

# HeroQuest™

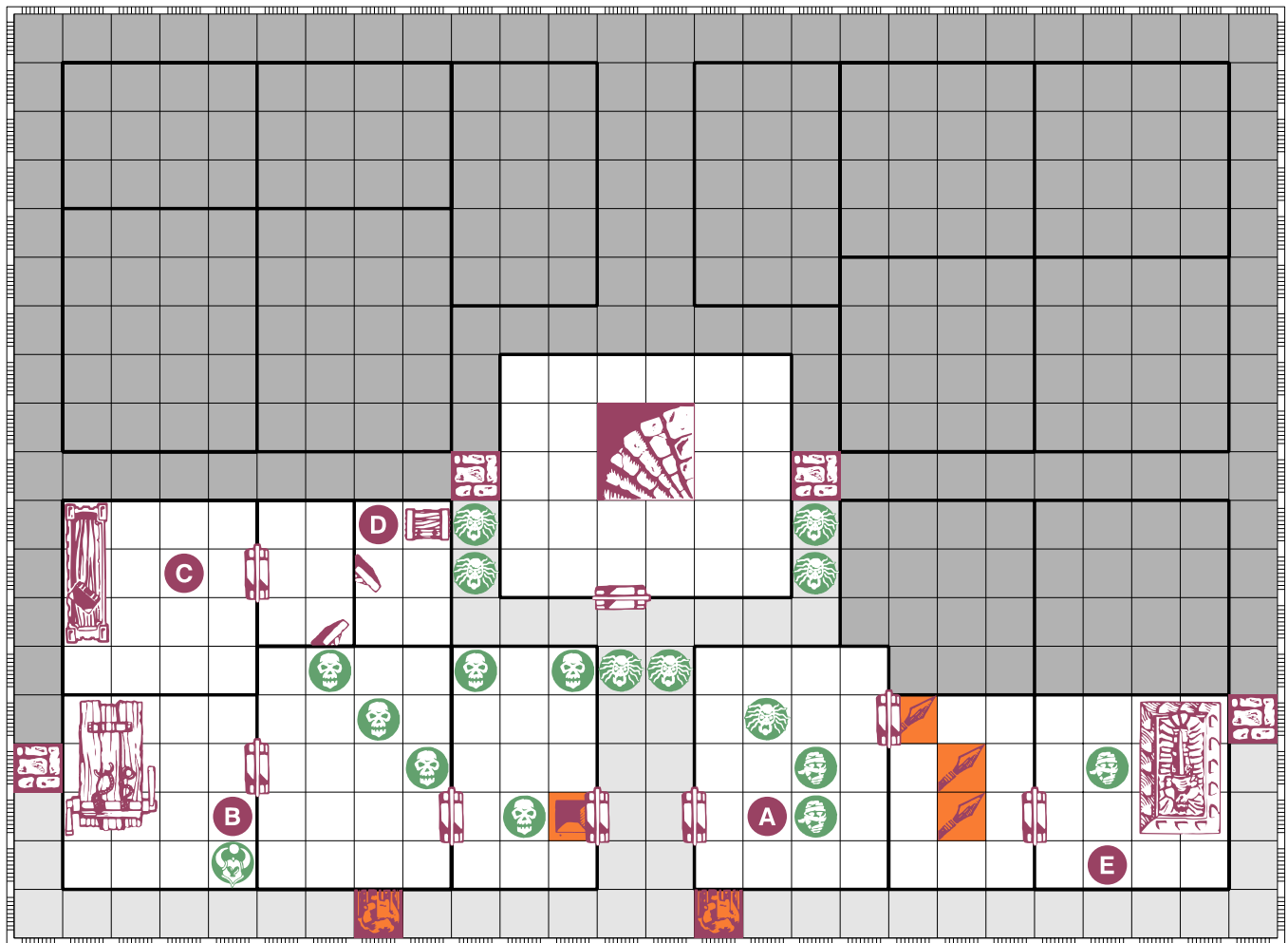
Tomain Has Risen

Q U E S T



B O O K





## Single Quest

# Tomain Has Risen

As you may already know, one of our most dreaded foes, The Witch Lord, has risen and is gathering his army once more. We have learned that he is raising evil sorcerers from the dead to aid him in his destructive designs. One of them is Tomain, a mysterious figure from ages long ago. Little is known about

him, save for the fact that he is believed to be among the first to bend the powers of death to his will. What we do know is the location of his tomb. Enter this foul place, and dispatch him, so that his powers may remain only a mystery.

### NOTES:

- A** This door is cursed. It can be detected by searching for traps and may be disarmed by the Wizard if he discards two of his spell cards. Any Hero moving through this door before it is disarmed is cursed and must roll black shields to strike in combat. The curse lasts for 4 turns. The Heroes will not be told of the curse until one of the cursed attempts to strike.
- B** This Chaos Warrior is undead. It has one more attack die but one less defend die than normal. It may cast Summon Undead once during the adventure.
- C** This book case contains a tome of inspirational knowledge which the Wizard may use to draw an additional spell card for this adventure.
- D** This chest contains 2000 gold coins.
- E** This is the tomb of Tomain. He has not rallied his full strength yet, but is immune to all magic, including spells and weapons.

Tomain:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	3	6	5	10



Wandering Monster in this Quest: Skeleton