

HeroQuest™

The Rise of Ramiah

Q U E S T



B O O K

Prologue

A cold wind breezes hurriedly into an elegant, yet evil hall, extinguishing all light from the foreboding area. Zargon has gathered together the remains of his Wizard Elite.

"...but Master, do you forget our last encounter with Mentor's force? How do you expect us to defeat them this time?"

"SILENCE!" Zargon shouts. "Just get the orbs, and you won't NEED to defeat them!"

"What good are the Orbs, my Lord? We have never been able to use..."

"Fools! Do as I say, and Ramiah shall rise!"

Epilogue

Brave Heroes, you have become legends in your own time! Many are singing your praises as we speak, for the Rise of Ramiah has been thwarted by your courage...

But I feel that your work is not yet done. Though Zargon seemed to have given himself as a sacrifice, I can still feel his evil in this world. It will only be a matter of time before we know for sure if Zargon has truly been defeated or not.

For now, friends, make merry and rest in knowing that you have made a difference in this world, and for the better. The Emperor has given each of you 1000 gold coins and a stay in his Royal Castle. May you never stray into Chaos, and I will always be here to guide you...

Mentor

Quest Map Guide

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



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

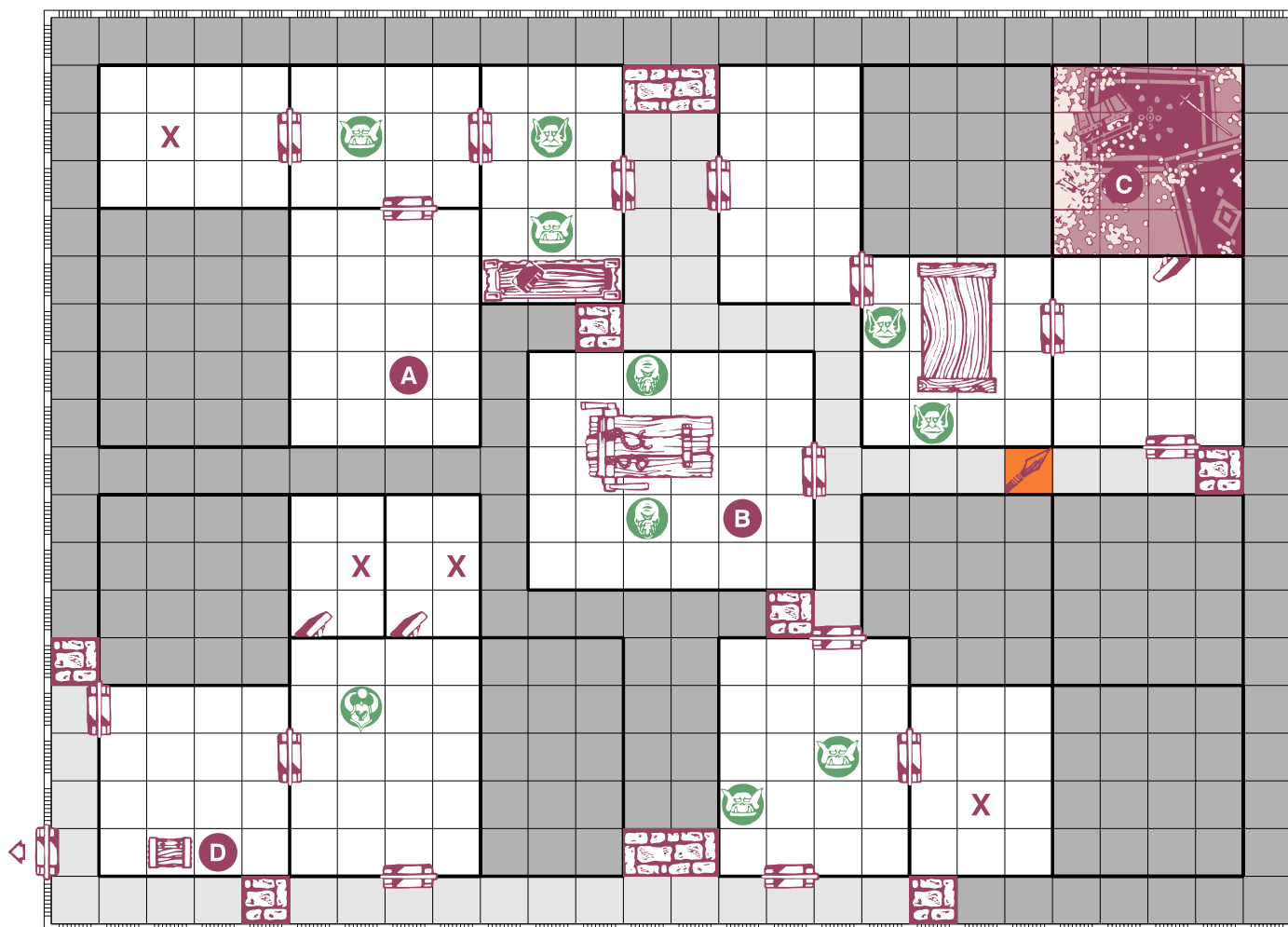


Light Green: This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.



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

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



Quest 10

Rise of Ramiah

"Hurry Heroes, Zargon plans to raise the demon Ramiah! There must still be a way Zargon can offer a sacrifice to bring this evil into the world, so go now and thwart his efforts! Be careful

Heroes, for Ramiah is a powerful demon, possibly more so than the Chaos Gods themselves! Use your wits and find Ramiah's weakness, if there is one..."

NOTES:

A After the last Hero enters the board, the door shuts and cannot be opened by the Heroes in any way.

B There is a prisoner here. When the Heroes open the door to this room read the following:

"Thank you for rescuing me! Zargon was going to sacrifice me to summon a demon! Maybe you can get Zargon before he escapes. I know he has been working in a large room. Good Luck!"

C These are Elemental Spirits. Use the orb tokens to represent them. Each spirit has the same stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	3	4	5

Each Spirit has one spell: Fire=Ball of Flame, Water=Sleep, Earth=Soothe, Air=Tempest.

D The bench has a Scroll of Spell Knowledge and 2 Potions of Healing that heal 4 Body Points each.

E Tell the Heroes that this is Zargon himself, then read the following:

"So fools, you have foiled my attempts thus far, but all I need is one more sacrifice to raise the great Ramiah... I will be that sacrifice!"

Place the Ramiah piece on the board. Ramiah has the following spells: Firestorm, Lightning Bolt, Command, Rust, Mind Blast, Summon Undead.

Ramiah:

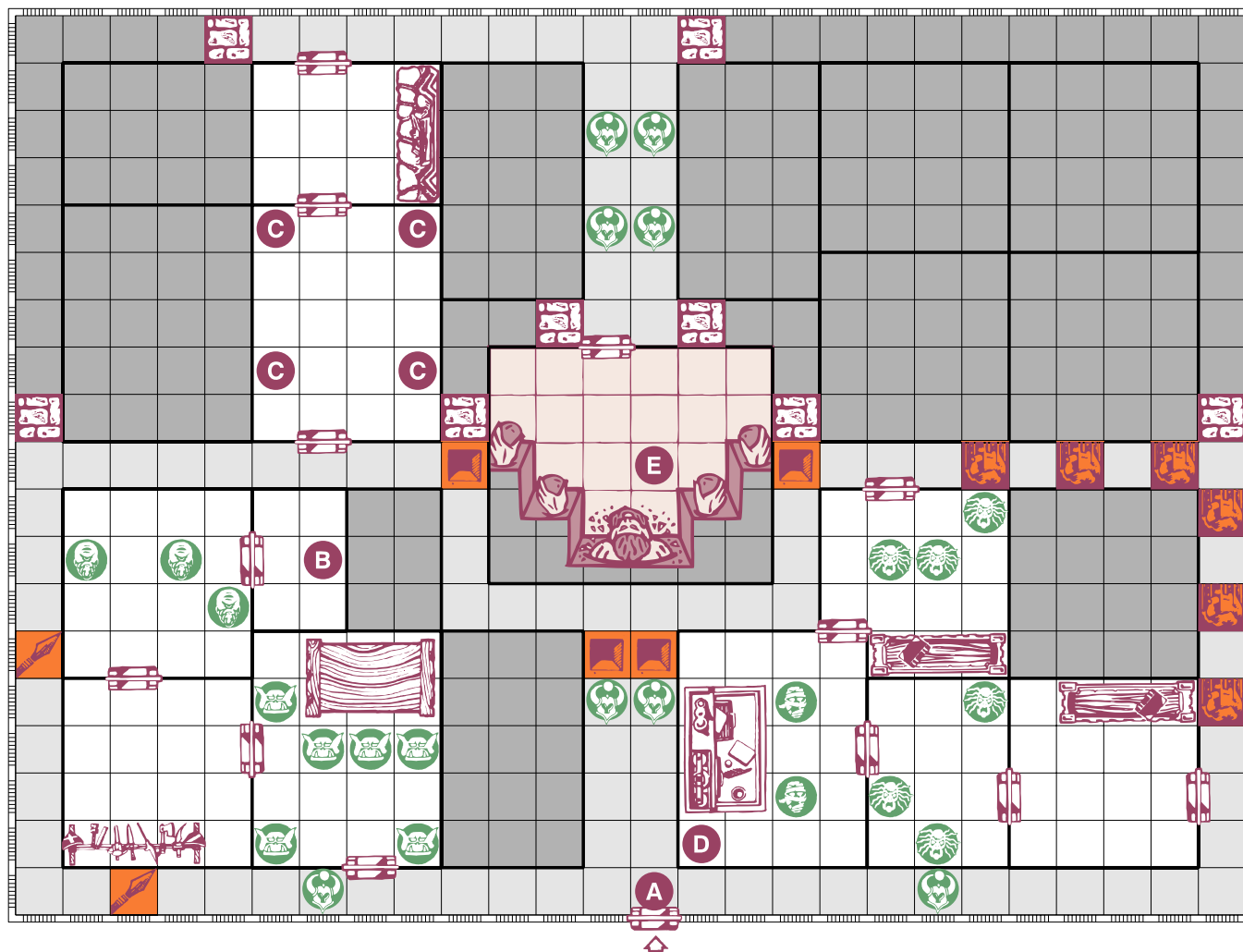
MOVEMENT	ATTACK	DEFEND	BODY	MIND
0	6 mouth only	7	15	9

Ramiah cannot be hurt until the orbs in his hands are broke. Each orb has 3 Body Points and 5 defense.

When Ramiah is beaten, read the Epilogue to the Heroes.



Wandering Monster in this Quest: 2 Chaos Warriors



Quest 1

The Rescue

"Wizard, my magic was able to transport you past the guards and into the area where prisoners are being held. Unfortunately, I did not have enough power to transport your

friends. You must rescue 5 prisoners believed to be held captive here and find the wooden exit door."

—Mentor

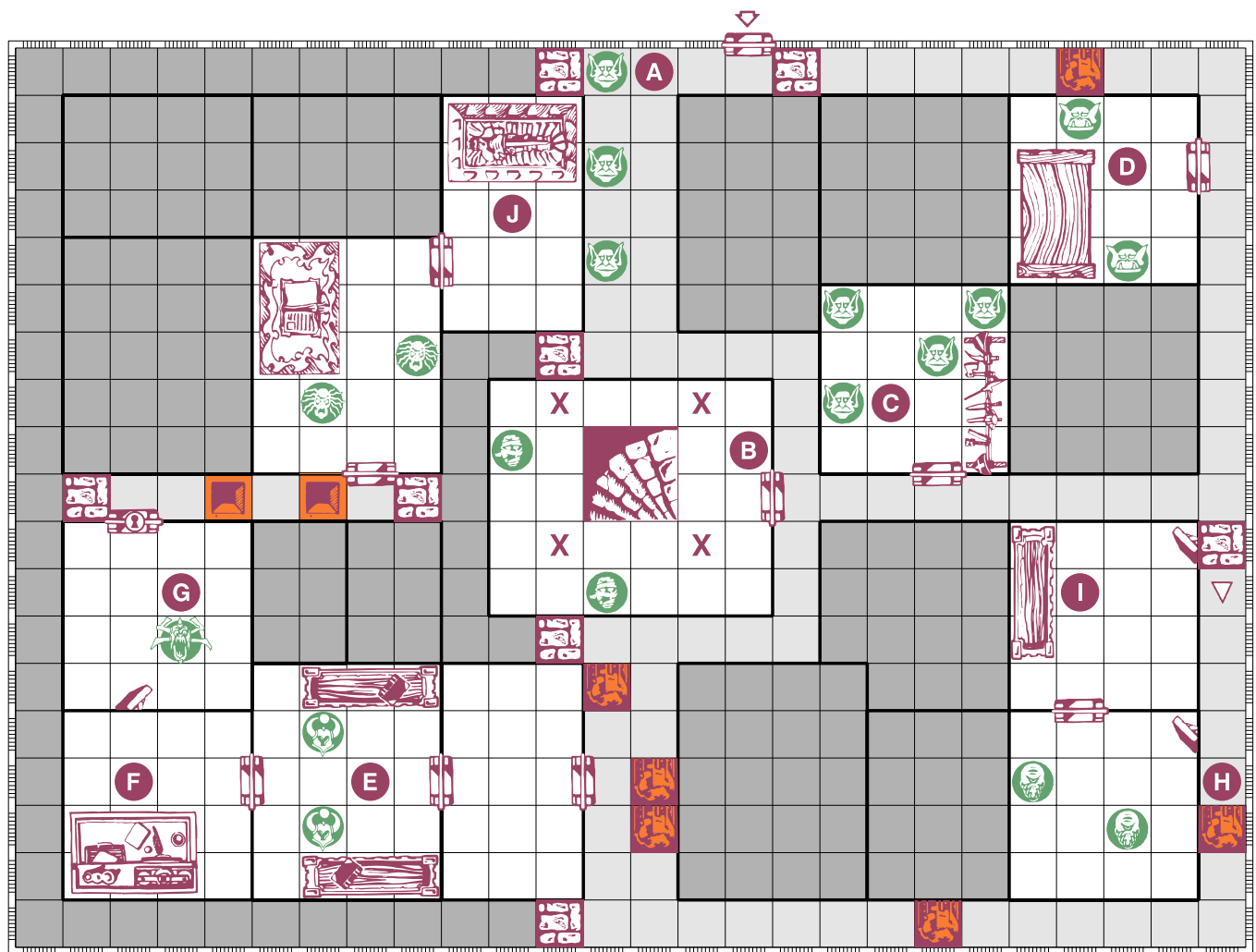
NOTES:

Squares marked with X represent a prisoner. The Wizard may free a prisoner once a room has no monster and spending his action for the turn. Prisoners are assumed to be following the Wizard, but need not be represented.

- A** The Wizard begins here.
- B** There is a prisoner on the rack. If freed, he will explain that his wife and daughter are held in small cells.
- C** When the Wizard opens the door to this room, place the treasure room tile. Tell him that the room is filled with treasure for the taking! If he searches for treasure, tell him to draw a card, ignoring all cards until a treasure card comes up. Tell him there is still a lot of treasure left and he MAY search again. If he chooses to search anymore in this room, he draws a card and follows it. The Wizard may continue doing this until he finds a Wandering Monster. If this card is drawn, an Orc shoves the Wizard through the door and slams it tight. The Wizard can only open the door using magic, and then will find the room empty.
- D** The chest contains a Potion of Healing that restores 4 Body Points and 100 gold coins.



Wandering Monster in this Quest: Orc



NOTES continued:

- Z** Behind this door is the entrance to Ramiah's Tomb. Only the RAMIAH key can open this door.

NOTES continued:

- Orc Shaman has all the Orc Shaman spells, and they work exactly like the Summoner above.
- Note that the Summoners do NOT get the bonus from N. A search for treasure reveals 2 Ball of Flame Scrolls and the Elven key, which opens the locked door marked V.
- R** This door has a Sorcerer's mark on it and will only open using the Sorcerer's key.
- S** The chest has a mind-numbing gas trap. All Heroes in the room lose 2 Mind Points. The chest is empty.
- T** This is a Chaos portal. It works like the Undead Portal in O, except for the following: 1-5 nothing, 6=Chaos Warrior.
- U** The High Priest and Storm Lord sit here. Use Chaos Warlock to represent High Priest and a Fimir to represent Storm Lord. They have the following stats:
- High Priest:
- | MOVEMENT | ATTACK | DEFEND | BODY | MIND |
|----------|--------|--------|------|------|
| 5 | 5 | 5 | 5 | 8 |
- High Priest has all the High Mage spells, but work exactly like Summoner (see Q).
- Storm Lord:
- | MOVEMENT | ATTACK | DEFEND | BODY | MIND |
|----------|--------|--------|------|------|
| 7 | 6 | 5 | 5 | 6 |
- Storm Lord has all the Storm Master spells, but work exactly like Summoner (see Q).
- Note that the Sorcerers do NOT get the bonus from N. A search for treasure

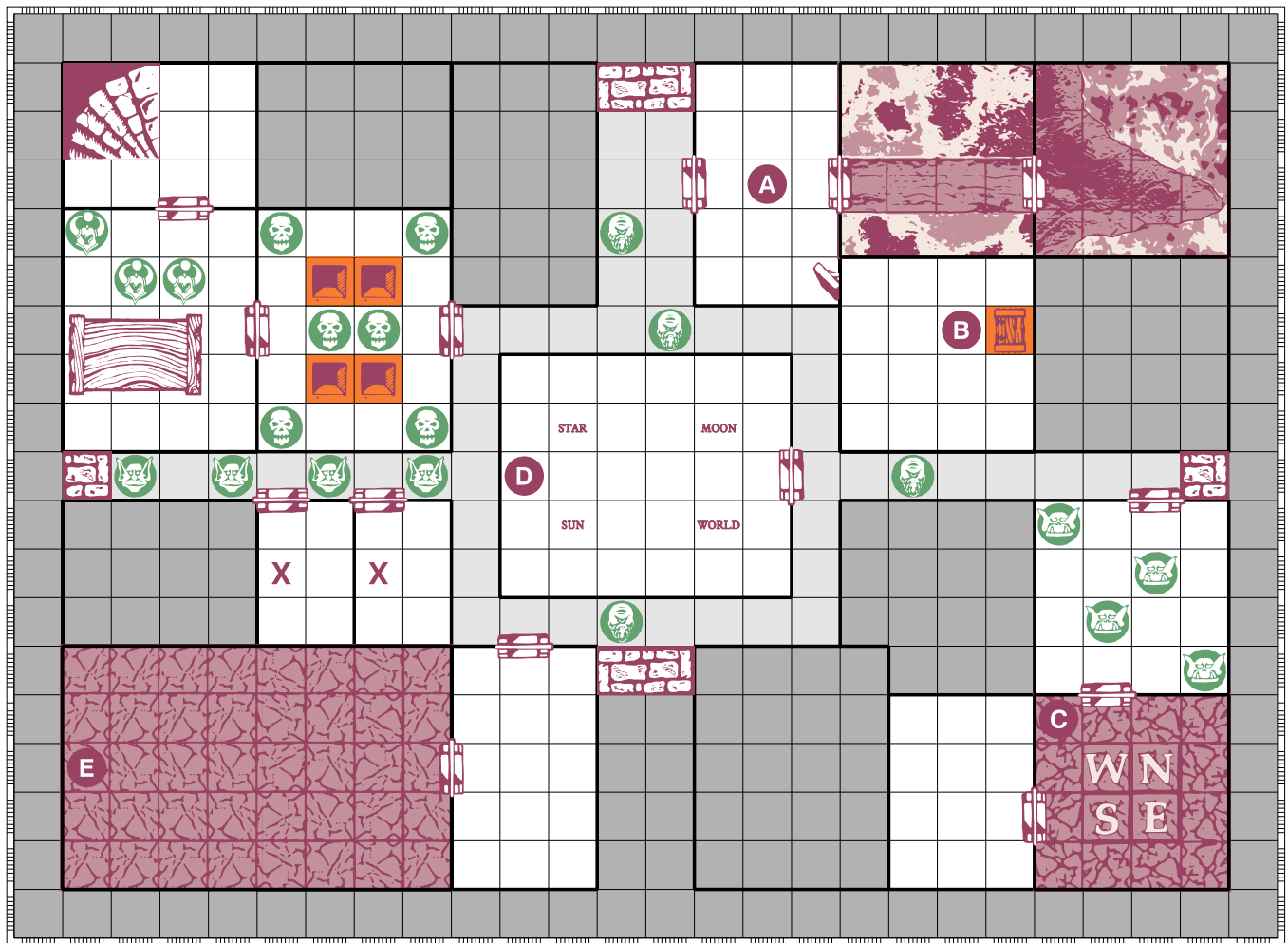
- reveals 2 Potions of Healing that heal 6 Body Points when used and the ice key, which opens the locked door marked X.
- V** This door has an Elven Rune on it, and will only open using the Elven key.
- W** This Ogre is playing with a Broken Wand. He has the following stats:
- | MOVEMENT | ATTACK | DEFEND | BODY | MIND |
|----------|--------|--------|------|------|
| 4 | 6 | 4 | 10 | 2 |
- This Ogre is exactly like the one you find in the Elf Quest Pack, except it is playing with a Broken Wand... which could be dangerous! Shuffle the following Chaos Spells together: Ball of Flame, Dispell, Tempest, Firestorm, Mirror Magic, and Summon Wolves. On the beginning of Zargon's turn, roll a red die. 1-3 Ogre may move and attack in any order. 4-6 Ogre may move and MUST use Broken Wand in any order.
- To use Broken Wand, randomly draw a Chaos Spell from the pile. This spell is immediately cast and discarded. If Mirror Magic or Dispell is drawn, nothing happens. Place Mirror Magic or Dispell back into the pile and reshuffle. Broken Wand does not work for Heroes once Ogre dies.
- When searched, the Hero finds 700 gold coins and a flat key marked RAM. The key seems broken.
- X** This ice door will only open with the ice key.
- Y** This is the Frozen Horror. He has the following stats:
- | MOVEMENT | ATTACK | DEFEND | BODY | MIND |
|----------|--------|--------|------|------|
| 8 | 5 | 4 | 6 | 4 |
- Frozen Horror has the following spells: Ice Wall, Mind Freeze, Chill, and Ice Storm.
- The room has 500 gold coins and a flat key marked IAH. It seems broken. The two flat keys fit together to form one large key that spells RAMIAH.

Quest 2

Slave Labor

"The prisoners have reported that they were being used for slave labor, digging large caverns under the watchful eyes and stinging whips of Orcs and Goblins. The Greenskins must be up to something! Wizard, you will be sent in to infiltrate the mines and discover their plan! Your magic can easily outwit these crude monsters."

- NOTES:
- A** These Goblins are busy digging the wall with pickaxes. They do not notice the Wizard, and will not attack unless he makes himself known. They are complaining that they have to do all the work since so many prisoners escaped recently.
- B** The X's are columns on each corner of the stairs. These columns make a magical barrier for anyone that does not have the Amulet of Quoz.
- C** This room only contains crude digging tools of no value.
- D** There are 25 gold coins hidden underneath the table.
- E** There is a Scroll of Magic Restoration and a Healing Potion on the bookcases.
- F** Quoz's notes are on the bench. An excerpt from the notes says: *"I can only hope that the evils hidden beneath this accursed place can remain buried. I have gone through painstaking means to block the entrance and carefully guard my amulet, the only item that will grant access to the depths below."*
- G** This Gargoyle is a statue and holds a key in its mouth. The door is locked and marked as a tomb entrance. When the Wizard uses the key on the door, the Gargoyle will come to life.
- H** If the Wizard triggers this trap, a cave in will block his way back.
- I** If searched, the cupboard hides a switch that opens a secret door and slides the block marked with the arrow.
- J** This is Quoz's tomb. It is trapped with poison gas that does 2 damage to all in the room. His amulet is inside.



NOTES continued:

If searched for treasure, Heroes will find the Chaos key. It will open the door marked H that has a Chaos symbol on it.

- G** This door has a shield on it and will only open using the soldier's Key.
- H** This door has a Chaos symbol on it and will only open using the Chaos key.
- I** A crossbow is on the weapon rack.
- J** This room contains a Mercenary Captain. Use a Scout to represent captain. He has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	5	6	8	4

Mercenary Captain has a Potion of Healing which restores 4 Body Points (which he may use to save himself from death). He also has 2 dispell scrolls, which will counter a Hero's spell on a 6 rolling one red die. The Heroes may take any of these remaining items once he is defeated.

The chest contains 500 gold coins, a weapon of the searcher's choice (from the Armory), a Potion of Super Healing and the Summoner's key that opens the door marked M.

- K** The Bookshelf has an Elixir of Life.

- L** This room has a Chaos Spawn. Use the Chaos Warlock to represent spawn. He has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
1 Red Die	1 Red Die	1 Red Die +2	7	5

Chaos Spawn is an ever-shifting monster. Its movement, attack dice and defend dice rolled changes every time the statistic is needed. Each time it attacks or is attacked, first roll the number listed to determine its current statistic number, then roll that number of dice for combat. Chaos Spawn can cast the following spells: Restore Chaos, Cloud of Chaos, Mind Blast, and

Lightning Bolt.

There is a Potion of Spell Knowledge, a Potion of Magic Restoration and the Sorcerer's key that opens the door marked R on the bench.

- M** This door has a Summoner's mark on it and will only open using the Summonr's key.
- N** All creatures in these rooms roll 1 extra attack and defend dice than normal.
- O** Mark this square with a skull token. It is an undead portal. At the start of Zargon's turn, roll a red die. 1-4 nothing happens, 5=Skeleton, 6=Mummy. Place the figure onto this square. You may move and attack with the creature this turn. The undead portal works until both Wizards die.
- P** This is a greenskin portal. It works exactly like the undead portal except roll for the following: 1-4 nothing, 5=Goblin, 6=Orc.
- Q** The Summoner and Orc Shaman is in this room. Use Chaos Warlock to represent Summoner and the Orc with the big sword to represent the Orc Shaman. They have the following stats:

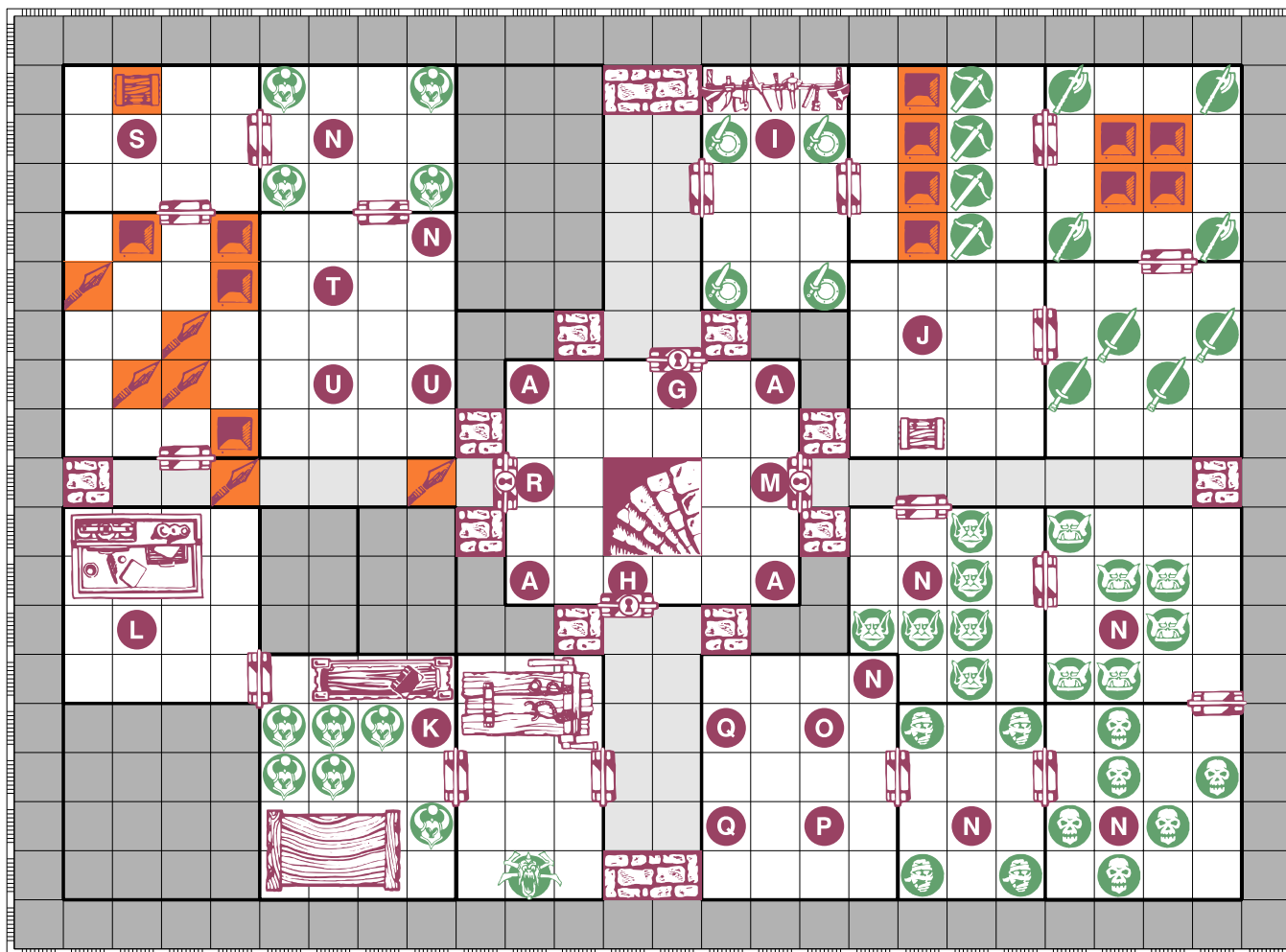
Summoner:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	6	5	7

Summoner has all the Necromancer Spells cards but they work in a different way. Shuffle the Summoner's spells. At the beginning of Zargon's turn, draw one card at random. You must either use that spell this turn or attack (you may also still move this turn). If you do not use the spell, discard the card at the end of Zargon's turn.

Orc Shaman:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	5	5	5	7



Quest 3

Quest for the Orbs

"Quoz's notes tell of the four Orbs of Magic – Red, Green, White and Blue, each representing the forces of nature. These orbs contain powerful magic, which Zargon may use for evil

purposes. May you find and recover these orbs and return to the staircase before they fall into the wrong hands."

NOTES:

When a prisoner is found (marked on the map with X), give them a clue.

Clue #1: NEWS is the proper way.

Clue #2: Align the Heavenly Bodies to unlock the sky.

A When the Heroes enter this room, tell them it is extremely hot and they are all sweating. When they enter the next room ahead, they can only move half their roll due to exhaustion. Once each turn in the next rooms, anyone close to the edge must roll a dice. On a 6, they have slipped and are hanging for dear life! Next turn, if they roll another 6, they fall to their death, never to be seen again. The red orb is on the very tip of the dead end

B The chest is not trapped, but anyone touching it will suffer 1 damage due to intense heat. Inside is the Fire Amulet.

C This room is a puzzle. The Heroes must step on the tiles in the following order – NEWS – to open the other door. The blue orb is resting inside the small room beyond.

D The 4 statues in this room must be moved into a straight line in the following order – STAR, SUN, MOON, WORLD. The white orb, which was magically

held in place, can now be easily removed.

E An Earth Elemental guards the green orb, resting inside of the far wall. The Elemental may choose to attack twice with its massive fists, or to cast one of the following spells: Rust, Fear, Lightning Bolt, Earthquake, Panic. Use an Ogre miniature for the Elemental.

Earth Elemental

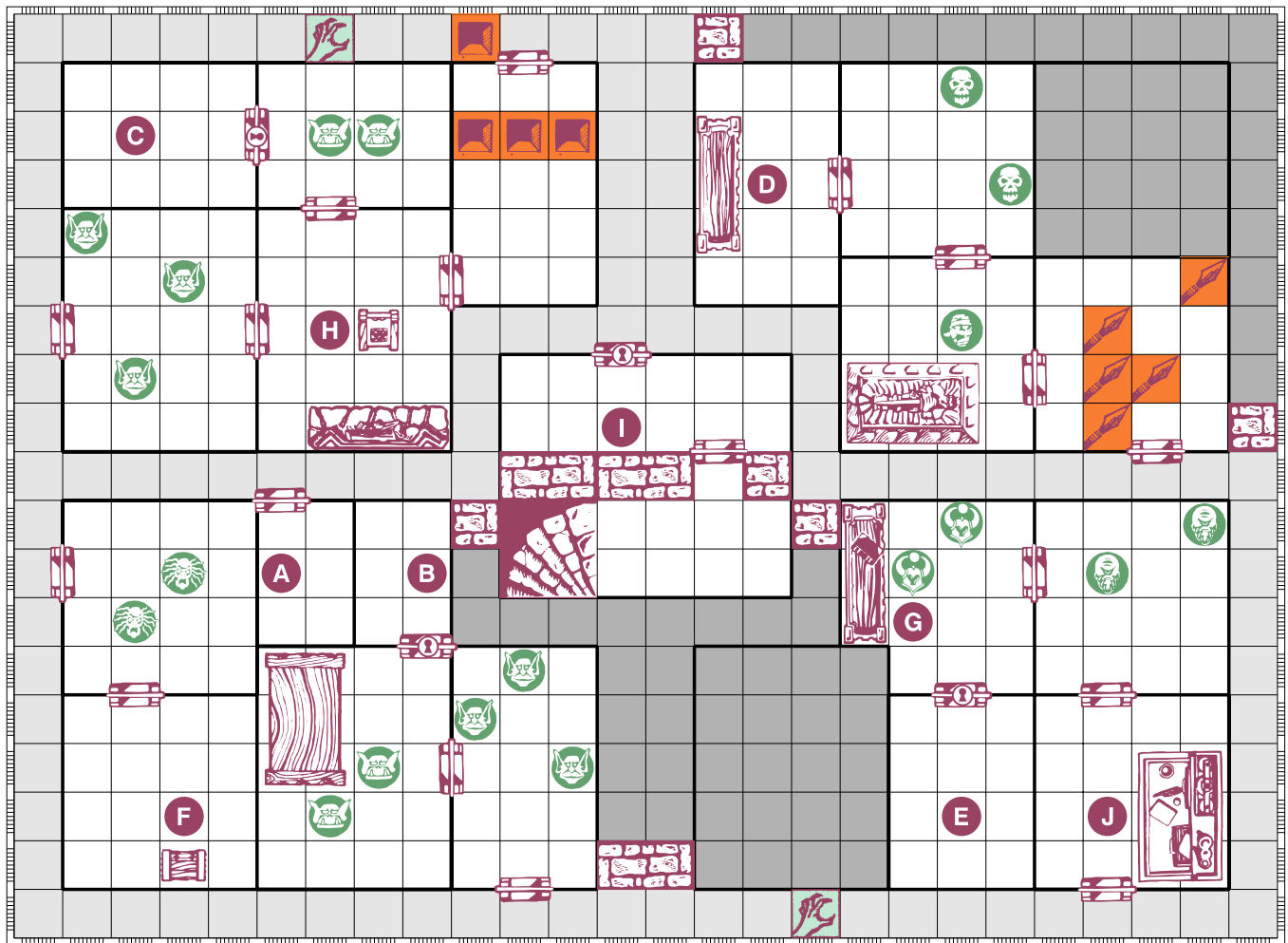
MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	5	6	5	2

The Room has 1000 gold coins.

Note: After the Heroes have all 4 orbs, a group of wizards appear. "Thank you for doing our dirty work for us!" says a wizard. The mages attack with magic and the Heroes lose consciousness...



Wandering Monster in this Quest: Fimir



Quest 8 & 9

Test of the Guardians

"As you leave the stairs, you come face to face with 8 dark robed figures. A voice echoes from the corners of the room. 'Brave Heroes, we are the Guardians of Ramiah. We have been

placed here to stop unworthy souls from losing their lives to this demon. To enter Ramiah's Tomb, you must first pass each of our trials. Good luck Adventurers!"

NOTES:

Quests 8 & 9 are one continuous Quest. When all Heroes leave one board to visit the other, all regular monsters (as opposed to special "bosses") will reappear in their rooms and all doors will be shut. Treasure may NOT be searched for again in a previously searched room.

- A** These squares contain mysterious statues. Represent them with either pit trap or block tiles. Once the boss is beaten in the room closest to a statue, change the statue with a rubble tile.
- B** This is the Goblin's key. It will open the locked door in room C which has a Goblin's face on it.
- C** This is the crypt key. It will open the locked door in room B which has a skull on it.
- D** The tomb contains the Wizard's Circlet artifact.

This room contains a Skeletal Beast. Use the Chaos Warlock to represent the

beast. He has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	5	4	10	0

Skeletal Beast knows the following spells: Fear, Sleep, Summon Undead, and Reanimation. Once per turn Skeletal Beast can magically attack one Hero in line of sight for 2 damage. This cannot be prevented or defended.

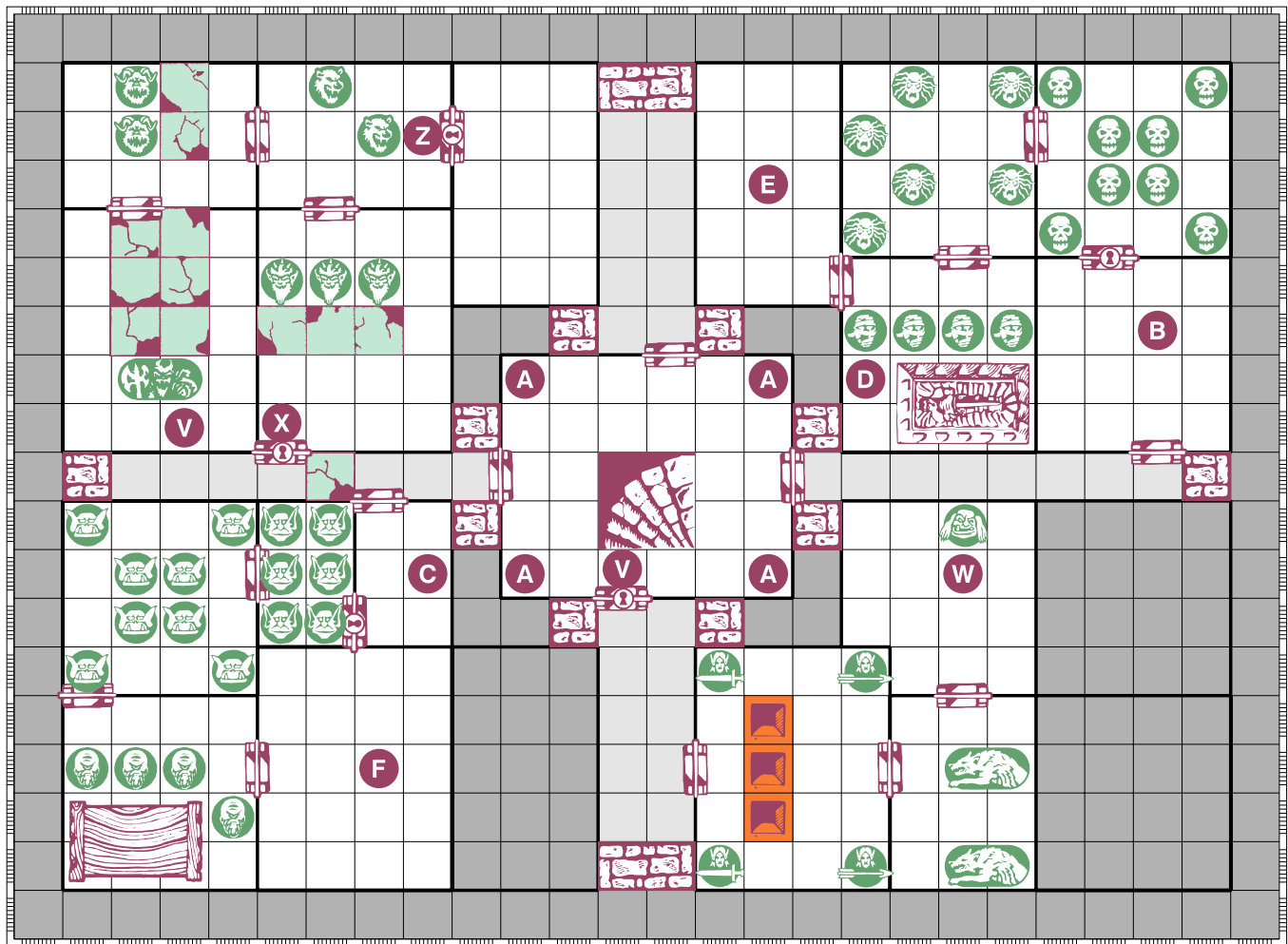
If searched for treasure, the Heroes will find the soldier's key. It will open the door marked G that has a shield on it.

- F** This room contains a Troll Mage. Use a Fimir to represent the troll. He has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	7	4	10	2

Troll Mage knows the following spells: Rust, Command, Soothe, and Summon Orcs. At the end of Zargon's turn, Troll Mage regenerates 2 Body Points.

Wandering Monster in this Quest: None



Quest 4

Escape!

"Zargon's minions have captured you and taken all of your items. You must escape their clutches before you all suffer a terrible fate at their hands! I have been able to find the

Wizard's location and open his cell door. You, Wizard, must rescue the others and quickly find the stairs out."

NOTES:

The Orc costume is NOT an artifact and only works for this Quest.

- A** The Wizard begins here. The door is unlocked.
- B** The Dwarf is in this room. He has no supplies on him.
- C** The Elf is here with no supplies or spells.
- D** All the Heroes' treasure is in this room. Each Hero must enter the room for a turn to get all of their items back.
- E** The Barbarian is in this room.
- F** The chest contains an Orc costume. The costume can be worn by the Wizard of the Elf only. While worn, the costume may disguise the Hero as a monster. When this Hero enters sight of a monster, the monster rolls a red die for each of its Mind Points. If a 5 or 6 is rolled, the monster recognizes the disguise and will attack. If the Hero enters an area with more than one monster, only check the most intelligent monster to act for the whole group.

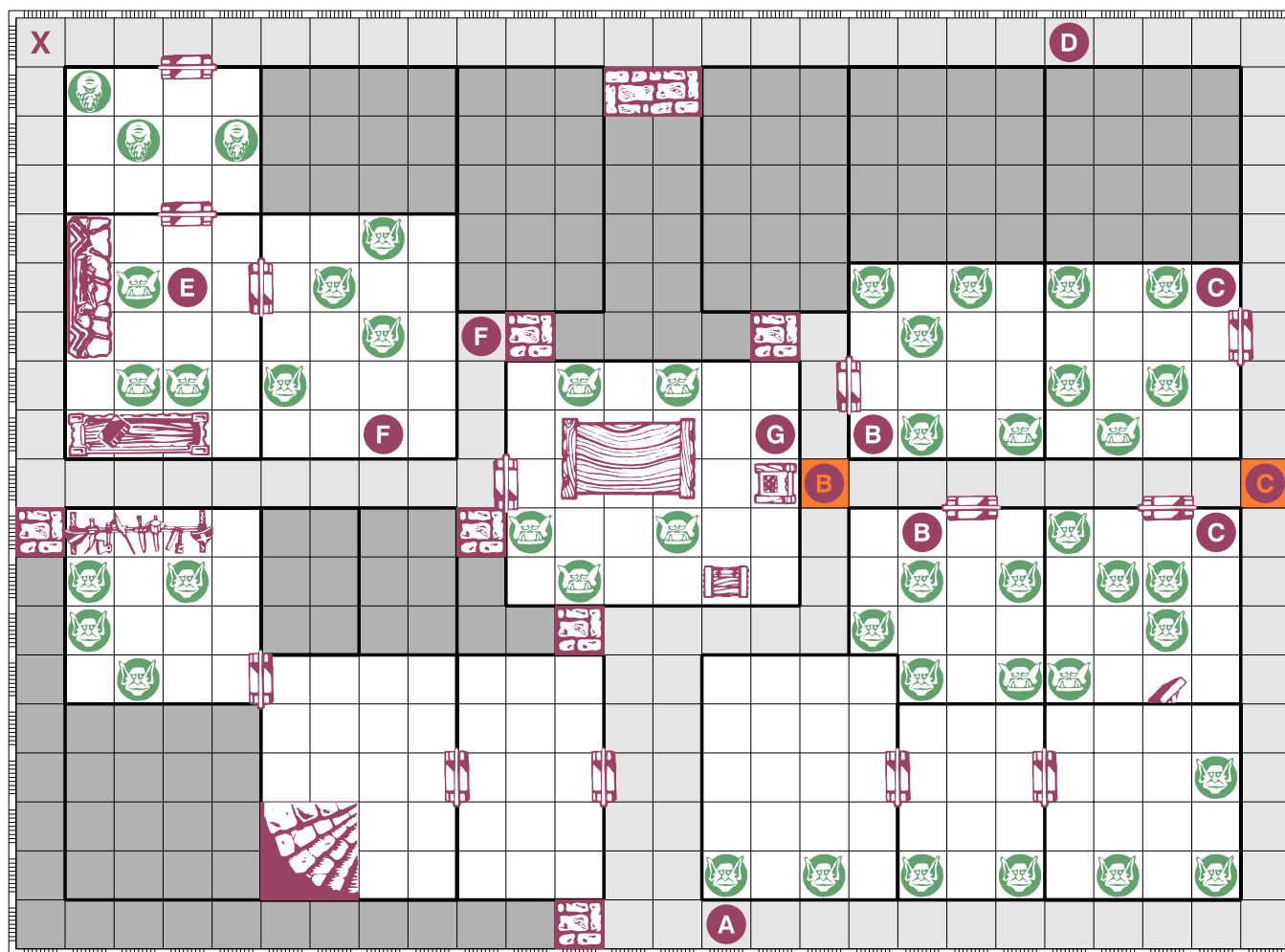
disguise is recognized. Never roll for undead. Zargon will determine if undead attack the Hero or not. Remember that this costume only works when alone. If seen with any other Hero, the costume does not work.

- G** The bookcase contains a Potion of Healing, a Potion of Magic Restoration, and a Ball of Flame Scroll.
- H** A large key rests on the arm of this chair.
- I** This door only opens by magic or by the large key.
- J** The bench contains a Sleep Scroll and a Potion of Healing that restores 4 Body Points.

Every turn that the Hero stays in sight of a monster, roll a die to see if the



Wandering Monster in this Quest: 2 Orcs



Quest 7

Light Crusader

"Heroes, I have learned that Zargon plans to summon an ancient demon that will throw the world into darkness. This demon has immense power and can only be stopped with one weapon. This weapon was forged long ago, during the Chaos

Wars. It is an ancient Runesword called the Light Crusader. It is most powerful against demons and it is the only known weapon that can defeat this evil. Find this weapon and look for the spiral stairs..."

NOTES:

On Zargon's turn roll a red die. On a 6, place a Zombie in the Hero's most distant line of sight.

- A** The desk has 50 gold coins in a drawer.
- B** There is a Courage Scroll on the bookshelf.
- C** This is the Undead Guardian of the Runesword. Use a Chaos Warlock or Summoner figure to represent him. All undead in the room with him gets +1 attack dice and +1 Body Point.

Undead Guardian

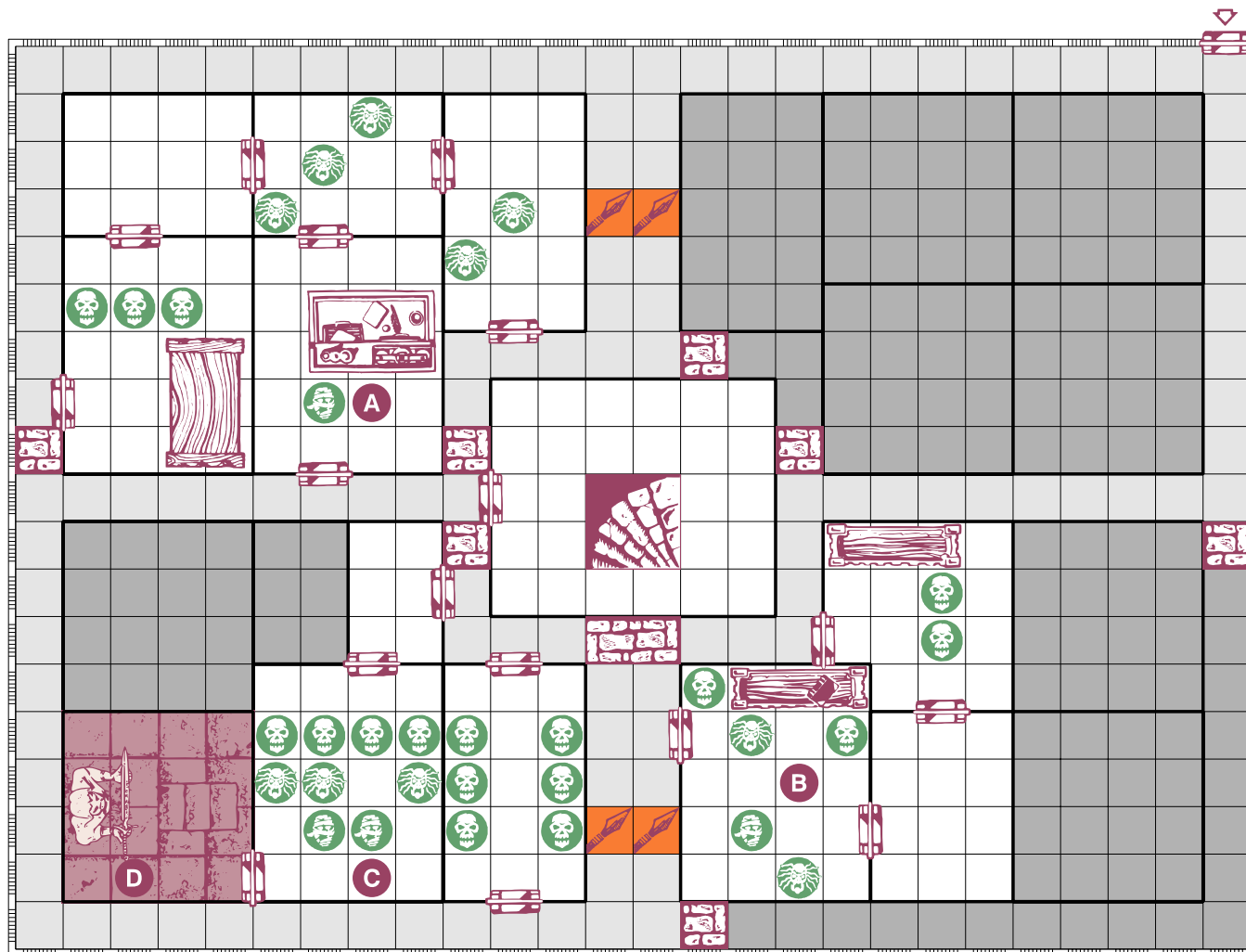
MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	6	5	7

The Undead Guardian is not affected by Sleep and he has all 6 Necromancer Spells.

- D** The Statue holds a Runesword in its grasp. It is the Light Crusader.



Wandering Monster in this Quest: 2 Zombies



Quest 5

The Warrens

"I have learned of a Secret Guild where Zargon's minions gather, but access is granted only to those with a special Crest. It is believed that one of Zargon's Mages perished during an attack with Goblins. Enter the Goblin Warrens and recover the

Mage's Guild Crest. As a bonus, the Emperor has placed a bounty of 10 gold coins per Goblin and 100 gold coins for a Goblin Leader, payable when you return to the stairs. You may also keep any treasure you find."

NOTES:

All Orcs in this Quest are really Goblin Captains, worth 100 gold coins each.

- A** All the Goblins against this wall are armed with spears. They can attack Heroes as they step in the adjacent squares for 2 dice, which may be defended normally. The Goblins cannot be seen, and cannot be attacked from this hallway.
- B** The orange squares are trapped with an alarm. When a Hero steps on this square, open the doors to the rooms that have the same letter. The traps may be disarmed, but failure will sound the alarm.
- C** Same as B above.
- D** As the last Hero in the group steps on this square, a boulder rolls out of the wall. On Zargon's turn, the boulder travels 1D6+3 squares. If the boulder moves on or over a Hero, it hits for 5 dice. The boulder travels until it smashes into the wall at X and creates an impassable block of rubble.
- E** The Bookcase has a Potion of Healing.

- F** These holes are connected.
- G** The Goblin Shaman is here. He has all the Orc Shaman Spells.

Goblin Shaman

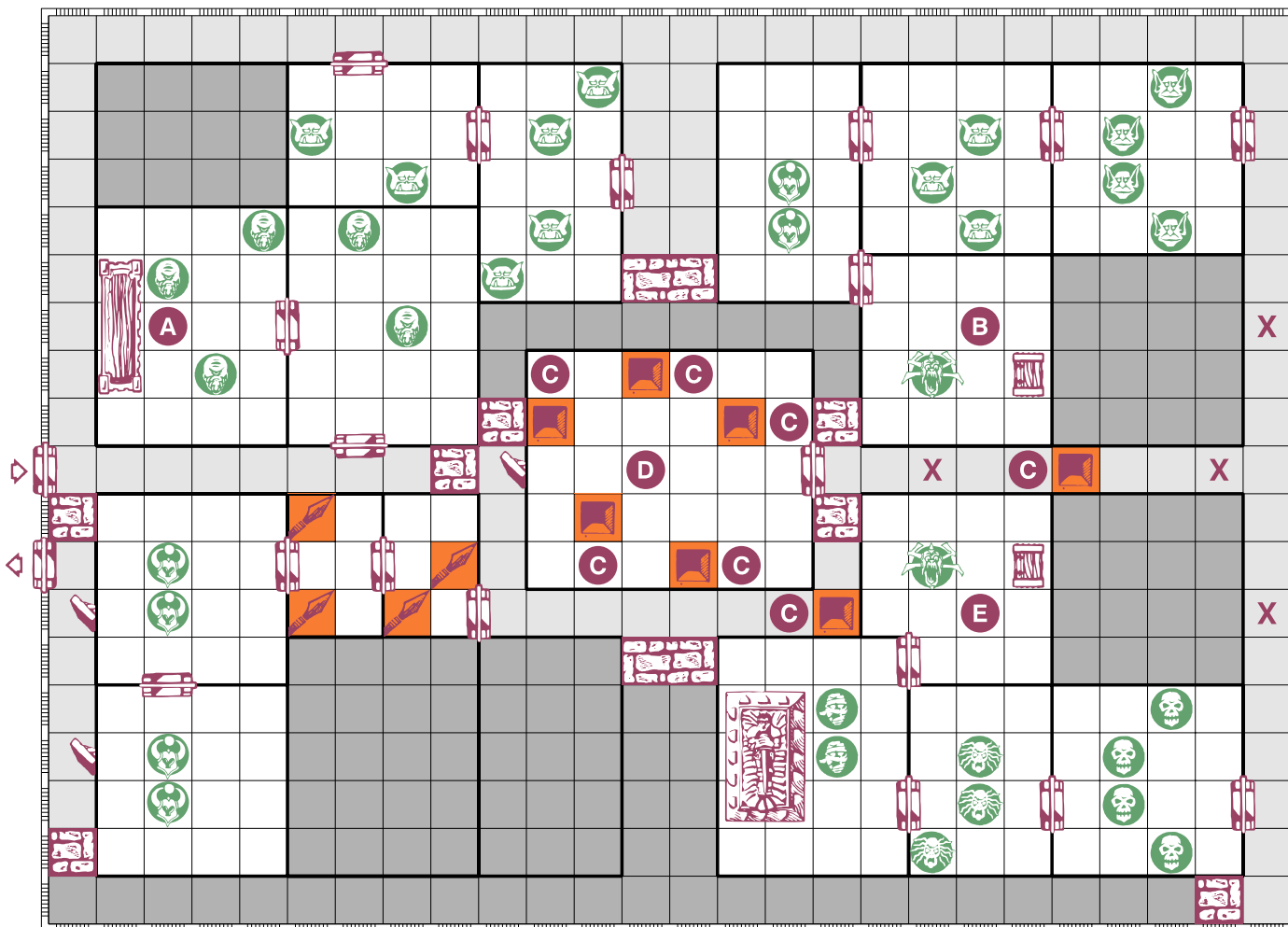
MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	4	4	4	5

The Guild Crest is inside the chest, as well as a Potion of Spell Knowledge.

All Goblins in the room with the Shaman get +1 attack and defend dice.



Wandering Monster in this Quest: 3 Goblins



Quest 6

The Secret Guild

"Heroes, the time has come to find Zargon's Secret Guild. Here, his minions gather to mix secret potions and learn ancient spells of Chaos. Not only will you be able to learn a few

valuable secrets, but you will also have access to some powerful potions. The Guild may be carefully hidden, so search for secret areas. The Guild is found behind a wooden door."

NOTES:

Places marked X has a small Scorpion. Its stats are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
3	1	1	1	1

The Large Scorpion may attack twice any Hero(s) in its front view. If it attacks the same Hero twice and does damage both times, the Hero is locked in its pinchers. It may then attack next turn with its tail for 5 dice. The Hero may defend normally. If any damage is done this way, the Hero is poisoned. Every turn the Hero rolls a red die. 1-3 lose 1 Mind Point, 4-6 lose 1 Body Point. Only a Venom Antidote may stop this.

- A** The cupboard contains 2 Venom Antidotes.
- B** The chest contains the Pendant of Power.
- C** This is a pit trap, which now is full of Scorpions. Anyone falling into this pit takes normal damage. The beginning of that Hero's turn, they will also take 1 damage from the Scorpions. There are too many Scorpions in the pit to kill them all.
- D** This is the lair of a Large Scorpion. It is big, so use a Giant Wolf to represent it.

- E** The chest contains the Pendant of Protection.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	7	5	1



Wandering Monster in this Quest: Chaos Warrior