be out side in the forest. If they choose to end their turn in this area they will begin the start of their next turn at position **A**.

- (H)** If a Hero falls into one of the pit traps in this room they will suffer 2 combat dice damage, and will end their turn on the corresponding square on the floor below. Searching this room for treasure turns up 4 vials of Holy Water in the cupboard.

**Wandering monster: 2 Zombies**





**(I)** If a Hero falls into one of the pit traps in this room they will suffer 2 combat dice damage, and will end their turn on the corresponding square on the floor below. Only the proper incantation can open this chest. *Even the Spell Genie will not work.* Once the incantation is known an Elf or Wizard (or other Hero whose current Mind Points are 4 or greater) may recite it and open the chest, revealing the tarnished silver Monastery Master Key, needed to enter the Monastery.

**(J)** Tell the Heroes that the chests and bookshelves smell of kerosene. Searching for traps reveals that both chests are trapped and are rigged together. Triggering one trap will set off both of them, therefore both must be disarmed before opening either of them. If the either trap is triggered a column of fire erupts from both chests, melting the locks, and burning the wood away. Anyone positioned directly in front of either chest is struck by the column of fire. The fire also ignites the bookshelves, which will burst into flames and burn anyone standing directly in front of them. Anyone struck by the fire suffers 2 Body points of damage, and must roll two red dice. Damage is reduced by 1 for each 5 or 6 rolled.

**Wandering monster:** 2 Zombies

Once this area of the Quest is completed the Heroes will venture to the Monastery again immediately (Quest 3). They will not have an opportunity to visit any shops or spend any gold. They will not have fully recovered before the next Quest, see Quest 3 notes.

**(K)** If a Hero falls into one of the pit traps in this room they will suffer 2 Combat dice damage, and will end their turn on the corresponding square on the floor below. The chest in this room has been magically sealed. Searching this room for treasure reveals that a page has been marked in the spell book, it is a magical incantation to unseal a treasure chest. If the Hero who searched for treasure does not have at *least* 4 Mind Points tell the Heroes that one of them with enough magical knowledge must learn the spell (by entering the room and searching for treasure). If the Hero has 4 or more Mind Points give them the Unbind Chest Spell Scroll Artifact Card, which they may then in room I.

**(L)** If a Hero uses Pass Through Rock and reaches the coloured area of the map they will have passed through the building and are outside (1 storey above ground). They will immediately suffer 2 combat dice damage, ending their turn. They will begin the start of their next turn at position A.



Now that you have the keys to the Monastery entrances you return from the woods, trying to forget about the monks and clerics who must have lived there before. As evening falls across the lands the surrounding forest seems eerily quiet. No sounds can be heard from within the Monastery itself, however, you get the distinct impression that you are expected. Aside from the large main entry way there are four other entrances to the Monastery. Unable to agree upon the best one to pick you agree to choose your own, each taking one of the Men-at-Arms with you. Remember, you must search carefully and diligently in all areas. Clues to the Seer's whereabouts could be anywhere!



- Spells : Summon Undead, and Reanimation, and Ball of Flame. If a Hero searches for secret doors tell them they hear the sound of stone grinding far away. This opens the secret door in hall **M** for *one turn only*, after which they will hear the stone grinding again as the door closes. They must search each time to open it.
- (J)** A Goblin Warlord occupies square **XX**. He is equipped with a Spear and has 3 Body Points. The Spear is useless to Heroes.
- (K)** This pit trap is a permanent trap and is already present when entering the room. If a Hero descends into the pit and searches for treasure they will find the Monastery Master Key (used in room **F**).
- (L)** The Gargoyle can only be wounded with the Obsidian Sword.
- (M)** Triggering the secret door in room I causes the stone to slide away revealing the secret door to room **N** for one turn.
- (N)** Heroes can not find this secret door through normal searching.
- (O)** Heroes can not find this secret door through normal searching. Searching for treasure reveals an Obsidian Sword (2 combat dice).
- (P)** When a Hero enters this room read the following notes...



## *The Monastery Altar*

*As you enter the altar room you find the corpses of dozens of monks and clerics. The stench of decaying flesh and death hangs so heavily in the air you can scarcely stop your stomach from turning. It would appear as though they have been dead for several weeks, at least. Some, perhaps longer.*

*Searching around the altar you find one of the cleric's tomes. As you open the front cover you feel a deathly chill pass over you that cuts to the bone and momentarily stops your heart and your breathing. Feeling a presence behind you, you slowly turn.*

*An apparition of the High Cleric floats gracefully in the air before you. He holds up his hand as if to gesture for you not to run, and then leans his head forward to whisper in your ear. Inexplicably rooted to the spot you can only stand and stare past the ghostly image as words and images fill your mind.*

*Suddenly you understand. Lord Castanea had indeed been here. The voice of the High Cleric now echoes in your mind.*

*He came almost a year ago claiming he was to take a vow of silence and study ancient religious and magical tomes he brought with him. For months on end he did not emerge from the cleric's hall, though some thought they saw him wandering the woods by night, none were certain as they could hear him pacing and moving about constantly in the tower by day.*

*Then, only a month ago, many came to the Monastery. Forces of Chaos. Many creatures who would be unlikely allies. Orcs, Goblins, Ogres, Finir, and many forms of the Undead descended upon the woods. Those who were not killed or torn apart within the first day witnessed Lord Castanea emerge finally, but he had changed. No longer did his eyes radiate brilliance, but they appeared deep and dark, and his skin was pale white, almost like porcelain.*

*Lord Castanea was the one that the forces of Chaos had come for. Though he did not speak it was clear he commanded their every move.*

*The monks and clerics who had fallen the day before had begun to rise again, as mindless unthinking slaves to Lord Castanea's will. And then, only weeks ago members of the Imperial Guard came for him. He walked out alone to meet them, and within seconds their minds were bent to his will.*

*He led the Imperial Guard away from the monastery, accompanied by his denizens. When the group returned days later there was quite a stir among the creatures. Many of them left the Monastery, followed by Lord Castanea. Those who remained quickly turned their sights to the few monks and clerics who were still left alive.*

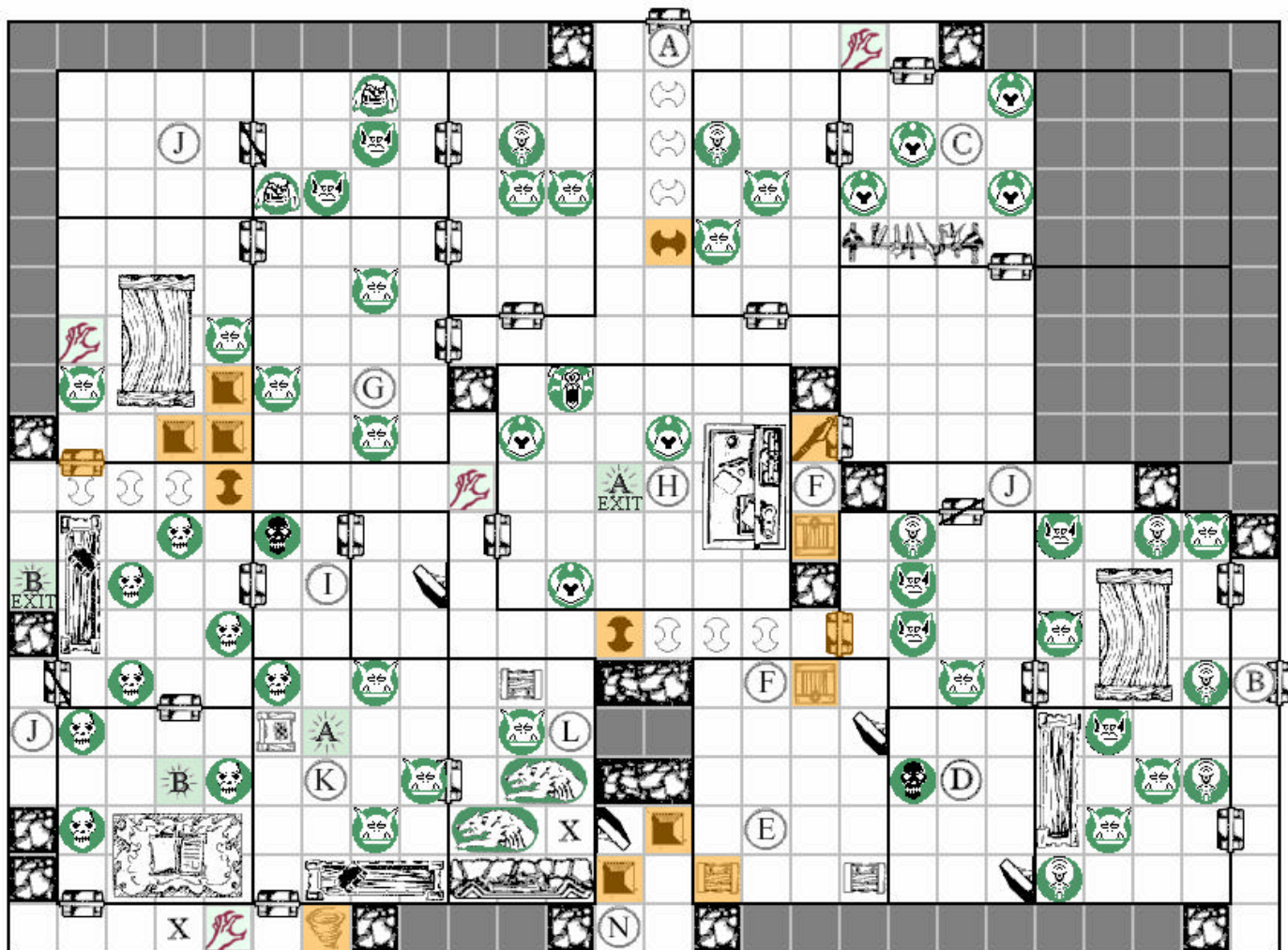
*We tried to secure ourselves within the altar room. I used the last of my magic to seal ourselves and the creatures with us, within a wall of ice... but there were too many of them, and too few of us. We all perished within a matter of minutes.*

*Lord Castanea is now beyond your sight, but not ours. He took his unholy army North West, past Remas, and toward a old Chaos Stronghold, near the Blighted Marshes. But, I fear we have all died in vain, without purpose. I can only guess what lies in store for you, the living..."*

*As you recover your senses, and your control, you realize the air in the room as grown more foul. Suddenly you see several of the corpses begin to stir, picking themselves up off the floor, reattaching severed limbs, and fixing their gaze squarely upon you!*

**(P)** Place 3 Skeletons and 2 Zombies randomly about the altar room. They may move and attack, as normal, after the last Player has taken their turn. The Heroes must now reach any of the exit/entrance doors.





## Quest 4 - Into the Seer's Stronghold

Following the words of the High Cleric's ghost you follow a trail Northward, toward the Blighted Marshes.

As you journey further North you pass small villages, once they were home to dozens of people, but are now entirely empty, with no signs of life. The villages are littered with overturned carts, piles of straw, and stacked fire wood. It would seem the villages haven't been vacant for long. You continue to follow the coast line, and reach the border of the Blighted Marshes. Finally, after several uneventful days of traveling, you reach an outpost. Black smoke curls up from within the centre of a long abandoned and decaying town. Sneaking through the rubble of the buildings and empty streets you approach a stronghold at the heart of the dead city. No enemies are here to greet you, but it is apparent that the stronghold is occupied. Searching closely you find two separate entrances, it may be wise to attempt to storm the stronghold on more than one front...

The Heroes may be accompanied by as many as 4 Men-at-Arms (of any available types). The Heroes must divide their forces and enter through either door A or B. The Heroes *must* split up, 2 per entrance, the Men-at-Arms may enter either one.

- (A) One group of Heroes (and/or Men-at-Arms) begin here.
  - (B) The second group of Heroes (and/or Men-at-Arms) begin here.
  - (C) Searching for treasure in this room reveals a Battle Axe.
  - (D) Refer to the Monster Chart for the Unrelenting Skeleton.
  - (E) The trapped chest in this room contains a poisoned dart. It will inflict 2 Body Points of damage, and contains a Potion of Healing which will restore 2 lost Body Points. The second untrapped chest contains a Tool Kit.
  - (F) These trap doors are linked. Before entering for the first time a Hero or Scout must brace the tunnel within or else there will be a small cave-in inflicting 3 combat dice damage, but will not block passage. Successfully rolling to disarm a trap will brace the tunnel.
  - (G) The Orcs in this room have 2 Body Points, and 3 Mind Points.
  - (H) Searching for treasure reveals a Potion of Healing which will restore 4 lost Body Points, and 115 gold coins.
  - (I) Refer to the Monster Chart for the Unrelenting Skeleton.
  - (J) These doors are nailed and barred shut, and can not be forced
- Wandering monster:** 1 Orc, and 1 Fimir

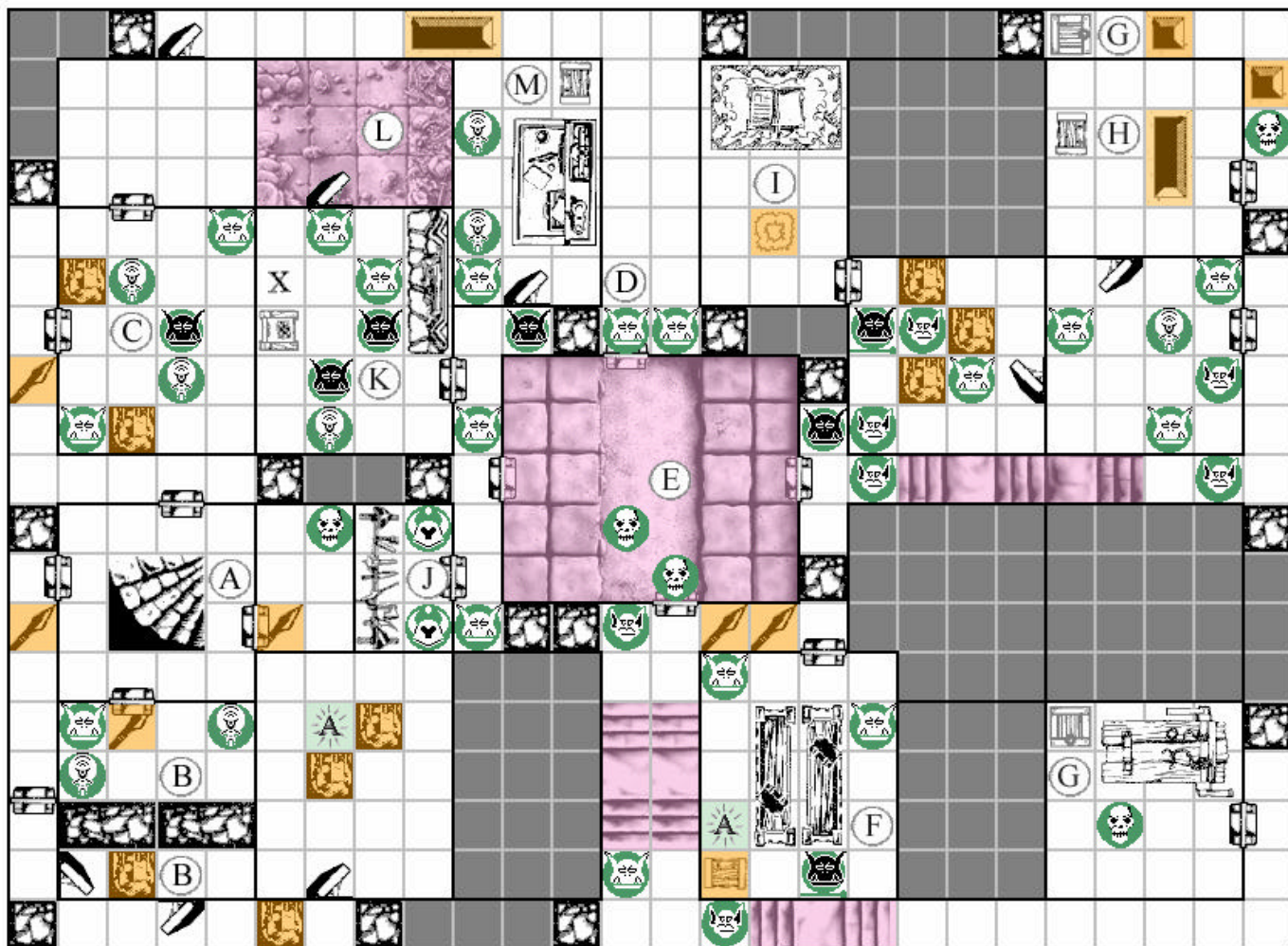
open. If a Genie spell or Pass Through Rock spell is used a Hero may reach one of these rooms. Each one contains a Heal Body Spell Scroll. (Corridor J may be searched).  
 (K) The Orcs in this room have 2 Body Points and 3 Mind Points.  
 (L) Lord Castanea is located on square X. He is represented by the Chaos Warlock figure, and has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	2 (Staff)	4	4	6

He can also cast the following spells: Psychic Recovery, Warmth, Stone Wall, Heal Body, Dispel, Mirror Magic, Mind Blast and Command. Once defeated read the following aloud: "You will not gather all the Tomes, I have already passed their superior knowledge and magic on. Soon the Empire will crumble and you will suffer powers feared even by the forces of Chaos!". Searching for treasure reveals the **Master Tome of Chaos Magic** artifact.







## Quest 5 - Blood River Orcs

After defeating the rogue Seer, a thorough search of the Stronghold did not turn up any of the other missing Tomes of Chaos Magic. Carefully examining the Master Tome, the Wizard begins to feel uneasy. He explains to you that it is as if he is being led in his mind by the Master Tome. He can feel the pull of the other Tomes of Chaos Magic with this Artifact. Following the guidance of the Wizard your party travels across The Vaults, through the Border Princes to the Blood River. It has been known for some time, by many in the Empire, that the last of the Black Orcs have established themselves in this area. This alone makes you begin to feel uneasy. At any cost the Tomes of Chaos Magic cannot fall back into the hands of the enemy, least of all the Black Orcs or their smaller Orc and Goblin clan allies. The Wizard leads you toward an entrance to an underground lair. You can already smell the Orcs who dwell below...

The Heroes may be accompanied by as many as 4 Men-at-Arms (of any available types).

- (A) The Heroes and Men-at-Arms begin here.  
 (B) These areas counted as separate rooms for treasure/trap/secret door searching.  
 (C) The Black Orc in this room defends with 5 defend dice.  
 (D) Both of these Orcs are armed with Longswords, and have 2 Body Points each. The Longswords are of shoddy quality and of no use to Heroes.  
 (E) Tell the Heroes that the floors on either side of the central passage in this room are too high to reach easily. In order to climb up a Hero or Man-at-Arms must spend two full turns standing adjacent to the edge, taking no other actions, in order to climb in/out. Heroes on the upper level may attempt to jump across as if they were jumping a double pit trap. Failing to jump successfully will inflict one combat die of damage, and end the unit's turn.  
 (F) The treasure chest in this room is trapped with poison gas which will inflict 3 Body Points of damage to anyone in the room. The chest contains a Ball of Flame Spell Scroll.  
 (G) These trap doors are linked.

Wandering monster: 2 Orcs

- (H) This chest contains a small Brass Key (for room J).  
 (I) Searching this room for treasure reveals a **Tome of Lesser Chaos Magic I**. The Heroes may take it.  
 (J) This door is locked and requires the Brass Key. The Chaos Warriors in this room are in fact Death Knights. Searching for treasure reveals two Potions of Healing which will restore 4 lost Body Points each, as well as a Magic Crossbow Quarrel.  
 (K) The square marked X contains the Orc Warlord, Karnak, use the Orc with the large notched sword to represent him. He has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	4	5	6	4

- He also knows the spells: Soothe, Summon Orcs, and Mind Blast.  
 (L) Searching for treasure reveals 400 gold coins. As well, if the Heroes *do not* have one of the following: Elven Bracers, Amulet of the North, Wizard's Cloak, or Spell Ring, *one* may be awarded.  
 (M) This chest contains the Ice Storm Spell Scroll.

Note: Record the Heroes current Body Points at the end of this Quest.





## Interlude 1 - Drawn to Chaos

The party has returned to the safety of a densely wooded forest in the foothills of The 'Vaults mountain range. During the course of the long evening the Wizard becomes disoriented, and begins to have difficulty concentrating. He tells you its as though the pulsing energy of the Master Tome has become stronger in his mind, now that the other Tome is in its presence. After some discussion it is agreed that the Tomes are far too dangerous await their destruction by the Empire... Suddenly you become keenly aware that the night time sounds of the forest have been replaced by the unmistakable sounds of creatures approaching from several directions. The Wizard stands up, holding the Master Tome and speaks as though he were being directed to speak the words: "The Master Tome has drawn its allies to us. We are surrounded!"

The Heroes may be accompanied by as many as 4 Men-at-Arms (of any available types). Heroes will have only recovered up to 3 of their *lost* Body Points from the previous Quest.

The Wizard and Elf must choose their Spells before this Quest Interlude begins. If the Wizard or Elf are using new spells, or are re-learning spells cast in the previous Quest, the Elf will randomly lose 1 spell from the group/element, and the Wizard will randomly lose 2 spells from the group/element.

The Wizard (who is the only Hero who can carry the Master Tome) also begins this scenario with -1 Mind Point and a -1 penalty to his total Movement roll.

(A) Barbarian's start position.

(B) Dwarf's start position.

(C) Elf's start position.

(D) Wizard's start position.

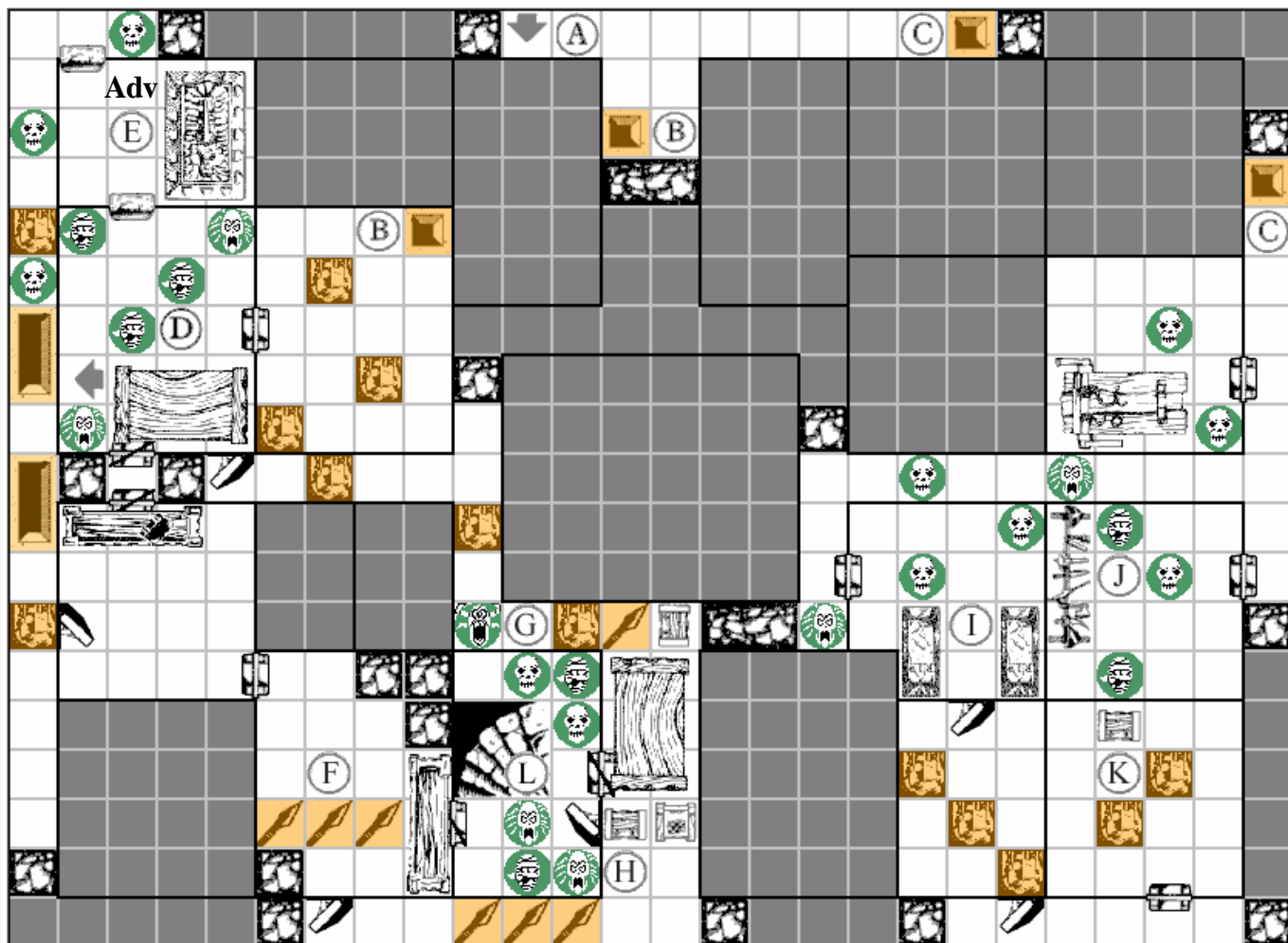
(E) Any one of these positions may be occupied by one of the 4 Man-at-Arms units who may accompany the Heroes.

Once all of the monsters have been defeated read the following aloud: "Though weakened further by this attack the Wizard offers a quick solution to the most recently-acquired Tome: 'We will destroy them as we find them. We shall not await their destruction by any other means or anyone else's hand. The Tomes are powerful, but I believe they will still yield to flame!.' With that the Wizard summons up the last reserve of strength he has at the moment and ignites the Tome of Lesser Chaos Magic in his hand. He then tosses it into the roaring campfire before you."

**Note:** From this point on, if any Quest is completed in which a Tome of Chaos Magic has been found, but not destroyed by a Fire Spell, the Wizard will suffer a -1 penalty to his total movement and a -1 penalty to his current Mind Points at the start of the following Quest. The Tome must then be destroyed at the beginning of the next Quest, but the penalty will remain until the Quest is completed. For each Quest completed that additional Tomes remain the penalties will stack. For example, if three Tomes are kept and are not destroyed the Wizard suffers a -3 penalty to both movement and Mind Points.

**Wandering monster:** none





## Quest 6 - Into the Blighted Marsh Dungeons

You allow the Wizard to continue guiding you for several more day's journey Westward, into the flatlands on the border of the Blighted Marshes. As if he'd been there before he leads the party to a small gully, hardly noticeable as you approached. Down in the gully is a well-worn path leading into a small, very dark cave. The Dwarf quickly checks the equipment you brought... but there is nothing that you could use to fashion a useful torch from, unfortunately. As you are too far from the Empire to send for re-enforcements or supplies now, you decide to venture within. The Dwarf, a natural in these dark passages is unhindered by the darkness. As the rest of you wait for your eyes to adjust to the darkness you hear faint noises from deep below. Almost inaudible, you can't make out exactly what it is. You would almost say it was like a rusted iron gate slowly swinging back and forth, if it weren't for the heavy deep thudding sound you hear every minute or so. But without further hesitation you decide to press on, regardless...

The underground is so dark that Heroes and Men-at-Arms can only see a limited distance. This affects line-of-sight range, and the ability to search for traps. Heroes may be accompanied by as many as 4 Men-at-Arms.

(A) The Heroes and Men-at-Arms begin here.

(B), (C) These pits are permanent, and are present when the Quest starts. They can not be disarmed, and are linked by a tunnel. A Hero or Man-at-Arms must announce they are going to enter the pit, at which time they follow the tunnel and emerge at the corresponding exit pit.

(D) When searching for secret doors read the following aloud: "It would seem someone has blocked the passage. Inspecting the table you discover that it has a stone base but you are able to move it slightly, revealing a hidden door." There is no treasure in this room.

(E) Any Hero attempting to open the stone doors must roll two skulls on a number of combat dice, once per turn. The Dwarf and Elf roll two dice, the Barbarian may roll three. No other Hero or units may open the doors. Standing on the square marked **Adv** is the Adventurer player character, represented by an Elf Warrior. Refer to the supplemental rules section for his use and stats.

**Wandering monster:** 2 Skeletons

When the door is opened read the following aloud:

"Thank-goodness you've found me. I was down to my last few rations. This dungeon still has a few tricks! I'm searching for a rare artifact in the depths of this dungeon, and would like to accompany you, in return for rescuing me". Any player may play this character. He currently has 3 Body Points left, as well as the Mighty Blow and Keen Hearing Combat abilities.

(F) There is no treasure in this room.

(G) The treasure chest contains an Elixir of Life potion.

(H) If a Hero searches for treasure, or secret doors read the following: "The chest shimmers and glows faintly. It seems to be sealed firmly with a magical spell, and looks as though it is blocking something." Do not place the secret door tile until the Heroes use an Unbind Chest Spell Scroll – then the chest will disappear and the secret door may be placed on the board.

(I) Once the Skeletons are destroyed, new ones emerge from each tomb after 1 turn has passed.

(J) There is no treasure in this room.

**Note:** Two fire spells will be required at the end of this Quest to destroy the Tomes.

Reserve Troops from previous Quests			
Slain this Quest			
Quests Survived			

Quest Sight Modifier

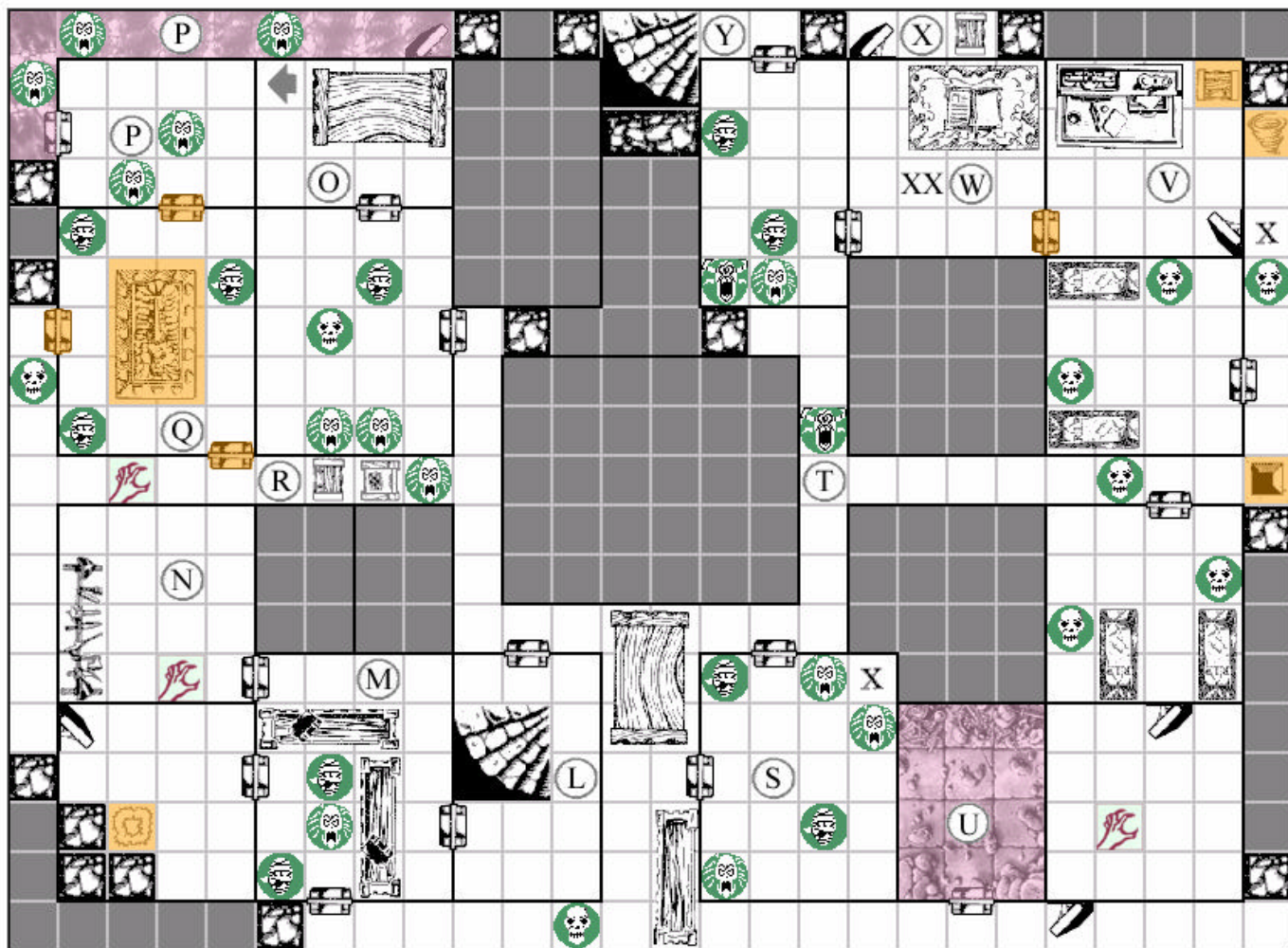
Attack / Spell Search

	5/5	5
	6/6	6
	5/10	5
	5/-	-
	5/-	-
	5/-	5
	5/-	-

The Dwarf always has full sight range







#### Quest Sight Modifier

Attack / Spell Search

	4/4	4
	5/5	5
	4/8	4
	4/-	-
	4/-	-
	4/-	4
	4/-	-

"The Dwarf always has full sight range"

(K) The chest contains an Unbind Chest Spell Scroll, to be cast on chest H

(L) These stairways are linked.

(M) Searching for treasure while on this side of the bookcases reveals a very old book with gold trim, worth 180 gold coins.

(N) Searching for treasure reveals 2 Magical Throwing Daggers.

(O) Searching for secret doors, the Heroes discover that someone tried to cover the passage. The table then slides to the side, revealing the secret door.

(P) These Zombies are riddled with disease and pestilence. If they inflict 1 Body Point of Damage the target will also lose 1 movement square from their total movement (to a maximum of -3

movement). This lasts for the duration of this Quest, only.

(Q) Heroes and Men-at-Arms may enter the Tomb freely, but the other doors do not open. Once a number of units have entered, the entry door shuts. The Doors and the Tomb are all trapped.

Attempting to re-open any of the doors or searching for treasure before disarming each of the 3 doors and the tomb (meaning all 4 must be disarmed before opening the doors) will awaken the Ancient King. The Ancient King is represented by a Mummy, and is placed adjacent to the Tomb. He has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
4	5	6	5	0

Once the Ancient King has been triggered the doors can be opened.

(R) This chest is empty.

(S) Square X is occupied by an Undead Sorcerer. Use the Chaos Warlock to represent him. He has the same stats as a Gargoyle, and knows the spells: Ice Storm, Wall of ice, Lightning, and Rust.

(T) This Gargoyle is inanimate and can't attack or be harmed until he is in a position to come alive and cut-off a group of the Heroes or Men-at-Arms in the adjoining corridor. He will then attack.

(U) This room contains two Potions of Healing which will restore 2 lost Body Points, a well as a Potion of Healing which will restore 1 red die of Body Points, and Twist Wood Spell Scroll.

(V) The chest in this room is trapped with an explosive which will deliver 1 Body Point of damage to anyone in the room when it is triggered – tell the Heroes that the door is also wired to the chest. The chest may be disarmed, which will inactivate both traps, or the door alone may be disarmed so that it can be opened (but the chest will still be trapped). The chest contains **Tome of Lesser Chaos Magic III**.

(W) Square XX is occupied by the Undead Blight Wizard. Use the Chaos Warlock to represent him. He has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	5	4	5	4

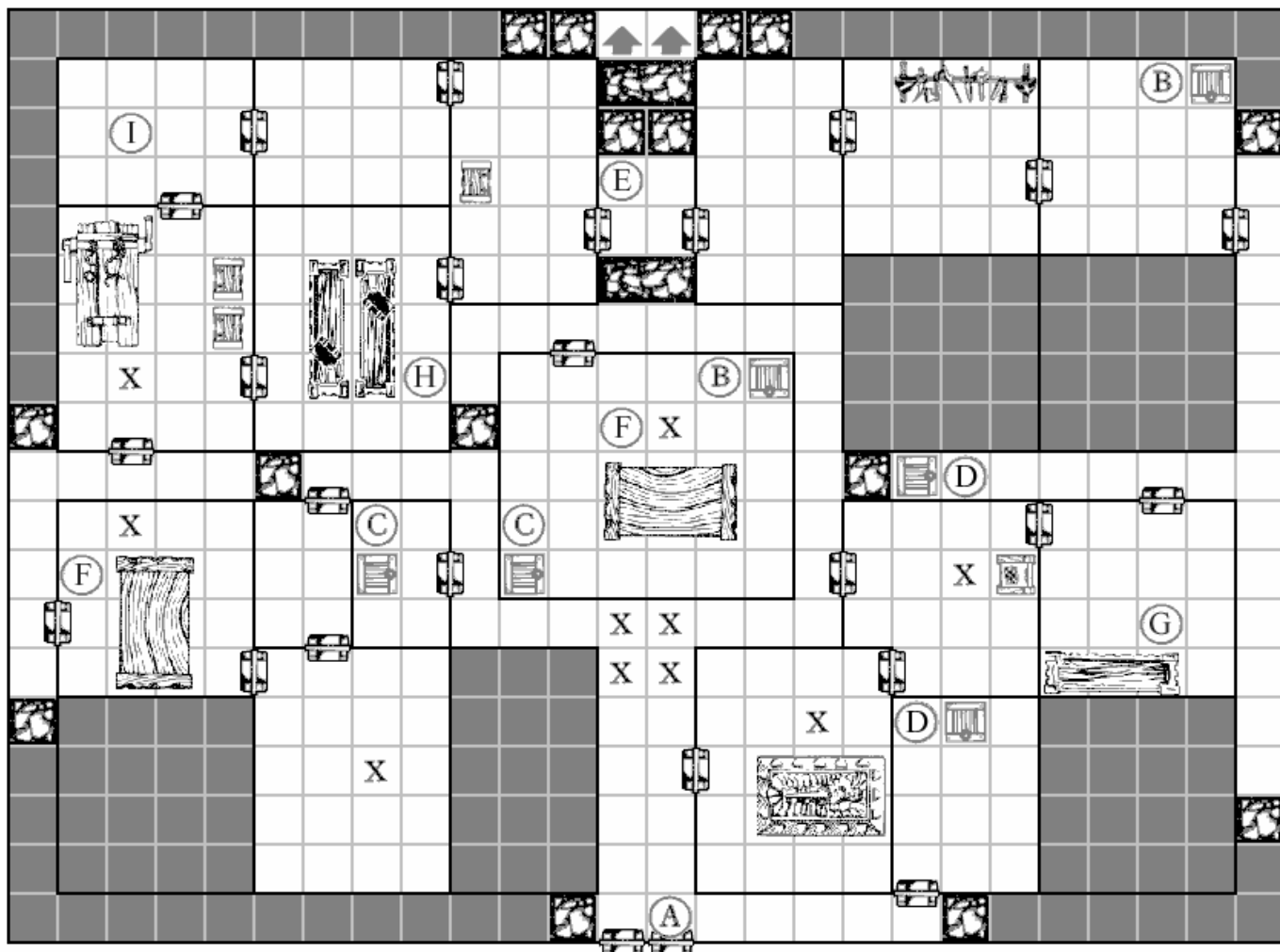
He knows the following Chaos Spells: Summon Undead, Mind Freeze, and Mind Blast. He also has the Chaos Combat Abilities: Dark Glory and Dark Omen. Once the Undead Wizard is defeated read the following aloud: "As the remains of the decomposing Wizard collapse to the floor a rumbling shockwave ripples outward from the room and deep into the Earth." Now, on each turn, you may place two Undead monsters in each of the rooms with coffins, as well as the spiral stairway in room L, (and room I if necessary).

(X) This chest contains the **Tome of Greater Chaos Magic II**.

(Y) This is the exit stairwell leading in the direction of the surface.

**Wandering monster:** 1 Skeleton, and 1 Zombie

**Note:** Two fire spells will be required at the end of this Quest to destroy the Tomes.



#### Quest Sight Modifier\*

Attack  
/ Spell Search

	3/3	3
	4/4	4
	3/6	3

\*The Dwarf always has full sight range

## Quest 7 - Escape to the Light (a.k.a. Trap Quest)

Fleeing the up-welling of Undead from the tunnels below you press endlessly on through forgotten halls, narrow uncomfortable passages in the rock and earth, and through long abandoned chambers. After many forks in the passages you decide to divide up, in order to improve your chances of finding a route to the surface. You split up, with the Adventurer and the Men-at-Arms following a separate passage leading down a damp and crumbling passageway. Finally, after much time spent stumbling through the underground you pass into an area that was once inhabited, but which seems like it has been abandoned for centuries. Unable to hear the cries and footfalls of your enemy behind you, you spread out and begin to explore. After a long search your party re-groups. Although having found various interesting supplies, there seems to be no way out, and you can not turn back. The Dwarf, who has been hastily drawing, lays out a map of the area out before you. His plan is like no other, but it will require the skill and cunning of all to succeed...

**The Players should be given the Quest map on the following page.** This is a special Quest, and does not play like others in the Quest booklet. Careful reading of the rules and guides below, by the Game Controller advised prior to beginning the Quest.

Read the following aloud: "Having searched all the rooms thoroughly you have managed to find an array of useful items. The Dwarf has located a wall in one of the corridors at the far end of the area which has been sealed by a cave-in. Although he can dig through, it will take time; leaving the four of you trapped in the mean time. The plan is to booby trap the area to slow down the advancing Undead."

Players choose one of the squares marked X as their start location.

(A) A total of 5 Undead units move onto the board and attack each turn, with a maximum of 5 Skeletons, 4 Zombies, or 3 Mummies in the group of five per turn a maximum of 16 may be on the board at any one time.

(B) These trap doors are linked.

(C) These trap doors are linked.

(D) These trap doors are linked.

(E) The Dwarf must remain here to excavate. Once completed, the Heroes must each move off the game board through this corridor.

**Wandering Monster:** none

(F) Setting a fire or casting a fire spell anywhere in this room will cause the table to ignite. Any unit standing adjacent the table suffer 1 Body Point damage and must roll 1 red die, if a 5 or 6 is rolled no damage is taken. Lasts 1 turn.

(G) This room is wet, the cupboard is rotted and won't burn.

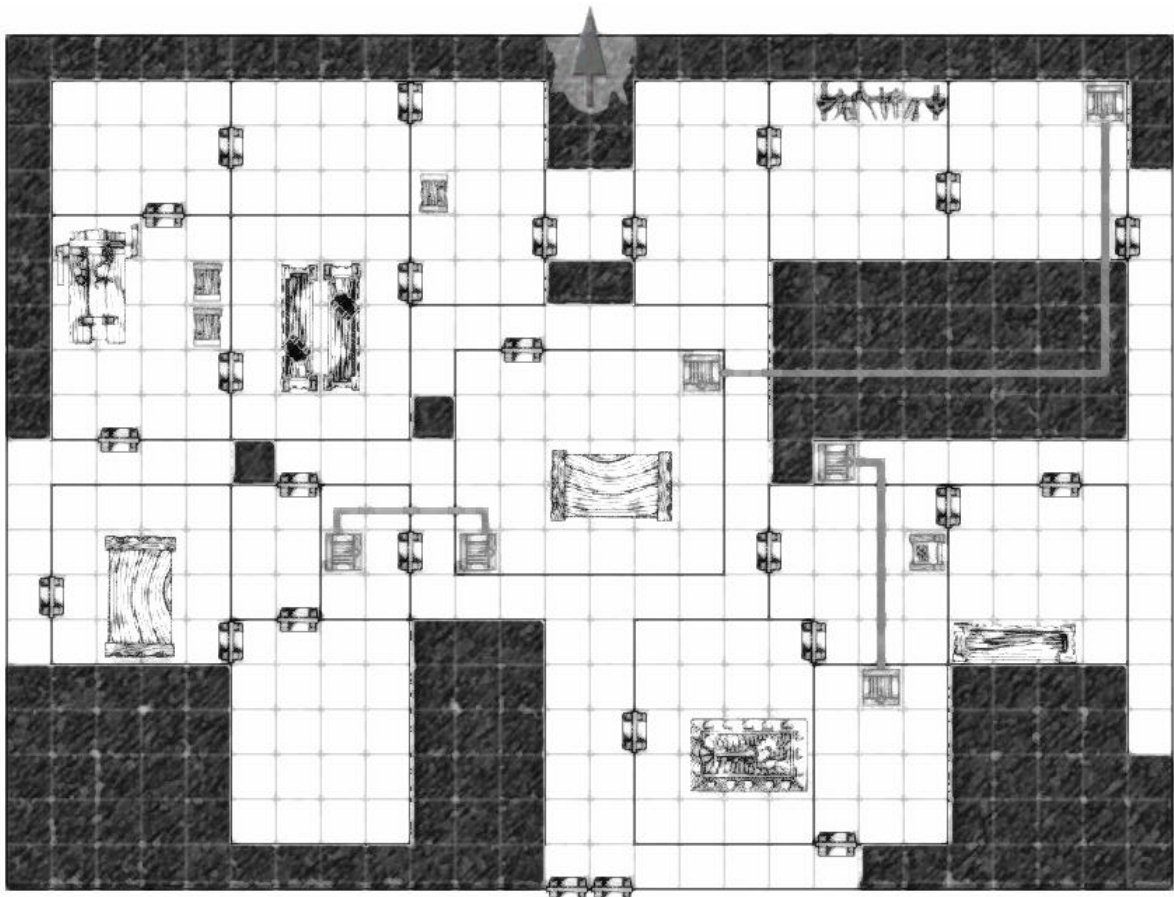
(H) Setting a fire or casting a fire spell anywhere in this room will cause the bookcases to ignite. Any unit standing adjacent the bookcases suffer 2 Body Points of damage and must roll 2 red die, for each 5 or 6 rolled damage is reduced by one point. Lasts 1 turn.

(I) Any falling rubble traps set in this room have a chance of causing a cave-in. If the trap is triggered roll 1 combat die. If a skull is rolled the entire roof collapses dealing 3 combat dice damage to all in the room. Any unit who survives must choose which door they will be standing beside in the 2 adjoining rooms.

**Note:** Monsters may not search for traps. If a pit trap is triggered a black shield must be rolled to save from falling in. Monsters may jump a pit or trapped tiles (up to 2 tiles) by rolling a black shield.







	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	END
	1	2	3	4	5				1	2	3				1	2	
	1	2	3	4	5				1	2	3				1	2	
	1	2	3	4	5				1	2	3						
	1	2	3	4	5				1	2	3						
	1	2	3	4	5				1	2	3	4					

#### Equipment -

5 torches  
 1 old rope - 8 lengths  
 1 flint kit  
 4 oil-filled flasks  
 18 lengths of scavenged wood  
 3 lengths of chain

2 aged rusty shovels  
 1 pick axe

**(1) Special Rules Note:** Each hero can set at total of 3 traps, the Dwarf can set 5. Only the Dwarf can use the pick axe to excavate the wall to escape, which will take a total of 16 turns from the start of the Quest. If the Dwarf does *not* set any traps the excavation is advanced two turns at the start of the Quest. The Dwarf must remain excavating, adjacent the wall marked with the arrow, for his full turn (*i.e.* skips his turn) otherwise the excavation turn does *not* advance.

**(2)** You have already searched for treasure in every room before the Quest started, all rooms are now empty.

**(3) Equipment:**

**Torches** burn for 5 turns. The torch bearer must be adjacent the source of the flame or a Hero who possesses the flint kit. Striking with a torch causes 1 combat die of damage. If the torch is still on fire the Monster suffers an additional 1 Body Point of damage unless it can roll a 5 or 6 on 1 red die. Carrying a torch means that no 2-handed weapons can be used, and the Hero must choose to either use a shield *or* weapon. It takes 1 turn to switch from shield-to-weapon or weapon-to-weapon, while holding a torch.

**Oil** can cover up to 6 adjacent tiles, this number may *not* be divided into smaller areas. When ignited these tiles burn for 3 turns.

The **Rope** extends up to 8 tiles. It can also be lit and the entire length will burn for 4 turns. Duration does not stack with oil.

**Setting fires** requires the flint kit or a Ball of Flame or Fire of Wrath Spell targeting the item (torch, rope, etc) or tile to be ignited. Monsters on the same tile targeted will take damage as normal.

Each **Shovel**, though old and

rusty, can dig 2 pits, which Monsters may fall into if triggered.

The **Pick Axe** is a two-handed weapon, if the Dwarf must fight it will take 1 full turn to switch to another weapon. The Pick Axe will inflict 3 combat dice damage.

**Scavenged Wood** can be used in fires (3 pieces/square) and will burn for 1 turn (or +1 turn, *max*, if added to the rope or oil tiles).

**(4)** Indicate *which* tile and *type* of trap it contains on your map.

**Falling Rubble Traps** : 2 combat dice damage. Requires a length of chain and 4 scavenged pieces of wood *per trap* to construct.

**Pit Traps**: 2 combat dice damage. Requires a shovel and 2 pieces of scavenged wood *per trap* to construct.

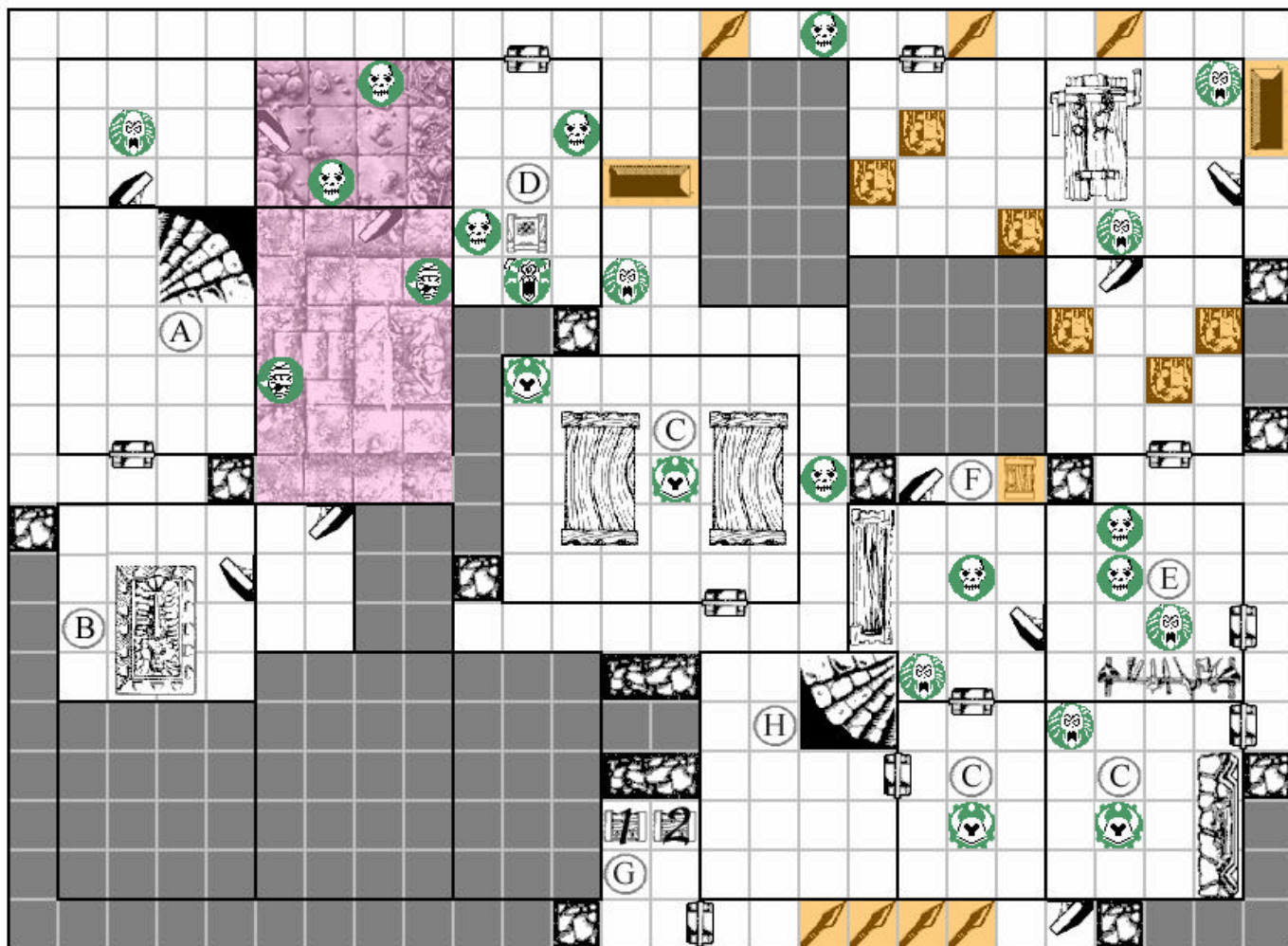
**Fire**: Causes 1 damage unless a 5 or 6 is rolled on 1 red die. Any monster standing on, or attempting to move across, a burning tile is affected. Requires oil, rope, or wood to burn.

**Barricaded Doors and Trap Doors**. Requires a length of chain and 5 scavenged pieces of wood *per door* to barricade it shut. Monsters can destroy the barricade by reaching the side of the door which is barricaded.

**Special Case I: Spell Traps** . Only the Wizard may set a Spell Trap, the spell may be: Genie, Tempest, Fire of Wrath, Ball of Flame, or from a Scroll: Chill, or Ice Storm. Triggers can be: stepping on *one* specific tile, opening a door, or trap door. Only the triggering Monster is affected.

**Special Case II:** The Rope can be used to remotely ignite wood or oil, or set off *any* trap up to 8 tiles away from the triggering tile.





## Optional Quest - Alternate Route, Alternate Heroes

It has been at least an hour, or more, since your group split up from the band of Heroes. The Men-at-Arms have not yet begun to lose hope, however, you have had to back-track a number of times after reaching dead ends. After walking for some time in an almost crawling position through damp tunnels and passages you discover you are in a series of old mine shafts, long since abandoned and hopelessly in danger of collapsing at any time. Finally after splitting up and searching individually through the area one of the troops reports having found a man-made stairway leading upwards. As the party begins to ascend you realize you are stepping over old human remains and bones which are strewn about the stairway. As you reach the top you find yourselves in a room with walls dug from the earth and stone. One can but hope that there is an exit from these ancient passages somewhere ahead!

The Adventurer is the only "Hero"-type character in this Quest. If there is more than 1 Player, then the person controlling this unit should be chosen randomly. The Adventurer is accompanied by as many as 6 Men-at-Arms, 2 Scouts, 2 Halberdier, 1 Swordsman, and 1 Crossbowman. The adventurer selects 6 Combat Cards, at random (these may NOT include: Luck, Careful Aim or Capture & Disarm) at the start of the Quest.

(A) The Adventurer and Men-at-Arms begin here.

(B) If the Adventurer searches for treasure in this room read the following aloud: "Amidst the dust and old skeletal remains you see a long wooden box covered in ancient runes and tarnished gold-platelets. Opening the box your eyes fall upon the treasure you have sought: The Legendary Artifact, the Longsword of Galamar."

**Note:** This Artifact will not leave its owner, unless he dies. If the owner gives the sword to another it will inflict 1BP of damage to the wielder, per turn, until it is returned.

(C) These are suits of Clockwork Armour.

(D) Searching this room for treasure reveals a Potion of Healing beneath the throne which will restore 2 lost Body Points.

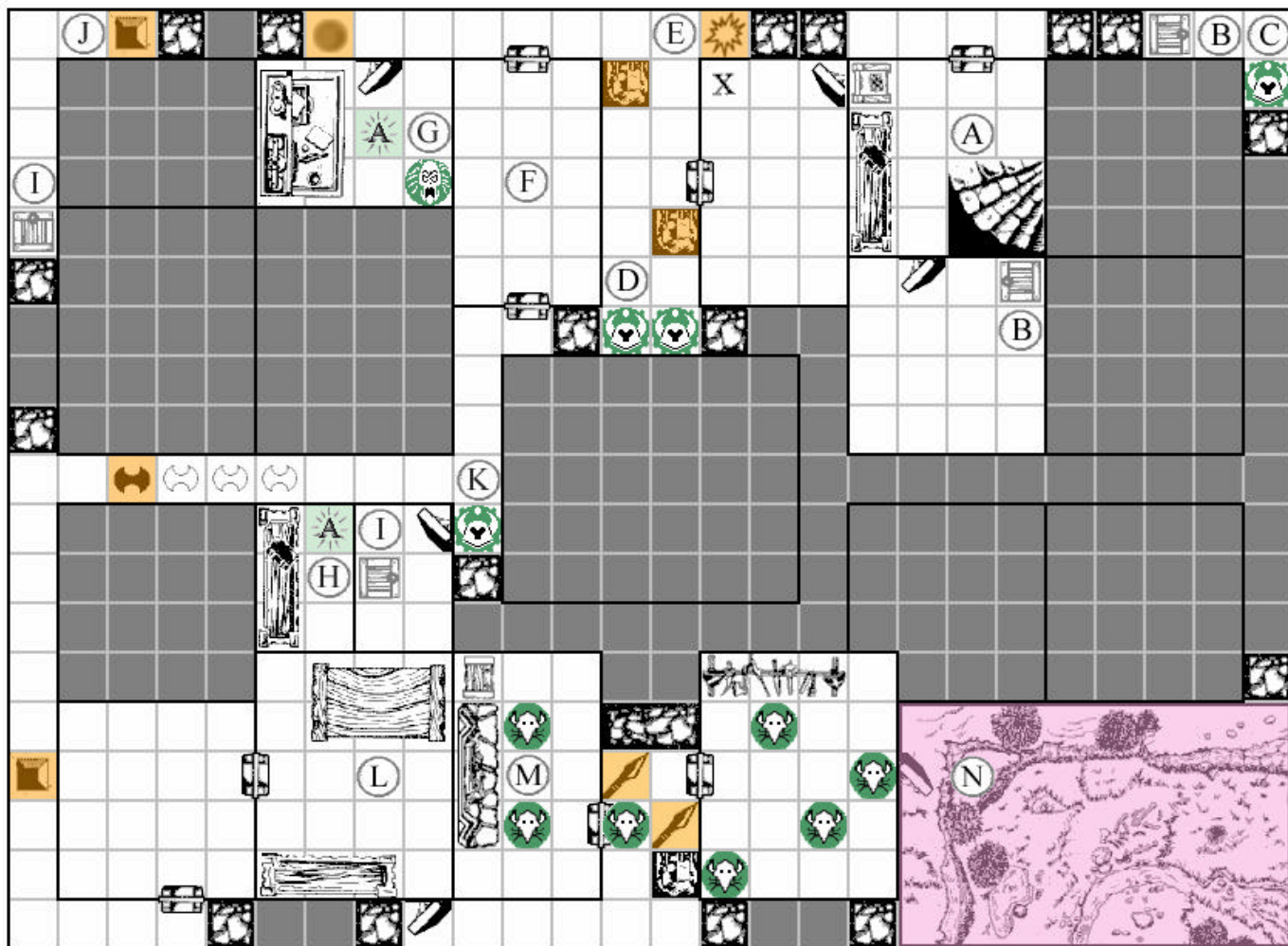
(E) Searching for treasure in this room reveals old shoddy mining equipment, but none of it is of use.

(F) This chest is trapped with a poison dart trap. The dart will inflict 2 combat dice of damage initially, and will inflict 1 combat die of damage, per turn, for the next two turns. The chest contains 130 gold coins and a Heal Body Spell Scroll.

(G) Chest 1 contains a Sapphire worth 300 gold coins. Chest 2 contains The Chaos Artifact Spell Scrolls: Ball of Flame, and Soothe. These may only be used by the Necromancer or Half-Orc.

(H) This is the exit, and leads up in the direction of the surface.

Wandering Monster: none



Reserve Troops (from previous Quests)			
Slain this Quest			
Quests Survived			
Quest Sight Modifier			
	Attack	Spell Search	
	3/-	-	
	3/-	-	
	3/-	3	
	3/-	-	

## Optional Quest, Part II - Leading the Troops

After leaving the passages and remnants of the old mine working area, you continue to ascend toward the surface. You all notice the air growing less stale, a sure sign that you are on the right track! As you reach the top of the spiral staircase you discover an area which was surely inhabited in recent times, although the thick blanket of dust covering everything suggests that this place is no longer inhabited, at least by the living! It can't be long now before you rid yourselves of the claustrophobic underground, and though the troops are confident in your leadership, you will be happy to return to the Empire after this adventure!

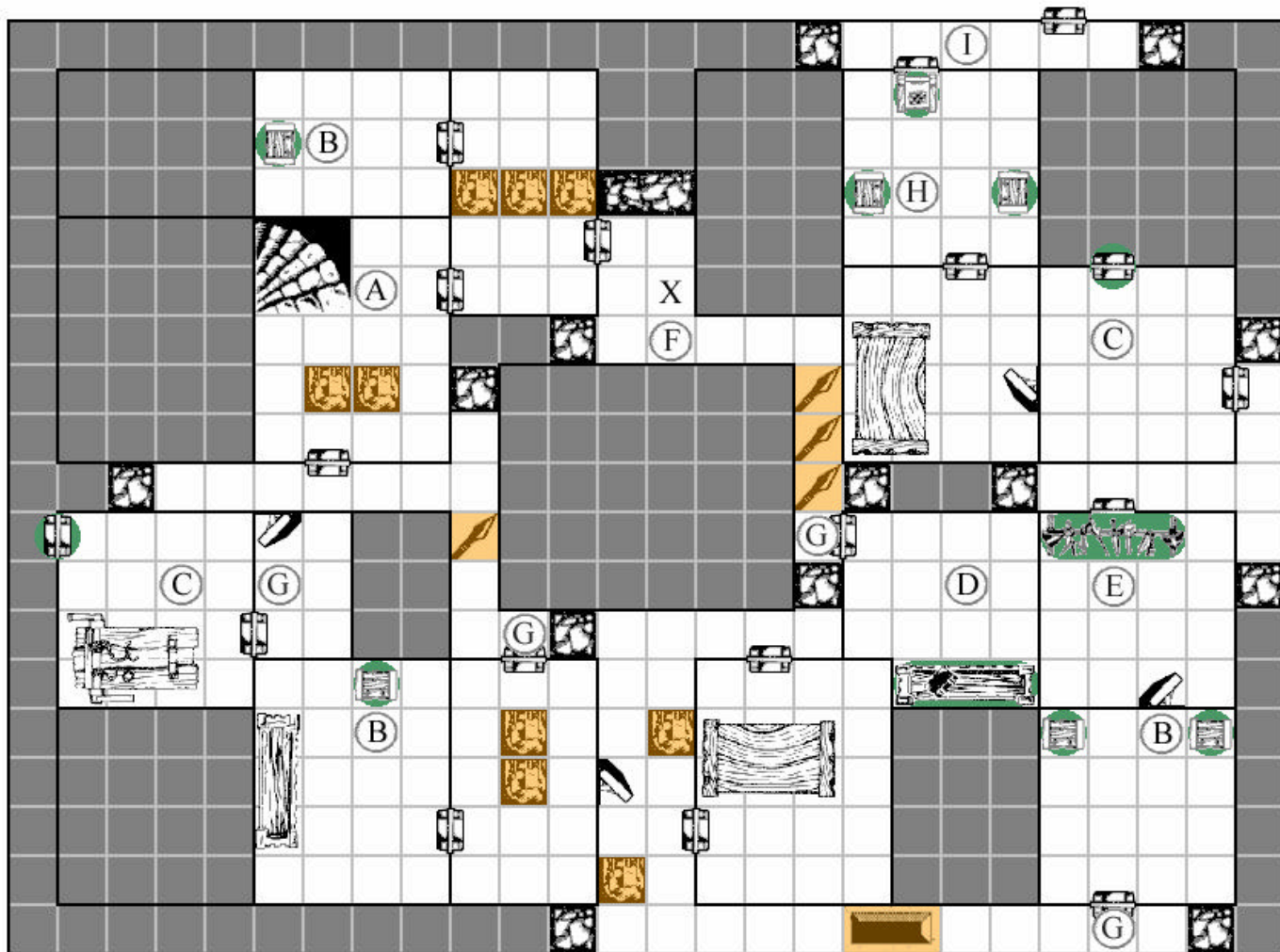
The Adventurer is the only "Hero"-type character in this Quest. If there is more than 1 Player, then the person controlling this unit should be chosen randomly. The Adventurer may be accompanied by up to 6 Men-at-Arms. The adventurer selects 6 Combat Cards, *at random (these may NOT include: Luck, Careful Aim or Capture & Disarm)* at the start of the Quest. Lost Body Points are recovered from the previous Quest.

- (A) The Adventurer and Men-at-Arms begin here. Searching for secret doors will *not* reveal the throne's secret door. See room C.
- (B) These trap doors are linked.
- (C) This suit of armour no longer works. Searching for treasure reveals it was equipped with the Master-forged Halberd. Read the following aloud after a Player searches for secret doors: "You find a lever on the arm. A moment after you pull it you hear gears move close by and further in the distance; then, a hail of arrows!" The throne in room A slides to position X, revealing the secret door.
- (D) One of the suits is badly rusted and falling to pieces. It is no longer working, the other is an active suit of Clockwork Armour.
- (E) The first unit to end its turn anywhere in these corridors will immediately see the large stone ball roll from its starting position to the end of the corridor. If the unit was standing in the path of the ball he will suffer 4 combat dice damage with no chance to defend.
- (F) Searching for traps reveals the floor at the base of the walls are

- littered with broken arrows made of very old wood.
- The entire room was trapped but it seems to have gone off by itself.
- (G) Searching for treasure reveals many ancient parchment papers. There are some drawings showing complex clockwork systems. Some are suits of armour, others, booby traps. There is also a map with what looks like two tunnels at either end of an L-shaped corridor, one of the tunnels isn't finished being drawn, but there are drawings of gem stones at the unfinished end.
- (H) This room contains the Manual of Traps & Triggers Artifact.
- (I) These trap doors are linked.
- (J) Searching for treasure in the pit reveals an Gem worth 340 gold.
- (K) This Clockwork Armour is functional.
- (L) After searching for secret doors the cupboard opens, a suit of Clockwork Armour emerges. *All subsequent areas are normally lit!*
- (M) Searching for treasure reveals 2 Anti-Poison Quills.
- (N) This is the exit.

**Wandering Monster:** Clockwork Armour





## Quest 8 - Out of the Frying Pan, into the Ruins

*'You've finally escaped the underground caverns and tunnels, following the 'Dwarfs keen senses. Fresh air and almost blinding sunlight greet you as you reach a stairwell leading upwards to the surface. As you adjust to the bright mid-day sun you find yourselves within the ruins of many old buildings in the 'Blighted Marshes. There are no longer any roofs, and crumbling stone walls and rubble are all about. There are no sounds to be heard, except the welcome sound of the wind gently blowing through the ruins. There are no indications of life anywhere about... but both the 'Elf and the 'Wizard keenly feel a magical aura permeating the air all about them. It might be best to find your way out of this forgotten place quickly. Already the 'Wizard can once again begin to feel the pull of the Master Tome guiding him to the last of the missing texts.*

The Men-at-Arms and Adventurer do not accompany the Heroes during this Quest. Due to the magical aura present in this area both the Elf and Wizard choose *one additional spell (of any type)* for this Quest only.

**Note:** All doorways in this Quest which lead into or out of a corridor, unless marked otherwise, are already open.

- (A) The Heroes begin their Quest here.
  - (B) These chests are Mimic Chests, see the Monster Chart.
  - (C) These doors are Portal Mimics, see the Monster Chart.
  - (D) The bookshelf is a Mimic Bookshelf, see Monster Chart. Searching for treasure will reveal a Potion of Airwalk.
  - (E) The weapon rack is a Weapon Mimic, see Monster Chart.
  - (F) Location X is occupied by the skeletal remains of a man (place a Skill Tile on the board). Searching for treasure, or traps reveals that this person was wounded by a spear trap; amongst the bones and scraps of cloth is an Iron Key, see notes for G. Give the Hero the Iron Key Equipment card. Once the Hero takes the Iron Key read the following aloud: "As you are holding the Iron Key you are startled to see the pile of bones on the ground begin to stir. A small whirlwind stirs the bones up into the air... and an animate skeleton forms before you! It slowly tilts its skull toward you, seeming to look right through you. Suddenly your mind is pierced by a high-
- Wandering Monster:** Sorcerer of the Ruins, refer to the Monster Chart or Card for his stats. *He will vanish after the first Hero's turn.*

pitched whine, and the Iron Key bursts into flames for a second, before cooling again. Your hand is burned and you are momentarily dazed." The Hero holding the Iron Key suffers 1 Body Point and 1 Mind Point of damage. The Key Bearer (represented by a skeleton) has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	3	5	4	0

It also knows the following spells: Fear, and Dispel. When defeated it will automatically reanimate itself (only once), two turns after reaching zero Body Points.

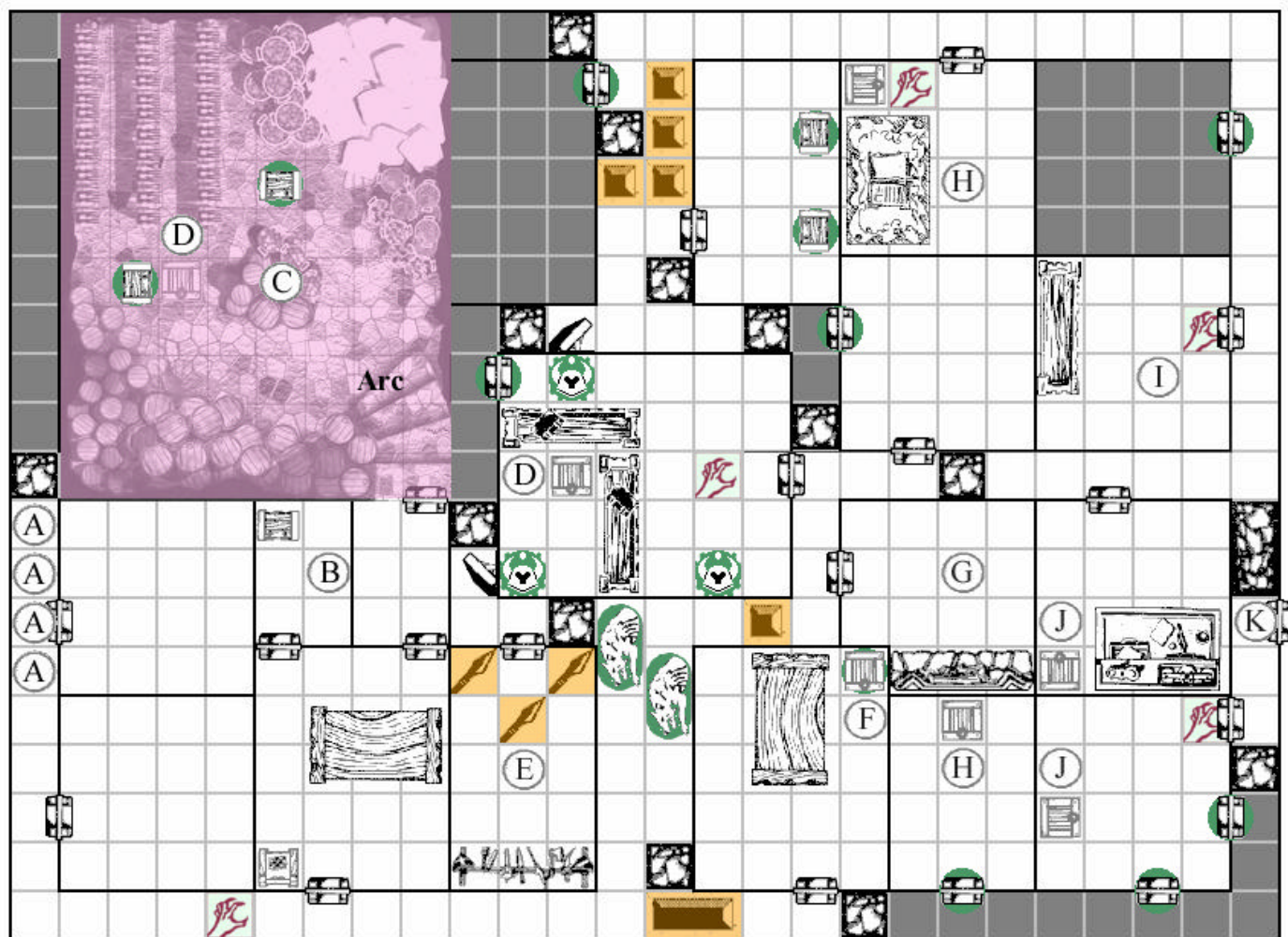
(G) These doors are closed and locked. The Iron Key is required to unlock and open them.

(H) The Throne is a King Mimic, see Monster Chart. Searching for treasure reveals 3 rubys worth 150 gold coins each.

(I) This leads to the exit.







## Optional Quest - Final Dash through the Ruins

*You continue to pass through the ruins of long-abandoned streets and empty buildings. At one time this must have been a wealthy village, but there are still no signs of life here - although the magical aura seems to have brought a life of its own to this place. Ahead through the streets and crumbling walls you hear what sounds like a voice. As you all stop for a moment to listen more closely you hear the sound of an arrow being fired and then ricochet off stone, then immediately you hear what sounds like a wooden door slam shut. Hurrying through the narrow alleyways between the old buildings you reach the spot where the sounds came from... though not surprisingly, there doesn't seem to be anyone about. It would be best to keep on your guard.*

The Men-at-Arms and Adventurer do not accompany the Heroes during this Quest. Due to the magical aura present in this area both the Elf and Wizard choose *one additional spell (of any type)* for this Quest only.

(A) The four Heroes begin their Quest here.

(B) This chest is empty.

(C) **Note:** The trap door in this room is not visible initially. The square marked **Arc** is occupied by the Archer character, and is represented by the Elf Archer. He currently has 3 Body Points, has all 3 of his spells, is missing his Helmet (therefore he only has 4 Defend Dice), and is also carrying the Elf Tome of Magic Artifact. Once the door is opened read the following aloud: "As you peer through the cellar door you're surprised to see an injured Elven Archer standing on the stairwell. He spins around toward the opening door, his look of surprise turning to relief at spotting you. 'Careful, I've stepped into the thick of it. There are two Mimics down there, and they've already gotten a taste of me. Please help!'". Once the Mimic Chests are defeated read the following aloud: "Thank-you for saving me, I thought I wasn't going to get out alive! Just before I was attacked I found a secret passage." He pushes a stone in the floor and a trapdoor opens. "Please allow me to fight along side you". Any Player may assume the Archer role.

**Wandering Monster:** Sorcerer of the Ruins, refer to the Monster Chart or Card for his stats. *He will vanish after the first Hero's turn.*

(D) These trap doors are linked.

(E) Searching for treasure turns up a Spear and Shield.

(F) This is a Trap Door Mimic, see the Monster Card.

(G) Searching for treasure reveals a sooty Fire Ring Artifact, amongst the ashes of the fire place, it has one use left (*not two*).

(H) These trap doors are linked.

(I) Searching for treasure only uncovers many cobwebs, old dusty bottles which have long-since dried up, and a barrel. Inspecting the barrel reveals that it is the Dwarven "Iron Beard" Brew Artifact.

Any Hero carrying this Artifact out may roll only 1 red die *for this Quest only*. Smaller volumes of Brew are taken into future Quests.

(J) These trap doors are linked.

(K) This door is the exit from the Ruins. Read the following aloud: "As you leave the Archer thanks you for saving his life. He tells you he was once a Royal advisor to the Elf Kingdom, and upon hearing the most recent news of the Empire he vows to return soon to aid the Imperial Court in any way he can. In return for your help he turns over his Elf Tome of Magic Artifact to the Elf Hero."





Following your escape from the cursed Sorcerer's Ruins, you find the troop's small encampment which has only been setup for a few days. Luckily they made it out of the underground labyrinth of passages as well. The Adventurer, though having sustained a few wounds, also made it out alive. In the past day the remaining troops explained fully the details of your quest, and the threat to the Empire, to him. He decides to return to the Empire alone to appraise them of the situation and to lend assistance to the Imperial Court. During the following two days the Wizard leads the party through the heart of the Blighted Marshes, into an area both the Elf and the Dwarf know as the Skavenblight, close to the Arasko Mountain's Eastern foothills. Within an area of swamp land the Wizard locates a wide passage leading into a cavern. There are signs of much activity at the entrance, and the Wizard tells you that he feels the pull of the remaining tomes of Chaos magic within.

The Heroes are accompanied by as many as 4 Men-at-Arms, of any type, each Hero-player may control one, if the Archer joined the Heroes in the previous Quest he will now be present as well. All map areas of this Quest are linked. The Heroes, Men-at-Arms, and Companions do not regain spells or Body/Mind Points between map sections.

- (A) The Heroes, Men-at-Arms and Companion begin here. Each unit is placed on square **A** and begins moving at the start of its turn.
- (B) This Gargoyle is a stone statue. Searching for treasure in this room reveals that the chests are empty.
- (C) *The secret door can not be found without the help of the Half-Orc character!* Once the Half-Orc enters the room he will activate the crypt tile automatically, which shifts to reveal the secret door.
- (D) This treasure chest contains 48 gold coins.
- (E) *Searching for traps will reveal nothing.* When the trapped door is opened all unopened doors in rooms **E** and **F** open. When the first Hero searches for treasure read the following aloud: “You find a few scraps of parchment, in poor writing you can make out what seems to be details of prisoner torture”.
- (F) Searching this room for treasure reveals a small Brass Key, required to unlock the prisoner’s chains in room **G**; as well, the following equipment is found: (1) – Staff, (2) – Broadsword, Chainmail, Helmet, and Shield.
- Wandering Monster:** Roll 1 red die: (1)–Goblin, (2,3)–Orc, (4,5)–Skaven, (6)–Skaven Warrior
- (G) The squares marked **Nec** and **Hal** are the Necromancer, and Half-Orc, respectively. The Necromancer figure and the Orc with the large notched blade represent them. They are chained to their positions on the floor, the Brass Key from room **F** is required to free them. Neither has any equipment (also contained in room **F**). The Half-Orc has 4 Body Points left, but does *not* have any of his Combat cards at present. The Necromancer currently has 3 Body Points, and 3 Hero Necromancer Spells, out of his usual 6: Raise Dead, Fear, and Death Bolt. **Note:** When the companions are freed read aloud the passage on the following page.
- (H) These Chaos Warriors are just stone statues.
- (I) The door in this room is trapped. If not disarmed a cone of flame will erupt from the fire place striking all tiles indicated for 2 Body Points of damage. Each target hit must immediately roll 2 red dice, for each 5 or 6 rolled damage is reduced by 1 point.
- (J) Activating the lever in **K** causes the table to slide aside revealing the stairwell. The stairs lead down to room **L**.





## *The Rescue of the Chaos Traitors: The Necromancer & Half-Orc*

**B**oth the Half-Orc and the Necromancer are thankful to you all for freeing them from the Skaven vermin.

The Necromancer is the first to speak: "We are indebted to you for saving us. These vermin have held us here for days, torturing us, and with no reason other than we have abandoned all alliance with the forces of Chaos."

Then the Orc interrupts, "Their masters dwell in the subterrains, beneath us. Vengeance for my tribe was almost at hand..."

The Necromancer speaks again, "We had both hoped to slay their human leader from the Empire. He was once the Imperial Seer."

Then one of the Heroes eyes the Necromancer keenly with a look of doubt and mistrust "He has been destroyed, we saw to that ourselves, and we have the Master Tome of Chaos Magics he had wielded to prove it."

The Orc's interest is peaked by your words, and he stirs restlessly, "Then you are the ones we seek! We had heard from the 'Ratmen of your travels across the land toward the Skavenblight, but they thought you were lost forever in the cursed dungeons below the ruined city. I assure you though, that foul human Seer is here, along with his 'Black Orc allies, and their new Skaven bretheren".

The Necromancer motions for his companion to slow down and calm himself, "You must forgive my companion, we both thought we had taken up a hopeless battle. We would will join you in your battle toward the sanctum below; we managed to journey below before being discovered by Castanea and his Lieutenant, Fell Blackhammer. We both came seeking revenge against the masters of this new alliance, and until now I and my Half-Orc companion had given up all hope"

The Necromancer then begins to tell you their tale. He tells you of his former alliance with the forces of Chaos. How his two brothers, members of the Empire, had been slain by Chaos Warriors under the command of Lord Castanea when the Necromancer refused to join his growing army. When he refused to yield a second time his entire village in the frozen North was laid to waste by Castanea's 'Undead.

The Half-Orc, too, tells of how he had resisted the 'Black Orcs when the Horde began to gather its might and set its sights on the Empire. Instead, he had wanted his tribe to remain as they were, out of sight, away from the world of Men. Content to trade and live peacefully. When the 'Black Orcs and their minions came, they took control of his tribe through force. The 'Black Orc, Fell Blackhammer, controlled those who came to the tribe, and he had attempted to assassinate the Half-Orc tribe leader. Through his wits, the Half-Orc was able to escape, alone, and since has sought vengeance for the enslavement of his clansmen.

When he heard of the forces of Chaos and the remaining 'Black Orcs rallying to a Monastery on the Empire's borders he went intending to subvert their plans and to hopefully have an opportunity to kill Fell Blackhammer; as Blackhammer had since been responsible for marching most of his tribe into a slaughter against the 'Dwarves. He was able to bluff his way into the higher ranks of the remaining Orcs and Goblins who were in league with the 'Black Orcs. Unfortunately when he reached the Skavenblight he was found out. When he fled he was aided by the Necromancer who had been following the forces of Chaos from the Monastery.

Though they were able to slip into this place undetected, they were soon captured and tortured. In the days since their capture they have heard many things from their Skaven guards.

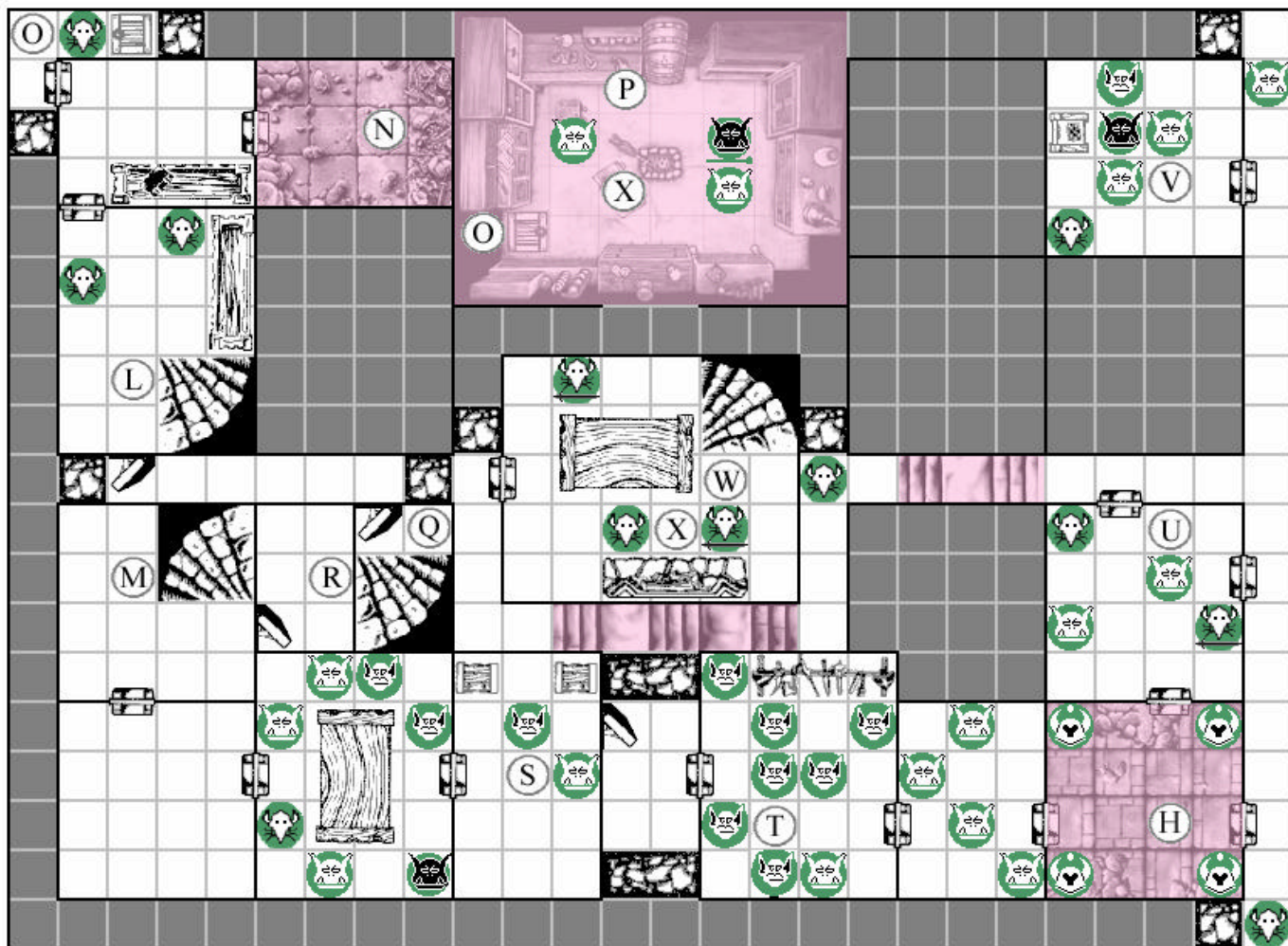
It would seem that the Skaven were given possession of two of the Tomes recently, and are researching their inner workings in an attempt to shift the balance of power for their own ends. Then, only days ago, a Chaos Wizard arrived. He was badly injured, but he seems to be working with the Skaven. This Wizard, the Necromancer believes, is Castanea.

From what the Half-Orc was able to understand from the Orcs he had overheard, they have already deciphered many of the hidden secrets of the two Tomes they possess. Not only that, but they also have much of the secrets which were contained in the other Tomes, but they are still in need of power of the Master Tome!

The Necromancer and Half-Orc agree to join your party, to exact vengeance upon the forces of Chaos, and to rid the realm of the cursed Tomes of Chaos Magic.

**Note:** Any Player may assume the roles of the Necromancer and Half-Orc Companions.





All areas, except those indicated, on this lower level are too dark for the Heroes and other units to see normally. Refer to the Quest Sight Modifier chart.

Reserve Troops from previous Quests			
Slain this Quest			
Quests Survived			

Quest Sight Modifier\*

	Attack	Spell Search
	5/5	5
	6/6	6
	5/10	5
	5/-	-
	5/-	-
	5/-	5
	5/-	-

\*The Dwarf always has full sight range

(K) Searching for secret doors reveals a lever. A unit must remain here to hold the lever in order to keep the table from covering the stairwell in room J back up. The stairs lead down to room M.  
 (L) Connects to room J above.  
 (M) Connects to room K above.  
 (N) Searching this room for treasure reveals a Potion of Healing which will restore 1 red die worth of Body Points, and a Potion of Healing which will restore 2 Body Points.  
 (O) These trap doors are linked.  
 (P) This is the laboratory. The first Hero to search for treasure will discover the **Tome of Lesser Chaos Magic II**, it must be destroyed before continuing to the rooms Y or Z. This room is also special: once the Monsters have been defeated it is a safe room, tell the Heroes that any of them may come here to rest. They will recover 1 Body Point and 1 Mind Point for each full turn spent in the room (up to a maximum of 3 Body and/or Mind Points). Spells can also be researched; taking one full

(T) One of the Goblins in this room has the Chaos Combat ability 'Goblin Frenzy'.

(U) One of the Orcs in this room has the Chaos Combat ability 'Orc Resilience'.

(Q) These stairs lead down to room Y below.

(V) This is the Black Orc, Fell Blackhammer, who took control of the Half-Orc's tribe. He has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	6/6	5	7	5

He has the Chaos Combat abilities: Death Grip, and Wounded Frenzy. If the Half-Orc is in this room at any time read the following aloud: "The sight of Fell Blackhammer enrages you, and you feel a strength well up from deep within! Fell Blackhammer will fall for his deeds against your tribe!". The Half-Orc may now roll one extra Attack Die when attacking Fell Blackhammer *only*. Once Blackhammer is slain any Orcs on this level who are still alive will surrender and leave the underground stronghold. The Half-Orc will also regain his two Combat abilities: Summon Orcs, and Summon Orc Shaman. Searching for treasure reveals 120 gold coins and a Potion of Healing which will restore 2 lost Body Points.  
 (W) These stairs lead down to room Z below.

(X) These rooms are normally lit.

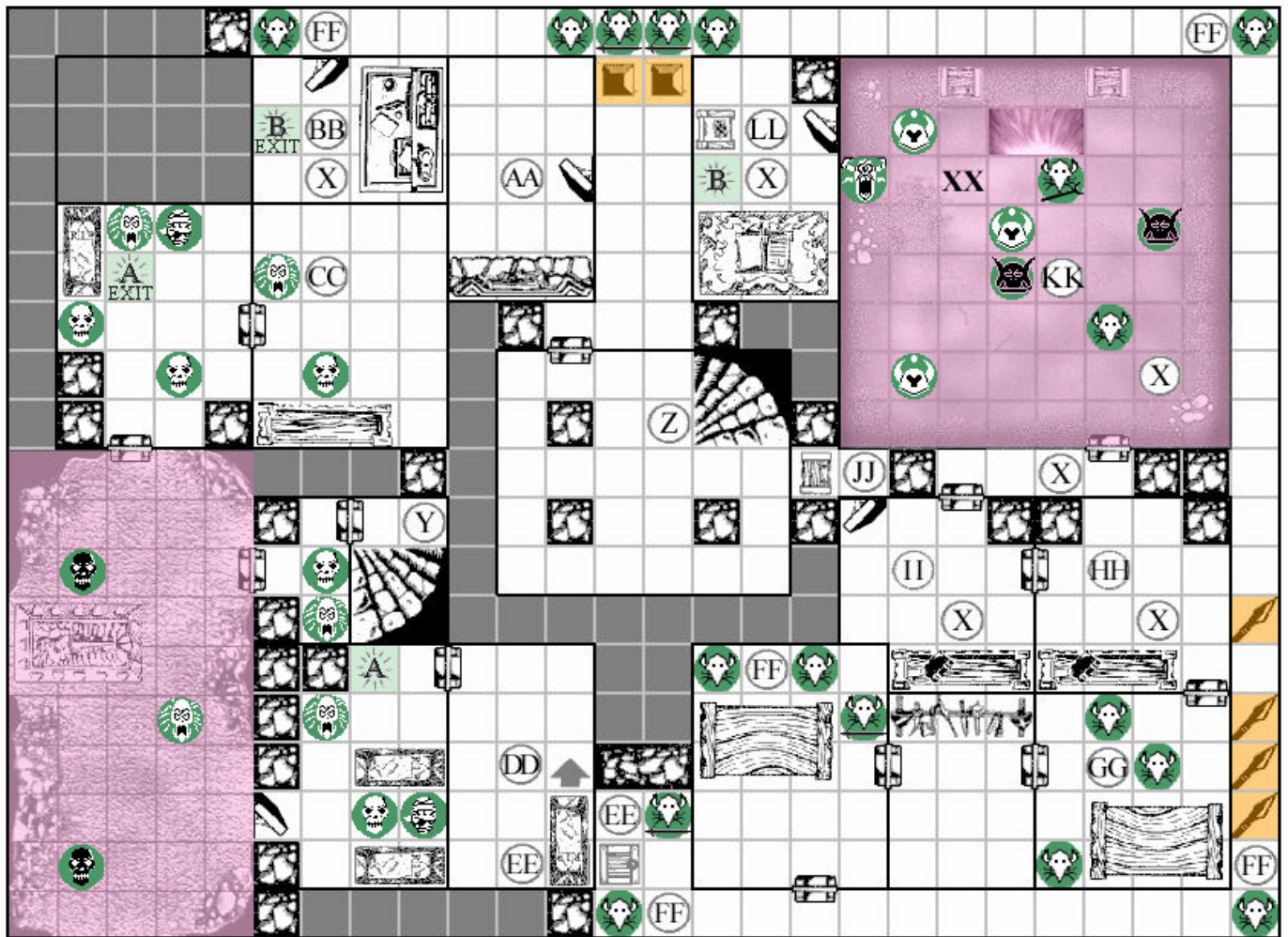
(Y) Connects to room Q above.

(Z) Connects to room W above.

(AA) Searching for secret doors reveals a lever hidden at the base of the fire place. The lever returns to its initial position after pulling it, so a Hero must remain here to hold it. See rooms BB, CC, and DD.

(BB) Searching for secret doors reveals a small button beneath the

turn to research a spell. The Wizard may regain as many as 4 Spells, the Necromancer 3 Spells, and the Elf and Acher 2 Spells – they may not store more spells than their usual maximum at the start of a Quest. **Note:** Each unit may only use this room *once*!  
 (R) Searching for treasure in this room will reveal a Magical Throwing Dagger.  
 (S) The treasure chests in this room contain 300 gold coins each.  
**Wandering Monster:** Roll 1 red die: (1)–Goblin, (2,3)–Orc, (4,5)–Skaven, (6)–Skaven Warrior



All areas, except those indicated, on this lower level are too dark for the Heroes and other units to see normally. Refer to the Quest Sight Modifier chart.

Reserve Troops from previous Quests			
Slain this Quest			
Quests Survived			

Quest Sight Modifier

	Attack	Spell	Search
	5/5	5	
	6/6	6	
	5/10	5	
	5/-	-	
	5/-	-	
	5/-	5	
	5/-	-	

\*The Dwarf always has full sight range

bench. A Hero must remain here to hold the button down. See rooms AA, CC, and DD.

(CC) Searching for secret doors reveals a loose panel in the back of the cupboard, behind it is a rusty lever. The lever returns to its initial position after pulling it. A Hero must remain here to hold it. See rooms AA, BB, and DD.

(DD) Only when rooms AA, BB and CC are all activated *simultaneously* will the crypt slide away from the back wall revealing a trap door.

(EE) These trap doors are linked.

(FF) The adjacent Skaven are equipped with shoddy Crossbows; not useful to the Heroes.

(GG) The Skaven in this room have venom-tipped blades. If one of the Skaven rolls *at least* one Skull when attacking, which is not blocked, the venom will inflict 1 Body Point of poison damage, in addition to the actual damage rolled.

(HH) Upon searching for treasure read the following aloud: "You find several new tomes amongst the books which detail the research of Chaos Magic; although they are little more than a documentation of deeds. The last of the bound

capture and saw a hidden room behind the stone wall." The Half Orc may then search for secret doors, revealing the door to JJ.

Upon searching for treasure in this room read the following aloud: "There is a single newly scribed scroll here on the shelf, written by Castanea who is describing himself as a Dark Servant to Chaos. He has very clearly detailed plans for combining the powers of the Tomes of Chaos Magic with the Master Tome, to unleash a Chaotic God upon the land. It also seems to imply he has the necessary information from the other Tomes of Chaos Magic already!"

(JJ) Searching for treasure will reveal a Potion of Anti-Venom; it will restore up to 2 Body Points lost to poison damage.

(KK) The Wall of Flame piece is placed on the board between the chests as indicated, read the following aloud: "As you enter the room you see Castanea, somehow still alive but decaying. Both he and a Skaven Defiler seem to be conjuring some kind of portal."

The square marked XX is occupied by Castanea, and is now represented by the Chaos Warlock, he has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	2	5	9	7

He knows the spells: Psychic Recovery, Warmth, Dispel, Mirror Magic, Mind Blast and Command. If wounded he automatically opens the secret door and will attempt to flee through the teleporter in room LL. At this time the portal will become unstable and will draw upon the living for energy, taking 1 Body Point from any Hero, ally, or Monster adjacent to it. When Castanea is defeated the portal dissipates. These chests contain 670 gold coins *each*.

**Note:** Once all monsters here are slain refer to the following page.

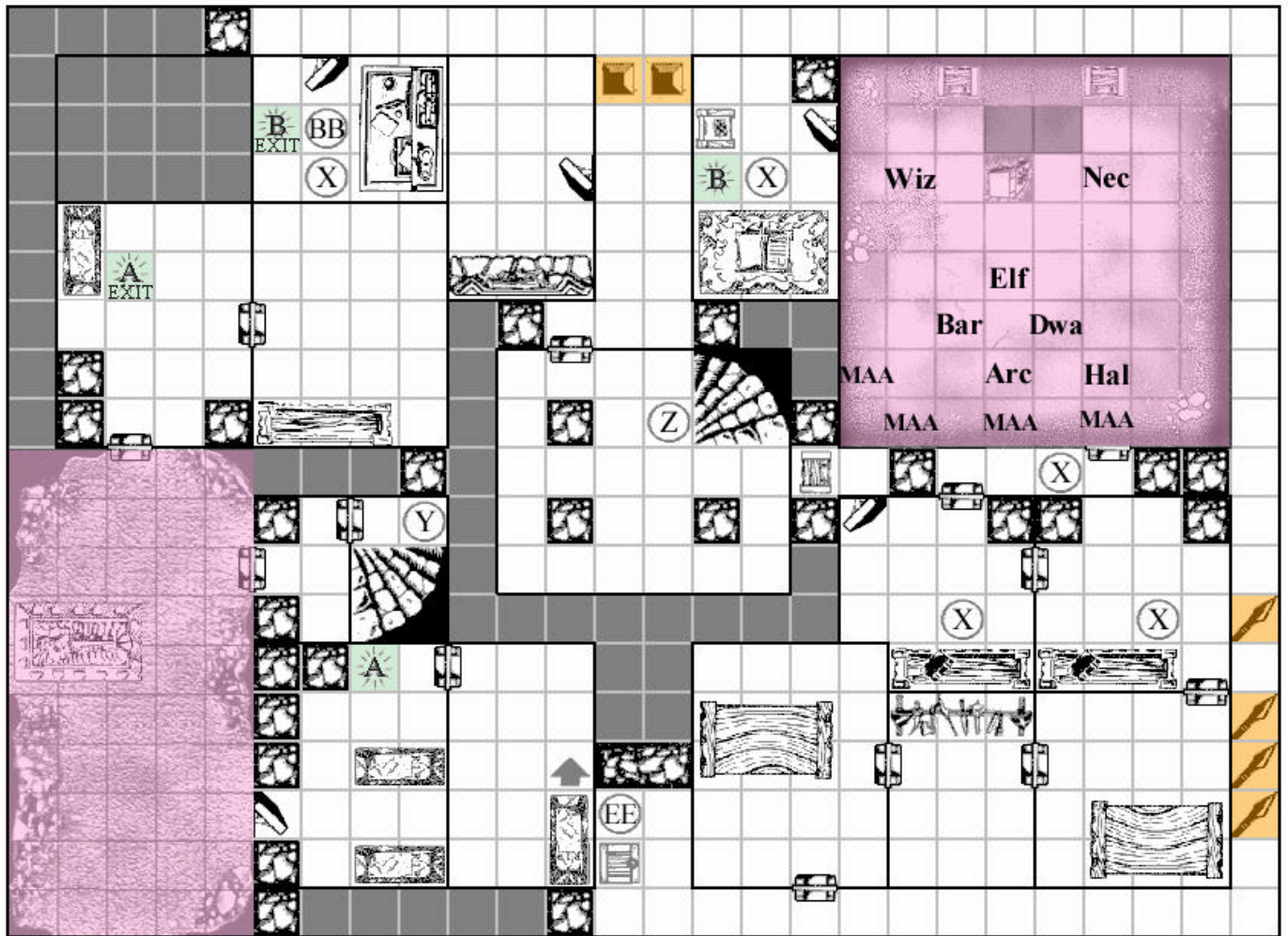
(LL) The Tome of Greater Chaos Magic I can be found here.

parchments seems to describe some kind of summoning spell which was being researched. To your surprise, the last page is signed... by the Chaos Wizard, Castanea!" The Heroes don't take the tomes.

(II) The secret door in this room can not be found through normal searching – if the Half-Orc enters the room read the following aloud: "The Half-Orc tells you he was in this room before his

**Wandering Monster:** Roll 1 red die: (1)–Skaven, (2,3)–Skaven Warrior, (4,5)–Chaos Warrior, (6)–none





## Interlude 2 - The Secret of the Tomes

*Having defeated the enemies within the large chamber the Heroes are poised to end their quest for the tomes.*

*Gathering everyone within the large chamber the group prepares to destroy the last tomes.*

The Heroes are accompanied by as many as 4 Men-at-Arms, of any type. The Necromancer will be revived if slain in the previous Quest, the Archer, and Half-Orc will be present only if still alive at the end of the previous Quest. Each unit is placed on their corresponding tile; for example MAA indicates a Man-at-Arms unit, Bar, the Barbarian, Hal, the Half-Orc, etc. Searching for treasure in any of the rooms will turn up nothing.

There are now no Monsters remaining on the board, and the Heroes and remaining Companions and Men-at-Arms present in the room. The Wizard should be removed of the Master Tome of Chaos Magic, and the corresponding tile placed on the board.

Then read the following page aloud:

**Wandering Monster:** none





## Destroying the final Tome.

After the Wizard and Elf set about destroying the remaining Tomes of Chaos Magic the Wizard tells you all "It is finally time to end this Quest for the Tomes. With the Master Tome destroyed so too will its legacy be ended".

The Wizard attempts to ignite the Master Tome in magical flames, but to no avail. Both the Barbarian and the Dwarf too try to strike the Tome, but it does not yield to steel or strength.

After many hours the Wizard, Elf and Necromancer decide to attempt to reconstruct the events that took place here. After compiling his scrolls, books of parchment and the writings in his study, Castanea's work with the Chaos Tomes begins to be deciphered.

Though difficult, and slow going, the entire group is on edge; even though the area is safe, at the moment. All are keenly aware that the studying of the workings of Chaos Magics has driven many great men mad. Finally, with the help of the large body of notes and details written by Castanea the Wizard, Necromancer, and Elf believe they have found the secret of the Master Tome, and possibly a means of destroying it.

The Wizard, though weary from his reading explains. "The portal Castanea was attempting to summon was directly linked to the Master Tome, this is why we were allowed to enter and come so close... he needed us to bring it to him for his conjuring to work!" The Wizard continues, "The Master Tome is clearly not of our world, it is only the physical form of some greater power."

The Elf lends his words to those of the Wizard "A powerful mental energy to be exact. Someone, or something, from another realm willed it into existence here. One can only assume its purpose was to do exactly what it has been doing, creating Chaos from order and peace. Bringing the races to war with one another, and divide the lands."

The Wizard speaks a little more quickly now. "We can only guess that this portal, which seems is the ultimate purpose behind the riddles and cryptic passages in the Tomes, was also the true intention behind their creation."

The Necromancer sees that the others appears confused and a little uncertain. "It means the Tomes were created to allow something through to our world..."

Interrupting again, the Wizard speaks more directly and forcefully. "The Master Tome IS the answer. It can't be destroyed in our world because it is not of our world. It must be destroyed at its source, the will to create it must be destroyed."

The Barbarian looks to the Dwarf, catching his eye momentarily. "This make any sense?"

Leaning sideways toward the Barbarian the Dwarf quietly answers "This stuff never did lad!"

"What is our next move then?" the Barbarian asks the Wizard.

"We will conjure the portal as Castanea intended," the Wizard and Necromancer answer simultaneously.

Then the Dwarf takes a step back raising his hands "Woah there laddy..."

Cutting him off, the Wizard continues, "... but like any portal there's nothing to stop us from going through in the opposite direction instead of IT coming out. We will summon this portal and pass through, stopping what ever is there."

Speaking louder now for all to hear the Barbarian shakes his head saying "This does not sound like a good plan. How do we know where it goes? For all we know we could walk out the other side and be inside solid rock, or beneath the ocean."

The Dwarf, thinking for a second, then grins saying "Or a league from the Emperor's Palace."

The Barbarian calms himself a little "That wouldn't be so bad..."

The Dwarf quickly loses his grin and looks straight faced at the Barbarian. "If it was a league straight up in the air it wouldn't be so bad... except for that abrupt stop at the end"

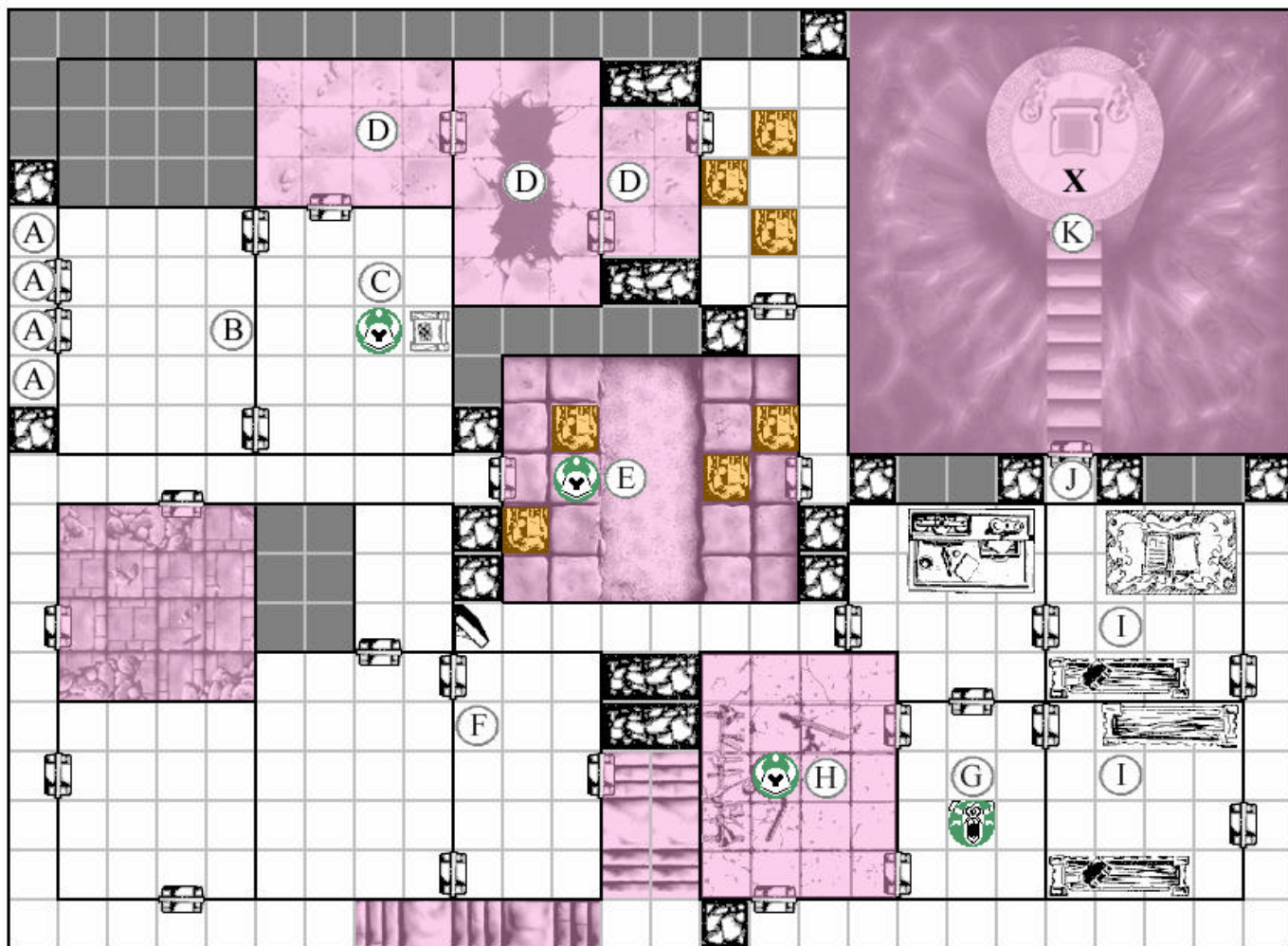
Interrupting them both the Wizard speaks. "No, listen, it's safe to assume that we can do it. For this man or creature to come into our world he would need to have the same things we do, ground to stand on, air to breath, otherwise it could be just as dangerous for it to come through. I think this thing is more like us. And from Castanea's work it sounds like this thing was once from of our world long ago."

"Don't say I didn't warn 'ye lads, when we get through there and your insides are on the outside," the Dwarf says, tightening up his boots.

The Wizard, and Necromancer begin conjuring the portal, with the Elf assisting by reading passages and instructions from the documents Castanea copied from the Tomes of Chaos Magic. Slowly the ominous portal begins to take shape again before you.

**Note:** Place the Wall of Flame piece on the shaded squares. The Heroes may now pass through it and proceed to the final Quest. If there are any remaining Men-at-Arms, as many as 4 will follow the Heroes into the portal.





## Quest 10 - Chaotic Realm of the Tome

Stepping through the portal created by the Master Tome you each feel light-headed for a moment, and then realize you are standing on solid ground. Though there is light in this place, you can't see any torches. The Elf, pointing upward, draws your attention to the ceiling above, as you realize it has huge gaps in it, although you can't tell if it is night or day outside as it is pitch black. You see bits of rock and stone slowly, and curiously, tumbling past high above your head. Then you all realize that you yourselves are moving, slowly but continuously, as though you too are standing on some large floating rock or island in this place. This unnatural place is unsettling to all of you, and you have the distinct impression that there is a presence here watching you... aware of your arrival. Be on guard, there is no telling what foul beast or wicked trick you may encounter in such a foreign place!

The Heroes are accompanied by as many as 4 Men-at-Arms, of any type, each Hero-player may control one. None of the other Companions accompany the Heroes. **Note:** All doors in this Quest are already open. Upon searching for treasure inform the Heroes the room is empty unless otherwise noted. If any of the Tomes were not destroyed in Quest 9 the penalty no longer applies.

(A) As the Heroes and Men-at-Arms begin their turn each piece is placed on one of the squares marked A and movement begins.

(B) On this square is Maleficent, the doors behind him are closed. He can only be harmed by Spells, no other weapon or Artifact will damage him. He may either move or teleport to any unoccupied square within a 10 square radius, and can move and attack (or cast a Spell) twice each on his turn. He has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10/10	4/4	6	12	10

He knows the Spells: Dispell, Mirror Magic, Tempest, Ice Storm, Fire Storm, Ball of Flame, Restore Chaos, Soothe, Command, Mind Freeze, and Lightning Bolt. After his second turn he automatically teleports out of the room, the doors to room C will open.

(C) When the first Hero enters this room read the following aloud: "A strange creature stands before you, although the armour appears empty a ghostly form occupies it. 'I am the Inquisitor, guardian

**Wandering Monster:** none.

of the intellect, and surveyor of any soul who attempts to resurrect the Master. Though you are the first to have entered the Master's realm, I see within that you do not belong. In the two millennia since exile to the Void, from your material world, the Master's mind has expanded and grown... creating all you see about you, even we guardians. Long have we waited for one from your world to open a portal that we might return from the Void. We grow weary of filling it. But now your souls will fill the void we leave behind!" The Inquisitor has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	5	5	3

He also knows the Spell: Cloud of Chaos.

(D) These rooms are icy cold. A Hero ending his turn in one of these rooms must roll 1 Combat die. If a Skull is rolled he loses 1 Body Point.



## Quest 10 Continued ...

**(E)** The central area in this room is a lower level. In order to climb down, or out, a Hero must stand adjacent the edge for a full turn (taking no other actions) and declare they are climbing out. Alternatively they may try to jump across, falling results in 2 Combat dice damage.

When the first Hero enters this room read the following aloud:

“Another entity stands before you, unlike the last. This creature’s armour is constructed from mismatching pieces made of many different metals. It moves in a disorganized, erratic, manner. ‘That you are here means you have passed the Inquisitor; though I too know you do not belong. I am Entropy, the very essence of chaos and disorder. You’re ordered material bodies, and like the one the Master once possessed many thousands of years ago, is weak and fragile. You are an abomination to this place. How easily you die once order is disrupted’ ” Entropy has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
4	5	5	4	4

He knows the Spells: Rust, Tempest, Fear, and Command.

**(F)** When the last Hero enters or passes through this room Maleficient will reappear on this square. Read the following aloud: “I, Maleficient, am Lord and ruler of this reality. You’re presence defiles my mind! The Tome was not created for the likes of you, who cannot comprehend what powers it holds while it draws strength from here. Go no further, or yours will be an eternity of torture within my realm!” He may either move or teleport to any unoccupied square within a 5 square radius, and can move and attack (or cast a Spell) *twice each* on his turn. He *now* has the following stats (he has recovered any damage inflicted previously):

MOVEMENT	ATTACK	DEFEND	BODY	MIND
5/5	4/4	6	12	10

He now knows the Spells: Dispell, Mirror Magic, Ice Storm, Fire Storm, Ball of Flame, Restore Chaos, Mind Freeze. After his second turn he automatically teleports out of the room, the doors in rooms **G** and **I** will open.

**(G)** The doors leading into and out of this room are initially closed. See notes for room **F**. The Gargoyle in this room is a statue.

**(H)** When the first Hero enters this room read the following aloud: “The smell of burning flesh, blood, and metal fills your nostrils.

Before you stands a much more powerful-looking creature than the other guardians. The well-worn armour appears to tell the tale of many battles, and the entity which fills it radiates a calm determination, and thirst for battle. ‘Ah, I see that no longer will I

have to create my own play-things within this realm to slaughter. As Vengeance I have been, and shall be, the sum total of the rage and anger of my Master for what was done to him. Retribution for thousands of years of imprisonment will come all too swiftly for the living who dare stray within.’ ” Vengeance may move and attack *twice each* on his turn. He has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6/6	5/5	5	5	4

Once Vengeance is destroyed an open doorway between area **J** and room **I** will appear.

**(I)** The doors leading into and out of these rooms are initially closed. See notes for room **F**. Upon searching either of these rooms for treasure read the following aloud: “You find countless tomes, all written by Maleficient, it likely took him centuries to write so many large tomes. Mostly they are mad collections of ravings about dominating the living. There are some which detail his creation of a tome to house his intellect which would represent him in the material world and act as a doorway, allowing him to control the living, and eventually allow him a means to escape. The other tomes all repeat the same theme.”

**(J)** Once Vengeance is slain a door will appear linking to room **I**.

**(K)** Maleficient now resides on the square marked X. The surrounding area beyond the stairs and pedestal is a deep chasm which extends far into the distance. Any who jumps off will be lost forever. Read the following aloud: “Maleficient stands high on the stone pedestal which stands freely suspended in the air, attached to the ground at your feet by only a modest stone stair. He now looks concerned about your presence here, and weakened following your battles with the guardians. The air around you begins to hum and vibrations can be felt deep in the ground below you... ‘I warned of what your deeds here might bring. Now I, Maleficient, the Dark Arch-Warlock and keeper of the Void will keep you as slaves’ ”. Maleficient may either move or teleport to any unoccupied square within a 5 square radius, although now he may only attack or move once per turn. He now has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	4	5	12	10

He now knows the Spells: Dispell, Mirror Magic, Fire Storm, Ball of Flame, Mind Freeze

Once Maleficient has been defeated read the text on the following page:.

**Wandering Monster:** None.



## Conclusion...

**A**s the final blow is dealt to Maleficient his body immediately becomes transparent and he begins to slowly dissipate into the air like thick mist.

Far off in the distance within this realm you hear sounds of rock cracking and beginning to crumble. The Wizard shouts: "Quickly, we must make haste back to where we emerged into this realm". The party begins to quickly make their way back to where they began, led by the Barbarian and the Elf.

The Wizard stops a moment within Maleficient's library of books. Turning back the Dwarf calls to him "Come man, there's no time".

As the Dwarf and Wizard rejoin the others at the entrance the shimmering portal through which they entered is beginning to fade, and the passages behind them are crumbling away, backwards, into a dark weightless void. Each of them leaps through, leaving behind the remains of the realm.

Taking a moment to gather their senses, the Heroes are relieved to find themselves back within the familiar chamber within the conquered Skaven underground stronghold.

Looking back toward the Master Tome of Chaos Magic, still laying upon the earth and stone floor, the shimmering portal dissipates. The pages of the Tome begin curling in from the edges toward the centre and then disappearing, as they are torn away from the spine. Quicker and quicker the pages are sucked back into the Tome itself, until the backing and all are folded in upon themselves and no trace remains.

During the course of the next few days things are uneventful as the party makes its way back toward the Empire. The Wizard, now free of the influence of the Tomes, feels renewed and invigorated.

Once at the borders of the Empire Scouts meet the party and escort them to the Emperor.

**Note:** At this time the number of Master Men-at-Arms who have been trained should be totalled. If any number of Men-at-Arms have survived tell the Players that all of these units return to their posts within the Empire. The players must also relinquish the Henchmen Artifacts to the Empire as well, which are taken by several Empire troops back to the Armoury. Any items and Artifacts the Companions had may be returned to a Hero, except the Adventurer's Legendary Artifact, any Chaos Spell Scrolls, and any other items at Zargon/Morcar's discretion.

**N**ow before the Emperor you are also greeted with familiar faces, those of the Companions and Fellows whom you met and fought alongside while on your Quest to destroy the tomes. The Emperor stands from his throne before you "My Heroes, you have once again saved our Empire from a great threat, and for that I have little I can now reward you with that befits such Masters. I will, of course, expand your lands and titles, and you shall be known as Lords of the Realm, henceforth. These companions of yours who returned here have offered to aid in our rebuilding an Imperial Council. We owe you much, and are now in your debt."

In the following weeks the Heroes once again bid one another farewell, going their separate ways, seeking their own paths once again.

The Necromancer, now a member of the Imperial Court, has begun teaching fledgling Wizards and Sorcerers how to defend against Chaos magics. The Adventurer, who is the Court appointed liaison to the border lands, has also begun overseeing Imperial trade and laws within the realm. The Half-Orc has also arranged to supply his Clansmen with food and provisions, in exchange for training a select group of Imperial Guards in the battle tactics of the Black Ores. The Elven Archer, who had returned to his homeland in Loren Forest has returned to the Empire as an official representative of the Elven Lords.

## Quest Rewards

**Barbarian** – The Barbarian returns to his lands to oversee the local matters once again. If the two chests were successfully recovered during the solo Quest the village Blacksmith will reward the Barbarian with a fine suit of Plate Mail which only reduces movement by 2 squares.

**Dwarf** – The Dwarf returns to his lands at the base of the Middle Mountains, eager to implement new engineering and mining techniques he has devised while journeying. The Dwarf may keep the Coronet Artifact from the solo Quest, or receive the 800 Gold reward at this time.

**Elf** – Returning to the Elf-lands and Loren Forest. While away, the Elven council has named him their Champion. The Elf is awarded with only one of the following: the Elven Chainmail Artifact, the Elven Boots, or the Elf Tome of Magic, preferably one the Elf does not possess.

**Wizard** – The returns to his lands along the Empire's northern borderlands, eager to once again take up his spell research and training of his apprentices, who remained behind to tend to his village.

### Master Men-at-Arms Training

Depending on the number of Master Men-at-Arms trained during the course of the Campaign the players will receive the following awards:

#### # Trained Master

Men-at-Arms	Award
1 --	600 Gold
2 --	800 Gold
3 --	1000 Gold
4 --	1000 Gold, Henchman Artifact: Banner of Heroism
5 --	1200 Gold, Henchman Artifacts: Banner or Heroism, and the Master-forged Halberd
6 --	1400 Gold, Henchman Artifacts: Banner or Heroism, Manual of Traps & Triggers, and the Master-forged Halberd
7 --	1800 Gold, Henchman Artifacts: Manual of Swift Strategies, Banner or Heroism, Manual of Traps & Triggers, and the Master-forged Halberd
8 --	2400 Gold, Henchman Artifacts: Manual of Swift Strategies, Banner or Heroism, Manual of Traps & Triggers, Master-forged Halberd, and the Artifact - Reflection of the Imperium



## A Message from Mentor

*The Empire has now begun to strengthen itself from within once again. With so much going on within the Empire there has been no expeditions to the far Northern reaches for some time now. Although there are no imminent threats to the Empire the Heroes and their Companions must remain ever vigilant...*

*But for now rest my Heroes of the Realm, you have earned your peace.*

*Mentor*

## The Concluding Campaign Quest Pack...

### Rogue Wizardry

*Following The Gathering of the Horde, and The Destruction of the Tomes, comes Rogue Wizardry, the final instalment in the campaign trilogy.*

*The Wizard has fled the Empire amidst tales of his betrayal and the destruction of his own township. Journey with the Barbarian, Dwarf, and Elf, along with their new sorcerer companion Lord Benedict from the Empire, as they track the Wizard into the Northlands.*

*Unlock access to a new ultra-powerful Spell group, the Void, as well as new Equipment, Treasure Cards, Monsters, Artifacts, and the extremely rare and utterly powerful Relic Artifacts.*





The Laboratory Tile:



The Master Tome of Chaos Magic Tile:



