

HeroQuest™

The Necromancer's Lair

Q U E S T



B O O K

Introduction

Many years ago, while fighting a horde of Skeletons, you came across a map detailing an underground lair; the name "Shantil" written across the top. Neither the name nor the dungeon was familiar to you, but you have kept the map ever since. At times you thought about getting rid of it, but the room marked "treasure" has always sparked your interest.

During your wanderings in the service of the Emperor, you asked the people that you met if they knew of this hidden lair. You showed portions of the map to some; asked about "Shantil" to others. Always the response has been negative.

Then one day, while sitting in the local inn of a small village, you mentioned the name of "Shantil" to the barkeep. Expecting the usual negative response, you were quite surprised when he began sputtering and making signs to ward off evil. He refused to talk about the name, and threatened to throw you out of his inn if you continued to bring up the subject.

Intrigued by his reaction, you sat down at a corner table and discussed among your selves what your next step should be. Your talk was soon interrupted by an elderly man, standing by your table. He looked around to make sure no one else in the inn was paying him any attention, then said "You want information on Shantil? I know plenty about him. I will tell you all you need to know".

You looked at his shifty nature and disheveled appearance, and knew that he must be up to something. "Why?" One of you asked.

"Gold." was his simple reply. "Ten gold coins and all my information will be yours."

You paid the man his money [Game Master – be sure to deduct 10 gold coins from one of your player's inventory] and motioned for him to sit down.

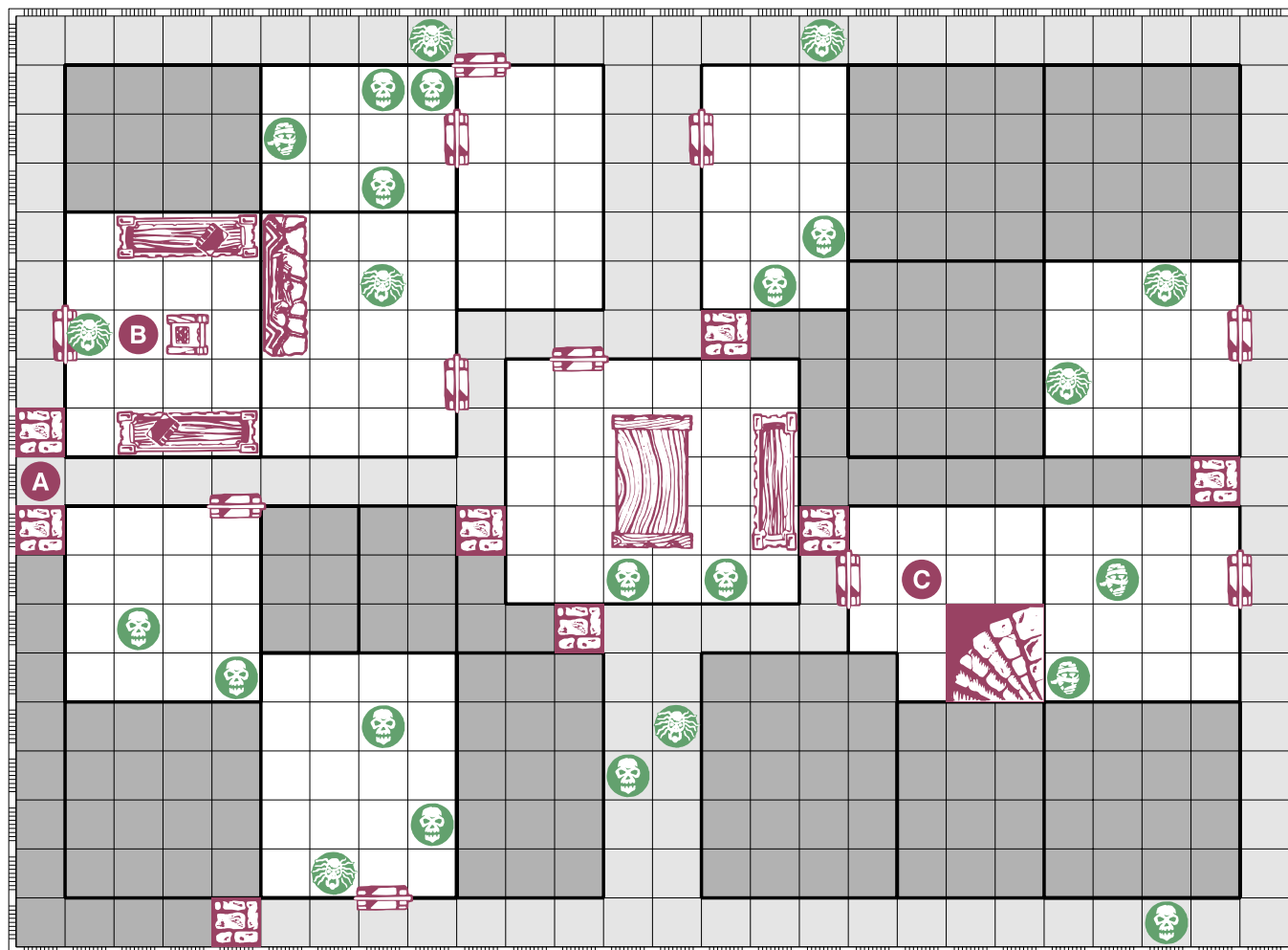
"When I was younger", the man began, "I occasionally did some work for a magician that lived about a day's journey from here. This magician was a powerful Necromancer, Shantil was his name. Most of the people here abouts were afraid of him, but I carried supplies to him a couple of times a year, and he

always treated me alright. He had dug his home out of the rock in a hillside in the middle of a forest..."

You interrupted his narrative to show him your map. "Is this his home?" you ask.

The man looked at the map, then says "Yah, that's it. Anyway, one day I was delivering supplies to him. I opened up the doorway, just like he showed me, and drove the wagon into his home. Usually when I arrived, Shantil was there to greet me, like he knew somehow when I was there. This time though – no one. I poked around a little, didn't really know what else to do and I wanted to get paid. Well, I had come to the stairs down to the lower level. Never had gone down there before, and wasn't sure I wanted to now. Isn't too smart to get a Necromancer mad at you, if you know what I mean. Anyway, I had just decided that maybe I would call out to Shantil first, when up the stairs came the sound of a battle. Swords clashing, armor rattling, that sort of thing. Then came a roar like I had never heard before. Didn't sound like an animal, and the evil contained in that roar nearly drove me mad. I didn't waste any more time in there. Ran back to my wagon and drove out. Closed the door behind me and have never been back since. You couldn't pay me enough to ever return, not after what I heard."

You talked to the man into the night, getting directions to Shantil's home, and the location of the secret switch to open the door. After he left your group talked long about what you might encounter in the Necromancer's lair, but put the old man's fears down as superstition. The next morning you bought supplies and made preparations to begin your hike to the location of the lair, eager to explore and discover the wealth contained within.



NOTES continued:

After all the treasure has been found, read: *"You have destroyed Shantil and discovered the secret treasure room. Long have you dreamed of this day; ever since you discovered the map you have thought of the great riches that the room would contain. Whether the treasure and artifacts were worth the pain and sacrifice that you went through to get them is questionable.*

You wearily exit Shantil's Lair, and begin hiking back to the village, knowing that a mug of ale is waiting for you there."

The End

Quest 1 Level 1

You use the method of opening the secret door that the old man from the village gave you. The door opens, and you step into a long, narrow hall.

NOTES:

- A** This is the entrance to the Quest.
- B** The bookshelf on the north side of the room is trapped with a dart trap. If the trap is sprung, it will do one Body Point of damage to the Hero that sprung it. The northern bookshelf also contains a Scroll of Sleep.
- C** This is the exit from the Quest.

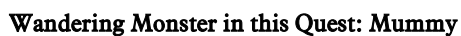


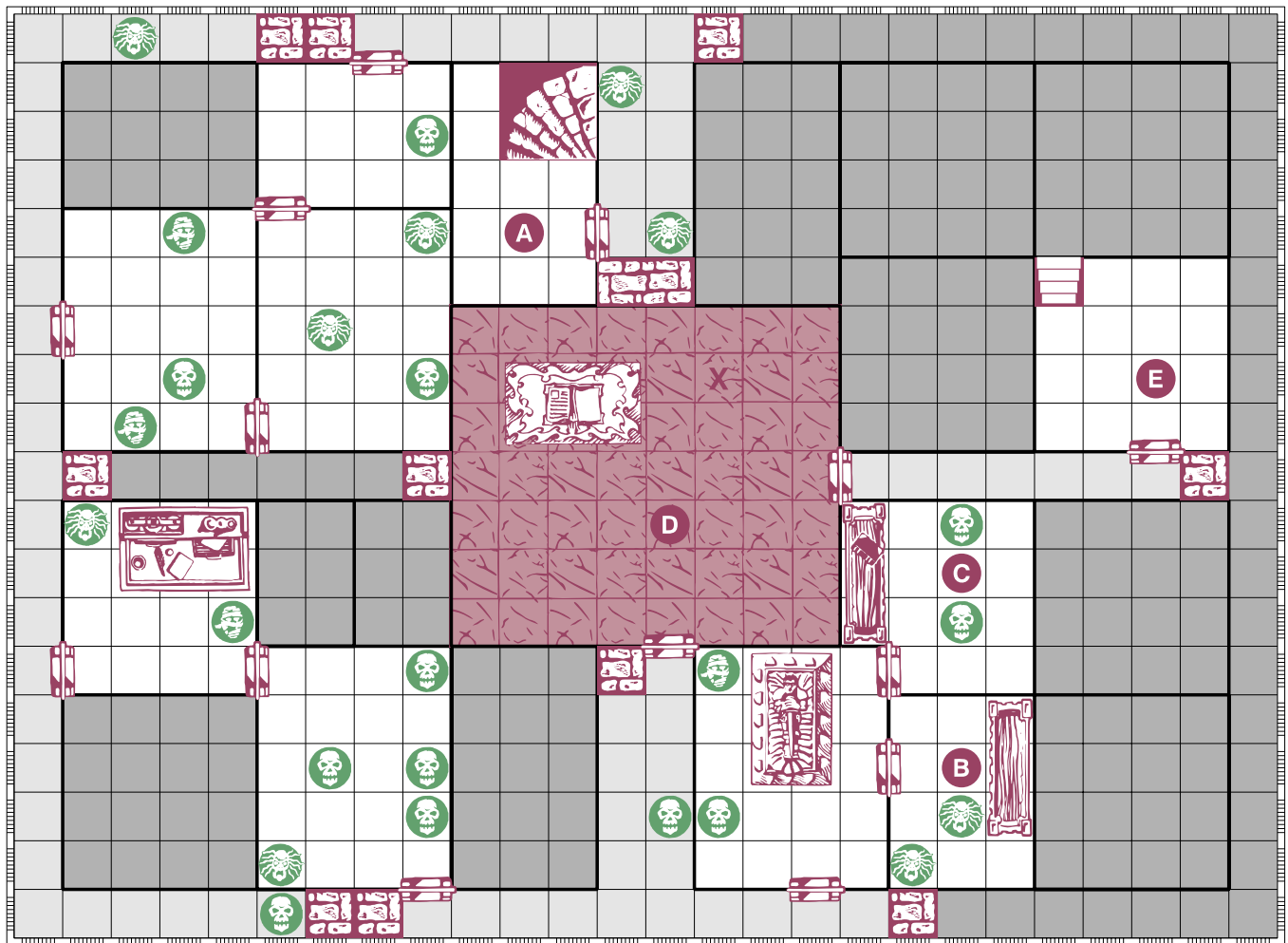
Wandering Monster in this Quest: Skeleton



distance instead of chanting. A loud, fearsome roar suddenly echoes through the chamber. This must be the sound that the old man heard; a blood chilling cry that can only be that of Braun Vog Baug.

D The chest in the upper right hand corner of the room contains 1000 gold coins. The chest in the lower left corner contains 2 artifacts – Vest of Missile Protection and Blast Blade. The last chest, in the lower middle part of the room, contains 2 artifacts – Necklace of Glittering and Flamefury. See the new Artifact Cards for descriptions of these artifacts.





Quest 2 Level 2

You descend the stairs to the next level of the lair. As you step off the staircase, you hear a low, guttural chanting off in the distance.

NOTES:

- A** This is the entrance to the Quest.
- B** The cupboard is trapped with a gas trap. Any Hero in the room when it goes off receives one Body Point of damage. Inside the cupboard is a Potion of Healing. This potion will restore either two Body Points or two Mind Points of damage to the Hero that drinks it.
- C** The bookshelf contains a scroll, Water of Healing.
- D** When a Hero enters this room, place Shantil in the location marked with an X and read: *'A monster similar in form to a Zombie, yet with an intelligent look in its eyes, stands before you, chanting. As you enter the room, the creature looks up at you, startled, and stops chanting. 'Fools!' it shouts. 'You dare disrupt the castings of Shantil?' You are startled that the creature before you is the great Necromancer Shantil. He sees your expression, and grins broadly. 'Surprised to find me here, eh. Well, you shall know of my fate as you meet your doom, for your life energy shall help me defeat my nemesis, Braun Vog Baug. Many years ago, I attempted to draw a great daemon from another realm into my service. I admit that my spellcasting was off that day, for the daemon, one Braun Vog Baug, was not contained by my spells as thoroughly as I had hoped. While trapped in my casting chambers, he was free to disobey my commands, even to the point of attempting to kill me. Long did we battle, when finally, my physical body weak to the point of death, I cast one last*

spell. I was able to escape death, my body transformed into a Liche. My fate and Braun Vog Baug's are interwoven, though. Neither can escape this place until the other is dead. And so he and I have fought these many years to gain control of the other. Now I thank you for the life force you shall give me, for it will help me overcome my nemesis. Farewell, fools.' With that he waves his hand, and four Skeletons appear before you, ready to attack."

If you have a Necromancer figure, you may use it for Shantil. Otherwise use the Chaos Warlock figure.

Stats for Shantil:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	4	7	8

Besides the spell Summon Undead which Shantil cast above, he knows these spells:

Drain Spirit, Drain Body (2 times) Summon Undead, Strengthen Undead, and Escape

Shantil is a Fearsome Monster. Anytime a Hero starts his turn in the same room as him, or enters a room with Shantil, he must make a "Fear" roll at the



Wandering Monster in this Quest: Zombie

NOTES continued:

start of his turn. The Hero rolls 1 red die, and on a roll of 5-6 he has become afraid and must move as far as possible from the monster, even if it means leaving the room. The Hero may not make any attack that turn, even against another monster, but can defend. If a Hero enters a room with a Fearsome Monster during his movement turn, he must make a Fear roll immediately. The Fear only lasts one turn, but the Hero must make a Fear roll every turn he is in the same room as a Fearsome Monster.

Use Shantil's Escape spell wisely. Shantil should do the maximum damage to the Heroes, and then cast the Escape spell when he is down to one Body Points. When he casts Escape, he is transported away. He will reappear in Quest 3. Do not let the Heroes kill Shantil here. If he gets down to 0 Body Points, you may want to give him a Potion of Healing to give him a Body Point so that he can cast his Escape Spell.

When Shantil casts his Escape spell, read: *"Shantil has a strange look in his eye; one of fear. He has realized that you are much stronger than he thought, and now he has two powerful enemies to overcome. He casts a spell, and as he begins to disappear he shouts: 'I shall let Braun Vog Baug deal with you. We shall see how strong you are then!'"*

E

This is the exit from the Quest.