

The Elven Trading Post

Quickly my Heroes, not far from here a large band of greenskins has attacked an elven trading post. I doubt you will be in time to save any of the Elves there but hopefully you can avenge them!

A: In the cupboard you find 200 gold.

B: read the following aloud ***‘From the other side of the door you can hear furious shouting!’***

C: place the Sigvald piece by the fireplace, as the first player enters the room, read the following aloud. ***‘You are frozen to the spot as you enter the room, You see the silhouette of a strange warrior by the fireplace. He turns to look at you and shouts “YOU! You have wasted enough of my time! No more!” he turns and leaves via the side door, which vanishes behind him!’***

Wandering Monster: Two Fimir.

The Shadows of Chaos

As you enter Mentors study, you find the great wizard stood by the window, staring out over the vast city below. He turns as you approach, a resigned look on his face.

“So, Sigvald has crossed our paths again, it was not unexpected. I had hoped for longer though, there is still much we must learn about him. No matter. We play the cards we are given.”

Mentor turns again, this time to look past you. It is only then that you notice that he was not alone in his study. Sat at the back of the room, reading an ancient book by the fire is an Elven lady in an elegant dark green dress. Her silver hair hints at her age but aside from that, you would never have recognised your old friend Herrena, whom you met when you first escaped Sigvald’s clutches.

“True, but we must know what he plans; simply facing him could be suicide otherwise. He’s lost much of his strength following his defeat but he is still extremely powerful.”

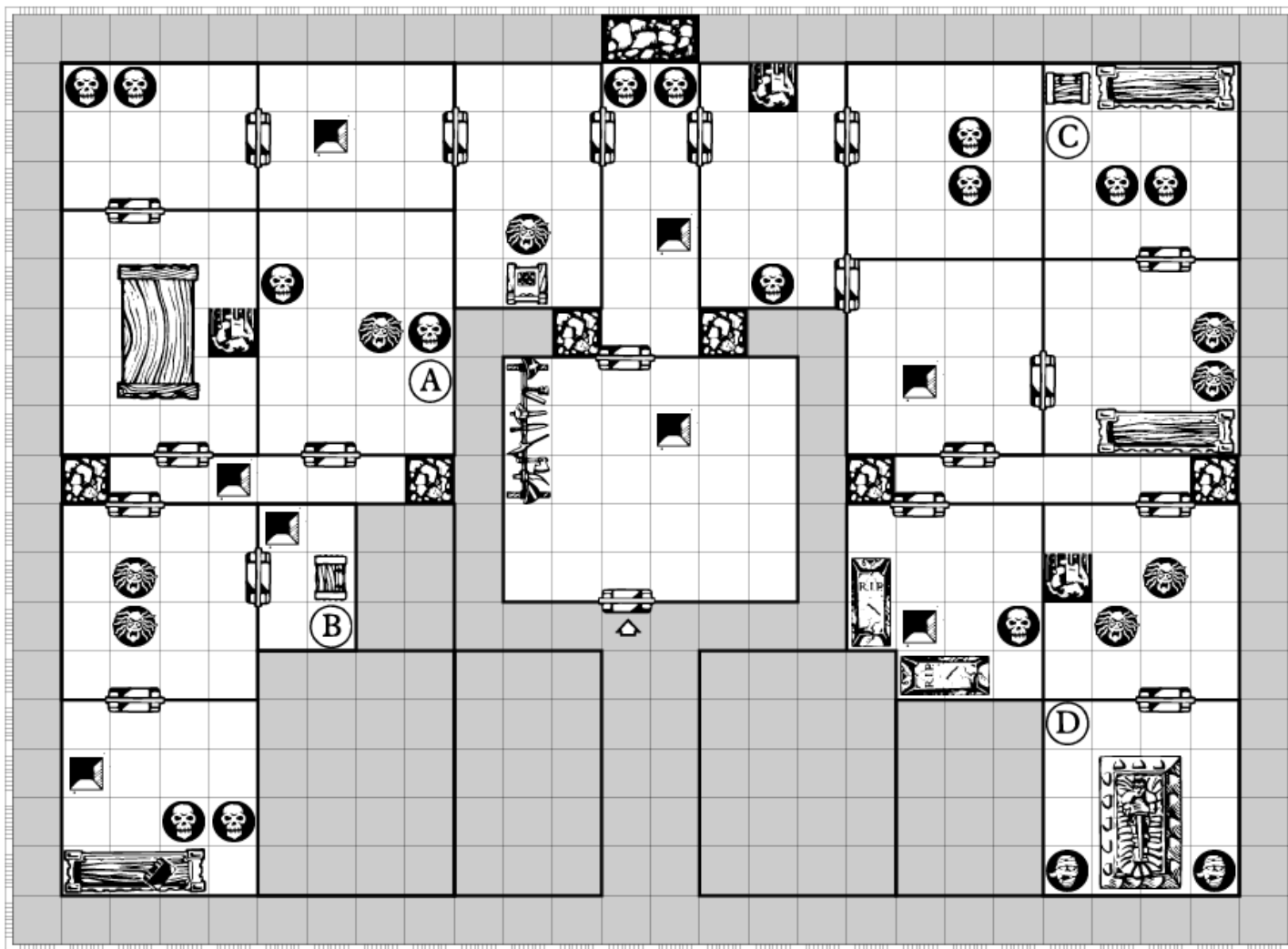
She looks up from her book and greets you all with a smile. “Hello my friends, it has been some time since last we met.”

Mentor moves and sits behind his vast desk, the large pages of Loretoe flick and turn in front of him, seemingly at random. “Herrena has been of invaluable assistance, she knows Sigvald better than anyone else.”

“Which isn’t saying much, we still know very little about him.” She continues, “We’ve been watching him since he fled his battle with Mentor, whilst he has not opposed Morcar; he has not formed an alliance with him either. They seem to be ignoring each other mainly. Still, he has been busy. Keeping to the shadows as best he can – but busy none the less.”

“The site where you encountered him is not unusual” Mentor continues, “He has visited several sites in the past months, all of them the ruins of very ancient structures. He’s looking for something - something very, very old. What, we do not know.”

“Sigvald has been around for a few centuries, for all of that time he was invisible to Loretoe, hidden from it somehow.” Herrena adds, her eyebrows are knitted in thought. “Following his defeat by you, he suddenly appeared in its pages. Perhaps he’s trying to vanish again? If we could understand how he was able to do that the first time, perhaps we might be able to deduce where he will strike next?”



Return to Greythorne Manor

For Sigvald, this is where it all began. Greythorne Manor, his childhood home. Something happened here maybe, something he found? Something that found him? We shall see. Search this place thoroughly, leave no stone unturned!

A: The Zombie in this room carries 150 gold and a healing potion

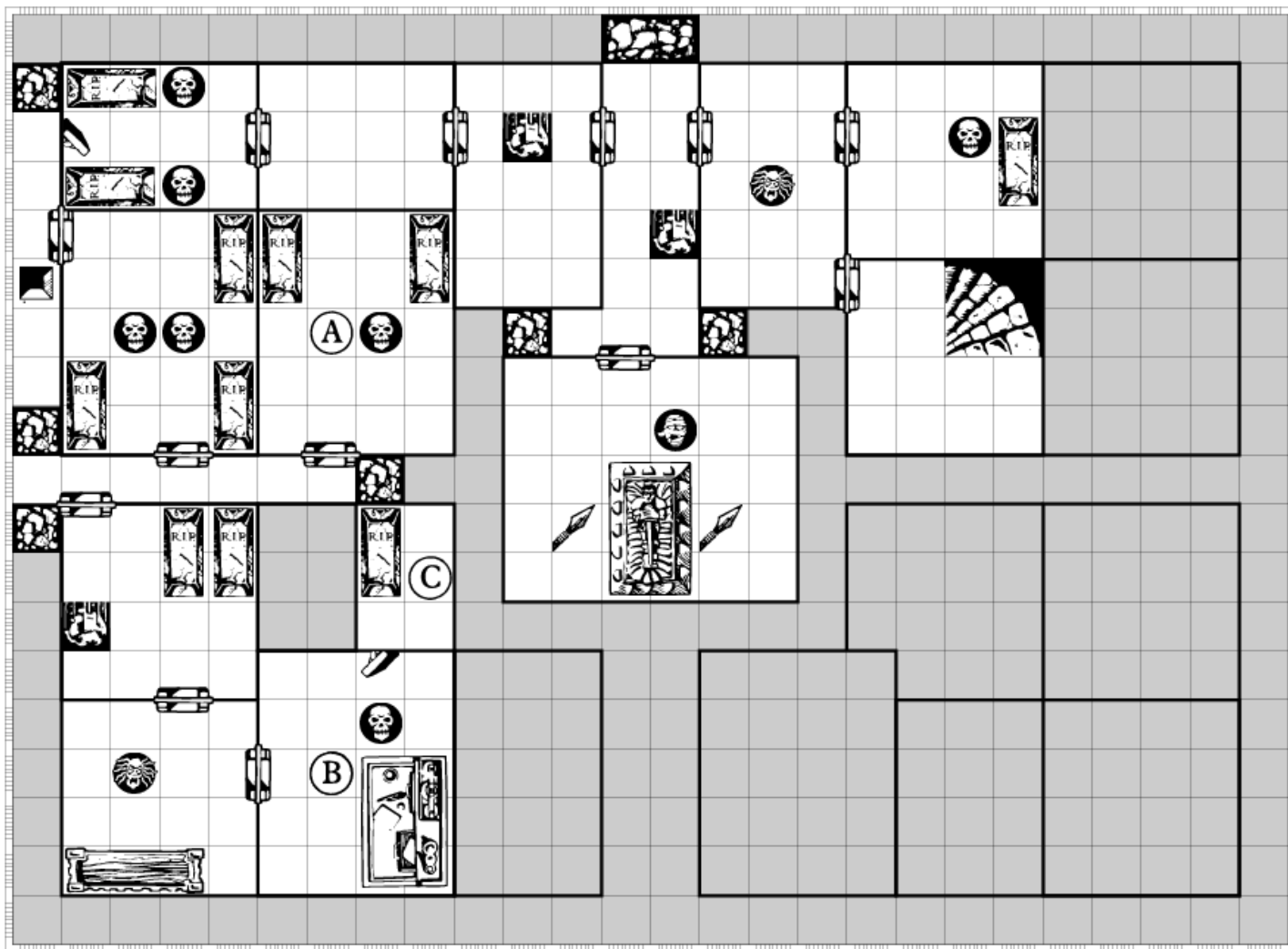
B: The chest contains a spear trap and 20 gold coins.

C: The chest is Empty

D: If any player searches for secret doors or traps, read the following aloud:

“You notice that the lid of the tomb has been disturbed recently, with the aid of your companions you are able to lift the massively heavy stone slab, beneath it you find a long staircase, leading down into the darkness...”

Wandering Monster: Two zombies.



Return to Brill

The caverns of Greythorne has yielded no answers, whatever was there once, no clue is left for us now; and yet... how was Sigvald, a mere child at the time, able to enter that dark place? His father maybe? A simple peasant? No... this goes back further, before Greythorne they lived in the village of Brill, there is nothing left in the town itself, perhaps its graveyard to the south. Look there...

A: The skeleton holds a pouch with 100 gold.

B: This skeleton is no ordinary undead, it is a Lich! It moves and fights as follows:

Attack: 2
Defend: 4

Body: 4
Mind: 0

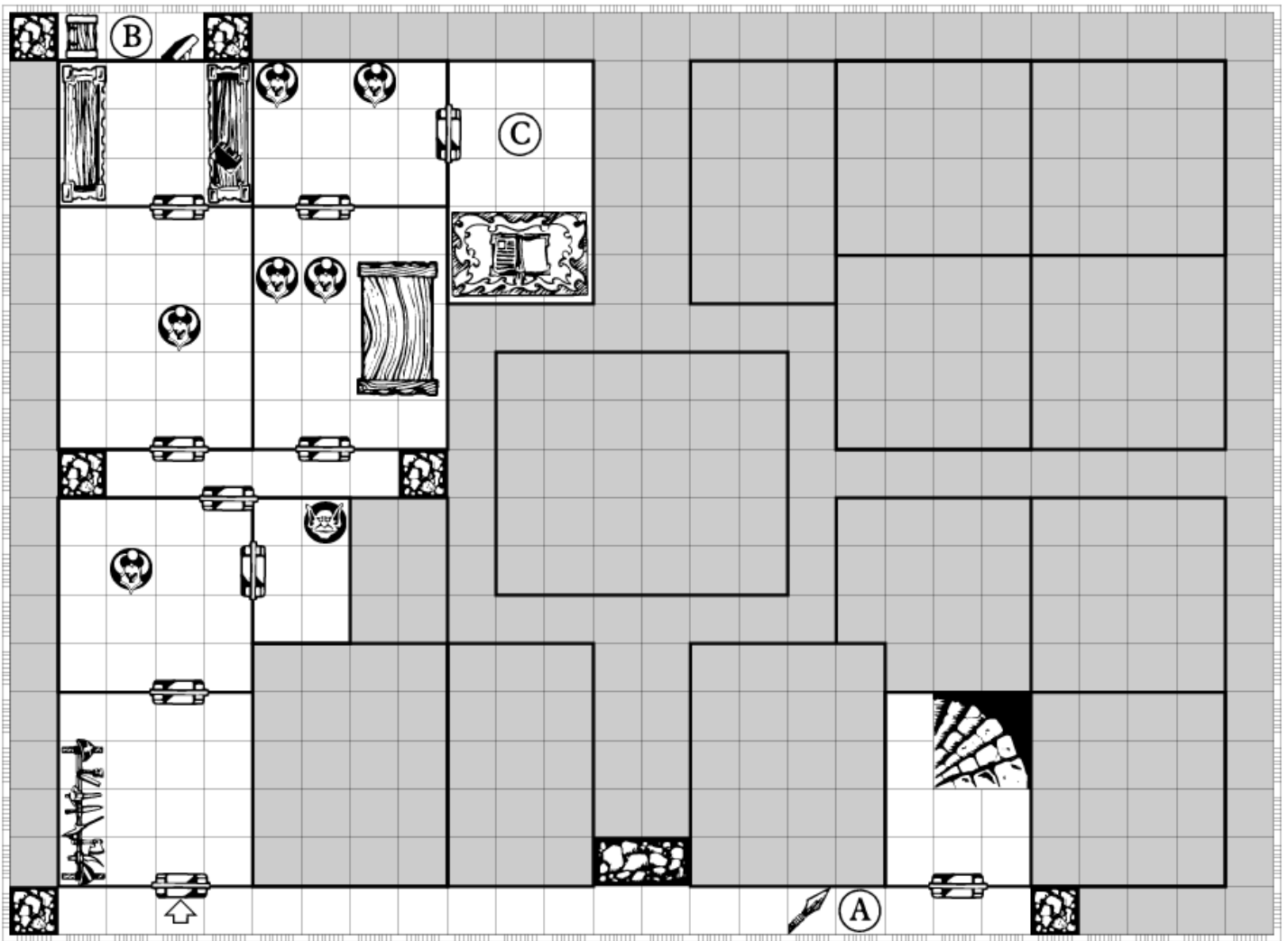
Move: 6 squares.

In addition, at the start of Evil Wizard players turn, all players in the same room as the Lich will suffer one body point of damage from its corrupting aura.

When, the Lich is dead, a search of the room will reveal papers written in a strange language hidden in the desk.

C: The grave contains a gem worth 400 gold coins and a potion of healing.

Wandering Monster: Mummy



The Hills of Brill

The papers you found, they puzzle me. They are written in an ancient language, a language of Chaos Demons! A language that should not have been used in millennia, and yet, these papers are not that old. Certainly, they were written after Brill itself has fallen! They reference another location, hidden in the hills overlooking Brill. Go there, but be on your guard

A: Upon discovering this trap, whether by disarming it or stumbling into it, the players set off an alarm, read the following aloud:

“A loud ringing can be heard from the end of the corridor, the door there bursts open and a horde of chaos warriors pour out!”

Chaos warriors will appear at the door marked with the arrow (open it). Roll two combat dice. On the roll of a skull one warrior will appear, a white shield; two warriors and a black shield will bring three. The chaos warriors will move and attack immediately. At the start of the Evil Wizard players following turns, a single combat die must be rolled to determine how many more will appear. This will continue until a player stands on the square marked with an arrow.

B: This chest contains 300 gold coins and two healing potions.

C: This is a Chaos Wizard; he has 5 random chaos spells and moves and fights as follows:

Attack: 2
Defend: 4

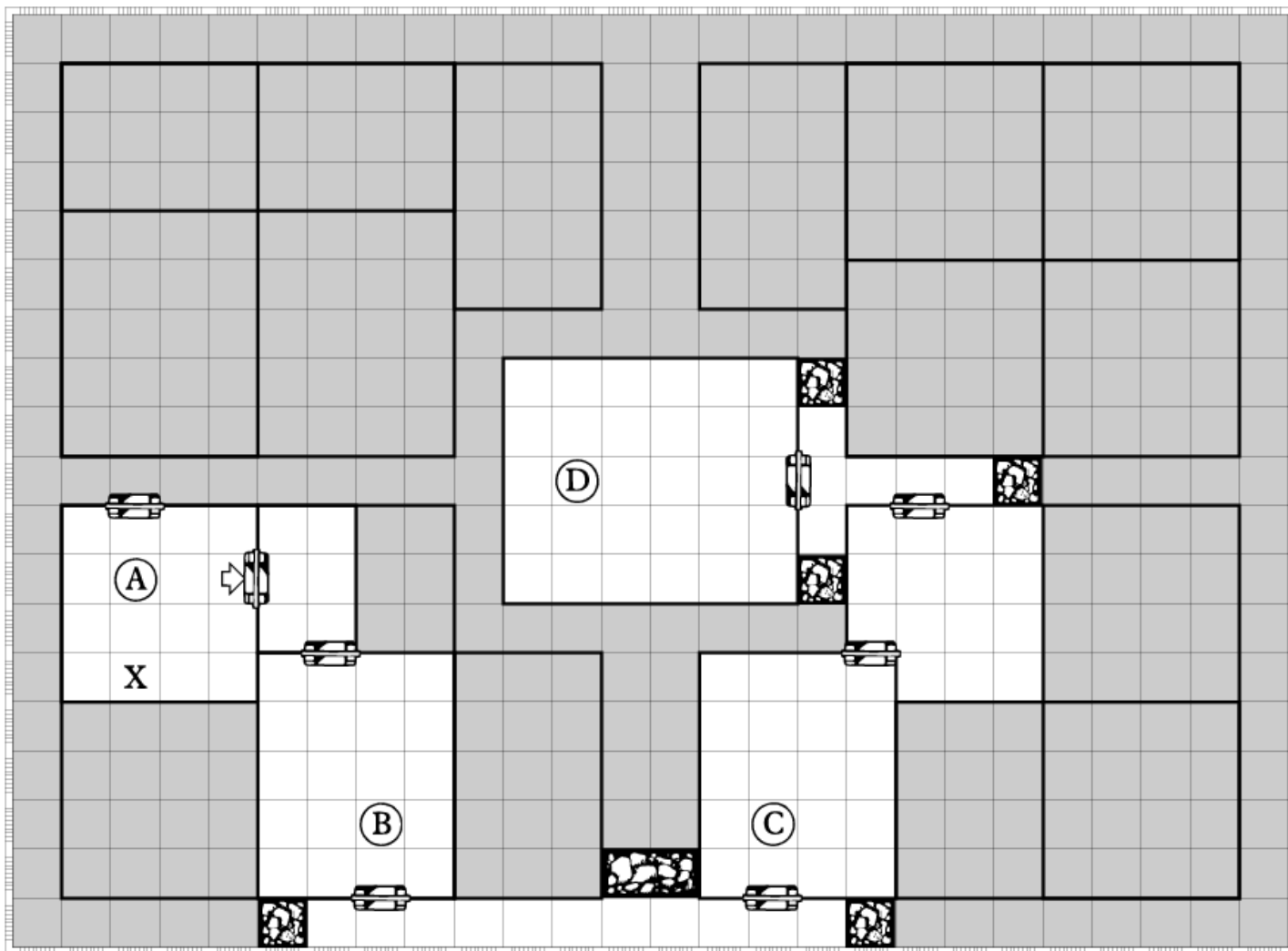
Body: 5
Mind: 6

Move: 6 squares.

Upon his death, read the following aloud: ***“You search the chaos altar in the room, it has books and manuscripts in the same strange language you saw before - these are much older though. Mentor will wish to see them”***

Wandering Monster: Chaos Warrior

The Cult of Sigvald



The Sanctum of Sigvald

I am Sigvald the Magnificent! Never would I have thought that scum such as you could trouble me, yet here you are! AGAIN! I will brook no further hindrance from you! You will suffer and then be squashed under the boot of Sigvald the Magnificent!

A: The door marked with an arrow is already open, the other door cannot open. Read the following aloud: ***“As tendrils of dark power wrap themselves around Sigvald, Herrena’s voice fills your mind ‘Oh Gods, he’s here! I had not expected this so early, we are not ready for him! Get out! RUN!’”***

B: Once all 4 players are in the room remove the entrance door and place Sigvald in this room, read the following aloud:
“We’ve done this before I’m sure? It will end differently now. So says Sigvald the Magnificent!”

Sigvald has his phase 1 spells.

Body: 6
Mind: 5

Attack: 4
Defend: 4

Move: 4

When Sigvald loses all body points, read the following aloud:

“Sigvald Laughs as pure black chaos energy surrounds his body! Herrena’s voice fills your mind: “there may be a way out further into the ruins, hurry and run, help is on the way!”

C: Once all four players are in the room remove the entrance door and place Sigvald in this room, read the following aloud:
“There is no escape. Sigvald the Magnificent will have VENGEANCE!”

Sigvald has the same statistics as before but all his body and mind points have been restored since the last encounter, as well as his spells. Sigvald may use his phase 1 and 2 spells.

When Sigvald loses all body points, read the following aloud:

“Sigvald roars with anger! Before tendrils of black power cover him, you see a look of pure fury in his eyes! It would be wise to flee!”

D: Once all 4 players are in the room, remove the entrance door and place Sigvald in this room, read the following aloud:

“Once again the vermin have nowhere to turn. There will be no rescue this time. Now SCREAM!”

Sigvald has the same statistics as before but all his body and mind points have been restored since the last encounter. Sigvald only has his phase 3 spells.

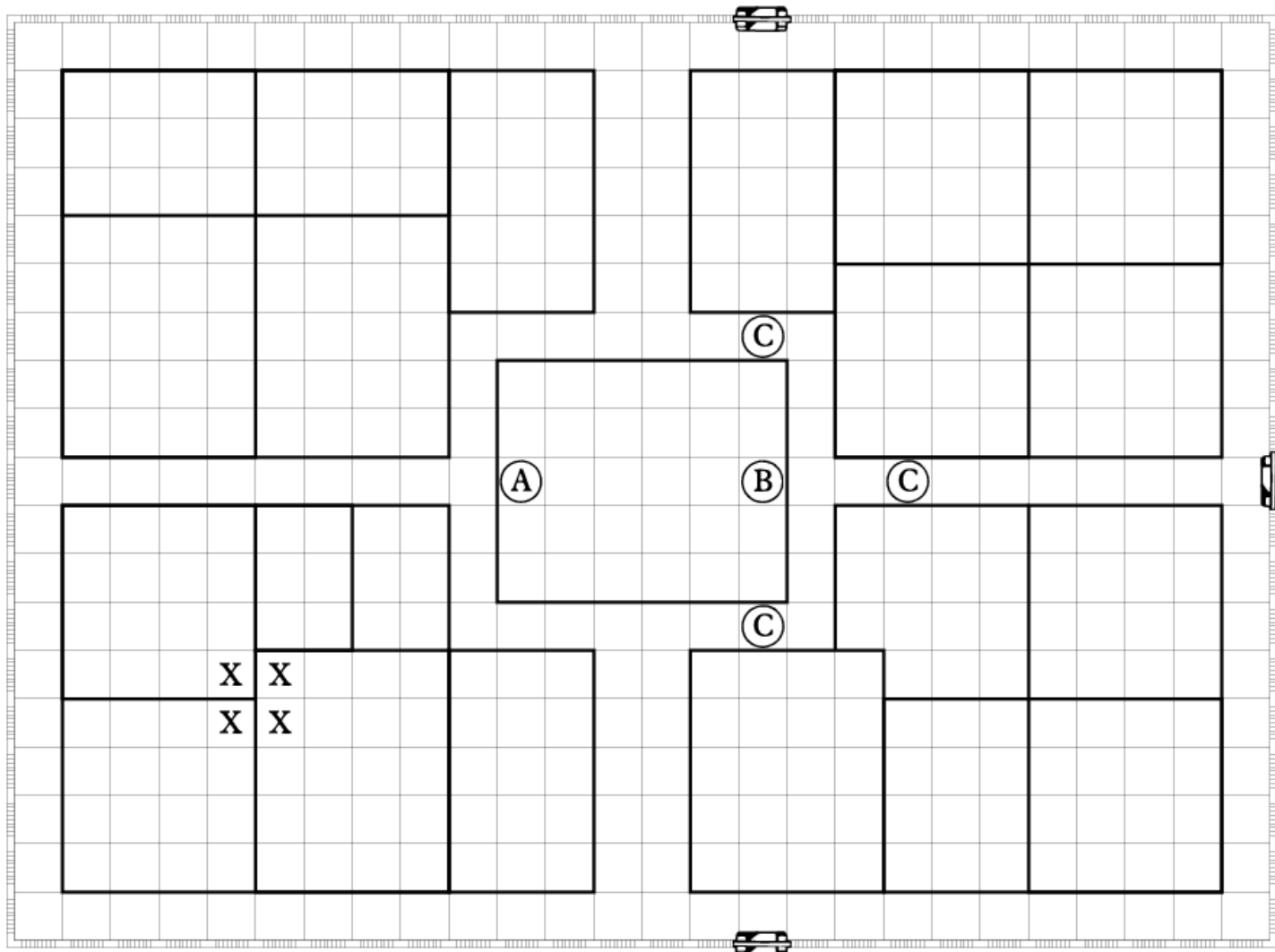
Once Sigvald has cast ‘**Chaos Aura**’ – read the following aloud:

“In the dim light of the vast room, you can here only Sigvald’s mocking laughter, suddenly, a bright light pierces the darkness, a shining doorway has appeared out of thin air and it frames a familiar sight:

Mentor himself has entered the battle!”

Proceed to the next quest.

Wandering Monster: Read the following aloud: ***“You can hear Sigvald’s mocking laughter drawing closer...”***



The Final Battle!

WAKE UP! Its Herrena again, Mentors magic has returned you to full health, and he's locked in combat with Sigvald as we speak! But I think you are in Sigvald's personal sanctum and he's more powerful here than anywhere else, even Mentor may not be able to best him in this place! It's up to you to turn the tide of the battle! There are three powerful Chaos Stones here and they are feeding energy to Sigvald, destroy them and you could have a chance! Sigvald's Minions are also rushing to his aid, make sure they don't attack Mentor, protect him at all costs!

NOTE: The entire board represents one huge open room; place all items on the board at the start of the game. Your heroes start on the 4 spaces marked with X.

A: Place Mentor here. He moves and fights as follows:

Body: 10

Attack: 0

Move: 0 squares.

Mind: 6

Defend: 5

Mana: 0

B: Place Sigvald here. He moves and fights as follows:

Body: 10

Attack: 0

Move: 0 squares

Mind: 5

Defend: 5

Mana: 0

At this point both Mentor and Sigvald have access to their phase 4 spells.

C: These are the Chaos Stones; refer to the new monster card for their attributes. (A single blocked square tile can be used to represent each chaos stone.) They are linked to the doors nearest them. At the start of the evil wizards turn he should roll one combat die to see what appears through the doors. When a stone is destroyed remove its marker and its related door from the board. When all three stones are destroyed Mentor and Sigvald have access to their phase 5 spells. During phase 5, Sigvald can also gain and spend mana.

Mentor has several spells that the players may use; mentor will take his turn directly after the Evil wizards turn and may cast one spell per turn providing he has not been attacked by any monsters since his last turn. Mentors spells can either generate or spend mana. Destroying a chaos stone will

grant Mentor 3 mana per stone. So long as any chaos stones exist mentor cannot exceed 9 mana points.

If Sigvald casts '**Avatar of Chaos**', the players have failed the quest and must begin again.

Once Mentor has cast '**Master of the Arcane**', the players may choose two random loot cards and proceed to the epilogue.

Players may not search at any time during this quest.

Epilogue.

Sigvald's final scream echoes through the room as the dust and debris of the epic battle finally settles. You had never seen Mentor unleash his full powers before and it is not a sight you will ever forget!

The arch-wizard slowly approaches as you and your companions rise to your feet, a small smile just visible beneath his long beard.

"Thank you my friends! Honestly, I doubt I would have been able to succeed against that wretched creature without your aid! At least he is destroyed and he can plague us no more! Gather your wits my friends, I think we should leave this cursed place!"

Heartily you agree with him, as you prepare he notices the ancient scroll you retrieved from Zaycar.

A strange, almost pained look appears on his face as he studies it...

"This... this isn't.... possible!"

The colour seems to drain from him as his eyes open wide, almost in... fear?

"This cannot be!"

Never have you seen such a worried look on a man usually so composed and confident.

"This... is a page of Loretome!"

To Be Continued...

Sigvald Spells – Phase 1

<ul style="list-style-type: none"> • Chaos Bolt - This spell may be cast on any one player. It will inflict two body points of damage. The victim may roll two dice. For each shield he rolls, he may reduce the damage by one. Do <i>not</i> discard after use.
<ul style="list-style-type: none"> • Mocking Laugh - The victim of this spell is filled with uncontrollable terror and on their next turn they may not move, attack or cast spells, although they may defend. Do <i>not</i> discard after use.
<ul style="list-style-type: none"> • Resurrection – This spell may be cast on any one defeated hero. That hero is returned to full health and mind points. Read the following aloud: “<i>You have not suffered enough!</i>” Discard after use.

Sigvald Spells – Phase 2

<ul style="list-style-type: none"> • Slap – Sigvald slaps any player in an adjacent square. Knocking them back in a horizontal, vertical or diagonal line. They move until they hit another wall or character, dealing 1 point of damage to each. Do <i>not</i> discard after use.
<ul style="list-style-type: none"> • Summon Chaos Warrior – Roll 1 combat die, if you roll a black shield place two Chaos Warriors anywhere with Sigvald’s line of sight, otherwise place 1 Chaos Warrior. Discard after use.
<ul style="list-style-type: none"> • Resurrection – This spell may be cast on any one defeated hero. That hero is returned to full health and mind points. Read the following aloud: “<i>You have not suffered enough!</i>” Discard after use.

Sigvald Spells – Phase 3

<ul style="list-style-type: none"> • Dark Cleave – Sigvald performs a normal melee attack on all characters in an adjacent square. Do not discard after use. Human form Only
<ul style="list-style-type: none"> • Chaos Bolts – All Players in the room <i>not</i> in an square adjacent to Sigvald share 2 points of damage amongst them. Do not discard after use. Chaos form Only
<ul style="list-style-type: none"> • Transform – Chaos Form. When in human form Sigvald MUST cast this at the start of his turn. Sigvald surrounds himself in pure chaos energy. All ranged or magical attacks will return one point of damage to the attacker. Sigvald is immune to attacks from players in adjacent squares. Read the following aloud: “<i>Now you see what you truly face!</i>”
<ul style="list-style-type: none"> • Transform – Human Form. When in chaos form Sigvald MUST cast this at the start of his turn. Sigvald returns to his human form. All melee attacks from players in adjacent squares will return 1 point of damage to the attacker. Sigvald is immune to attacks from players <i>not</i> in adjacent squares. Read the following aloud “<i>I am Sigvald the Magnificent!</i>”
<ul style="list-style-type: none"> • Chaos Aura – Must be cast when Sigvald or all players reach zero health. Read the following aloud “<i>Suddenly, tendrils of dark energy flow from Sigvald’s body, as his echoing laughter fills the air, you are aware that you have been transported to a much larger room...</i>”

Sigvald Spells – Phase 4

<ul style="list-style-type: none"> • Chaos Shield – Sigvald automatically casts this at the start of the quest. While Chaos Shield is active, Sigvald is immune to all damage. This effect lasts until cancelled. Discard after use.
<ul style="list-style-type: none"> • The Eyes of Chaos – Read the Following aloud: “<i>SUFFER!</i>” Sigvald focuses all his hate on one player; at the start of each of their following turns that player suffers 2 points of damage. This effect lasts until they break line of sight with Sigvald by hiding behind a chaos stone. Do <i>not</i> discard after use. Phase 4 only.
<ul style="list-style-type: none"> • Slap – Sigvald slaps any player in an adjacent square. Knocking them back in a horizontal, vertical or diagonal line. They move until they hit another wall or character, dealing 1 point of damage to each. Do <i>not</i> discard after use.
<ul style="list-style-type: none"> • Mocking Laugh - The victim of this spell is filled with uncontrollable terror and on their next turn they may not move, attack or cast spells, although they may defend. Do <i>not</i> discard after use.

Sigvald Spells – Phase 5

<ul style="list-style-type: none">• Cleave – Sigvald attacks each player in an adjacent square with 5 combat dice. Generates 1 mana. Do <i>not</i> discard after use.
<ul style="list-style-type: none">• Chaos Lash – if no players are stood in an adjacent square, Sigvald unleashes a thick tentacle of pure chaos energy at one player, dragging them into melee range. Generates 1 mana. Do not discard after use. Read the following aloud <i>‘COME TO SIGVALD!!’</i>
<ul style="list-style-type: none">• Avatar of Chaos – Sigvald must cast this as soon as he gains 5 mana points. Read the following aloud <i>‘I am Sigvald the Magnificent, Born of Chaos! Now – witness my true power!’ Sigvald’s body begins to warp and mutate as all the might of Chaos flows through him, you are all thrown away moments before a huge blast of chaos energy consumes Mentor. As darkness falls the full weight of your failure consumes you...’</i>

Mentor Spells – Phase 4

<ul style="list-style-type: none">• Arcane Focus – Mentor gains 2 mana. Do <i>not</i> discard after use.
<ul style="list-style-type: none">• Arcane Explosion – Mentor releases an explosion of arcane energy, damaging all enemies except Sigvald and the Chaos Stones for two body points which they may not defend against. Costs 1 mana point. Do <i>not</i> discard after use.
<ul style="list-style-type: none">• Arcane Wave – Heals Mentor and all allies in the room for up to two lost health points and increases Mentors mana by 1. Read the following aloud: <i>‘Courage my friends, we stand together!’</i> Do <i>not</i> discard after use.
<ul style="list-style-type: none">• Arcane Blast – Must be cast as soon as Mentor reaches 5 body points. Kill all monsters stood adjacent to Mentor. Read the following aloud <i>‘Herrena’s voice fills your mind ‘You MUST protect mentor!’</i> Discard after use.

Mentor Spells – Phase 5

<ul style="list-style-type: none">• Arcane Surge – Must be cast as soon as Mentor reaches 10 mana. Costs 10 mana. Destroys Sigvald’s Chaos shield. Read the following aloud <i>‘Mentor unleashes a huge blast of Magical energy, shattering Sigvald’s defences. “NOW MY HEROES! Attack Sigvald!’</i> Discard after use.
<ul style="list-style-type: none">• Resurrection – Restore 1 player to life with half their full health. Costs 1 mana. Read the following aloud: <i>‘Arise my Friend! This battle is not over yet!’</i> Discard after use.
<ul style="list-style-type: none">• Arcane Bolt – Mentor fires a powerful arcane bolt at Sigvald. Mentor rolls combat dice equal to his mind points and Sigvald may then defend with as many combat dice as he has mind points. Costs 1 mana point. Do <i>not</i> discard after use.
<ul style="list-style-type: none">• Master of the Arcane – Must be cast as soon as Sigvald reaches 0 body points. Read the following aloud: <i>‘Mentors eyes glow like suns and his hands begin to crackle with energy – when he speaks it is the sound of ancient and unlimited power! “THIS. ENDS. NOW!” You fall to your knees as the room is bathed in a blinding light, the roar of wind and magical power is so deafening you can barely hear Sigvald’s scream...’</i>

Ancient Scroll

“An ancient scroll or parchment. It seems blank but if you listen carefully it seems almost like you can hear the scratching of a quill writing on it...”

Sigvald’s Guard

Move: 7 squares

Attack: 4 dice

Defend: 4 dice

Body: 3

Mind: 3

Sigvald’s Guards need to roll only 1 black shield to block all damage from that attack.

Chaos Stone

Move: 0 squares

Attack: 0 dice

Defend: 3 dice

Body: 4

Mind: 0

Chaos Stone’s portal:

Skull – 2 Orcs

White Shield – Chaos Warrior

Black Shield – Sigvald Guard

Grik'mar's Shank

This wickedly sharp dagger apparently belonged to a legendary thief of old.

Allows 2 combat dice in attack and increases all movement rolls by two.

Shadowsilk Cloak

A cloak made from silk that has never seen the light of day before being spun and woven in the moon pools of Ithil' Saren.

Allows one extra combat dice in defence, increases damage done by spells by one.

Sigvald's Shield

A bright and polished shield, the wicked spikes around it hint at the true nature of its master.

Allows one extra combat dice in defence. If the user blocks all damage from an attack, the attacker takes one point of damage. May not be used by the Wizard.

Lifebringer

An elegant axe made of shining Elven steel and sturdy Golden Oak, it carries the blessings of the forest spirits within it!

Grants two combat dice in attack and one extra dice in defence. Whenever an attack is successful, The Lifebringer restores up to one lost body point. If the user is at full health, Lifebringer may restore up to one lost body point to any ally in the same room or corridor. May not be used by the wizard.

Colossal Plate Mail

This heavy plate armour made of thick Dwarven iron was forged in Giants blood.

Allows 4 combat dice in defence and increases total body points by one. However, the wearer may only roll one dice when moving. May not be used by the wizard.

Hill'a'lien – Bow of the Silver Stream

An exquisite Elven bow grown from Golden Oak wood

Allows 2 combat dice in ranged attack. User may make two ranged attacks per turn. May not be used by the wizard.

Sigvald's Mirror

A strange handheld mirror, although you can see the room around you, you can't see yourself in it!

When the owner dies, the attacking monster or character is damaged for the total amount of damage they dealt to the player that round.

Graz'ak Modan

A large battle-axe carved with intricate Dwarven runes.

Grants 4 combat dice in attack. 5 if the target is a Chaos aligned monster. You may not use a shield when using Graz'ak Modan. May not be used by the Wizard

Kanaron's Signet Ring

An expensive and elaborate ring, crusted with a few drops of dried blood...

Allows an extra 2 combat dice in defence, but only when the wearer is reduced to two or less body points.