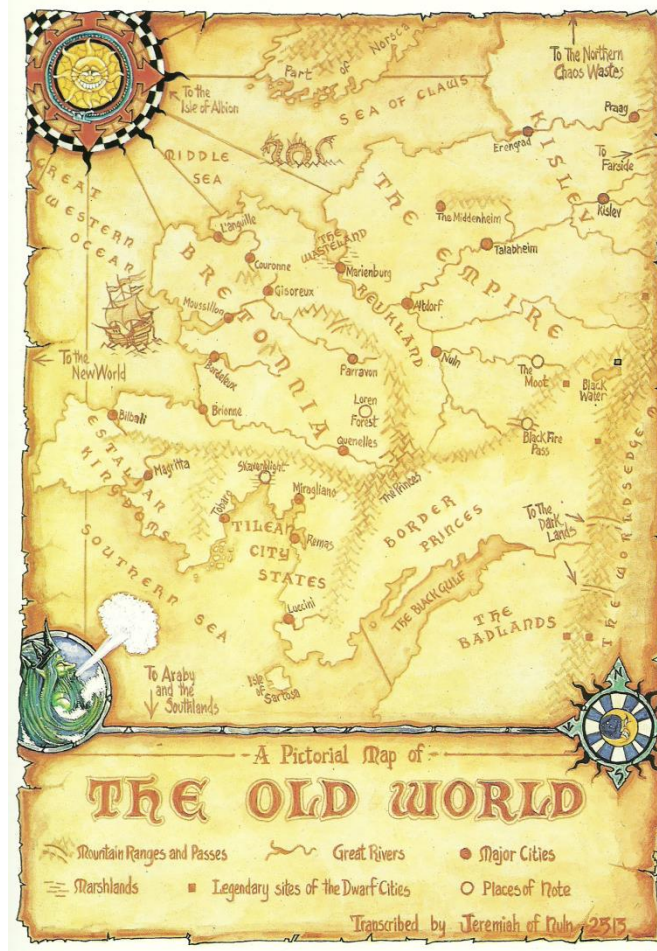




ALTERQUEST: A NEW ADVENTURE

Latest Quest Pack: #3

A 27 Quest Series of Adventures
for a Group of Heroes











BY COUNT MOHAWK

Instructions for *AlterQuest: A New Adventure*

The adventure begins! *AlterQuest: A New Adventure* is a series of unofficial expansion sets to be used with your original Hero Quest Game System. You must have the Game System and all the official expansions, and then some, in order to play the adventures in this booklet.

Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Chaos Marauder		9	4	3	2	2
Chaos Sorcerer		6	3	4	3	4
<i>Chaos Sorcerers can also attack at range with dark magic, rolling two Combat Dice to do so.</i>						
Orc Boss		8	4	3	3	3
<i>Orc Bosses are also armed with throwing axes, with which they can attack at range with two Combat Dice.</i>						
Valkyrie		6	4	4	4	5
Skeleton Knight		7	4	2	2	0
Wight		5	3	5	2	0
<i>Wights have a mind-blasting touch; they deal both Body and Mind damage simultaneously.</i>						
Chaos Fury		9	5	3	3	5
<i>Chaos Furies may also choose to attack a Hero's Mind, rolling three Combat Dice to attack against an adjacent Hero in this way. Heroes defend against these Mind attacks normally.</i>						
Exalted Sorcerer		7	3	5	4	6
<i>Exalted Sorcerers can also attack at range with dark magic, rolling three Combat Dice to do so.</i>						

1. Trapdoors



Trapdoors usually appear in pairs and are used to connect two distant parts of the dungeon to each other. When a figure moves onto a trapdoor, it may move to the other trapdoor. Doing so requires one square of movement. Connected trapdoors will be marked on the Quest Map with numbers to indicate which ones are paired together.

This trap is tripped when a character lands on a space marked with a black blade symbol: a huge blade swings down from the roof, attacking any character in any one of the spaces marked with a white or black blade symbol. These characters will be attacked with five Combat Dice, which they may not defend against. A Swinging Blade Trap can only be detected by a search in the room or corridor containing the black blade symbol.

2. Crates



Crates are a new piece of furniture in this Quest Pack. They occupy one square on the board and cannot be walked through, although they do not block Line of Sight. Like Treasure Chests, Crates often have gold and other valuables hidden inside!

3. Swinging Axe Traps



4. Double-Sized Doors



Doors of this size are wide enough to fit two figures through them instead of just one. Aside from their width, they operate no differently from normal doors.

5. Portcullises



These massive iron gates are usually locked and require a key to open. Even while closed, they do not block line of sight for figures standing directly next to them. A Hero may attempt to force a locked Portcullis open by standing next to it and attempting to roll less than his Body Points on two red dice.

6. Stone Doors



These massive slabs of rock must be pushed out of the way with brute force in order to pass through them. A Hero may attempt to open a Stone Door by standing next to it and attempting to roll at least two skulls with a certain number of combat dice based on their starting Body Points:

5 Body Points or less: One Combat Die*

6-7 Body Points: Two Combat Dice

8-9 Body Points: Three Combat Dice

10 Body Points or more: Four Combat Dice

**Heroes such as the Wizard cannot open Stone Doors unassisted.*

7. The Cloud of Chaos



This room is filled with a swirling cloud of chaotic energy. The entire room counts as one space for the purpose of movement. When a Hero enters the room, he must roll a red die. If a 6 is rolled, the Cloud of Chaos attacks him, dealing 1 Body Point of damage and ending his turn. (This damage cannot be defended against.) On any other roll, the Hero exits the Cloud of Chaos room through the doorway marked with the same number and continues his turn.

8. Broken Walls



Some Quests take place in particularly run-down locations. Broken walls neither obstruct line of sight nor block movement. If a broken wall is placed against the outer edge of the board, however, no figure may pass through it unless the Quest Notes specifically allow it, such as if the breach is the end point for the Quest.

9. Allied Characters

On some Quests, additional friendly characters may appear to help the Heroes complete their objective. These characters do not count against the Heroes' Men-at-Arms hiring limits and do not require payment in gold coins unless the Quest Notes say otherwise. Such allies should be divided evenly among the Hero players where possible. If none of the Heroes wish to command these allies, they should be moved by the Evil Wizard Player instead.

10. Shock

If a Hero is reduced to 0 Mind Points, he goes into a state of mental shock. While in shock, the Hero rolls only one red die for movement and may only attack and defend with one Combat Die. In addition, the Hero ignores all bonuses from any Artifacts, Items or Equipment he is carrying, as well as from any Spells cast on him, except for those effects which restore one or more Mind Points. If a Hero in Shock would suffer further Mind damage, he instead loses an equivalent number of Body Points.

11. Spell Scrolls

The Heroes will occasionally find scrolls with the instructions for magical spells written on them. Casting a Spell from a Spell Scroll follows all the normal rules for casting a Spell, except that after one use the Scroll crumbles to dust and must be discarded.

The *Kellar's Keep* and *Return of the Witch Lord* expansions each came with a number of Spell Scroll tiles. If a Quest calls for the Heroes to receive a “random Spell Scroll”, shuffle those tiles together face-down, then let the receiving Hero draw one from the pile.

If you do not have these tiles, or a suitable substitute (such as the Scroll Deck from Slev's “Hero Quest Revised”), you may instead roll one red movement die and one combat die, and have

the Hero receive the corresponding Scroll from the following table:

1	Skull	Water of Healing
2	Skull	Veil of Mist
3	Skull	Sleep
4	Skull	Tempest
5	Skull	Swift Wind
6	Skull	Genie
1	Shield	Fire of Wrath
2	Shield	Ball of Flame
3	Shield	Courage
4	Shield	Pass Through Rock
5	Shield	Rock Skin
6	Shield	Heal Body

(“Shield” here means either a White Shield or a Black Shield.)

AlterQuest Pack 01:

Trials

The fire burns warmly in Mentor's study. He turns around and greets you, but spends little time on pleasantries before moving into the reasons for your appearance before him:

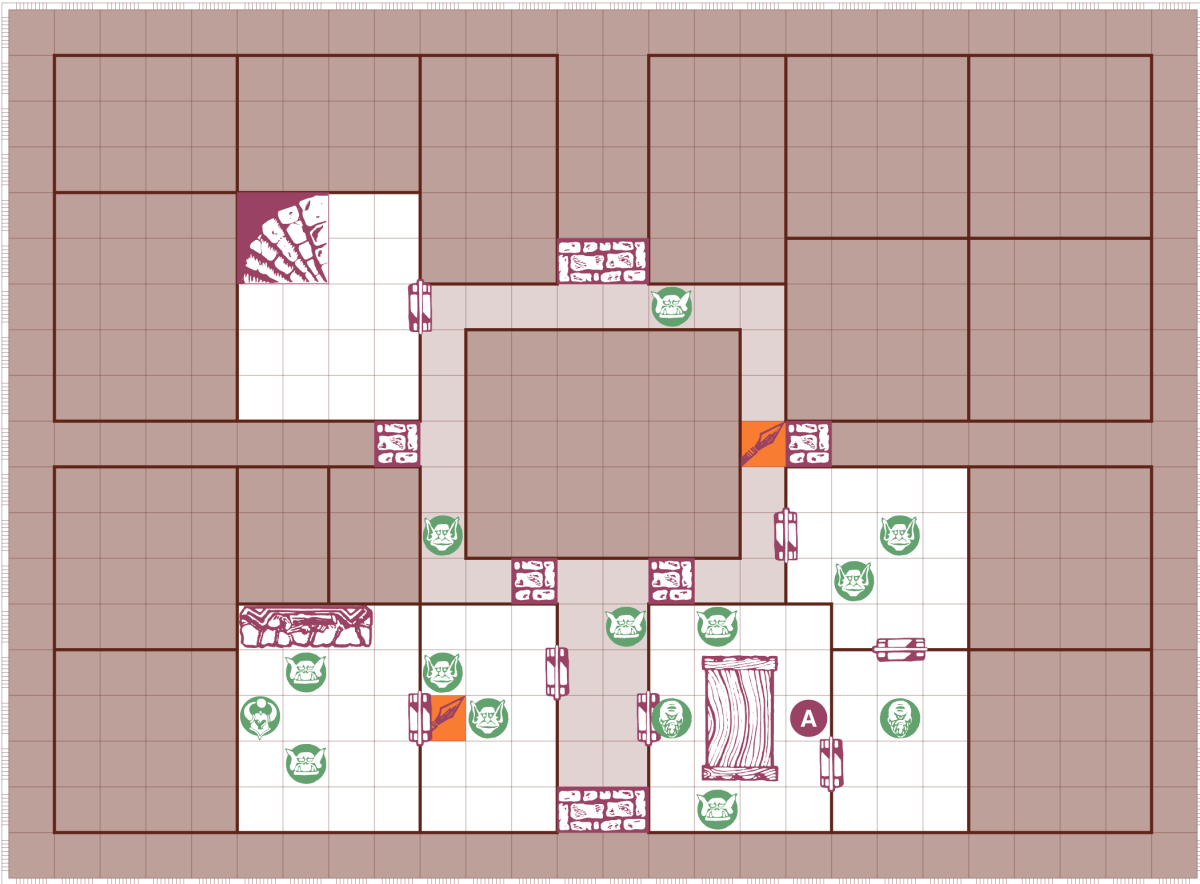
“My friends, the path that leads to true Herodom is long and fraught with difficulties. I have trained many young people like yourselves over the years. Some rose to the challenge magnificently, while others paid for their failures with their lives. I have even had the misfortune of training champions who fell to Chaos. The greatest of my failures was my first student, Morcar, whose armies the Empire has fought against twice, both times with terrible casualties.

“Would that I did not have to ask for your help, but dark forces are assembling on the fringes of the Empire. Loretome has revealed that they have gathered at the edge of the Sea of Claws. Their location can mean only one thing: my foolish apprentice is returning from beyond the Northern Chaos Wastes to once again make war against us.

“The Empire will soon have need of Heroes once again. Your predecessors were also of humble beginnings, but they rose to the challenges placed before them. If you are to inherit their mantle, you must prove yourselves worthy. The trials you will soon undertake will determine if you are able to challenge Morcar's ambitions.

“Good luck. May we meet again soon...”

Mentor



QUEST 1 – 1

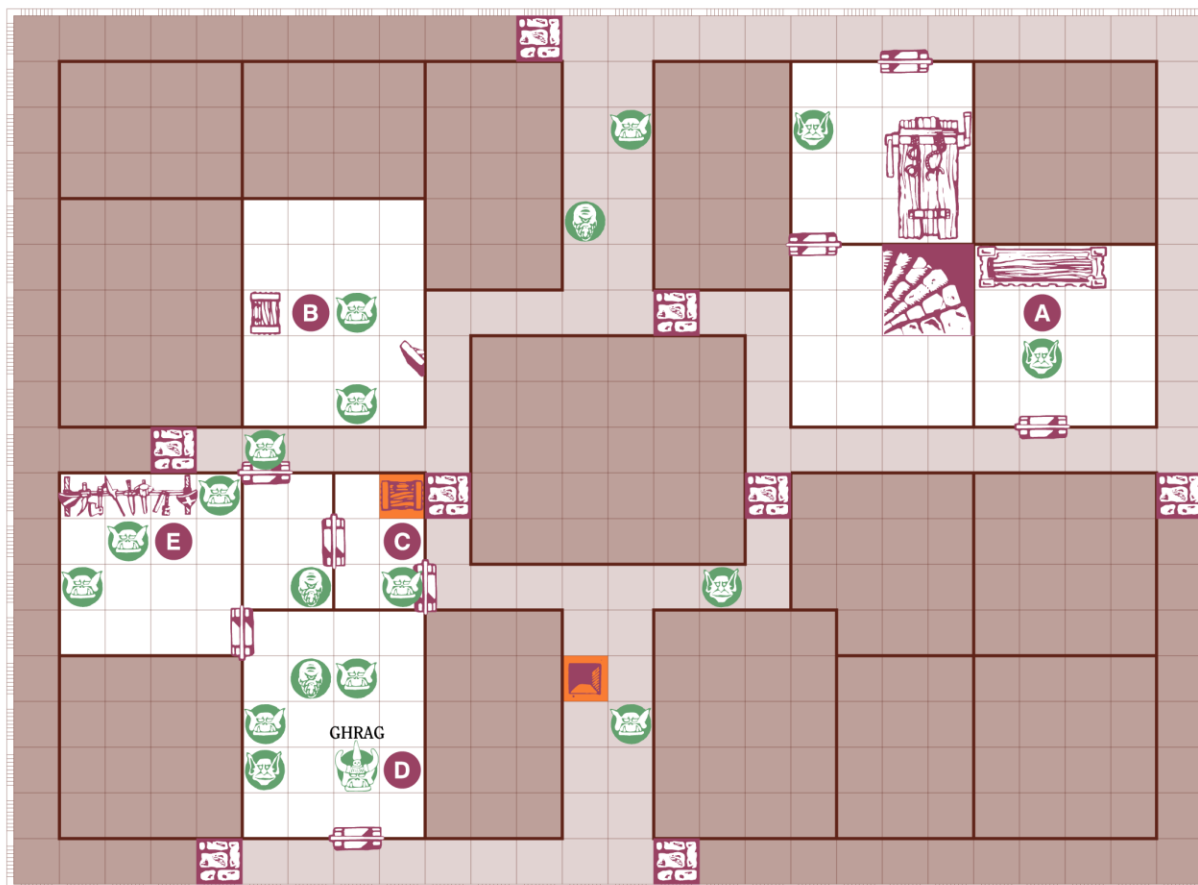
The First Task

My friends, the Emperor has seen fit to assign you your first task by which to prove yourselves worthy to succeed the title of Hero. You are to travel to the south and destroy a band of Orcs marauding in the hills of the borderlands. They are led by a Chaos Warrior. Prince Escalus will pay 100 gold coins to the Hero that slays this warrior.

NOTES—

A *A Potion of Healing*, capable of restoring up to four lost Body Points, sits atop this table.

Wandering Monster:  Orc



QUEST 1-2

The Foothills of the Empire

It seems your work in the foothills of the borderlands is not finished. Angered by your victory over the Orcs, another, larger group of the green-skinned raiders has come down from their mountain caves to get revenge. It falls to you to protect the nearby villages and slay this second group of Orcs.

NOTES—

- A** A *Potion of Strength* is hidden inside this cupboard.
B This Treasure Chest contains 80 gold coins.
C This Treasure Chest trapped with a needle trap. If a Hero Searches for Treasure before the trap is disarmed, he will lose one Body Point. The chest itself contains 95 gold coins.

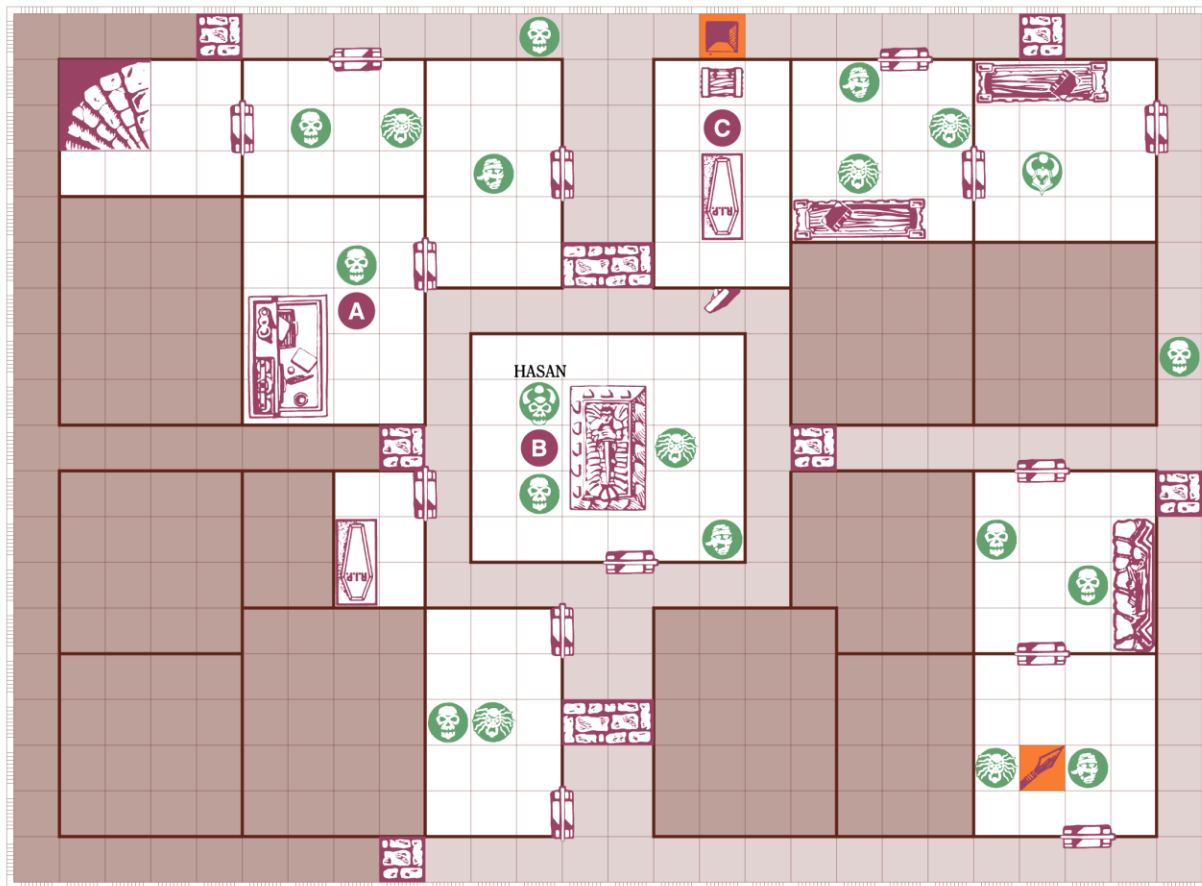
- D** This is Ghrag, captain of the Orc raiders. He has the following stats:

Movement	Attack	Defend	Body	Mind
9	4	4	2	3

Ghrag can also attack at range with two Combat Dice like any other Orc Boss.

- E** Most of the arms and armor hanging on this rack are of Orcish make and of no use to the Heroes, but one *Shield* of passable quality hangs on the end of the rack, which the Heroes may take.

Wandering Monster:  Goblin



QUEST 1 – 3

The Chamber of the Necromancer

Necromancy has long been banned within the Empire's borders, but there are always a few who practice its profane arts in secret. Scouts in the west have discovered a sorcerer by the name of Hasan hiding in a small crypt. Prince Escalus has offered a bounty of 125 gold coins for the destruction of this necromancer.


NOTES—

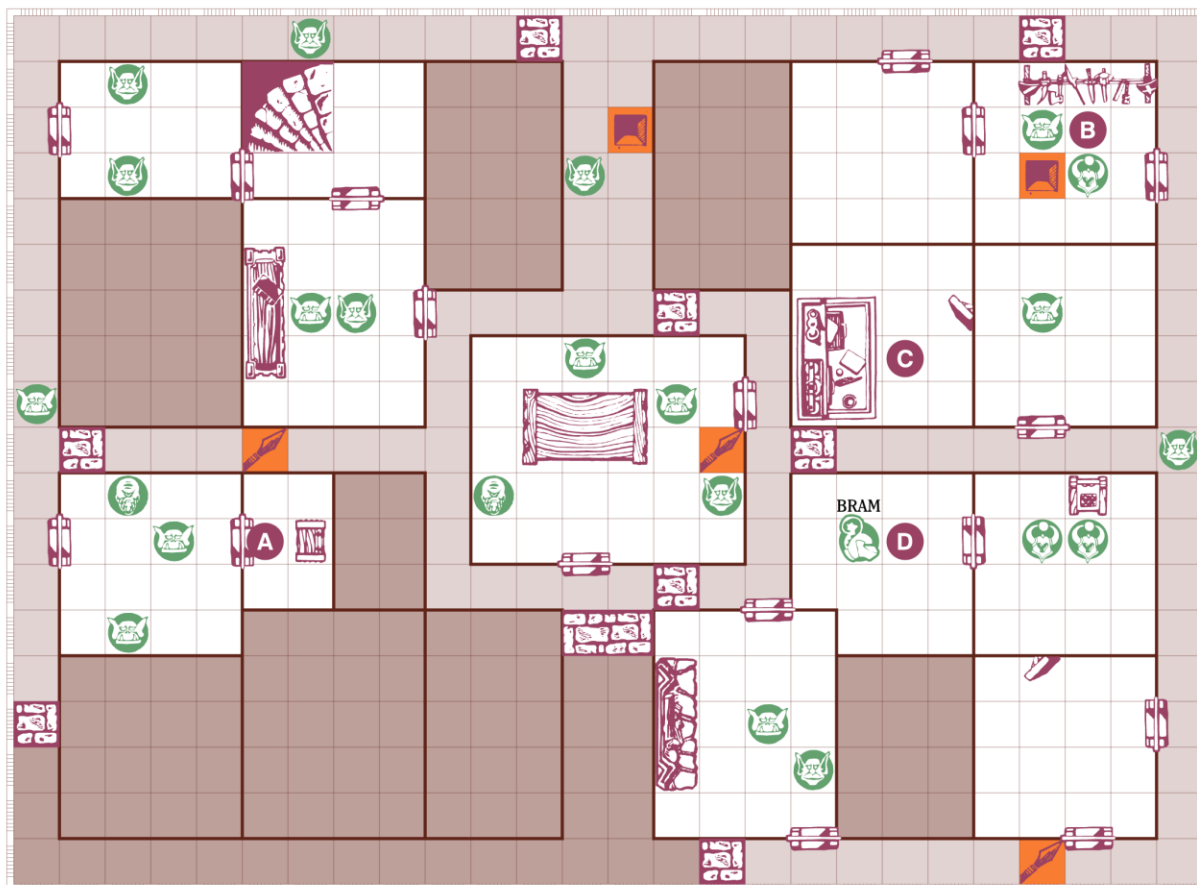
A One random Spell Scroll is rolled up on this Alchemist's Bench.

B This Chaos Sorcerer is Hasan. He knows the Chaos Spells *Deathbolt*, *Tempest* and *Summon Undead*.

When Hasan is slain, the first Hero to Search for Treasure will find the **Mirror Ring** Artifact.

C The Treasure Chest contains 110 gold coins.

Wandering Monster:  Skeleton



QUEST 1 – 4

The Paladin's Prison

One of the Emperor's most senior knights, Sir Bram, has been captured and confined by the forces of Chaos. Every day he remains in Morcar's dungeons is another victory for the cruel warriors that took him. The Emperor has assigned you the mission to free Bram and slay those responsible for his imprisonment. You will be paid 200 gold coins in recompense for Bram's safe return. No reward will be paid if Bram is slain.

NOTES—

- A** This treasure chest contains a *Magical Throwing Dagger*.
- B** A suit of *Chain Mail* and a *Longsword* are hanging from this Weapons Rack. These items belong to Sir Bram and cannot be used by the Heroes.
- C** This Alchemist's Bench contains a *Potion of Defense*.
- D** This is Sir Bram, the captured Paladin. When a Hero enters this room, immediately lay out the rest of the dungeon and open all doors on the board, except for room C if the Heroes have not discovered it yet. Use a Paladin figure if you have one, or else the Chaos Sorcerer, to represent Bram.

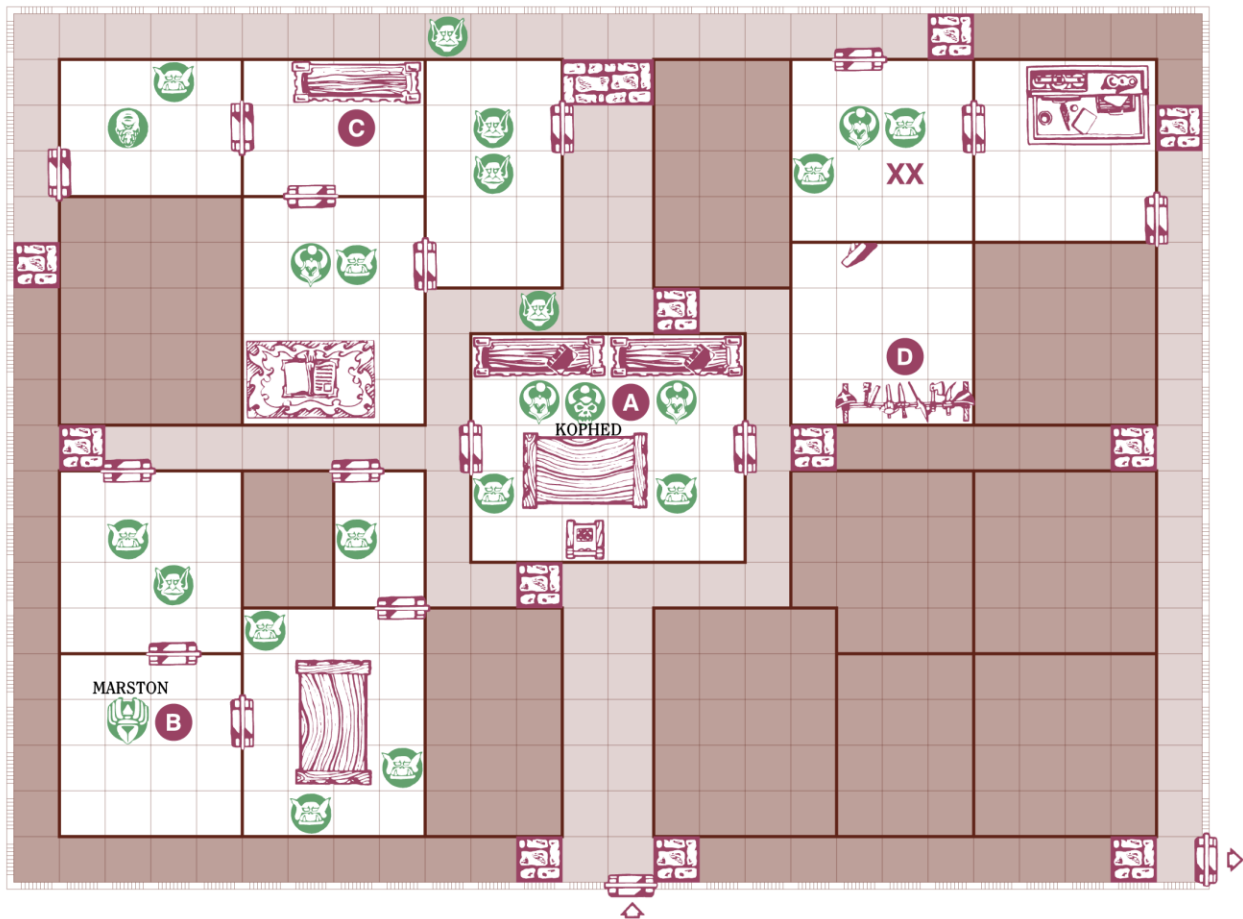
The Hero who first enters Bram's room may control him as though he was a Man-at-Arms. Bram's stats are as follows:

Movement	Attack	Defend	Body	Mind
2d6	1	2	2	4

Bram's Attack increases to 3 if the Heroes give him back his Longsword, and his Defend increases to 4 if they give him his Chain Mail.

If Bram dies, note it for a future Quest. The Heroes may not keep his equipment (from room C) even if he should fall; in this case the Empire will take possession of his gear at the end of the Quest.

Wandering Monster:  Fimir



QUEST 1 – 5

The Emperor's Library

My friends, I have imperative news. The Emperor's personal library has been broken into by Morcar's agents. The library is home to many tomes and scrolls, some of which hide dark secrets and rituals that should never see the light of day, except in the most dire of circumstances. You must give chase to the sorcerer before he escapes with a litany of dark secrets.

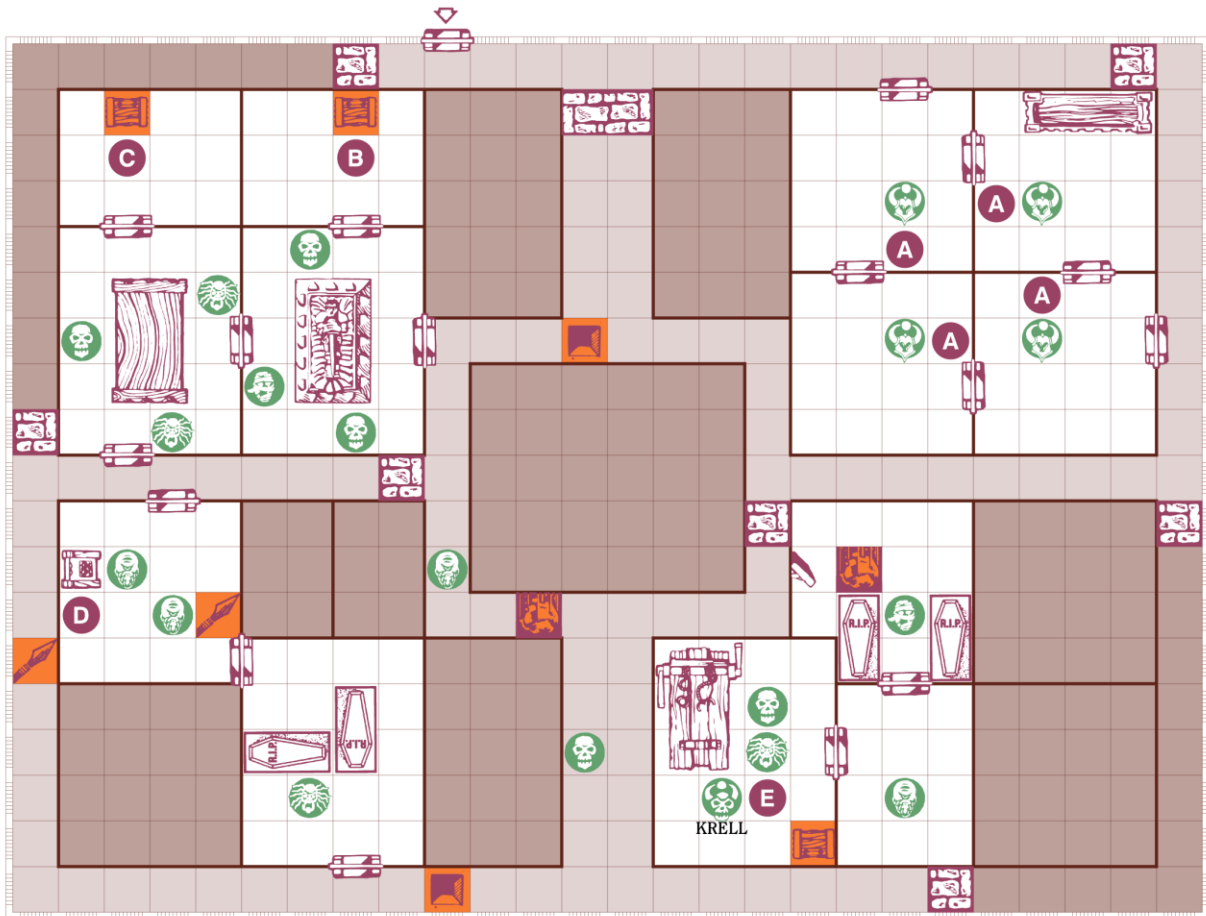
NOTES—

- A** This is the Emperor's library. Books and scrolls are scattered across the floors next to the shelves. Whenever a Hero Searches this room for Treasure, he or she may choose to take a random Spell Scroll instead of a Treasure card. Kophed, an ambitious Chaos Sorcerer, stands here. He knows the Chaos Spells *Escape*, *Fear*, *Ball of Flame*, *Rust* and *Skulls of Doom*. If Kophed casts *Escape*, he will reappear at the position marked 'XX', with any lost Body Points restored.
- B** This is Marston, a former Paladin of the Empire. Use a Valkyrie figure to represent him.

Marston knows the Chaos Spell *Skate* and will cast it if he is injured, after which he will move towards the entrance door. If the Heroes manage to kill Marston before he escapes from the board, note it for Quest 2-9.

- C** This cupboard contains a *Potion of Healing* capable of restoring up to four lost Body Points and a *Fire Ring*.
- D** The first Hero to Search this room for Treasure may take a pair of *Daggers* and a pouch of 120 gold coins from this weapons rack.

Wandering Monster:  Orc



QUEST 1 – 6

The Southern Mausoleum

Friends, Morcar moves quickly against us. Practitioners of Chaos magics are flocking to his banner, and the Empire is sorely pressed to destroy them. While Prince Escalus confers with his advisors on how best to combat this new menace, I am sending you to another mausoleum in the south, the resting place for the dead lords of one of the Empire's former ruling houses. There may still be some valuables left within, if the forces of Chaos haven't taken them already.

NOTES—

A These four Chaos Warriors are the sentinels for this fortress. Each of them Defend with **two extra Combat Dice**.

B This treasure chest is trapped with a bladed lock. Unless the trap is disarmed, the first Hero to Search for Treasure will lose one Body Point. The chest itself is empty.

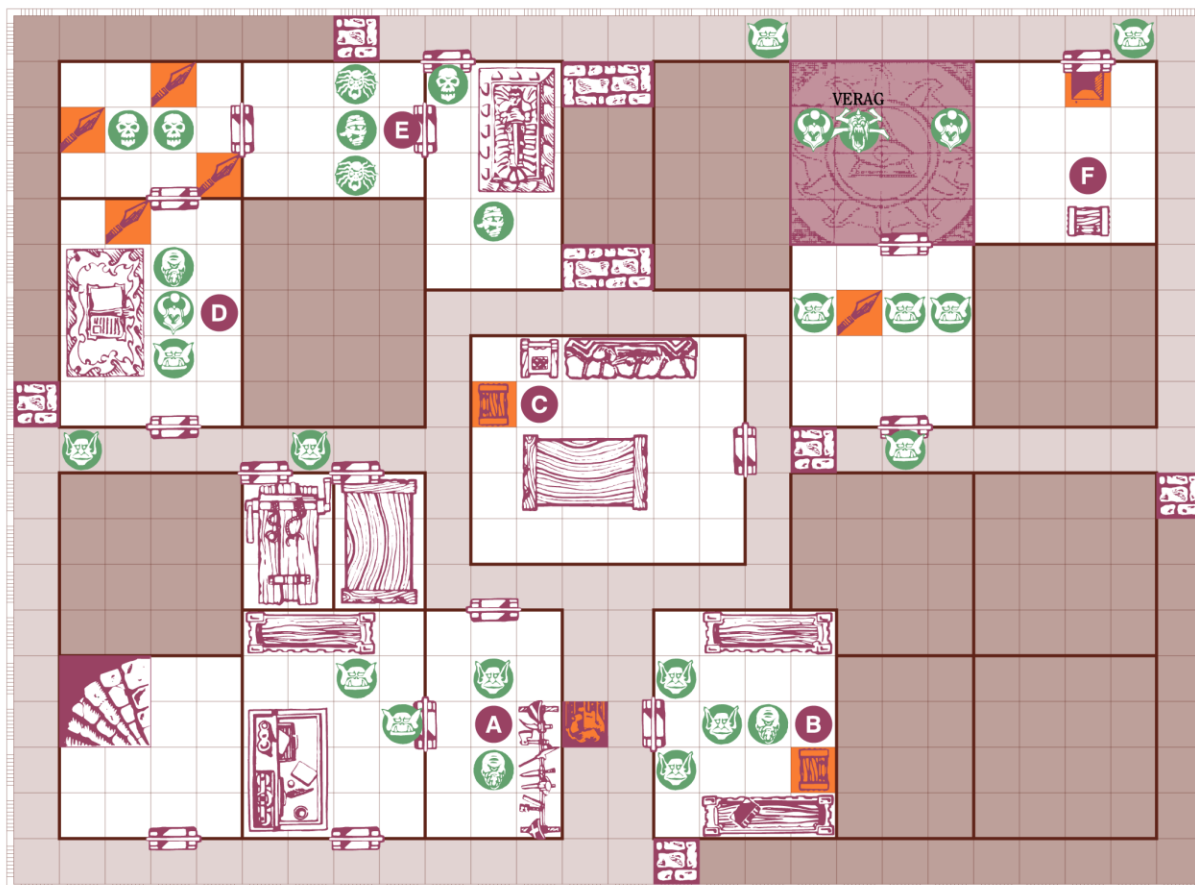
C This treasure chest is trapped with an exploding lock. Unless the trap is disarmed, the first Hero to Search for Treasure will lose two Body Points, which counts as Fire damage. The chest contains an assortment of jewels valued at 90 gold coins.

D The **Thunder Ray** Artifact is hidden behind the throne in this room.

E This Chaos Sorcerer is Krell, a low-level necromancer. You may represent him with the Necromancer figure from "Wizards of Morcar", if you have it. Krell knows the Chaos Spells *Deathbolt*, *Lightning Bolt*, *Summon Undead* and *Sleep*.

The treasure chest in this room contains a *Dwarven Rune of Seeking* and 75 gold coins, but is trapped. If a Hero Searches for Treasure before the trap is disarmed, all Heroes in the room will lose one Body Point from a cloud of poisonous gas. This damage counts as Poison damage.

Wandering Monster:  Zombie



QUEST 1 – 7

Verag's Challenge

My friends, the time has come for your last trial. You have been personally challenged by Verag, a Gargoyle who makes his domain in the catacombs of Fellmarg far to the east. Verag is the most powerful enemy you have faced thus far; over the many centuries of his life, he has fought all who would call themselves Heroes. Defeat the Gargoyle and his minions, and you will prove yourselves worthy of service to the Empire at the highest level.

NOTES—

A The weapons on this rack are exceptionally rusted. No Hero would want any of them.

B This treasure chest conceals a clever trap. If a Hero Searches for Treasure before the trap is disarmed, arrows will shoot out of the bookcase, attacking him or her with four Combat Dice. The Hero defends against this attack normally. The chest contains 70 gold coins.

C This treasure chest is filled with a cloud of sickly-sweet gas. Unless the trap is disarmed, when the room is Searched for Treasure, all Heroes in the room will be targeted by a *Sleep* spell. The chest itself contains 140 gold coins.

D This Chaos Warrior is reading aloud an incantation from one of the Emperor's stolen books! He will neither move nor attack on his first two turns. If the Heroes fail to kill him within two turns of opening the door to this room, note it for a future Quest.

E This Mummy is the guardian of Fellmarg's tomb and was once a mighty warrior. It rolls one extra Combat Die when attacking and has one extra Body Point.

F This chest contains a *Revitalization Potion*, capable of restoring up to six lost Body Points.



VERAG:

Movement	Attack	Defend	Body	Mind
6	4	5*	4	4

*Verag defends using White Shields instead of black shields.

Wandering Monster:  Chaos Warrior

“You have done well, my friends. You have passed through these trials and come out of them stronger. The Empire will surely have great need of that strength in days to come.

“Prince Escalus has informed me that the Imperial Guard has only managed to recover some of the Emperor’s stolen documents. I am sure that if they are not already in Morcar’s hands, they will be soon.

“For now, however, you have earned a brief rest. Enjoy it while you can, for when the Empire next requests your services, it will be as its Heroes.”

Mentor

AlterQuest Pack 02:

Rise of the Valkyries

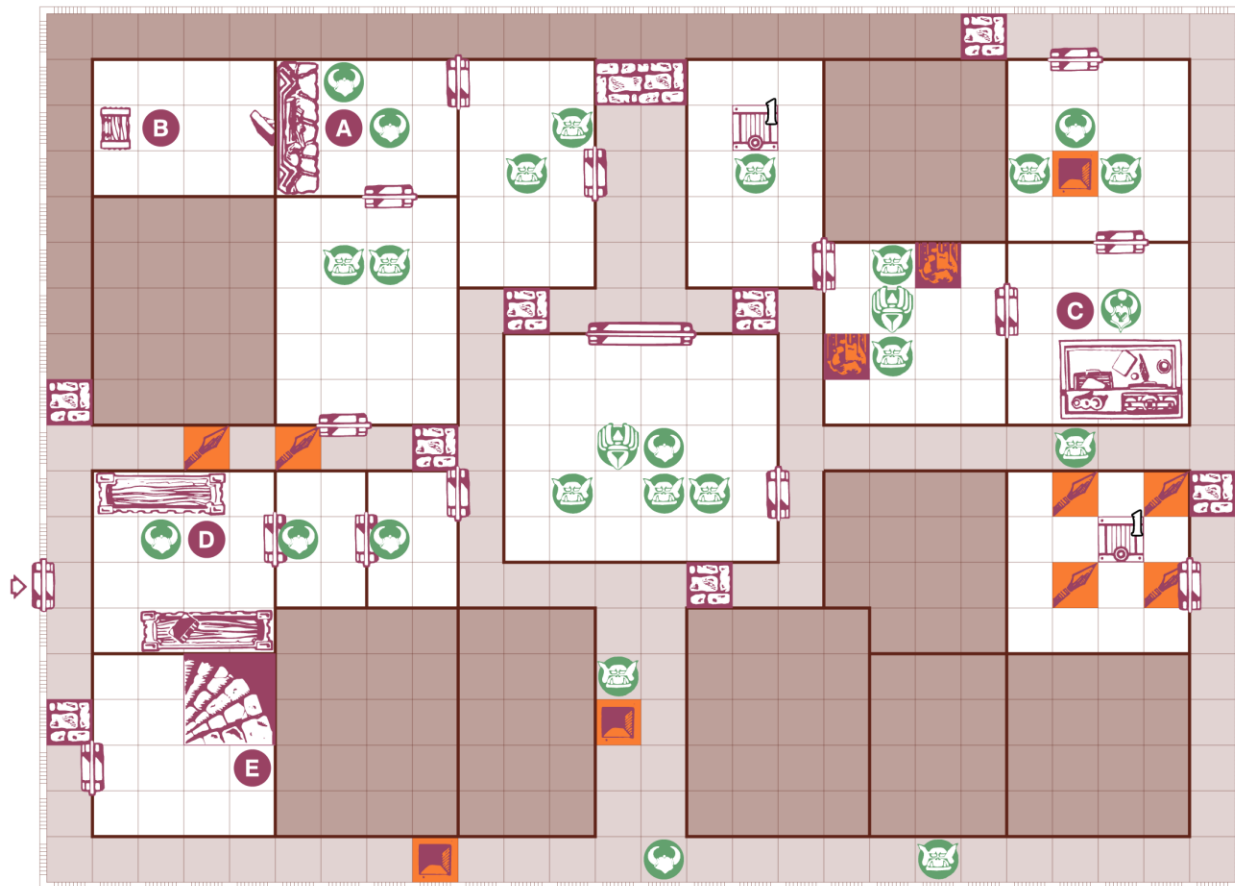
“Friends, the Empire faces a new evil from within its own borders. The Order of the Paladins, a gathering of the Empire’s most noble and loyal men, has been beset by infighting as of late. By consulting Loretome, I have determined that the source of this discord within their ranks stems from the abrupt departure of the Paladins’ Captain from their order.

“The Captain was corrupted by a relic of Chaos during his last mission. Once the best and brightest of the Paladins, he now seeks to turn the entire order away from its founding ideals. Loretome did not explain how, but he has already converted nearly a third of them to follow him instead of the Emperor. These warriors call themselves the Valkyries, in a direct opposition to the Paladins they left.

“The Empire’s forces have tracked down the Valkyries’ leader to Fort Jieger, an abandoned fortress two days south of the capital city. You will eventually have to go there to put a stop to their ambitions, but the Emperor has a more pressing mission for you first: the thief who burgled the imperial library has been found. It is him you will have to apprehend first.

“Good fortune to you, Heroes. You will have the Empire’s support if you should need it.”

Mentor



QUEST 2-1

Flight of the Valkyrie

The location of the agent who fled the Emperor's library has been tracked to a crypt less than a day's travel from the northern border of the Empire. You must catch this thief and bring him back to the capital, including any of the stolen materials he may still have on his person.

Morcar's agent is sure to have more than a few guards protecting him, so be careful.

NOTES—

A The fireplace in this room is not lit. If a Hero Searches this room for Secret Doors, he will discover the secret passageway hidden behind a concealed panel in the back of the fireplace. After the door is discovered, Heroes may move through the fireplace as though it did not obstruct their movement.

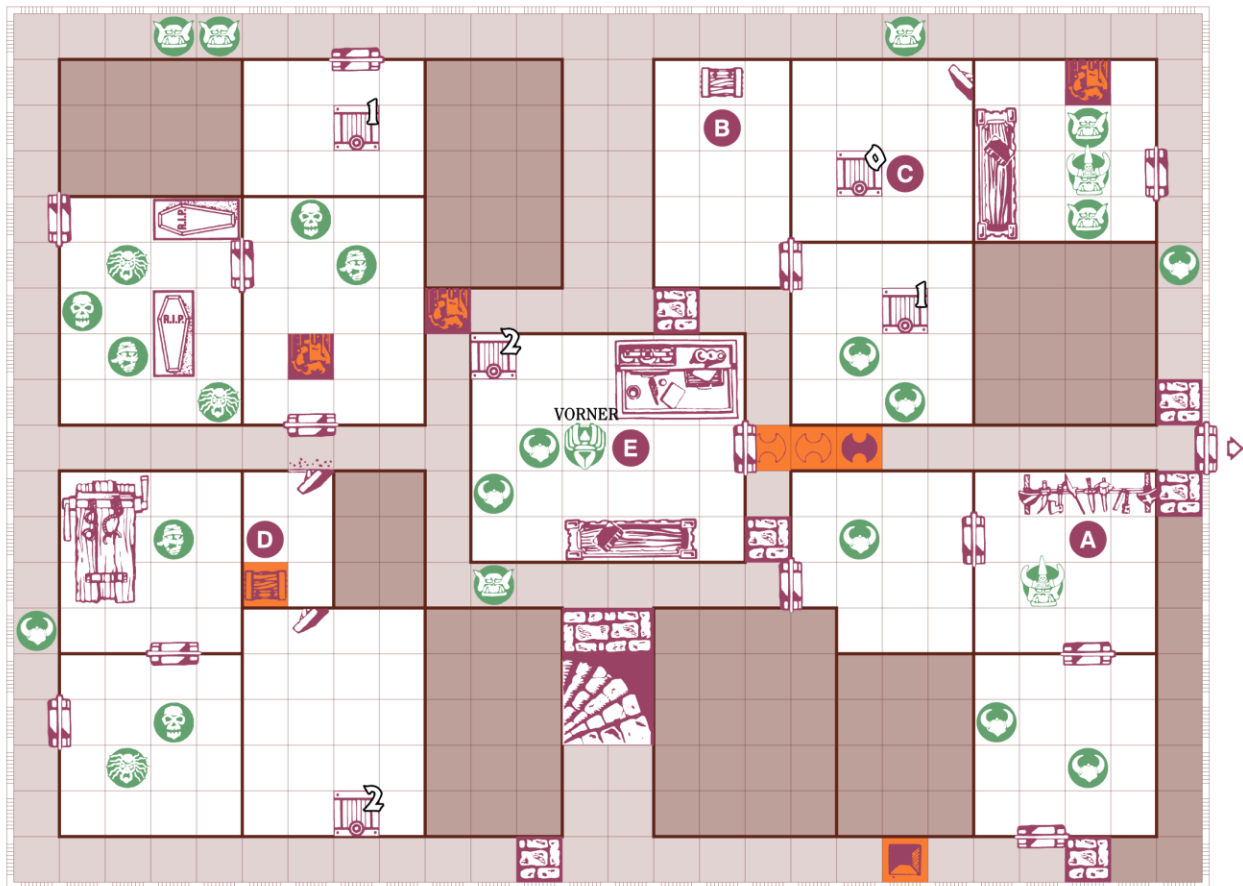
B This treasure chest contains an assortment of small jewels worth 70 gold coins, as well as a *Magic Throwing Dagger*.

C This Chaos Warrior has taken four Spellbombs from the alchemist's bench exactly like the ones described in the Alchemist's Shop, and may attack by throwing one at any Hero within sight once per turn. The Heroes may take any remaining Spellbombs for themselves after this monster is slain.

D A *Coil of Rope* is hidden within the cupboard in this room.

E This stairway leads further into the catacombs, and marks the end of the Quest.

Wandering Monster:  Fimir



QUEST 2-2

The Abandoned Crypt

The thief must have heard you approach, and now you must find him within the darkness of the crypts below his hideout. Although this crypt once had a name, that name has been lost to time. Now the dead that were once interred here walk amongst themselves restlessly.

NOTES—

A The weapons rack in this room is adorned with a variety of chipped and rusted blades of too poor quality to be used as anything except simple projectiles. Whenever a Hero Searches this room for Treasure, he may take a Throwing Axe instead of drawing a Treasure Card.

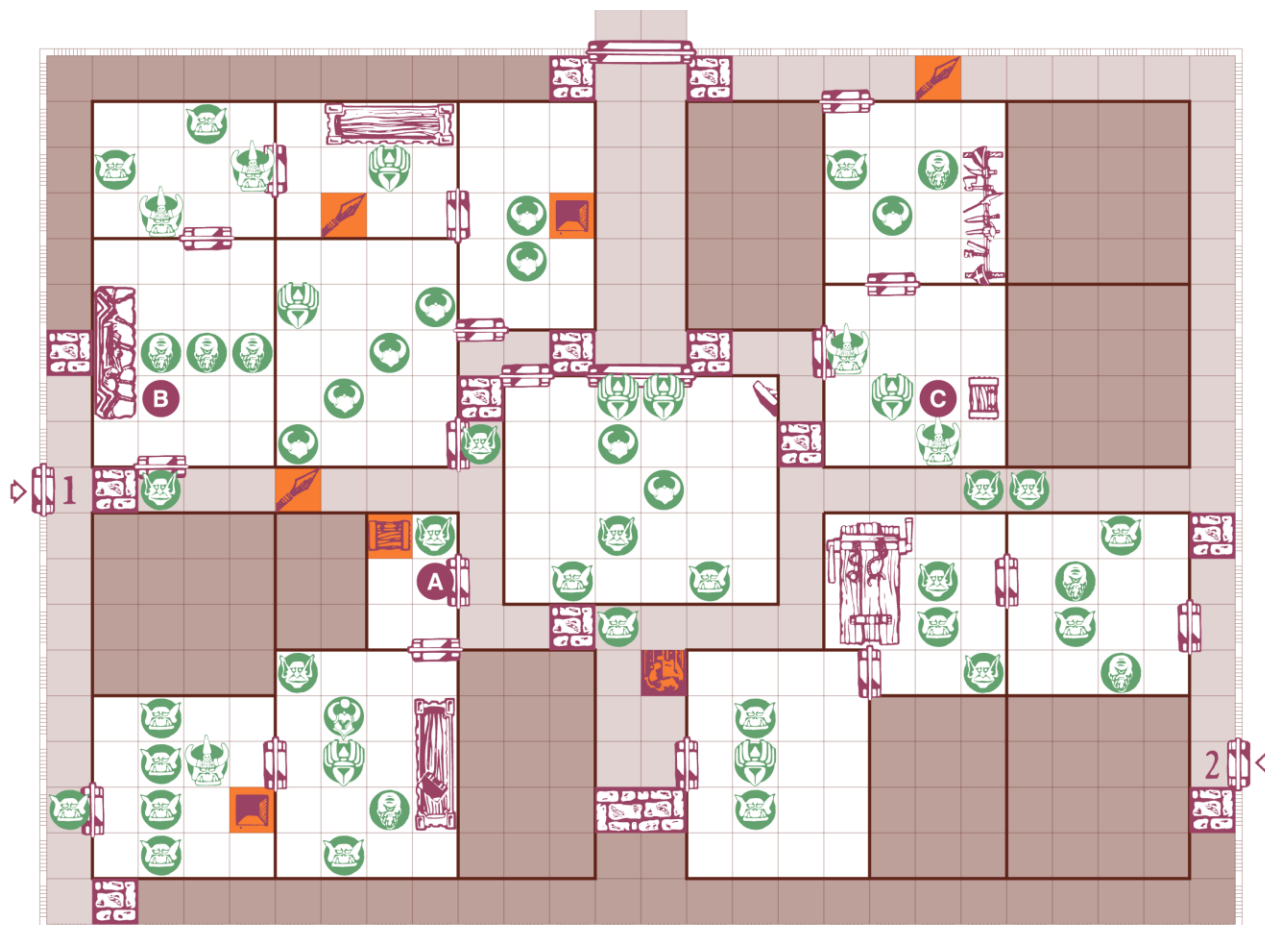
B Two *Rejuvenation Salves*, capable of restoring up to two lost Body Points, can be found in this treasure chest.

C This trapdoor leads to an underground wine cellar. Whenever a Hero Searches this room for Treasure, instead of drawing a Treasure Card, he may take a flagon of alcohol. Consuming this grog restores two Body Points, but must be drunk in place of taking an action to savor its flavor.

D This treasure chest contains two random Spell Scrolls, but is trapped with a concealed blade trap. If a hero Searches for Treasure before the trap is disarmed, he will lose two Body Points.

E This Valkyrie is Vornor, the thief who stole the Emperor's documents. He attacks with **one extra Combat Die**. If the Heroes open the door to the adjacent hallway while Vornor is injured, he will attempt to escape by fleeing through the exit door. If he reaches it before his Body Points are reduced to 0, remove him from the board and note his escape for the next Quest.

Wandering Monster:  Mummy



QUEST 2-3

The Assassin's Gambit

You have performed excellently in catching our wayward thief. The Paladins discovered plans among his personal belongings to assassinate the Emperor himself! We cannot risk revealing our new knowledge to any spies with an overt show of force, lest they reschedule their plan, so it falls to you to seek out the assassin while the Emperor's guards deal with his minions. A few Paladins have volunteered to join you for this task; use their skills wisely.

NOTES— This is a double-length Quest. Heroes do not restore Mind or Body Points when moving between boards.

If Vorner escaped during the previous Quest, the Heroes start at entrance door 1. If they managed to defeat him, however, they may choose to start at entrance door 2 instead. Inform the Heroes that the second door is not as heavily guarded.

If the Heroes rescued Sir Bram in Quest 1-4, he and two Imperial Paladins will offer to join them as Men-at Arms for the duration of the Quest. Each of them has the following stats, except for Bram, who has **4 Attack** instead:

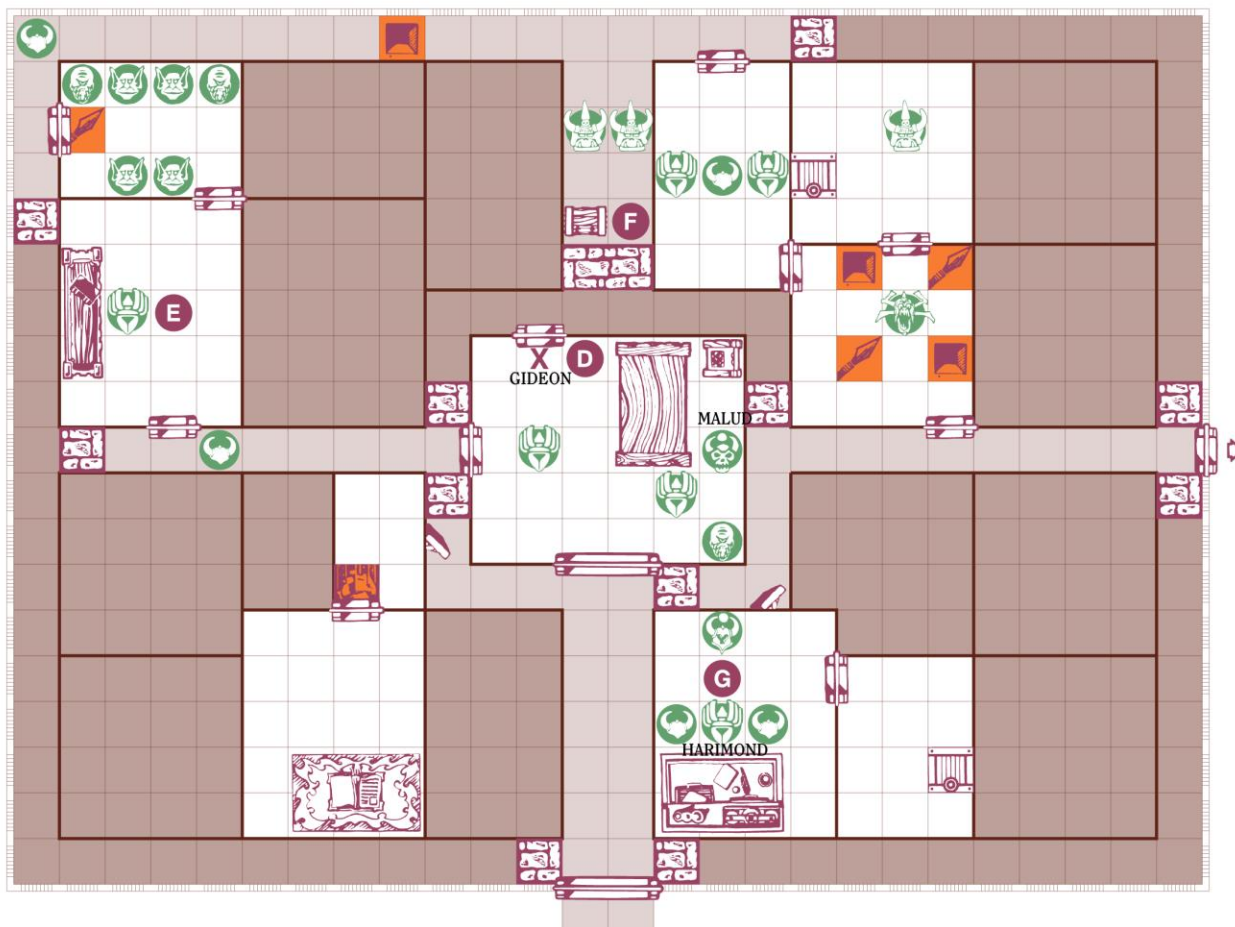
Movement	Attack	Defend	Body	Mind
8	3	4	4	4
Special Abilities: Diagonal Attack				

A This treasure chest is trapped with a poisonous gas. If a Hero Searches for Treasure before the trap is disarmed, he will lose two Body Points to Poison damage. The chest contains a *Rejuvenation Salve*, capable of restoring up to two lost Body Points, and a *Heroic Brew*.

B Two gleaming rubies, each worth 100 gold coins, each sit on the mantle above the fireplace.

C This treasure chest contains a *Venom Antidote*, a *Potion of Healing* capable of restoring up to four lost Body Points, and two vials of *Holy Water*.

Wandering Monster:  Chaos Marauder



D Malud the Chaos Sorcerer stands here. He knows the Chaos Spells *Ball of Flame*, *Mind Blast*, *Shield of Protection* and *Spirit of Vengeance*.

Gideon, the Captain of the Imperial Guard, stands on the square marked X. His stats are as follows:

Movement	Attack	Defend	Body	Mind
7*	4	5	4	6

Gideon will not move from his position, as the door behind him leads into the Emperor's chambers. The Heroes fail the Quest if a monster opens this door.

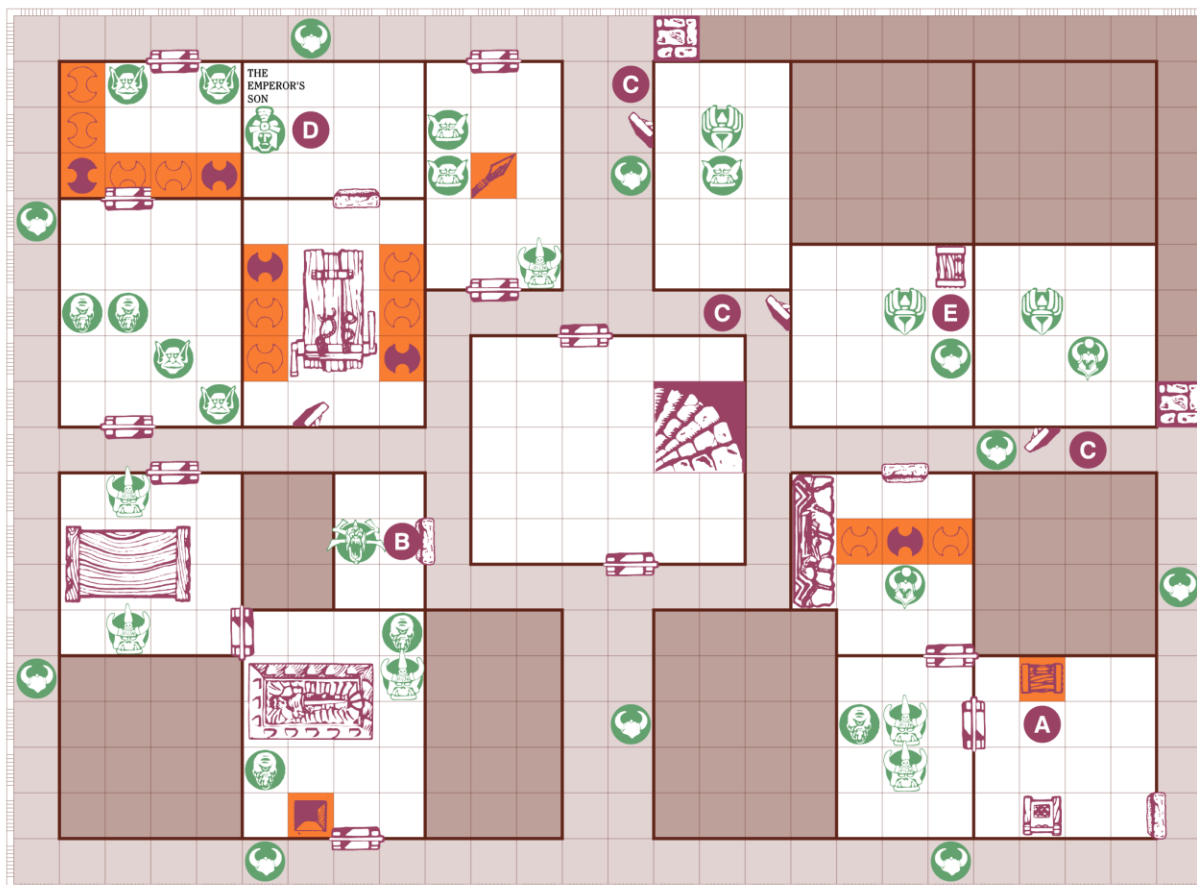
E A *Healing Wave* Spell Scroll is just one of the many scrolls found on this bookshelf, but it is the only one the Heroes may take.

F This treasure chest contains stolen jewelry worth 140 gold coins.

G Harimond, the leader of the Valkyrie assassins attacking the Emperor's house, has the following stats:

Movement	Attack	Defend	Body	Mind
8	4	5	5	5

Wandering Monster:  Chaos Marauder



QUEST 2-4

The Emperor's Son

Our enemy has deceived us! Although you stopped the assassination attempt handily, our attackers managed to kidnap the Emperor's youngest son! The Emperor, Prince Escalus and half the council are up in arms over this latest turn of events. While Escalus and the Paladins learn more about the kidnappers' organization, you must rescue the Emperor's son before they decide to kill him.

NOTES—

A This treasure chest is trapped with a rune of summoning. If a Hero Searches for Treasure before the trap is disarmed, he will immediately be attacked by two Wandering Monsters. The chest itself is empty.

B This Gargoyle is actually a statue of the Lesser Chaos Deity Baal'roth. The statue stares balefully at the Heroes; note any Hero who ends his turn in this room for a future Quest.

C These secret doors cannot be found by Searching for them. They will only open when the Heroes find the Emperor's son.

D The Emperor's youngest son is imprisoned in this room. When the first Hero enters the room, reveal and open the three secret doors at points C on your next turn. The monsters inside those rooms may move and attack as normal.

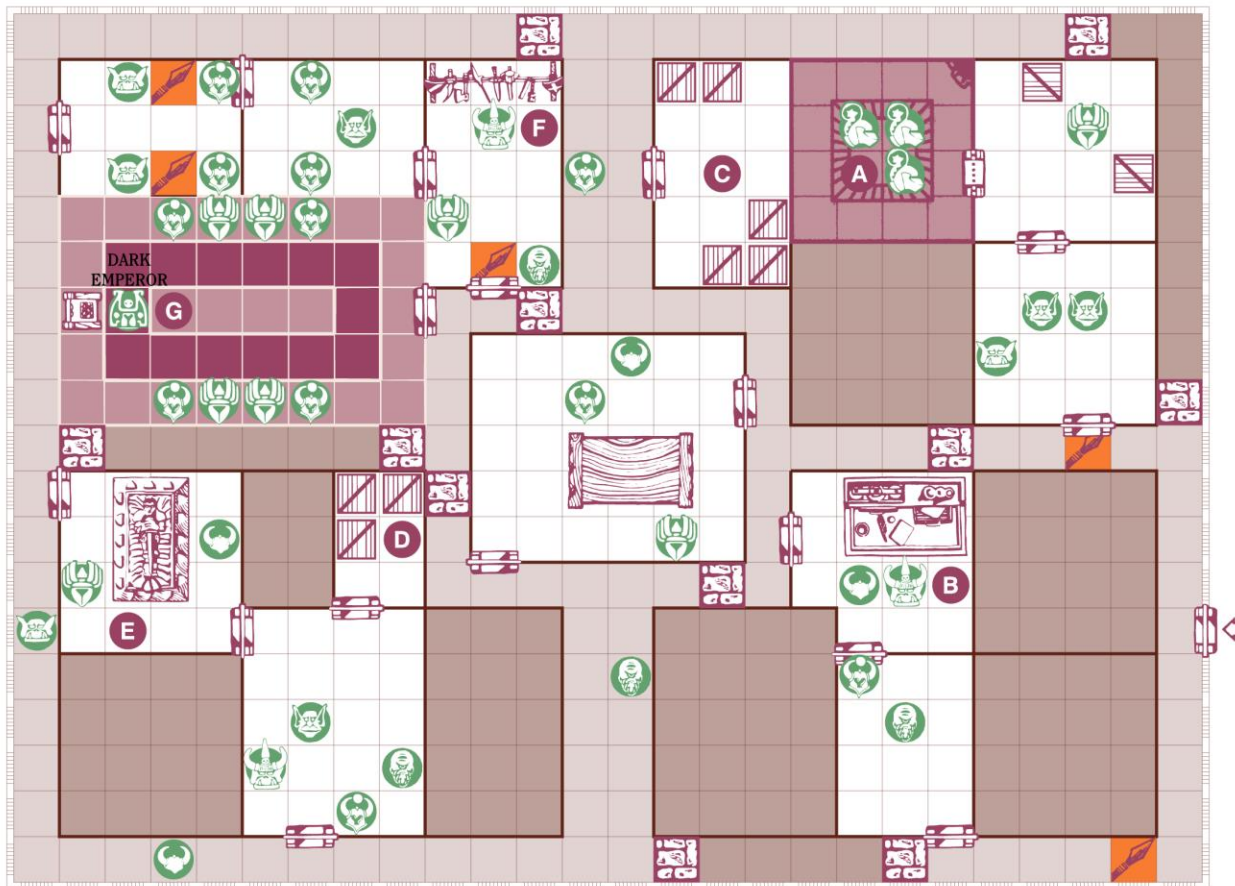
The Emperor's son may be treated as a Man-at-Arms, and has the following stats:

Movement	Attack	Defend	Body	Mind
5	1	3	3	4

The Heroes fail the Quest if the Emperor's son dies.

E A *Revitalization Potion*, capable of restoring up to six lost Body Points, sits inside this treasure chest.

Wandering Monster:  Valkyrie



QUEST 2-5

The Meeting Halls

Prince Escalus brings grave news. It seems the many attacks against the Empire as of late have all been coordinated by the Valkyries. The leader of this rebel force, who calls himself the Dark Emperor, clearly has designs to take the Imperial throne. The Valkyries have occupied Fort Jieger, a small construct two days south of the capital to which more men flock by the day.

NOTES—Until the end of Quest 2-10, “The Emperor’s Throne”, these Quests are played as a series.

A The portcullis leading into this room is locked, but the Heroes can see into it while standing next to the door. Three of the Empire’s Paladins are locked in the room for defying the Dark Emperor. If the door to this room is unlocked, the Paladins will move towards the entrance door to the Quest at a speed of 8 squares per turn. Note their escape for a future Quest.

B An *Elixir of Life* sits on this Alchemist’s Bench.

C These crates conceal two *Spellbombs* and a *Gem of Negation*.

D A small brass key hangs on the wall behind the crates. This key will unlock the portcullis at room A.

E If a Hero Searches this room for Treasure, ask him if he wants to open the tomb of a cruel warrior. If the Hero says

yes, he will trigger a dart trap and lose two Body Points. The tomb itself is otherwise empty.

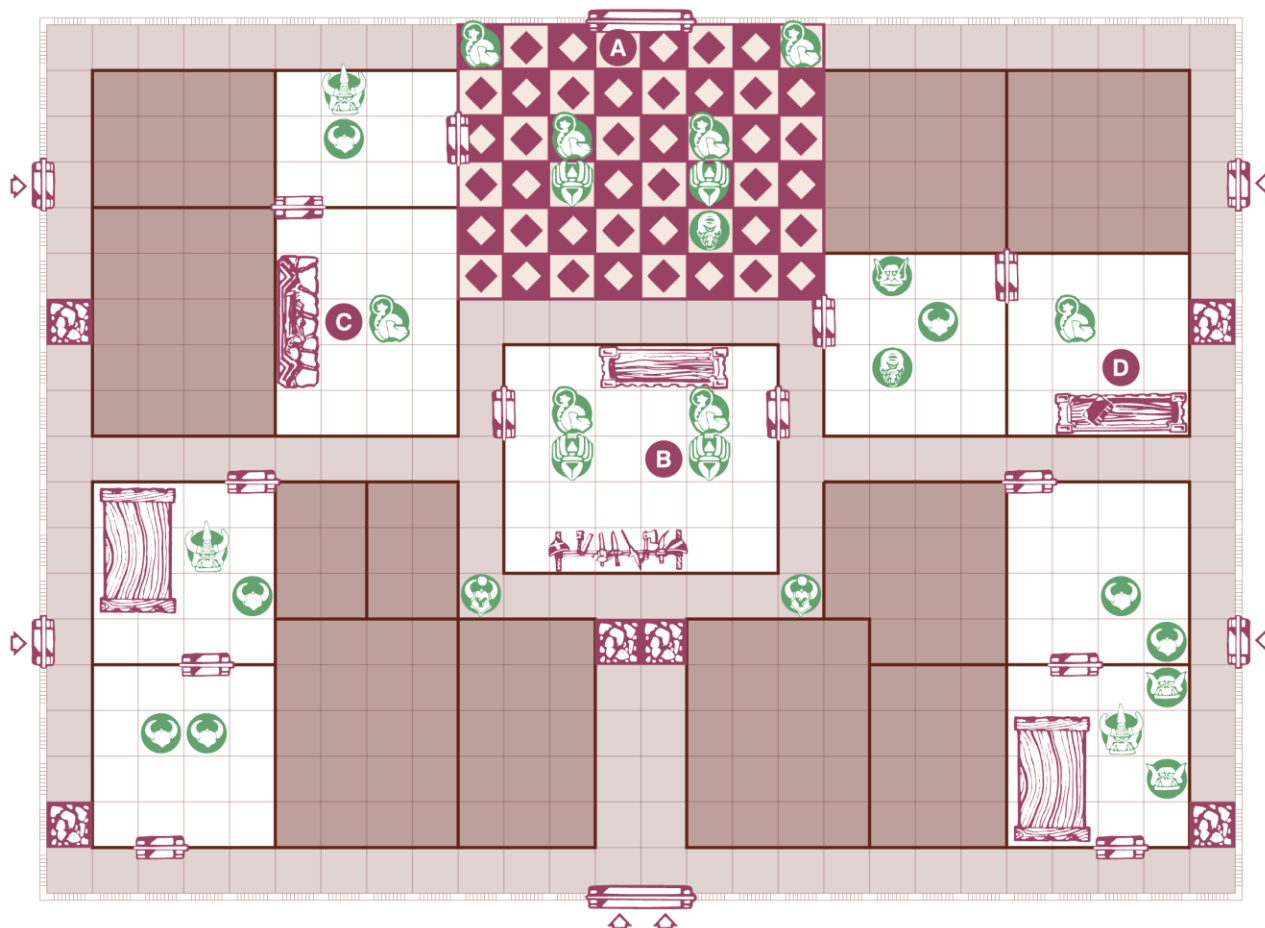
F The first Hero to Search for Treasure in this room will discover the **Magewright Staff** Artifact.

G This is the gathering hall for the Valkyries. When the first Hero enters the room, he will catch the end of a speech given by the Dark Emperor, the leader of the rebel force. The Dark Emperor stands at the far end of the hall. His stats are meaningless at this time. On the first turn after the Heroes enter the room, he will invoke the power of the Iron Crown adorning his head, forcibly changing the Heroes’ allegiance away from the Empire to himself and marking the end of the Quest. (If asked, you may tell the Heroes that this change will not be permanent.)

Wandering Monster:



Chaos Warrior



QUEST 2 – 6

The Marauders' Advance

Heroes, awaken! I have freed you from the Dark Emperor's servitude, but you must hurry back to the capital at once. The Valkyries believe they can take the Imperial Throne by force; even now their front lines rush our gates. If you can hold them off long enough for the Paladins to mobilize and halt their advance, we may be able to avoid a full-blown civil war.

NOTES—This Quest will automatically end at the start of Morcar's 15th turn. Morcar should keep track of the number of turns that have elapsed as the Quest progresses.

At the beginning of the Quest, reveal room "A" and all the doors on the edge of the board. The Heroes enter the Quest through the double-sized door at the bottom of the Quest map. The other four entrance doors are used by monsters. On each of Morcar's turns, he may roll two Combat Dice, and place a monster next to one of those doors according to what symbols are rolled:

Skull: Goblin or Orc

White Shield: Orc or Fimir

Black Shield: Chaos Marauder or Chaos Warrior

The monsters on this Quest should prioritize exiting the Quest through the double doors at point A over fighting against the Heroes and the Paladins. If more than 10 monsters manage to pass through the door, the Heroes fail the Quest.

A This is the pavilion outside of the Empire's garrison. The edges of the tile are not walled, and figures may walk on and off of the tile from all of the adjoining corridors.

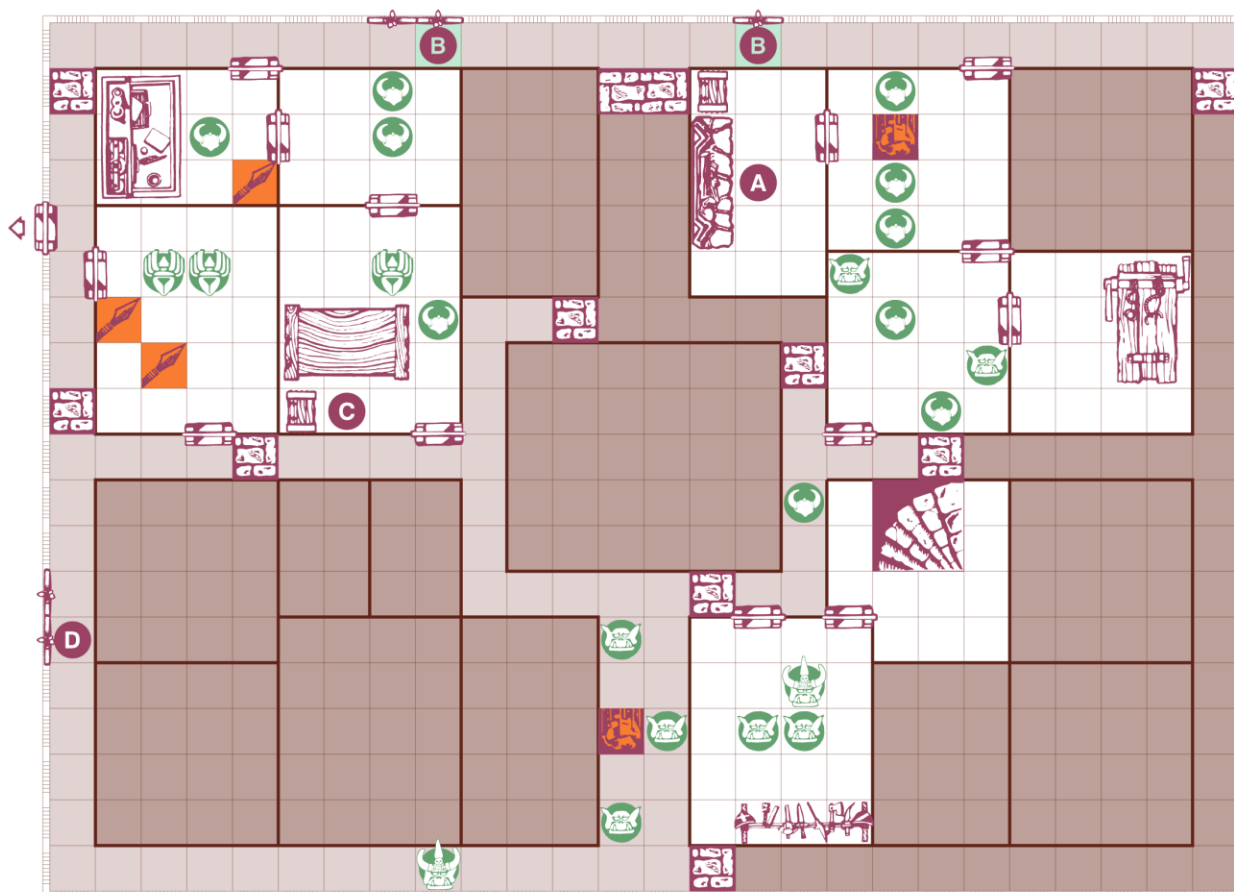
When the Valkyries are slain, the first Hero to Search this room for Treasure will find the **Morning Glory** Artifact on the weapons rack.

B The Valkyries here are commanding the attacking force of monsters. Unlike the other monsters, these Valkyries will stand and fight rather than try to breach the gate.

C A pouch of *Dust of Disappearance* rests at the foot of this fireplace.

D Two *Potions of Healing*, capable of restoring up to four lost Body Points, are hidden behind some of the books on this bookshelf.

Wandering Monster: Another monster appears at two of the doors on the sides of the board.



QUEST 2-7

Reinforcing the Garrison

Your intervention at the gates could not have come at a better time. Although the arrival of the Paladins blunted the Valkyries' charge, they are spread too thin covering the many entrances to the garrison at the city limits. Now we must concentrate on routing the Valkyries one front at a time. If you can recapture the watchtower of the garrison, we may be able to divide their forces and force some of them to surrender.

NOTES—

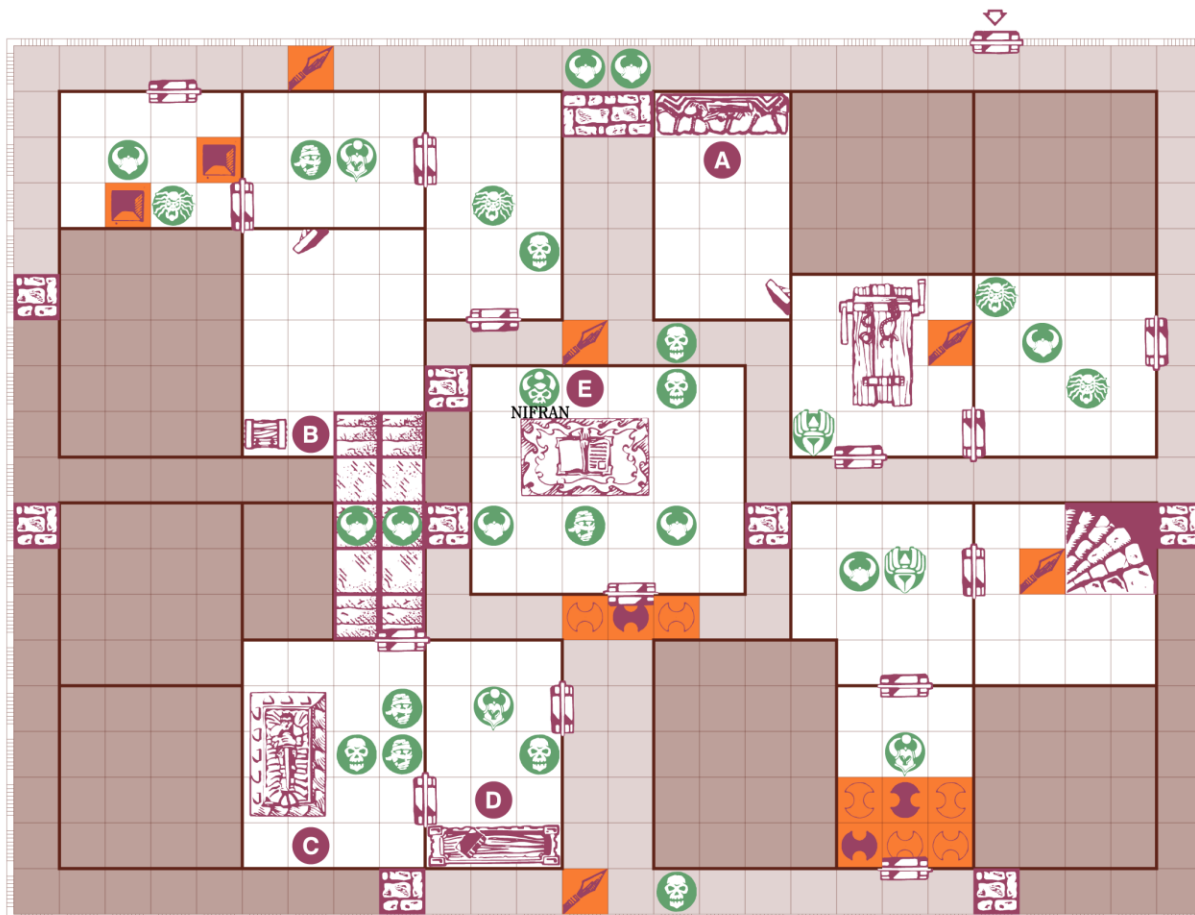
A The treasure chest here contains a few rune-carved relics worth a total of 170 gold coins.

B The walls of the garrison have been breached at these positions. The first time a Hero reaches one of these squares, put two Chaos Marauders onto the board next to him as though they were Wandering Monsters.

C This chest contains a flask of *Holy Water* nestled in between two emeralds each worth 50 gold coins.

D When the first Hero passes this square, if the Heroes rescued the Paladins in Quest 2-5, place a Paladin next to this broken wall; the Hero whose turn it is may use the Paladin as his Man-at-Arms for the remainder of the Quest. Otherwise, put two Chaos Warriors next to that Hero as though they were Wandering Monsters.

Wandering Monster:  Two Orcs



QUEST 2 – 8

The Desecrated Tombs

The Paladins enter their dead in a small mausoleum hewn out of one of the hills just west of the imperial palace. One of the Valkyries' necromancers has seized the tombs in a vain effort to animate reinforcements to break through our defenses. Slay the sorcerer and let the dead return to their well-deserved rest.

NOTES—The Heroes enter this Quest through the iron entrance door and exit it by taking the spiral stairway.

The Skeletons in this Quest are animated from the bones of fallen Paladins and have the following stats:

Movement	Attack	Defend	Body	Mind
7	4	4	1	0

Special Abilities: Undead

A The first Hero to Search for Treasure here will find a *Magical Throwing Dagger* Magic Item.

B This chest contains a *Rejuvenation Salve*, capable of restoring up to two lost Body Points, and a *Potion of Healing*, capable of restoring up to four lost Body Points.

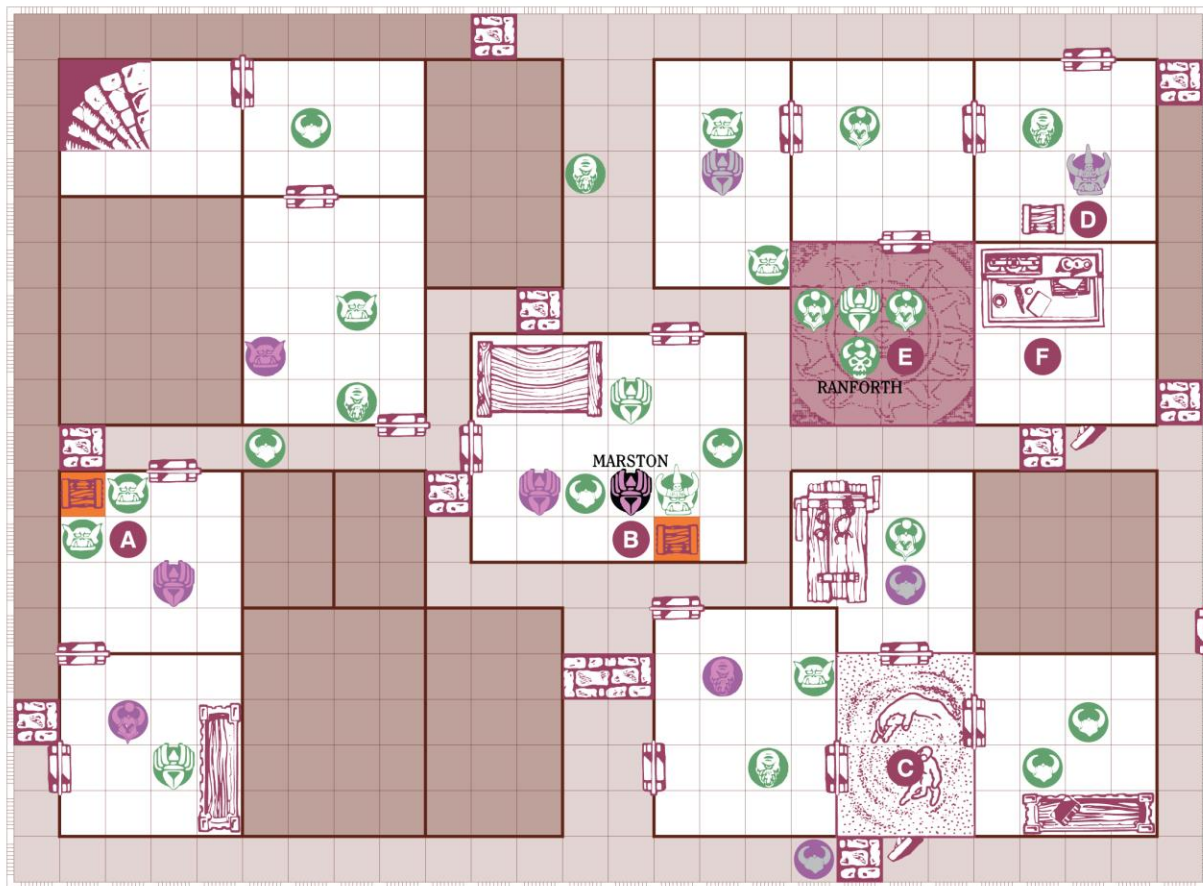
C If a Hero Searches this room for Treasure, ask him if he wants to open the tomb of a great warrior. If the Hero says yes, he will find a suit of Chain Mail in pristine condition, as well as the **Sigil of the Paladins** Artifact.

D Two *Spellbombs* rest on the bottom shelf of this bookcase.

E Nifran the necromancer stands here. He knows the Chaos Spells *Break Mind*, *Chill*, *Drain Body* and *Dispell* (which he may cast twice).

An *Ice Storm* Spell Scroll rests on the table in front of Nifran.

Wandering Monster:  Skeleton



QUEST 2 – 9

Ascending the Keep

Though the Valkyries have lost much of their initiative advantage, they continue to press forwards towards the Imperial Throne. There is still enough time to catch the Dark Emperor before he reaches the throne room, but only just. Move quickly, my friends.

NOTES—If the Heroes managed to defeat the Valkyrie Marston in Quest 1-5, they will have to fight their way through fewer monsters on this Quest. Do not place any **purple** monsters on the board unless Marston escaped.

A This treasure chest is trapped with a mind-affecting poison. If a Hero Searches for Treasure before the trap is disarmed, he will lose two Mind Points to Poison damage. The chest contains a vial of Holy Water.

B If the Heroes did not slay him in a previous Quest, Marston the Valkyrie stands here. He attacks and defends with **one extra Combat Die**.

This treasure chest is trapped with an exploding lock. If a Hero Searches for Treasure before the trap is disarmed, every figure within 3 squares of the chest will lose one Body Point. The chest contains a *Potion of Healing*, capable of restoring up to four lost Body Points.

C This is the Cloud of Chaos. Whenever a Hero attempts to pass through this room, he must roll a red die. If a 6 is rolled, the Cloud attacks the Hero, dealing 1 Body Point of damage, and that

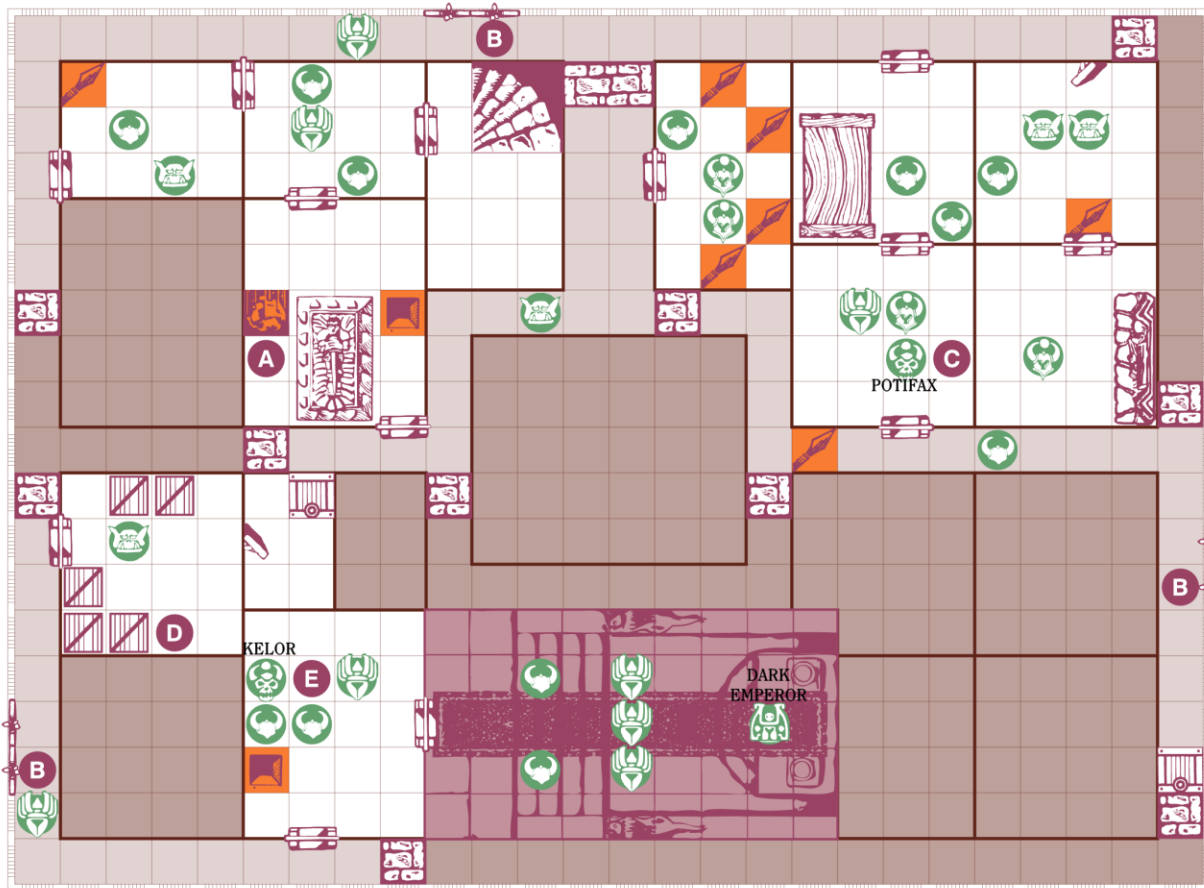
Hero's turn ends immediately in the cloud's room. Otherwise, move him through the door marked with the same number as was rolled.

D This chest contains the **Dowsing Lens** Artifact.

E Ranforth the Chaos Sorcerer has used dark magics to obscure the path to the Dark Emperor with an unnatural cloud. He knows the Chaos Spells *Cloud of Chaos*, *Ice Storm*, *Lightning Bolt* and *Rust*. When the Heroes slay him, remove the Cloud of Chaos tile in room C from the board.

F This alchemist's bench contains a number of useful potion-making ingredients. The first Hero to Search for Treasure must roll one die and add his Mind Points. If the total is at least 8, he creates a *Tonic of Renewal*, which can restore *all* of a Hero's lost Body and Mind Points. Otherwise, he creates a *Potion of Healing*, capable of restoring up to four lost Body Points.

Wandering Monster:  Chaos Marauder



QUEST 2 – 10

The Emperor's Throne

Though the vanguard of the Valkyries has reached the Imperial Throne, they have not yet had the time to fortify it. Nevertheless, these are the strongest of the rebel forces. If you can defeat the Dark Emperor in combat, we may be able to free the Paladins brought unwillingly under his control by the powers of his iron crown.

NOTES—

A If a Hero Searches this room for Treasure, ask him if he wants to pry open the tomb of a cruel warrior. If the Hero says yes, he will fall victim to the warrior's Curse, reducing his Attack and Defend values by one for the remainder of the Quest. The tomb contains a *Broadsword*.

B The holes in these walls overlook the courtyard of the Emperor's castle. If the Heroes did not rescue the Paladins in Quest 2-5, when the first Hero reaches one of these squares, roll a combat die. If

you roll a Skull, a Chaos Marauder attacks that Hero as though it was a Wandering Monster.

C Potifax the Chaos Sorcerer knows the Chaos Spells *Ball of Flame* (which he may cast twice) and *Summon Orcs*.

D Three of these crates contain *Potions of Defence*.

E This Chaos Sorcerer is Kelor, the Dark Emperor's right-hand wizard. He knows the Chaos Spells *Break Mind* (which he may cast twice), *Balefire*, *Skulls of Doom* and *Soothe*. Kelor has **one extra Body Point** and **two extra Mind Points**.




THE DARK EMPEROR:

Movement	Attack	Defend	Body	Mind
8	5	5*	6	6

In addition to attacking normally, once per turn, the Dark Emperor may cast the Chaos Spell *Command*. He is *immune* to *Sleep* and *Tempest*, and defends using White Shields instead of black shields.

When the Dark Emperor dies, the Heroes may take his crown, which is the **Iron Crown** Dark Relic.

Wandering Monster:  Valkyrie

“Well done, friends. The insurrection led by the Dark Emperor has been quelled before it could grow out of hand, thanks in no small part to your efforts. Now that the iron crown has been removed from his head, the good men whose minds he dominated are returning to their usual selves.

“The Emperor and Prince Escalus are busy sorting out the remaining few Valkyries who pledged their allegiance to Chaos willingly, but they have left each of you a purse of 300 gold coins as a small token of their thanks and appreciation.

“In any case, war is hard work, even a war as short-lived as this one. Rest well, friends, and I shall summon you again when next we have need of our Heroes.”

Mentor

*Each Hero who is still alive at the conclusion of Quest 2-10,
“The Emperor’s Throne”, may learn one new Skill.*

AlterQuest Pack 03:

Shadow of the Darkdelve

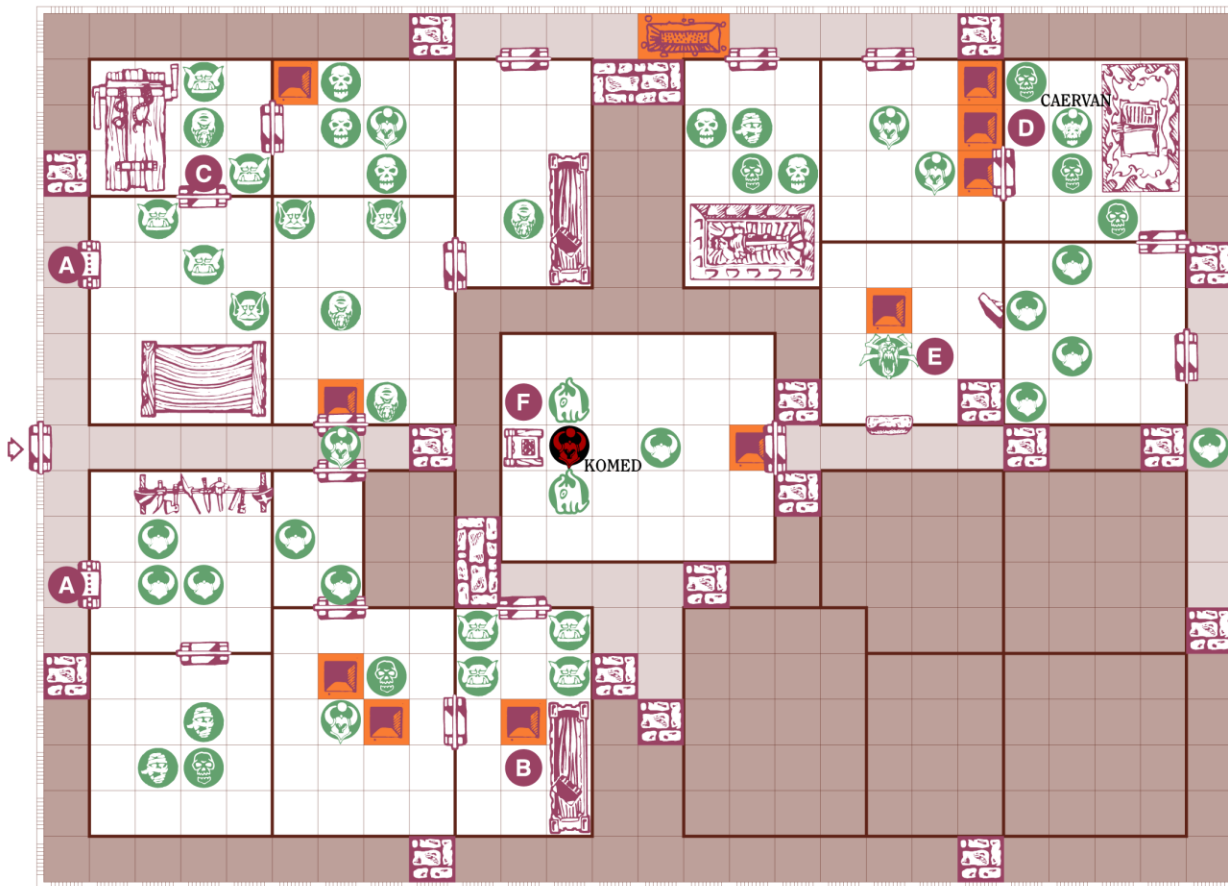
“Heroes, the time has come again where we must rely upon your skills. Morcar worked a clever ruse! We thought his attempt to destroy the Order of the Paladins from the inside was his goal in and of itself, but he used the rebellion of the Valkyries as a front to disguise his true goal: releasing an ancient demon known as the Shadow from its imprisonment.

“Many ages ago, before even the great Hero Rogar’s time, the lands that would eventually become the Empire were ruled by the Shadow. It was a harsh master, and did as it pleased, ruining the lives of the people. I personally fought against it for ten years, and eventually proved victorious, although its defeat came at a harsh price.

“The Shadow was too old and cunning a fiend to be destroyed, so I sealed it within the Darkdelve, a smoldering pit on an island many miles to the west of the Empire’s maritime borders. The magical bindings upon it have been maintained by the Paladins for generations.

“The Paladins’ centuries-long vigil has been disrupted by the recent insurrection. You, my Heroes, must go into the halls of the Elder Days and restore the matrices of its prison, lest the thousand-year darkness return to the world.”

Mentor



QUEST 3 – 1

Drakheart Ruins

Your first stop on your journey to the Darkdelve is the ruins of Castle Drakholme, another bastion of evil from ages long past. These fallen and crumbled obsidian towers were once the home of the Doomguard, Morcar's most elite legion of warriors. The castle fell into disrepair after Morcar's second defeat, but has been occupied once again with his return. Clear the minions of Chaos out of the stronghold, then rest until the next day dawns.

NOTES—The Heroes begin this Quest at the iron entrance door. In order to complete the Quest, all Heroes must reach the large room in the center of the board with the throne and defeat all the monsters within that room.

Whenever the Heroes open the door to a room with a Pit Trap in it, place the corresponding trap tile onto the board while setting the room up. These traps have already been triggered, and cannot be disarmed or removed.

A These portcullises are extremely rusty. To open one, a Hero must roll Combat Dice equal to half his Body Points, rounded up, and get at least two Skulls.

B These bookshelves are covered in old, moldy scrolls. Whenever a Hero would draw a Treasure Card in this room, he may instead roll a Combat Die. If a Skull or Black Shield is rolled, he may take an *Arrows of the Night* Spell Scroll.

C A *Rejuvenation Salve*, capable of restoring up to two lost Body Points, sits beneath this torture rack.

D Caervan the Exalted Sorcerer knows the Chaos Spells *Cloud of Chaos*, *Drain Body*, *Fear* and *Shield of Protection*.

E This Gargoyle is made of hematite, a poor substitute for the Obsidian one which guarded this castle ages ago:

Movement	Attack	Defend	Body	Mind
8	5/3	5	5	2

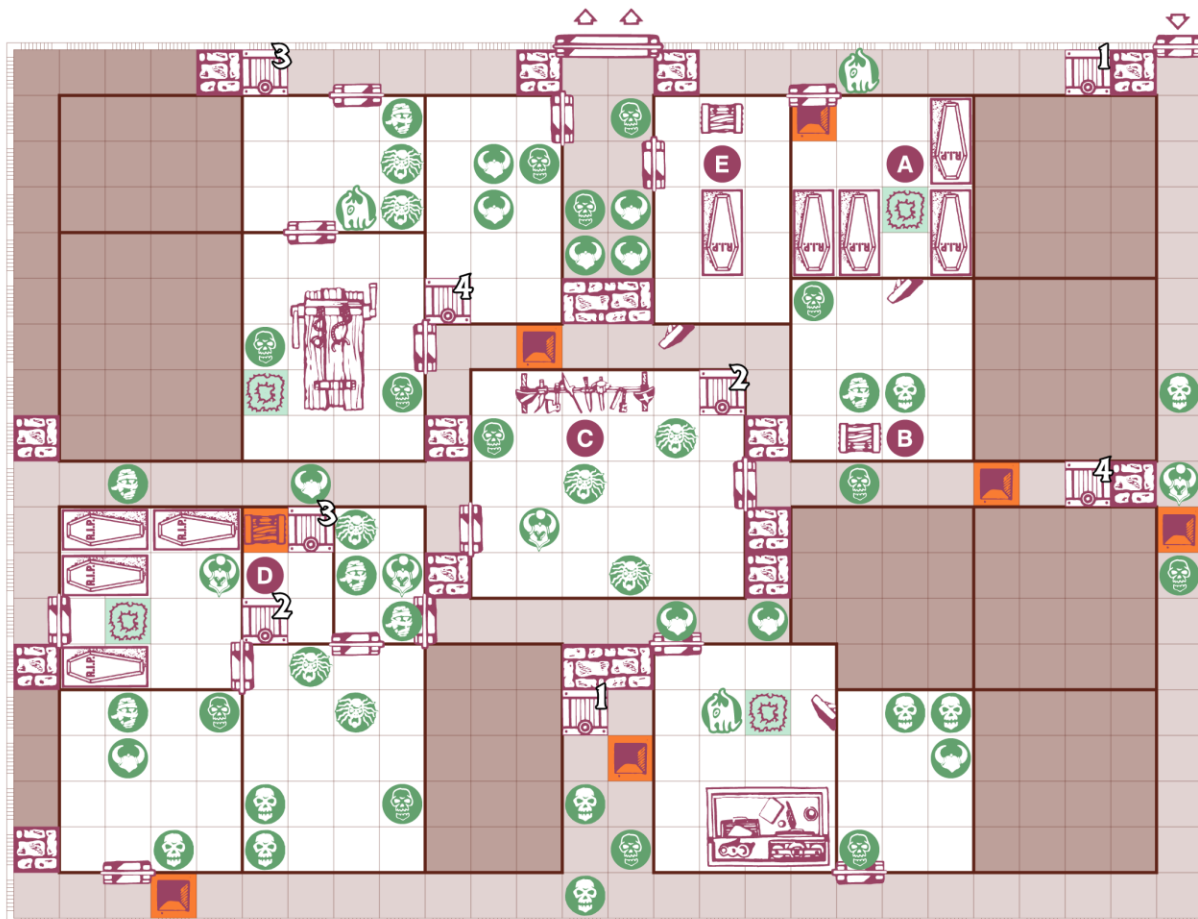
Special Abilities: May make two attacks each turn: one with 5 combat dice and the other with 3. Heroes defend against both of these attacks normally.

F Komed, the red-clad Chaos Warrior, leads the forces occupying the former Drakheart Keep:

Movement	Attack	Defend	Body	Mind
10	4	6	6	3

The first Hero to Search this room for Treasure will discover a glittering sphere worth 200 gold coins beneath the throne.

Wandering Monster:  Chaos Warrior



QUEST 3-2

Descent Into The Mouth

The system of caves leading into the Darkdelve begins at a series of deep fissures gouged into the ground. The longest of these is known as the Mouth of the Darkdelve. Evil spirits are said to pour forth from the holes in the earth. You must pass through the Mouth to enter the Darkdelve proper.

NOTES—

A Whenever a Hero Searches this room for Treasure, ask him which coffin he wishes to open:

1) The Hero finds two *Potions of Healing*, each capable of restoring up to four lost Body Points.

2) A second Fireburst Trap immediately explodes.

3) The Hero finds a sack of 120 gold coins.

4) A Skeleton climbs out of the coffin and attacks as a Wandering Monster.


(If a Hero chooses a coffin which is already opened, he draws a Treasure card as normal.)

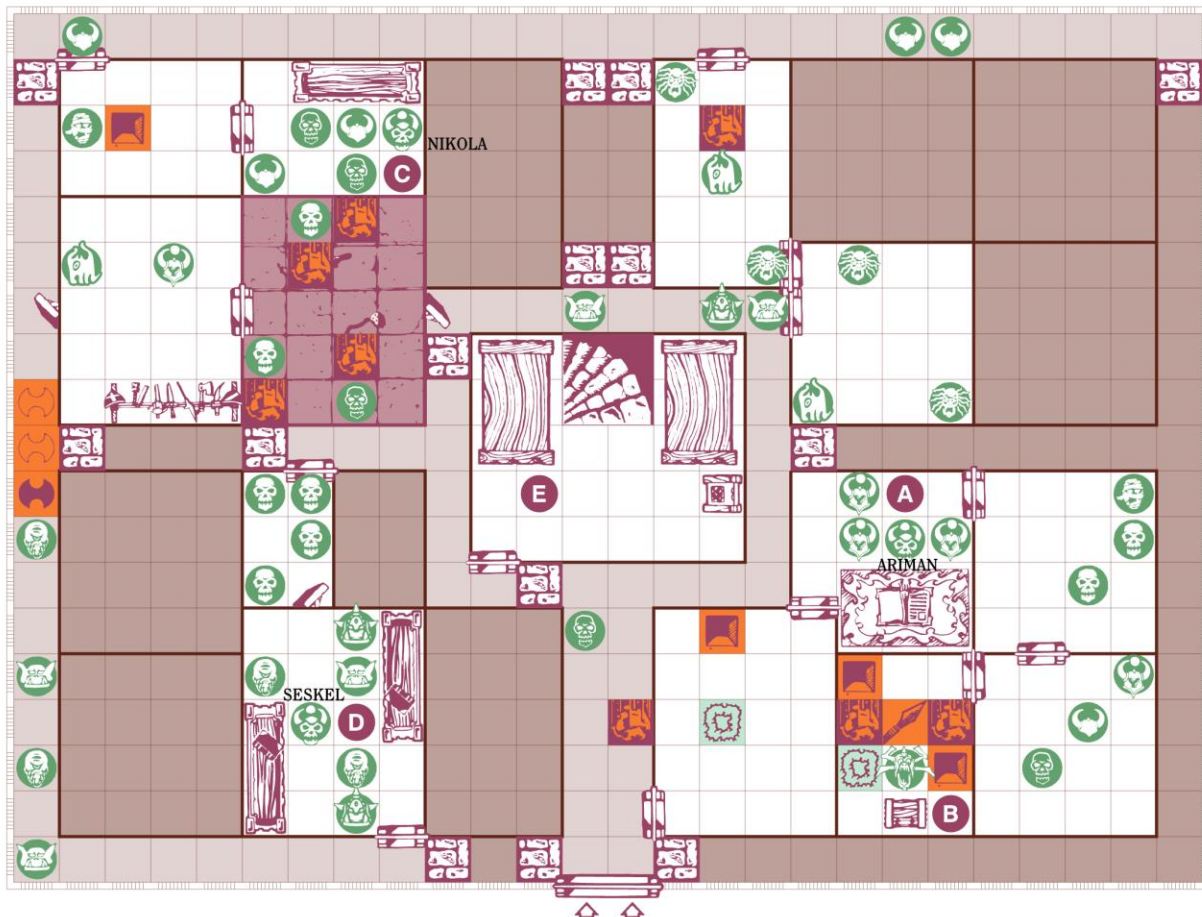
B This Treasure Chest contains a set of *Pitons*, a *Cloak of Sanctuary*, two *Potions of Strength* and a *Revitalization Potion* capable of restoring up to six lost Body Points.

C The weapons rack here houses a *Broadsword* and a *Hand Axe*.

D This Treasure Chest is clearly marked with demonic symbols. If a Hero attempts to Search the room for Treasure, he must draw Treasure cards until he reveals three Hazard or Wandering Monster cards, discarding all others without effect. The trap may be disarmed by pouring a vial of Holy Water upon it; if this is done, then the Searching Hero may instead draw six Treasure cards, discarding all Hazard or Wandering Monster cards without effect.

E This Treasure Chest contains two *Heroic Brews*.

Wandering Monster:  Chaos Fury



QUEST 3-3

The Quartermaster's Domain

The Darkdelve was not always abandoned, even after the Shadow was sealed within it. In fact, the island housing it was once connected to the mainland of the Empire, with the front parts of the cave system used as a barracks for the early Paladins. You must keep moving and pass through their forgotten quarters.

NOTES—

A Ariman the Chaos Sorcerer stands here, chanting ominous words in an unknown language. He knows the spells *Cloud of Chaos*, *Command*, *Fear* and *Lightning Bolt*. Count the number of turns Ariman remains alive and note it for future Quests.

The first Hero to Search this room for Treasure will find 200 gold coins in a drawer under the table.

B This Gargoyle is large and intimidating. The first time the Heroes would deal damage to it, instead tell them the Gargoyle “shrugs the blow off like it was nothing”. Further attacks take effect as normal.

Movement	Attack	Defend	Body	Mind
4	4	6	6	4

Special Abilities: Can attack figures up to 3 squares away; Counts Black Shields as Skulls when attacking

The Treasure Chest contains a *Spellbomb*, a *Gem of Negation* and two *Battle Tonics*.

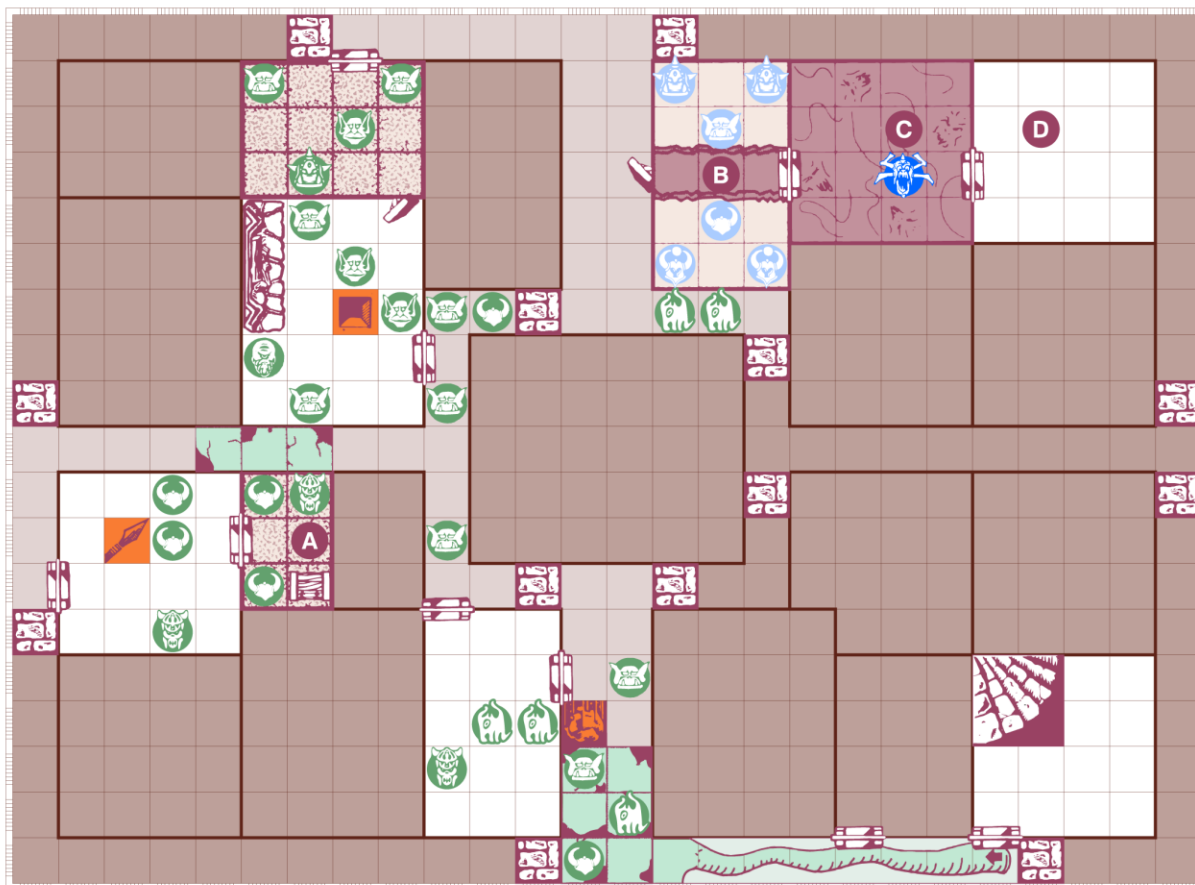
C Nikola the Chaos Sorcerer specializes in pyromancy, and is *immune* to Fire spells. He knows the Chaos Spells *Balefire*, *Fireball* (which he may cast twice), *Firestorm* and *Instill Rage*.

If Nikola is not slain within three turns, the cupboard in his room will be destroyed by fire; remove it from the board. Otherwise, when the Heroes Search for Treasure, they will find a *Shield* inside it.

D Seskel the Chaos Sorcerer knows the spells *Chill*, *Command*, *Summon Orcs* and *Sharpen Blades*.

E These stairs lead to the Paladins' common rooms within the Darkdelve and mark the end of the Quest.

Wandering Monster:  Orc Boss



QUEST 3-4

The Frozen Spring

One of the ancient weapons used by the Paladins of old started its life as a simple fisherman's oar, but was blessed with the power to freeze any body of water, no matter how wide. The cavern in which it was interred remains icy cold to this day. Recovering the staff will not be a simple task, for its resting place will quickly flood without it.

NOTES—All monsters in this Quest lose 1 extra Body Point when hit by Fire spells.

A This Treasure Chest contains an *Ice Storm* Spell Scroll and a pouch of sapphires worth 180 gold coins.

B These monsters are frozen within two enormous slabs of ice. As long as the ice remains in place, these monsters cannot take actions, nor can they be harmed or affected in any way.

C This is an Ice Gargoyle:

Movement	Attack	Defend	Body	Mind
7	5	6	6	6

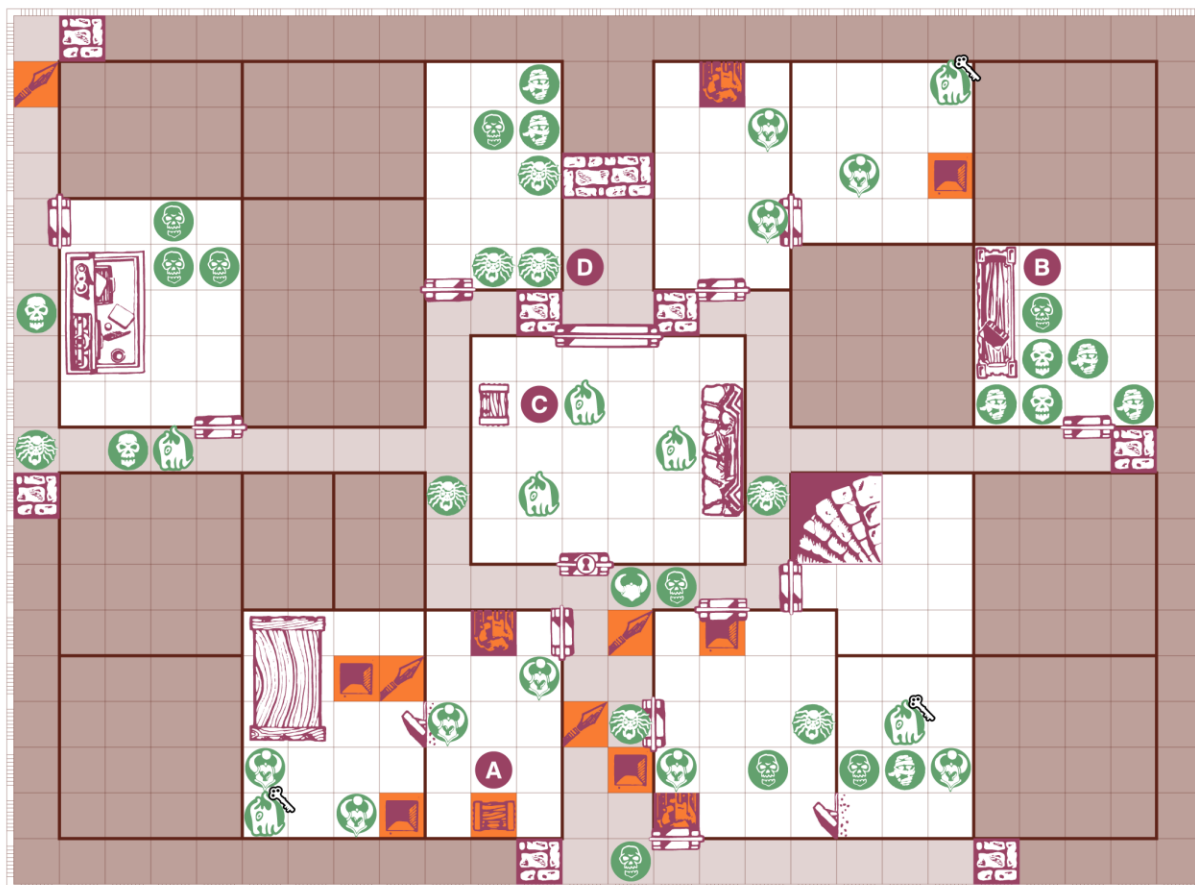
Special Abilities: Reduce all damage this Gargoyle takes by 1 point, except from Fire spells.

This is the Living Fog room. Whenever a Hero attacks a monster in this room, that monster rolls a combat die. If a Skull is rolled, the attack passes harmlessly through the mists and has no effect.

D This is the resting place of the **Iceflow Oar**. The first Hero to Search this room for Treasure may take this Artifact. However, when the Oar is taken, the ice in this dungeon melts and the layout of the dungeon changes!

Wandering Monster:  Wight

Wandering Monster:  Wight



QUEST 3-5

The Sword of Ancient Spirits

When the Bindings were first erected, the Shadow's wrath was terrible to behold. Though it was imprisoned, it managed to drive the good men who fought it out of the deepest recesses of the cave. It might have succeeded in breaking one of the Bindings immediately but for the efforts of one man, who left a powerful sword behind to ward the Darkdelve against its rage. You will need to retrieve this sword to keep the Shadow imprisoned.

NOTES—

A This Treasure Chest contains two *Rejuvenation Salves*, capable of restoring up to two lost Body Points, but is trapped with an exploding lock. Unless the trap is disarmed, the first Hero to Search this room for Treasure will lose two Body Points. Treat this damage as a Fire spell.

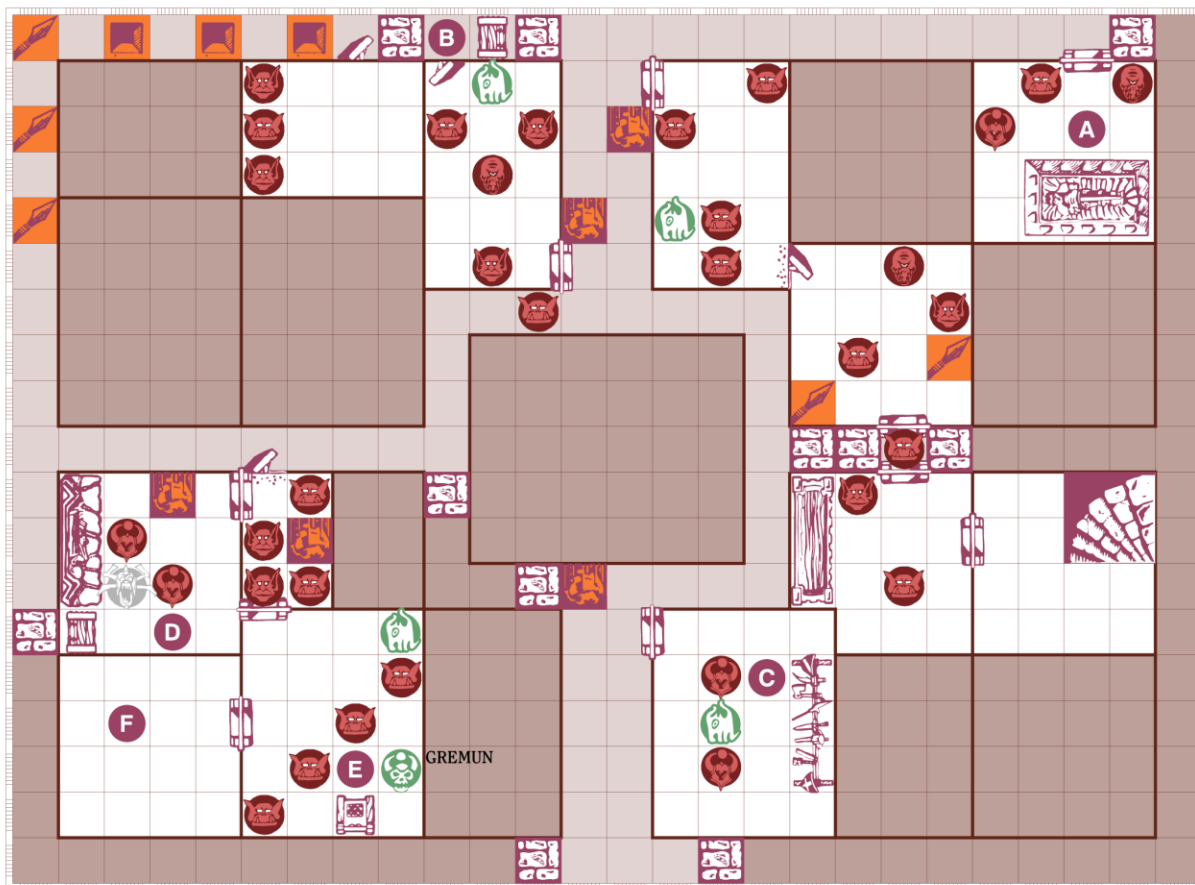
B This bookcase conceals a hidden compartment in the corner of the room. If the Heroes Search for Treasure, they will find nothing out of the ordinary. However, a Search for Secret Doors will reveal the cache, which contains a *Shortbow*.

C The door to this room is locked, and requires three keys to open. These can be recovered by defeating the Chaos Furies carrying them. The Furies with the keys have **Movement 6** instead of their usual values.

The Treasure Chest in this room contains two *Magical Throwing Daggers*.

D This is the resting place of the **Eidolon Sword**. The first Hero to Search this room for Treasure may claim the Artifact for himself.

Wandering Monster:  Skeleton Knight



QUEST 3-6

The Stone Woods

Long ago, before they took an oath of healing and set aside all weapons of war, the Elves of the Empire had also a part in the Paladins. Many of their relics were left behind when the Shadow overcame their encampment in the Darkdelve. You must seek their most powerful weapon, the Sunrise Bow.

NOTES—Unless otherwise noted, all **brown** monsters in this Quest are made of stone. These figures cannot move, but are **immune to Ranged attacks**, roll **four Combat Dice** in defense, use White Shields instead of black shields and have **2 Body Points** instead of their usual values.

A If a Hero Searches this room for Treasure, ask him if he wishes to pry open the tomb of a cruel warrior. If the Hero says yes, he will discover a pair of Daggers inside the tomb, but the three stone monsters in the room will come to life, gaining the ability to move normally, and attack as though they were Wandering Monsters.

B This well-hidden Treasure Chest contains 400 gold coins.

C The stone Chaos Warriors in this room were once mighty warriors, and roll one extra Combat Die when attacking. The weapons rack houses a suit of *Chain Mail*.

D This gray Gargoyle is made from a different material than the rest of the monsters in this Quest, affording it the ability to move despite being a stone monster:

Movement	Attack	Defend	Body	Mind
9	4	4*	4	5

Special Abilities: Defends with White Shields instead of black shields.

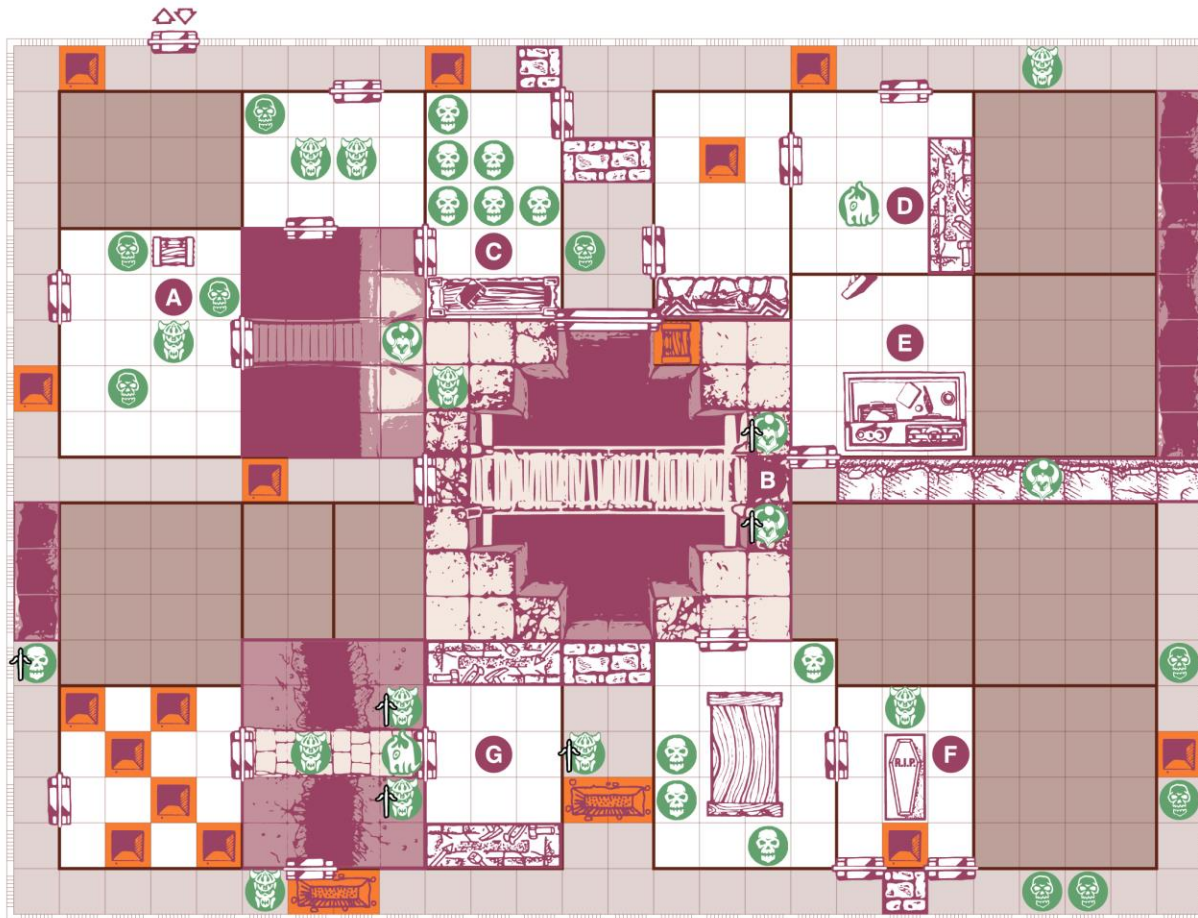
The Gargoyle knows the Chaos Spell *Drain Magic* and can cast it any number of times.

The Treasure Chest contains a *Dwarven Rune of Seeking* and two *Potions of Speed*.

E Gremun the Chaos Sorcerer knows the Chaos Spells *Earthquake*, *Fear*, *Rust* and *Sleep*. As long as he remains alive, the stone Orcs in this room can move one square each turn.

F This is the resting place of the **Sunrise Bow**. The first Hero to enter this room may take the Artifact for himself.

Wandering Monster: The Hero sets off a Falling Block Trap on his current square. This trap does not block movement and no tile should be placed on the board.



QUEST 3 – 7

The Dwarven Forge

The Dwarven Paladins were wiped out centuries ago, but while they remained they were the strongest and most steadfast of them all. Their forge was imbued with a light imperishable that may serve as a resting-place for you to regain your strength before continuing. You must reclaim the Winged Helm, a mystical artifact that took a master Dwarf artisan 100 years to make.

NOTES—Whenever a Hero opens a door, if the square immediately on the other side of the door is a bottomless pit, that Hero's turn immediately ends.

A This Treasure Chest contains a *Potion of Healing* capable of restoring up to 4 lost Body Points.

B These two Chaos Warriors are guarding this rope bridge. If at least one of them is still alive and adjacent to the bridge on the Evil Wizard Player's turn, they will cut the ropes suspending the bridge, collapsing it into the abyss. Any figure standing on it will then lose 2 Body Points when the remaining half of the bridge crashes into the sheer cliff face and, if still alive, must then move to the nearest safe square.

The treasure chest contains an **Elixir of Life** but is positioned on a precarious abutment of the cliff. If the Heroes Search for Treasure without first disarming this Trap, the chest and its contents will fall into the abyss and be lost.

C Many of the books on this bookshelf have hollows inside them containing various small jewels. Whenever a Hero would draw

a Treasure Card in this room, he may instead take a jewel worth 60 gold coins.

D This Chaos Fury haunts the forge in this room, and will not leave the room. It rolls two extra Combat Dice to Defend. However, whenever a Hero attacks it, he must roll a Combat Die, and loses one Body Point if a Skull is rolled.

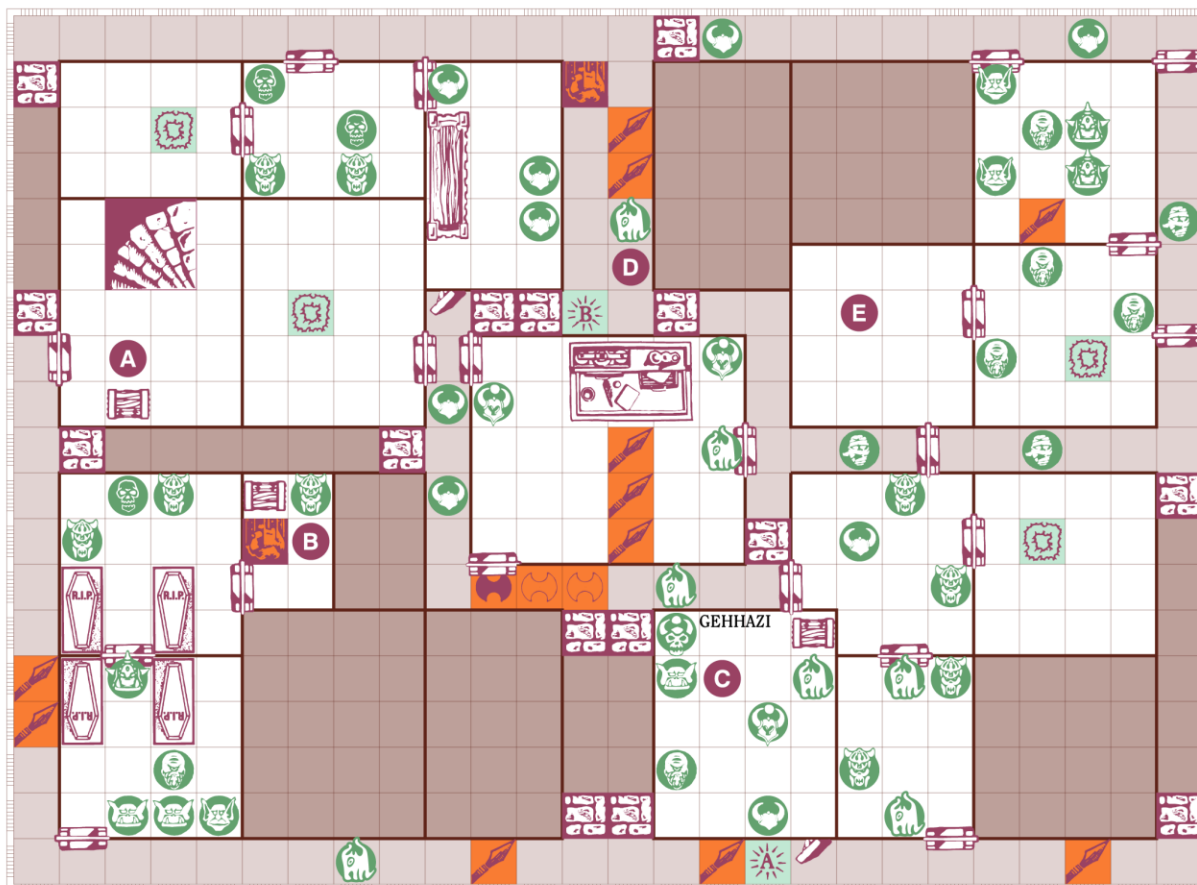
E This Alchemist's Bench contains two flasks of *Battle Tonic*.

F The Wight in this room was animated from the body that used to occupy the coffin. If the Heroes Search for Treasure here, they will find a *Potion of Air Walk* among his effects.

G This is the resting place of the **Winged Helm**. The first Hero to Search this room for Treasure may claim the Artifact for himself.

The forges in this room do not hurt the Heroes.

Wandering Monster:  Wight



QUEST 3 – 8

The Phantasmal Mask

The Paladins of ages long past, in addition to matching sets of armor, often wore colorful masks upon their heads to intimidate their enemies and disguise their own fear. Though most have been broken by the wear and tear of battle or the passage of time, a few still exist. If you can find an undamaged mask, we may be able to repurpose the magics enchanting it to weaken the Shadow and its minions further.

NOTES—

A This Treasure Chest contains a *Shield* and a *Gem of Negation*.

B This Treasure Chest contains two *Shortswords*.

C Gehhazi the Chaos Sorcerer knows the spells *Ball of Flame*, *Cloud of Chaos*, *Sleep*, *Summon Undead* and *Tempest*.

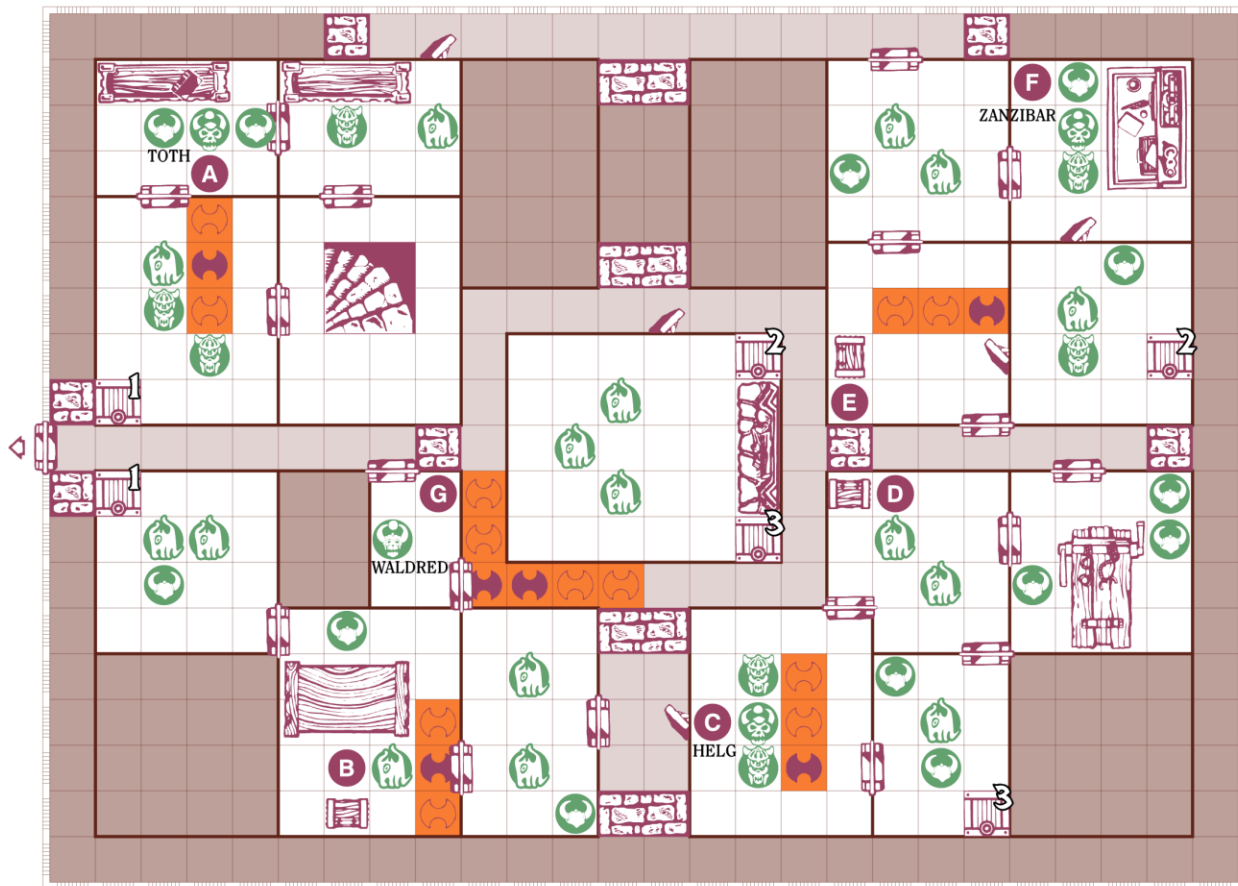
The Treasure Chest in this room contains two *Revitalization Potions*, each capable of restoring up to 6 lost Body Points.

D This Chaos Fury has given up its ethereal body for a more dangerous corporeal one:

Movement	Attack	Defend	Body	Mind
9	6*	3*	4	4
Special Abilities: Defends using White Shields; counts Black Shields as Skulls when attacking				

E This is the resting place of the **Mask of Victory**. The first Hero to Search this room for Treasure may claim the Artifact as their own.

Wandering Monster:  Chaos Marauder



QUEST 3 – 9

Prison of the Darkdelve

With the Paladins' ancient weapons retrieved, you are now prepared to enter the prison at the bottom of the Darkdelve. The Shadow knows you are near and will fight like ten demons to escape its bonds. Fortunately, I have remembered the means by which I bound it the first time: an array of rune-covered pillars known as the Bindings. If you can reach them, you may be able to weaken the Shadow's power and thus survive its attack.

NOTES—

A The Chaos Sorcerer Toth waits in this room, hoping for a chance to destroy the Heroes. He knows the Chaos Spells *Deathbolt*, *Lightning Bolt* and *Spirit of Vengeance*, which he may cast twice.

The bookcase here houses a *Summon Verag* Spell Scroll.

B This Treasure Chest contains a *Potion of Healing* capable of restoring up to four lost Body Points.

C Helg, an experienced dolormancer, knows the spells *Command*, *Drain Body*, *Fear* and *Sleep*.

D Inside this Treasure Chest is a *Tonic of Renewal*, capable of restoring all of a Hero's lost Body and Mind Points.

E This Treasure Chest holds a *Magical Throwing Dagger*, a *Fire Ring* and a vial of *Holy Water*.

F Zanzibar, master cryomancer, has taken over this quadrant of the prison network. He knows the Chaos Spells *Chill*, *Cloud of Chaos*, *Ice Storm*, *Ice Wall* and *Soothe*. Additionally, as long as Zanzibar is alive, no Hero in the same room as him may take any bonus actions.

G This is Waldred, the dark master of Toth, Helg and Zanzibar. He knows all the Chaos Spells they know, as well as the spell *Restore Chaos*. When the Heroes open the door to this room, if any of the other three Chaos Sorcerers are still alive (even if they have not yet been revealed), you may place them in this room as though they were Wandering Monsters, and (if injured) they recover all of their lost Body Points.

Wandering Monster:  Chaos Warrior



THE SHADOW:

Movement	Attack	Defend	Body	Mind
8	8	7*	23	6

The Shadow defends using White Shields instead of black shields. It counts as both **Undead** and **Demonic**, and does not block movement. However, any Hero who passes through the Shadow's square loses 1 Body Point.

Instead of attacking normally, the Shadow can choose to attack all Heroes within three squares of it, rolling 6 Combat Dice against each of them.

The Shadow knows the Chaos Spells *Ball of Flame*, *Deathbolt*, *Drain Magic*, *Fear*, *Rust*, *Sleep*, *Tempest* and *Wall of Flame*. It can cast the same spell twice in a single turn, although both spells must have different targets.

If the Heroes activate all five of the Bindings, the Shadow rolls **one fewer Combat Die** when attacking and defending. If all five Bindings were activated by sacrificing a relic, it instead rolls **two fewer Combat Dice** when attacking and defending; additionally, its **Movement** is reduced to **4** and it loses its ability to cast two spells in a single turn.

G These are the Bindings, the magical pillars which once bound the Shadow. While standing adjacent to one of these altars, a Hero may use his action for the turn to reactivate it. If the Hero chooses to place one of the Paladins' five relics (**Iceflow Oar**, **Eidolon Sword**, **Sunrise Bow**, **Winged Helm** or **Mask of Victory**) upon the plinth, the Shadow will instantly lose 3 Body Points (even if it is not yet on the board). However, Artifacts sacrificed in this way must be discarded and can no longer be used. The altar can also be activated without sacrificing an Artifact; in this case, each Hero within the room will heal one lost Body Point. Only one relic can be sacrificed at each altar in this way.




These are the **Shadowlings**, five demons spawned directly from the Shadow itself:

Movement	Attack	Defend	Body	Mind
5	6	4	4	6

The Shadowlings are insubstantial monsters and do not block movement.

Whenever a Shadowling deals Body damage to a Hero, it heals up to one lost Body Point.

The Heroes cannot activate any of the Bindings if a Shadowling is also in the room.

Wandering Monster:  Chaos Fury

If all four Heroes should die during this Quest, or if the Shadow exits the game board, inform the Heroes that the world was destroyed as a result of their failure.

“A thousand congratulations are not enough to express the gratitude I have for you this day, Heroes! The ancient evil from days past is once again entombed in the islands to the far west of the Empire, and the kingdom is safer for it.

With this crisis taken care of, we can once again return our attentions to Morcar and his machinations. It seems my apprentice has been busy in your absence. Alas, a Hero’s work is never done.”

The Order of the Paladins has need of the relics you recovered in order to make sure the Bindings do not fail again.

If the Heroes managed to defeat the Shadow without sacrificing any relics at the Bindings, add the following paragraph:

However, they are willing to permit you to keep one as a token of their appreciation. Choose wisely which one you accept, as the rest will be permanently interred in the Darkdelve and an exchange will not be easy to perform.”

“Until next time, Heroes...”

Mentor

Event Log

Many Quests feature events which affect the outcome of future Quests. You can use this handy log to keep track of which events have occurred.

<u>Quest</u>	<u>Event</u>	<u>Yes/No</u>	<u>Effects</u>
<i>1-4</i>	Sir Bram survived		<u>2-3:</u> Bram and two other Paladins act as Men-at-Arms
<i>1-5</i>	Marston the Valkyrie escaped		<u>2-9:</u> Marston and several other monsters are added to the Quest layout
<i>1-7</i>	The Chaos Warrior in room D completes his incantation		None yet!
<i>2-2</i>	Vorner the Valkyrie escapes		<u>2-3:</u> The Heroes will begin the Quest in a different location with more monsters.
<i>2-4</i>	The Heroes enter room B, containing the statue of Baal'roth		None yet!
<i>2-5</i>	The three Paladins in room A escape the Quest		<u>2-7:</u> One Paladin joins as a Man-at-Arms at point D, replacing two monsters <u>2-10:</u> The Heroes encounter fewer Wandering Monsters when passing breaches in the walls