

# HeroQuest™

Baltar's Staff

Q U E S T



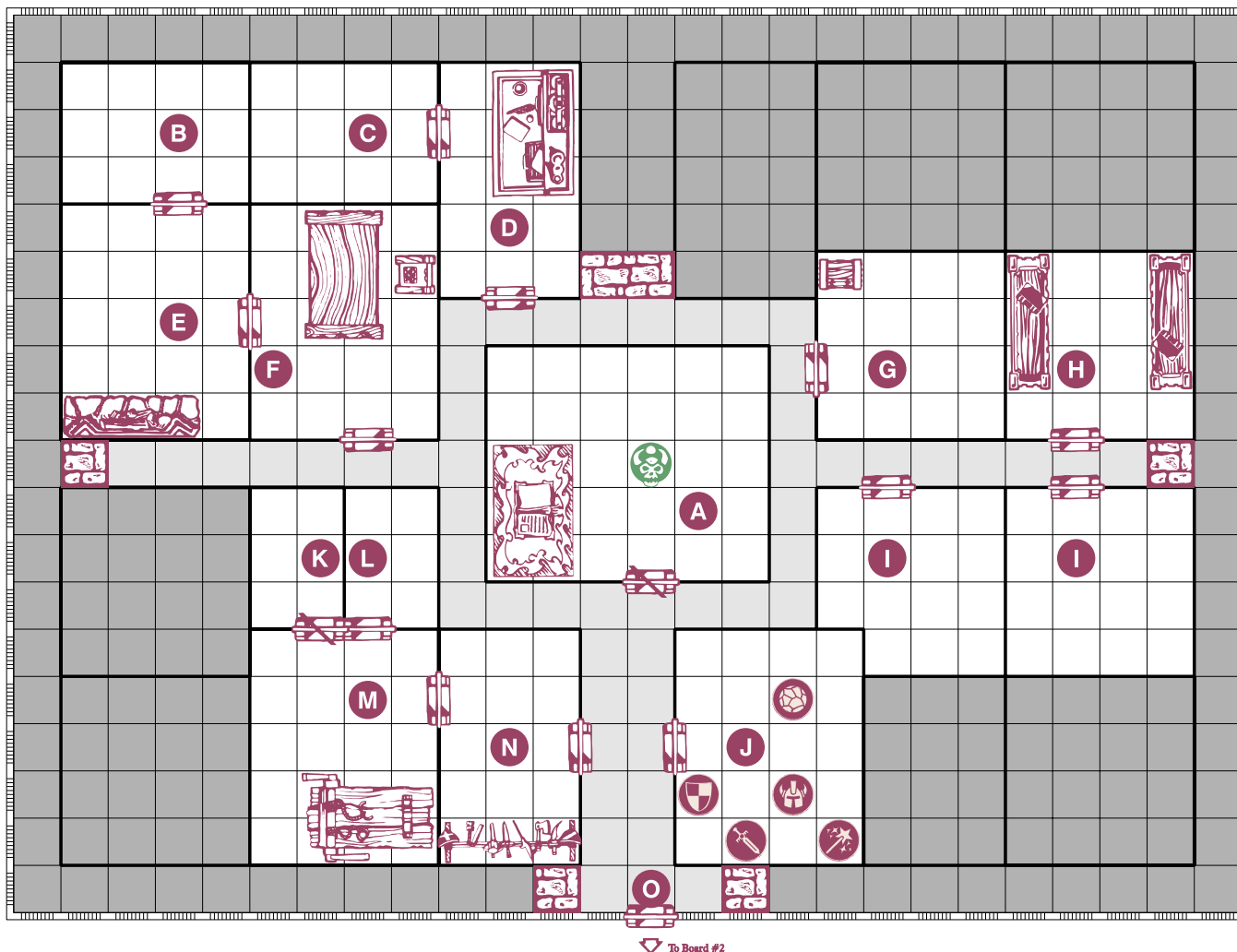
B O O K



## Introduction

The Wizard Baltar has hired you to retrieve an item, the Silver Staff, stolen from him by a rival Wizard, Welscar. The fee you agreed upon to retrieve the staff is 1000 gold coins, half payable in advance. You came to collect your advance at the appointed time, and Baltar gave each of you a chest filled with 125 gold coins. You were eager to see the gold within, and opened up the chests to count the gold. When you did, a brilliant flash erupted from them. It seemed that along with the coins, Baltar rather unexpectedly cast a spell on you. You started to draw your weapons, ready to fight.

"Calm down, my friends. The spell will do you no harm," Baltar said in a soothing voice. "Will do you no harm, that is, as long as you do not try to double cross me." This last sentence was said rather more menacingly than the first. "The spell I have cast on you is insurance. If you try to double cross me, it will cause you to quickly die. Return my staff to me, and I will cancel the spell. Be careful to disturb nothing in my home on your way out. If you take anything from me you will face my wrath. Welscar lives in the castle across town. I urge you to use the money I have given you wisely. Buy provision and weapons in town to use in the assault against Welscar. Talk to the townspeople while you are there, they may have information that will prove useful to your task. Also be careful when entering Welscar's castle. It is said that he has a very effective burglar alarm. You are not the first adventurers I have hired to retake my staff. None have returned, so it must be a very effective alarm indeed. Leave me now. I will be waiting here for your return with my staff."



To Board #2

## Board #1

# Baltar's House

### NOTES:

**Stealing:** The first time a Hero picks anything up from Baltar's house, including treasure, weapons, artifacts, gold coins, or the Ruby Sphere, the Skeleton Guard activates. If a Hero searches for treasure in any room, and finds some, this too activates the Guard. The Skeleton Guard is Baltar's "Burglar Alarm". It activates whether Baltar is alive or dead. A Skeleton materializes in the room with the player who stole the item and attacks only that player. Every other turn another Skeleton materializes until either 32 skeletons have been activated and defeated, the Hero is killed, or the Skeleton Guard is deactivated. The only way to deactivate the Skeleton Guard is for the player to return the stolen item to its original location. The Skeletons will follow the Hero who stole the item wherever he goes. If more than one Hero picks up an item, a Skeleton still only materializes every other turn. Choose which Hero the Skeleton will go after. Skeletons will not attack Heroes who have stolen nothing, unless the Hero first attacks a Skeleton from the Guard – the Skeleton Guard will then consider this Hero an accomplice and attack him also. If the Heroes split up, the Skeletons will follow any Heroes who have stolen something and their accomplices. If you run out of Skeletons to place on the board wait until a Skeleton is killed. Remove this Skeleton from the board and wait 1 turn, then place it back on the board. Heroes may not leave the board if the Skeleton Guard is active; the door leaving Baltar's home is locked and cannot be opened. Skeletons will continue attacking the players until one of the following happens: 32 Skeletons are killed, all thieves plus accomplices are killed, or the Skeleton Guard is deactivated. If the thief and any accomplices are killed or the Skeleton Guard is deactivated, all Skeletons suddenly vanish and should be immediately removed from the board. Next time a Hero steals something, the Skeleton Guard is reactivated with all 32

Skeletons. If all 32 Skeletons are ever destroyed, the Heroes may steal from Baltar with impunity, excepting the Ruby Sphere (see room J for a description of what happens here). If the Skeleton Guard kills the thief, it takes the stolen item and returns it to its proper place.

- A** The first time a Hero enters this room read this: *Baltar's study is austere and like the rest of his home has few furnishings or decorations. A light glows from the ceiling, but it seems to have no source. Baltar is sitting here in a chair.*

Baltar:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	2	6	5	7

Spells: Firestorm, Cloud of Chaos, Ball of Flame, Sleep, Lightning Bolt, and Summon Undead.

If a Hero tries to talk to Baltar, he says *I have told you all you need to know. Know please recover my Scepter.* He says nothing else to the Heroes. Baltar will ignore the Heroes, even if they steal something from his castle in his presence, unless one of the conditions below are met.

The following are actions that Baltar makes during the game:



Wandering Monster in this Quest: Skeleton



## NOTES continued:

1. If a Hero or Heroes attack Baltar:

1. If the Heroes have accepted Welscar's offer and are now working for him instead of Baltar, Baltar will fight them.
2. If the Heroes are working for Baltar, not Welscar, and Baltar survives the attack, read the following to the Hero or Heroes who attacked Baltar: *Baltar looks at you for a moment after your attack. "So, you dare to double cross me", he says. A thin, cruel smile forms on his lips. He moves his hands slightly. Suddenly you can feel the spell that Baltar cast on you when you first met activating. A constriction surrounds your throat. You cannot breathe! In a few moments you lie dead in front of Baltar."*

2. If the Heroes return to this room with the staff, it suddenly disappears from the Hero who is holding it. It is now on the empty pedestal in room J. Tell the Heroes: *Baltar says, "Thank you my friends. Here is the remainder of the gold I owe you." He gives each Hero a chest with 125 gold coins. He then says, "I will now remove the spell I cast over you." He makes a few passes in the air with his hands.*

1. If the Heroes have not taken anything from Baltar, or have taken something and returned it, Baltar says, *"There, the spell is removed. Please take these items as tokens of my appreciation. I took them from thieves and have no need of them."* The 4 artifacts from room J, the Sword of Caronn, Protector, Balor's Helm, and the Wand of Fire, appear before the Heroes. Give them the cards for these artifacts and let the Heroes divide them up. This is the end of the main Quest.
2. If the Heroes have taken anything from Baltar, tell them: *The chests of gold suddenly disappear. Baltar says, "Now you will receive what all thieves deserve."* Baltar attacks. Whether the Heroes kill Baltar or he kills them, this is the end of the main Quest.

**B** The first time a Hero enters this room read this: *This is the pantry. One shelf is stacked with foodstuffs, but the rest are dusty and bare.*

**C** The first time a Hero enters this room read this: *This appears to be an area*

*for animal testing. Cages line the walls, mostly empty. Four cages in one corner have giant white rats in them, though. If a Hero opens a cage, the rat jumps out, surprising the Hero, and attacks once before scurrying into a hole in the wall. The Hero gets no chance to counter attack, and defends himself with one fewer defend dice than normal since he was surprised. Each rat rolls 2 attack dice. If the same Hero opens a second cage, he is not surprised and rolls the normal defend dice. The rat still attacks first, and scurries into the hole before the Hero can attack it back. If another Hero opens a cage, he too is surprised. Each Hero is surprised on his first cage. The cages cannot be searched unless they are opened, and each one contains nothing but some rat food, soiled woodchips, a waterbottle, and a metal wheel.*

**D** The first time a Hero enters this room read this: *This is Baltar's Lab. It appears that he is not currently running any experiments as all the equipment is put away.*

**E** The first time a Hero enters this room read this: *The kitchen is clean, with a small unlit fireplace on one side. The cooking utensils are all put away neatly. The first Hero to search here will find three kitchen knives that can be used as daggers.*

**F** The first time a Hero enters this room read this: *This large room is Baltar's dining hall. Strangely enough, even though there is a large table here that many guests could fit around, only one chair is to be found.*

**G** The first time a Hero enters this room read this: *Baltar's bedroom is so drab it is depressing. The grey walls contain no decorations or hint of cheerfulness. A bed is the only piece of furniture in the room. The chest contains 100 gold coins.*

**H** The first time a Hero enters this room read this: *This is a library. Dusty books and scrolls line the walls. If the Heroes search, they find a scroll on the bookshelves: Heal Body.*

**I** The first time a Hero enters each of these rooms read this: *The spare bedroom is empty and dusty, and obviously has not held guests in a long time.*

## NOTES continued:

**J** The first time a Hero enters this room read this: *A sign on the wall reads "Trophy Room". There are six pedestals here, with the same sort of strange light that was in Baltar's study shining down on each one. The first pedestal has a sword, and a plaque on it reads "Sword of Caronn – Forged From A Star Hurlled From The Sky". The second pedestal has a shield, and the plaque reads "The Silver Shield Protector". A shimmering helmet rests on the third pedestal, and the plaque reads "Balor's Helm". The fourth pedestal has a wand on it, and the plaque reads "Wand of Fire". The fifth pedestal is empty, and the plaque reads "The Silver Staff". A simple red leather ball rests on the last pedestal. The ball is old and worn, and appears to be one like a child would play with. The plaque reads "The Ruby Sphere".*

If a Hero picks up any of the items, the Skeleton Guard is activated. If a Hero picks up the Ruby Sphere and if Baltar still lives tell the players: *Baltar suddenly appears in the room and says "It is beautiful, is it not. I must ask you to please return the Ruby Sphere to its proper place and admire it without touching."* Move the Chaos Mage figure to this room.

- If the Hero returns the sphere, tell the players: *Baltar says, "Thank you" and disappears.* Return his figure to room A. If no other item has been stolen, the Skeleton Guard is disarmed.
- If the Hero does not return the sphere on his next turn, or he or another Hero attacks Baltar, and the Heroes are working for Welscar, Baltar attacks. See notes for room A for Baltar's stats.
- If the Hero does not return the sphere on his next turn, or he or another Hero attacks Baltar, and the Heroes are not working for Welscar, read this to any Hero who attacked Baltar and the one with the Sphere: *Baltar looks at you for a moment. "So, you dare to double cross me", he says. A thin, cruel smile forms on his lips. He moves his hands slightly. Suddenly you can feel the spell that Baltar cast on you when you first met activating. A constriction surrounds your throat. You cannot breathe! In a few moments you lie dead in front of Baltar. Baltar picks up the Ruby Sphere, returns it to its proper place, then vanishes. If any Heroes still live return Baltar to room A.*

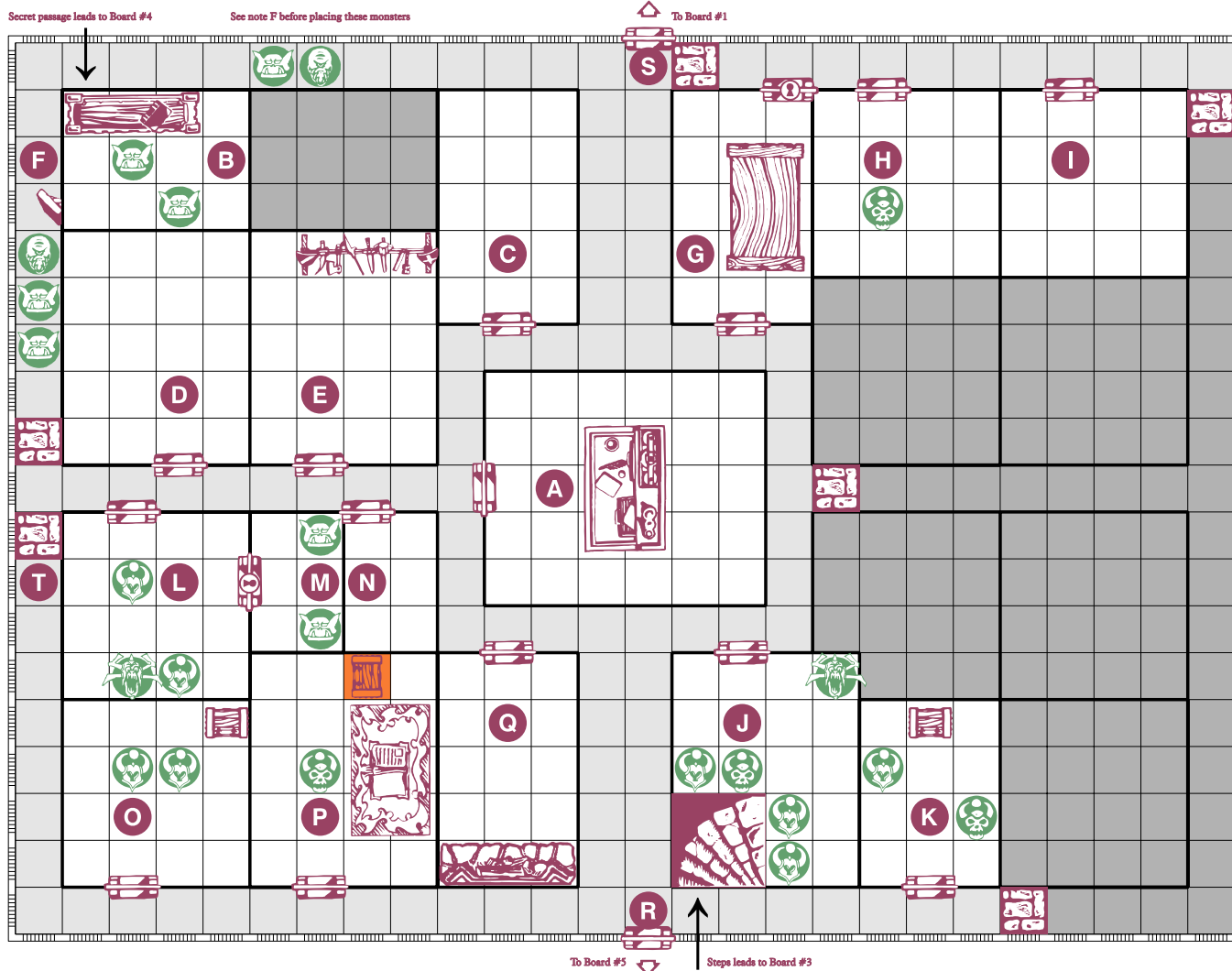
**K** The first time a Hero enters this room read this: *This is a dungeon cell. Rusty hinges will not allow the door to move and attest to the length of time since it was last used.*

**L** The first time a Hero enters this room read this: *This dungeon cell is dusty from disuse.*

**M** The first time a Hero enters this room read this: *This is the dungeon. It has been allowed to fall into disarray, probably from lack of use. The rack in the corner is rusty and covered with cobwebs.*

**N** The first time a Hero enters this room read this: *This may be a guardroom, though you are not sure because it has been many years since the room has seen use. A weapons rack is against one wall, and contains a shield and a broadsword.*

**O** This is the exit to the Town (board #2). If the Heroes enter this spot from board #2, read to them: *Baltar's house is cold, dusty, and drab. You see no sign of other people here.*



## Board #2 Town

### NOTES:

There are four types of people that the Heroes can meet on this board: shopkeepers, residents, the Sheriff and his deputies, and thieves.

The shopkeepers are not represented by figures (although you can do so if you wish) and the Heroes cannot attack them; they are really here to give the Heroes information. If the Heroes do try to attack any of the shopkeepers read: *The shopkeeper sees you attacking and pushes a secret button. You find yourselves outside the door.* Move the figures outside the door. If they go back inside, read to them: *The shopkeeper says to you, "Do you like that trick? The wizard Welscar makes these little things, and since the thieves have gotten so thick around here nearly all the shopkeepers have bought one. Try to attack and you'll find yourself outside. Works like a charm – which I guess it is."*

Chaos Warriors and Chaos Mages are used to represent the residents of the town. If the Heroes attack any of the residents (rooms H, K, O, and P) or the priests in the Temple of Bohn (room J) the Sheriff and his two deputies, found in room L, immediately appear and help the resident in repulsing the Heroes' attack. Mark down each Hero's current Body and Mind points at this time. If a Hero's Body or Mind points get to zero, the Hero has been knocked unconscious. Turn the Hero on his side. If all four Heroes are unconscious, they wake up to find themselves in a jail cell (move the figures to room M) with their Body and Mind points restored. If the Heroes split up, the Sheriff and the deputies will take care of the group they are currently fighting, then track down the other Heroes. At the start of a confrontation between the players and the Sheriff, tell the players: *The Sheriff yells, "Attacking a citizen*

*is against the law. Give up and come peacefully!"* Any or all players may give up, or choose to fight. If the players give up, they spend 2 turns in the jail cell. If they fight and lose and are then taken to jail, they spend 4 turns there. See notes for room M for a description of the jail cell. If the residents of the room are killed, but the Sheriff captures the Heroes, the resident will be back in the room if the Heroes ever return. If the Sheriff, all the deputies, and the residents are killed, the Heroes are free to search the room and take anything they find. If the Heroes return to this room later there will be no new residents in it. If the Sheriff and deputies are killed, but some of the Heroes have been knocked unconscious, the unconscious Heroes wake up with their Body and Mind Points restored. You may want to wake them up after the conscious Heroes have searched the room for treasure. If the Heroes attack a different resident after defeating the Sheriff and his deputies, a new Sheriff and a new set of deputies show up.

The Sheriff and his deputies are represented by Chaos Warriors, except for one deputy who is represented by the Gargoyle. Their roles in the game are covered above.

Thieves are true monsters and are represented by Orcs and Fimir.

**Jail Stay:** Everything the Hero owns (weapons, armor, gold, etc) is taken from him when placed in the jail cell. Everything is returned when the Hero is released. When a Hero's jail stay is up, tell the Hero: *The Sheriff opens the door and says: "You are free to go".* Only those Heroes whose jail term is up can leave. Be sure to read the special notes under room M if the Heroes are



Wandering Monster in this Quest: Orc

## NOTES continued:

thrown in jail.

**A** Read to the players: *"This is the Mayor's office."*

The first time the Heroes enter the office:

3. If the Heroes have not visited the Thieves' Den, read this to the players: *The Mayor says: "Just the people I want to see. I have a job for you. We are having a problem with thieves in this town, and I need someone to find out where their hideout is. The Sheriff can't seem to get the job done. If you can find their hideout, let me know. I will reward you greatly. If you can destroy the thieves, your reward will be greater yet."*
4. If the Heroes have visited the Thieves' Den, but have not destroyed all the thieves, see #2 below.
5. If the Heroes have visited the Thieves' Den and have destroyed all the thieves, see #3 below.

If the Heroes return to the office:

3. If the Heroes have not yet located the Thieves' Den, read this to the players: *The Mayor says: "You've not found the thieves hideout yet? Well, keep looking. The sooner you find it the sooner you'll get the reward."*
4. If the Heroes have found the Thieves' Den but have not destroyed all the thieves, read this to the players: *The Mayor says, "You've found the thieves hideout! Wonderful. Let me reward you." He looks through his desk for a moment, and pulls out four medals that say HERO on them. He pins one onto each of you. You look closely at the medals and see that they are made of lead and painted gold – totally worthless. NOTE – only read the previous statements the first time the Heroes return to the Mayor's office after finding the den. After pinning on the medals, and every other time the Heroes return to the Mayor's office until all the thieves are destroyed, read this to the players: *The Mayor says "Don't forget that I've got another reward for you once the thieves have all been killed."**
5. If the Heroes have destroyed all the thieves, read this to the players the

first time they enter: *The Mayor says "What wonderful news! You've killed all the thieves. Here is our greatest reward for those who have done service for our town." He hands each Hero a gold key. "This is the key to our city. It symbolizes that our gates are always open for those who are friends of our town. Just don't come after dark. The guards won't open the gates for anyone then." Like the medals, these keys are worthless gold-painted lead. NOTE – only read the previous statements the first time the Heroes return to the Mayor's office after destroying all the thieves.*

6. If the Heroes return after receiving the medals and the keys, read: *The Mayor sees you come in and says, "Ah, the Heroes of the city. What can I do for you today?"*

If the Heroes generally talk to the Mayor, read this to the players: *he says, "Welcome to our fair town. I'm sure you'll find everything you need here."* Specifically he knows:

- Thieves (before the Heroes have found the Thieves' Den): *They are a plague to our town. I'm sure you'll be able to take care of them, though.*
- Thieves (after the Heroes have found the Thieves' Den): *Now that you know where their hideout is, I know that you'll have no problem destroying them all.*
- Thieves (after the Heroes have killed them all): *You've done such a wonderful job taking care of our problem. You have the thanks of everyone in the town.*
- Any of the shopkeepers: *He has the finest merchandise, and the lowest prices around.*
- Baltar: *He keeps to himself and has nothing to do with us in town.*
- Welscar: *He has brought much prosperity to the town with his Wizard's School and all the royalty he invites to his parties.*
- Anybody else: *I'm sorry, I don't know that person.*
- Anything else: *I'm sorry, I know nothing about that.*

**B** The secret door into this room cannot be found, even when searched for, unless the Heroes have successfully fought the thieves encountered at spot F. The entrance to the Thieves' Den (board #4) is opened by a secret switch that can be found if the Heroes search the bookcase. When it is found, tell the

## NOTES continued:

Heroes: *The bookcase suddenly opens up, revealing a small set of stairs going down. Replace the bookcase with the small stair tile. If the Heroes have had anything stolen by the thieves, they will find it in this room if they search for treasure.*

**C** When a Hero is outside the door, tell him: *A sign above the door says "Stables".* The first time a Hero enters this room read this: *This is the stables. A young Stablehand is taking care of the horses stabled here.* If the Heroes try to talk to the Stablehand or ask him any specific questions, besides about his brother Anners, he tells them: *I'm sorry sirs. All I knows about are horses".* If they ask about his brother Anners, read: *Sirs, have you found him yet?*

1. The first time he sees the Heroes, before the Heroes can say anything to him, read this: *The Stablehand sees you coming in and says, "Please sirs, won't you help me. My brother, I know what he was doin' was wrong and all, but he said he was goin' to them tombs outside the Wizard's castle. He said he was gonna see if there was ennythin' on them that was dead that maybe they wouldn't be needin' anymore. Them rich folk like to bury their dead with rings and jewels and such on, you know. Only you see, he's been gone quite a while now and he ain't come back. Our ma, she's been frettin' on account of not knowin' if he been killed or just run off. If you find anything about him, please let me know. You'll know my brother on account of the ring he always wears. It's bronze and not worth much, and the smithy put his initial 'A' on it because his name is Anners. If'n you find him, you tell me, won't you please?"* If the Heroes answer yes, tell them: *The Stablehand says "Thank you, sirs. Thank you very much. I will be waiting here for you". The Stablehand goes back to work.* If the Heroes say no or say nothing, tell the players: *The Stablehand says "Well, if'n you maybe change your mind, I'll be here workin' and goes back to work."*
2. If the Heroes return to the stable and have not yet given him any information about his brother, tell the players: *The Stablehand says "Sirs, have you found my brother?"*
3. If the Heroes find Anners' ring and give it to the Stablehand, read this: *The Stablehand says "Thank you. Now I know what became of him. I*

*know you would not have this ring if he was still livin'. My brother thought much of this ring, and always said it was special when freely given, so I'll give it to you for helpin' me." The Stablehand returns the ring to the Hero who gave it to him. "I'll go and tell my ma now".* The Stablehand leaves, and never returns to the stables. Tell the Hero who has the ring: *The ring begins to glow after the Stablehand gives it to you.* Give the player the Artifact Card – Ring of Protection.

4. Anytime a Hero enters the stables after the Stablehand leaves, read: *The stables are empty. There is a "Help Wanted" sign in the window.*

**D** When a Hero passes outside the door, tell him: *A sign outside this door says "potions".* The first time a Hero enters this room read this: *This is the potion shop. A young man sits behind the counter.* The potions he sells are listed in the Alchemist's Shop in the Instruction Booklet. Read the list to the players if they wish, or print it out. If a Hero generally talks to him, the Potion Man says: *Why, I know about most of the people in this town. Just ask me about anyone by name and I'll tell you what I know".* He will tell the Heroes the following when specifically asked:

- Graveyard: *All the rich and important families of the town were buried there once. Now people say that it is haunted and no one goes there. My mother always said that the Mad King's ghost walks among the crypts. Don't think it's true, but it makes a good story.*
- Mad King or Mummy Lord: *At one time he was a king over all the lands surrounding our city. He is the one that built the castle that Welscar lives in. It is said that he was always experimenting with dark magics, trying to prolong his life. It eventually drove him mad. When he died, he was buried in the family crypt. The magics he had cast over his body brought him back to life, and he now rules the undead from his grave as the Mummy Lord. His family lived in the castle for several more generations, but eventually died out. Welscar moved into the castle and has restored it to its former glory.*
- Inn or Innkeeper: *The Inn is a fine place to rest.*
- Stablehand: *His family has had run-ins with the law before. That one will come to no good just like the rest of his family – you mark my words.*



## NOTES continued:

- Armorer: *That one likes to head over to the Inn for a drink, and he drinks way too much, if you know what I mean. He always has some tall tale to tell after he has had a few.*
- Butcher: *That one does like to play cards. He has always liked games, ever since he was a child. He has always liked winning, and is pretty good at most games. He plays fair and is a good sport, but can't stand it when someone cheats.*
- High Priest or Cult of Bohn: *They're a strange bunch, over at that temple. You see people going in, but very few come out. The Armorer tells that he saw a line of figures leaving the temple late one night. He said they looked strange, and all walked funny – kind of shuffled instead of lifting their feet. He said he followed them a ways, and they were heading toward the silver mines in the mountains up north. Of course, the Armorer sees a lot of things the rest of us don't – he likes his ale, you know.*
- Baker: *That poor man, he's been fretting over his son lately. About the only thing that he does to take his mind off his troubles is to go to the weekly card game at Welscar's castle.*
- Mayor: *I don't know why we elected that rascal. We're up to our necks in thieves, and does he do anything about it – noooo.*
- Thieves: *They come and go at will in this town. It used to be they only robbed someone occasionally at night, but now they're so bold they're attacking citizens in broad daylight!*
- Welscar or Baltar: *Welscar and Baltar are brothers, don't you know. Twins, they are, but you'll never see two more different people in all your life. Baltar just sits in that house of his all alone – they say he has demons for servants and guards. No one ever sees him, and he doesn't see anyone if he can help it, and that's just the way he likes it. Welscar, on the other hand, has more company than you can imagine. He seems to thrive on it. Visitors from all over come to his castle. He loves parties and is always throwing them. He's even started a school for wizards in his castle. Training young people in the wizardly arts, he says. Welscar also likes to play cards. He hosts a weekly card party at his house. I see several of the shopkeepers heading up there quite a bit. I heard recently that both Welscar and Baltar have installed some sort of burglar alarm in their houses to keep out thieves. They're both worried that the other will steal some childhood toys that both they cherish – a ball and a*

*kaleidoscope.*

- Anything else: *Why, I don't know anything about that. If you find out anything, you be sure to let me know. I like to keep informed.*
- Anybody else: *Why, I don't know anything about them. If you find out anything, you be sure to let me know. I like to keep informed.*

**E**

When a Hero passes outside the door, tell him: *A sign outside this door says "Armory".* The first time a Hero enters this room read this: *This is the armory. Weapons, shields, and armor line the walls. The Armorer is checking his inventory for signs of rust.*"This is where the Heroes can buy or sell weapons. The Armorer's inventory is the regular Armory inventory. If the players generally talk to the Armorer, he tells them: *I sell the finest weapons and armor around.* If questioned specifically about items, this is what he knows:

- Graveyard: *I've never been there. They say it is haunted.*
- Mad King or Mummy Lord: *They say his spells drove him mad.*
- Welscar: *He buys some of my weapons from time to time. A wonderful man.*
- Baltar: *I've never seen him; he never comes to town. It's not right for a man to live like that all alone. I think he must be dabbling in black magic.*
- Inn or Innkeeper: *A wonderful place, the Inn. They have the best ale you'll ever taste.*
- Temple of Bohn or High Priest: *That's a weird bunch, for sure. One night I saw some priests marching a whole line of people out of town. It was the strangest thing, all the people were just marching, nothing else. Not looking around, not talking – just marching like they was in a trance or something. I snuck behind them to see where they were going. It looked like they were heading those people straight to the silver mines up north. No one believes me, though. They say it was the ale affecting my eyes. But I know I saw them people leaving the temple.*
- Anything else: *Sorry, don't know anything about that.*
- Anybody else: *Sorry, don't know anything about them.*

**F**

This is an ambush by the thieves that have been plaguing the city. Do not place the monsters marked "See note F" until after all the Heroes have passed

## NOTES continued:

the spot and entered the alley. If all the Heroes are not going into the alley, you may have to lure them. Tell a Hero that he sees something glittering on the ground, but when he tries to pick it up, the glittering moves away into the alley. If you cannot get all the Heroes into the alley or they have split up, spring the ambush on just the Hero or Heroes that are in the alley. You may need to place the monsters in different positions from what is shown on the map, depending on where the Heroes are located. When the first Hero enters the alley, tell him: *You have entered a long, secluded alley, so dark that it is hard to see the walls.* When the ambush is sprung, tell the Heroes: *You hear a click and are surrounded by monsters.* The monsters surprise the Heroes, and any Heroes involved in the ambush automatically lose their turns. Pick a monster closest to a Hero. He says, *Right, then. Give us all your possessions and we may let you live.*

1. The Heroes may give up without a fight (not likely, but a possibility). The monsters take everything that is given them. If the Heroes try to hold anything back, roll a die. On a roll of 4-6, the monster growls *"I said everything!"* and attacks. See #2 below for a description of the fight. If the monsters do not attack, or the Heroes give everything, the players hear another click and the monsters disappear. If this happens the Heroes cannot find the secret door to room B. If they leave and then come back here later, the monsters will ambush them again.
2. If the Heroes attack the thieves, or the thieves attack the Heroes (see #1 above) continue the fight like normal until only 1 thief is left (even if it means fudging the stats a little – make sure that one monster is left alive at the end of the players turns). Tell the Heroes: *The lone thief looks around and sees all his fellow thieves lying dead on the ground. A look of panic crosses his face. He suddenly lurches for the wall, touches a spot on it, and disappears. You see where he touched the wall; if you look closely you can see a button of some sort.* Once the thief has shown the Heroes where the secret door latch is, they can find it if they search.

**G**

When a Hero passes outside the door, tell him: *A sign outside the door says "Red Hog Inn".* The first time a Hero enters this room read this: *This is the Red Hog Inn. The Innkeeper looks up from behind the counter when the Heroes come in. He says "Would you like a room? They are 40 gold coins a night."* If the Heroes say no, the door leading to the north will not open. If

they say yes, deduct 10 gold coins from each Hero. If a Hero is lacking coins, one of the others can pay for him. If the Heroes do not have enough money, tell them: *The Innkeeper says: "Sorry. If you don't pay you can't stay".* When the Heroes pay for a room, tell them: *The Innkeeper says "Go through the door to the north. Turn right. Yours is the second room".* Each time the Heroes enter this room the door leading north should be closed. This door is locked and cannot be opened unless the Heroes pay for a room. When talked to generally, the Innkeeper asks: *Do you want a room?* When questioned specifically, this is what the Innkeeper knows:

- Armorer: *That one is in most every night. He usually doesn't leave until he can barely stagger home. He does love the ale. You should hear some of the stories he tells. He is always seeing things and having all sorts of adventures after he leaves here each evening.*
- Welscar: *He comes in here occasionally and buys everyone a round. Just about everyone in town likes him.*
- Baltar: *I have never seen him. He lives alone in his house to the north and never leaves.*
- Graveyard: *I went there once as a child on a dare. I have never been so scared.*
- Mad King or Mummy Lord: *They say he haunts the graveyard, looking for souls.*
- Anything else: *I don't know anything about that.*
- Anybody else: *I don't see that person in here very often. If you happen to talk to them, invite them over for a mug of ale.*

**H**

As long as they have not killed him, tell the players: *A wizard is here, studying his books. He says to the Heroes, "Come in, come in. I am studying and don't have time to talk right now. Please touch nothing."* He will ignore the adventurers unless they attack him, or if they search for treasure and find some. If they search and a wandering monster appears, tell the adventurers: *The wizard puts his book down and watches the fight.* When the fight with the wandering monster is over tell them: *With the diversion over, the wizard returns to his studying.* If they take anything tell the Heroes: *The wizard looks rather perturbed and says, "I said not to touch anything".* He then attacks the Heroes. Don't forget to bring the Sheriff and his deputies to help the wizard.

## NOTES continued:

Wizard's Stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	2	4	4	8

Spells: Rust, Summon Orcs, Lightning Bolt, Tempest.

- I** When the Heroes open the door, tell them: *This is your room at the inn. You rest here for the night, and awaken feeling refreshed and healed. You may relearn your spells now if you wish.* Return all the Heroes mind and body points to normal. If the players wish to end a gaming session, this is where they can do it. This is where they start next time they play. At the start of a new gaming session, read the statement above again.
- J** The first time a Hero enters this room read this: *This is the Temple of Bohn. There is a large stone statue of Bohn in the corner.* Use Gargoyle figure for the statue. The statue is stone and will not come to life. If a Hero attacks the statue anyway, his weapon breaks on a roll of 5 or 6 on a die. A High Priest and several Priests are standing by a small staircase. Tell the players: *The High Priest stares at you and seems displeased. "Feel free to meditate here in the Upper Temple", he tells you, "but I must ask you not to enter the Lower Sanctuary. Our disciples are being instructed in the teachings of Bohn and must not be disturbed." The High Priest and Priests block the way to the stairs.* They will not attack unless first attacked by the Heroes. If the Heroes leave without killing all the priests, they will be back in full numbers guarding the stairs if the Heroes return. If one of the priests is killed, leaving the way open and the Heroes go down the stairs, the other priests will follow, still attacking the Heroes. If the Heroes attack the priests, make sure you bring in the Sheriff and his deputies. The Sheriff and the deputies will follow the Heroes down the stairs, too. If the Heroes try to talk to any of the priests, whether generally or about a specific subject, they say: *"Great are the blessings of Bohn."*
- K** If they have not been killed, tell the Heroes: *There are two adventurers sitting here. They see you coming in and stand, brandishing their weapons. The adventurers say: "Please leave. Now!"* If the Heroes do not leave by their next turn, the adventurers attack. Don't forget to bring in the Sheriff to help the

## NOTES continued:

- Armorer: *He keeps coming to me with all sorts of strange sightings, but I think it is just the ale that he drinks.*
  - Stablehand: *I've got my eye on that one. Most of his family has been in here more than once.*
  - Temple or Priests of Bohn: *I've got to uphold the law and protect them, but I don't like it. There is something strange going on in the temple.*
  - Mayor: *I wish he could see fit to spend some money so we could hire more deputies.*
  - Welscar: *That one is as honest as they come. I've never had any trouble with him. A good thing, too. I don't know how I could stop him if he decided to break the law.*
  - Baltar: *I don't know what to think of him. I never see him.*
  - Any of the other shopkeepers: *He's a good law abiding citizen.*
  - Anything else: *Sorry, I don't know anything about that.*
  - Anybody else: *I don't know that person, but if he obeys the law we will get along.*
- M** Tell the players: *This is the jail cell.* If the Sheriff throws the Heroes in here, they cannot open the cell door, no matter how hard they try. If the two Orcs are still here, they leave the Heroes alone during their jail stay. When a Hero is allowed to leave (see general notes for this board) and if at least one of the Orcs is in the cell, tell the player: *One of the Orcs in the cell says, "Hey pals, don't forget about us. If you could break us out, our boss would reward you plenty."* If the Heroes attack the Orcs, they pull some hidden knives from their cloaks to defend themselves. The Sheriff and his deputies open up the cell door to defend the Orcs, also. Don't forget that any Hero in jail has no weapons or armor.
- N** When a Hero passes outside the door, tell him: *There is a sign here that says "Butcher".* The first time a Hero enters this room read this: *The Butcher is behind his counter, cutting away at some meat.*
1. If the Heroes have not talked to him before, tell the Heroes: *The Butcher sees you come into his store and says "You know, maybe you can do something for me. I play cards at Welscar's castle all the time. I am sure that Welscar is cheating, though. I use to win quite a lot when we played; now I rarely win at all. Welscar seems to win all the time,*

adventurers. The chest contains 20 gold coins.

Wizard's Stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3	5	5	8

Spells: Fear, Sleep, Command.

- L** When the Heroes enter this room for the first time, say: *This is the jail. The Sheriff is standing close to the door, and his two deputies are standing side by side in the back of the room. There is a jail cell to the west that contains two Orcs.* If the Heroes try to open the door to the cell, tell them: *The door is locked and the Sheriff says "Please leave that cell alone. I don't want anything happening to my prisoners."* If the Heroes try the door again or try to pick the lock, tell them: *The Sheriff looks at them and says "trying to break criminals out of jail is against the law".* He and his deputies attack. The Heroes cannot open the cell door as long as the Sheriff and the deputies are alive. Once they are dead, the Heroes can pick the lock. If a Hero's body or mind points gets to zero, he should be unconscious (see general notes above). If the Heroes leave after killing the Sheriff, then return to the jail, a new Sheriff and new deputies are here (use the same figures). If the cell door is opened, tell the Heroes: *The two Orcs say "thanks, pals. Come and visit with our boss in the Thieves' Den. I'm sure he'll reward you." The two thieves run through the jail door outside and disappear.* Remove the two Orcs from the board. If the Heroes talk to the deputies, they tell the Heroes: *"You'll have to talk to the Sheriff."* If generally talked to, the Sheriff tells them: *"Don't break any laws and you'll be OK".* The Sheriff specifically knows:
- Orcs in Jail: *The thieves are sneaking into town somehow. I caught these two last night. Maybe I can get them to talk.*
  - Thieves (if the Heroes have not destroyed them all): *I know we could catch the thieves if the Mayor would only give us more money to hire more deputies.*
  - Thieves (after the Heroes have destroyed them all): *You have my thanks for the fine job you did.*

*now. I have an amulet that warns me when magic is in use nearby. It never goes off when we are playing cards, so I don't think that Welscar is using magic. If you could prove that Welscar is cheating I would make it worth your while."*

2. If the Heroes have not solved his Quest, tell the Heroes: *The Butcher asks "Have you found any proof that Welscar cheats when we play cards?"*
3. If the Heroes give the Butcher the deck of cards (they must have the tile found on board #6), tell them: *The Butcher says "Hmm..." and examines the cards. He suddenly exclaims "These cards are marked! Thank you, thank you, my friends. I now have evidence that Welscar is cheating. You don't know how grateful this makes me. I have just the thing to reward you. It will cause Welscar a lot of grief. He keeps his most precious items in the magic vault on the second floor of his castle. I believe that the way into this vault lies in one of the four towers that top his castle. I saw him opening the door to the first tower once. He didn't know that I was around, and I saw him clap three times, stamp his feet twice, and then clap once more. The door to the tower opened right up. It would make him so angry if he knew that someone was privilege to one of his most guarded secrets. I hope this information helps you. Thank you again. Remember, clap three times, stamp twice, and clap once." The Butcher turns and begins humming happily to himself as he goes back to his work.* Note: take the deck of cards tile from the player.
4. If the Heroes have solved the Butcher's Quest tell them: *The Butcher sees you and asks "Would you like to buy some meat?"* If a Hero answers yes, deduct a gold coin from his sheet and tell him: *You buy a slice of beef.* If the Hero has no money, tell him: *The Butcher says "Sorry, I don't sell on credit."*

When talked to generally, he says: *These are the best cuts of meat in town, but I hate it when someone comes in here and tries to cheat me".*

When asked specifically, this is what he knows:

- Password into 1<sup>st</sup> tower (if Heroes have given Butcher the deck of cards): *Clap three times, stamp his feet twice, and then clap once more.*



NOTES continued:

- Welscar: *He likes to play cards, that's for sure. I use to think he was honest, but now I'm not so sure.*
- Armorer: *I'd be careful about using his weapons. He likes to drink, and there is no telling how that affects their construction.*
- Baker: *I play cards with him every week.*
- Anybody or anything else: *Sorry, can't tell you anything.*

**O** Tell the Heroes: *Two adventurers are here. One yells at Heroes "I'll not let you thieves steal our things!"* Both attack (don't forget to bring in the Sheriff). The chest contains 60 gold coins.

**P** Tell the Heroes: *A wizard is studying his books here. He asks you "Why are you here?"* Whatever the Heroes answer, tell them: *The Wizard replies, "Well then, please leave." and goes back to studying.* He will not attack unless the adventurers attack him first. If a Hero tries to search and the wizard is still alive, he raises his hands and all Heroes in this room find themselves outside the door. The chest contains 40 gold coins and a Potion of Minor Restoration. It is also booby-trapped with a poison needle. Any Hero who tries to open it without first disarming it will lose 1 Body Point to the poison (no saving throw).

Wizard's Stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	2	5	4	8

Spells: Summon Orcs, Summon Undead, Lightning Bolt, Ball of Flame

**Q** When a Hero passes outside the door, tell him: *There is a sign here that says "Bakery".* The first time a Hero enters this room read this: *The Baker is busy baking. The Baker looks at you and says. "You must be the Heroes that I have been hearing about. I know it's a lot to ask, and I can't pay you anything right now, but if you could help me I would appreciate it. My son has joined the Cult of Bohn, and I haven't seen him in several weeks. I am very worried, and fear that the priests are doing something evil in their temple. Here is an engraving of him. It is a very good likeness, and you can use it to find him. If you could rescue him from the temple, I would be forever in your debt."*

NOTES continued:

*house off to the north.*

**S** This is the exit to board #1, Baltar's House. When a Hero opens the door, move the group to Board #1. When the Heroes enter this spot from board #1, read: *A small, bustling town sits before you. A castle rises into the air on the far side of town.*

**T** When the Heroes enter the stairs in the Goblin Temple on Board #4, place them here. Tell them: *You pop out of a small hole in some rocks. You look, but cannot seem to find the hole even though you just came through it.*

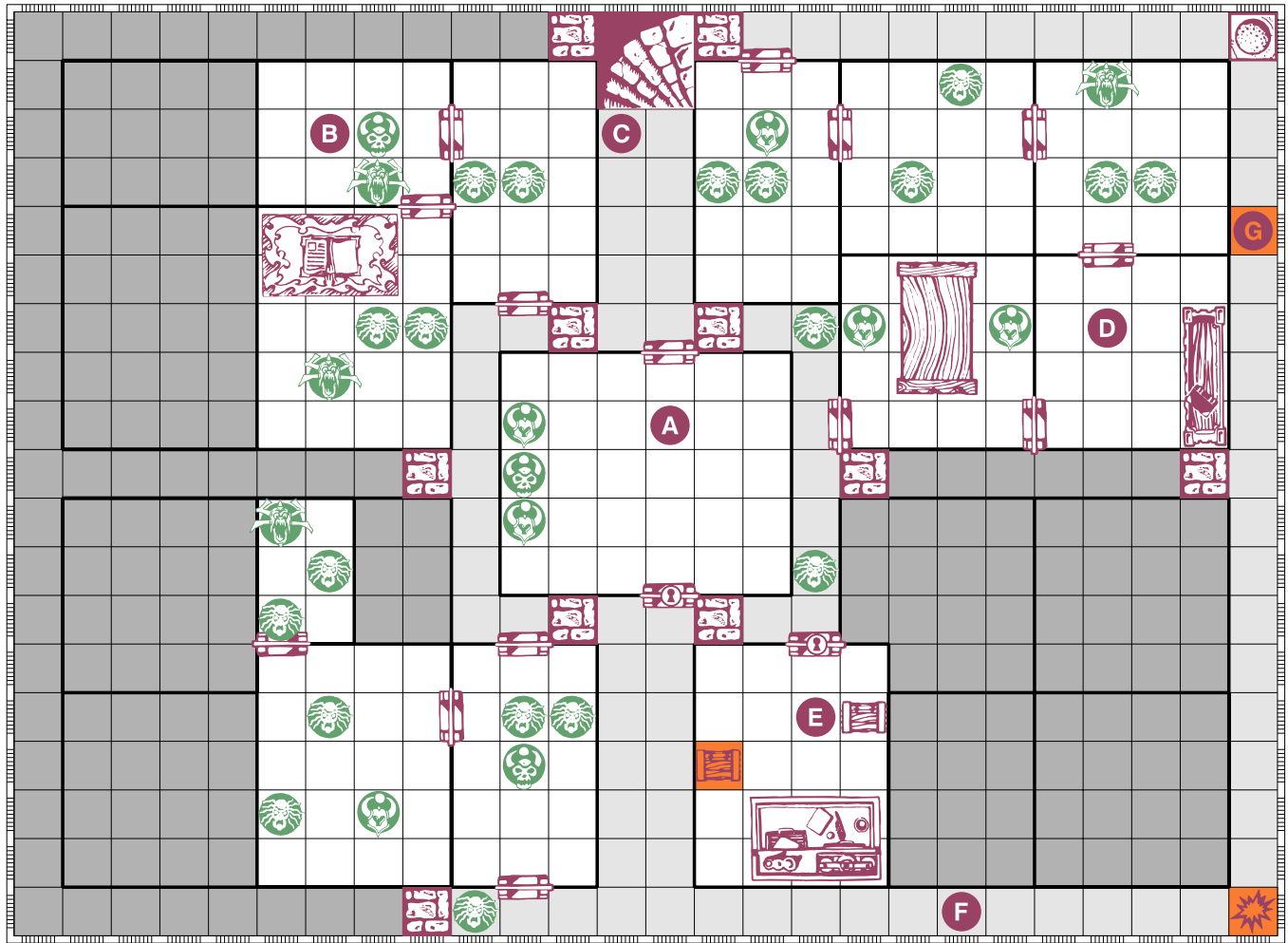
If the Heroes return to his shop:

1. With the Baker's son, tell the Heroes: *The Baker looks up, sees his son, and begins crying. "Thank you, thank you." he says. "I can't tell you how joyous I feel. Like I said before, I don't know how to repay you, but if you return when my son is feeling better perhaps we can think of something."*
2. Without the Baker's son (he is still in the temple), read to the Heroes: *"The Baker looks up, then down again, trying to hide the disappointment on his face. He asks you "Have you not found my son yet? Please, I beg you, keep trying."*
3. The first time they return after rescuing the Baker's son, read: *The Baker sees you and smiles. "My son is feeling much better now, thanks to you. I have something to repay you with; you may find it of some use. My son found this key when he first entered the temple. He put it in his pocket intending to give it to a priest, but as soon as the lectures began he forgot about it, along with everything else. I give it to you."* (Give one of the Heroes the key tile).

When talked to generally, the Baker says: *"I am the towns Baker of bread."* Specifically he knows:

- Welscar: *I enjoy his card games. He is getting better than he used to be. Up until a month ago or so he would rarely win. Now he wins all the time. He recently won quite a bit of gold from the Butcher. I think the Butcher believes that Welscar is cheating.*
- Temple of Bohn or Priests: *That is an evil bunch. I wish the Sheriff would run them out of town.*
- Baltar: *He does not buy bread from me. I do not know where he gets his food, unless he conjures it up from thin air.*
- Mad King or Mummy Lord: *He used to live in the castle outside of town. He is said to rule over those that are buried in the cemetery.*
- Anyone else: *I see him when he buys bread from me, but we rarely talk.*
- Anything else: *I am sorry, but I know nothing about that.*

**R** This is the exit to board #5, Welscar's Castle. When the Heroes enter this spot from board #5, read: *You are on the main street of town. You see Baltar's*



## Board #3

# Temple of Bohn

### NOTES:

This board contains four monsters: High priests, Priests, Monster Zombies and Zombies.

1. High Priests – Use the Chaos Mage figure. On the map they are shown as a Chaos Mage icon. Stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	3	5	5	9

Spells: Fear, Command, Sleep, Ball of Flame, Lightning Bolt.

2. Priests – Use the Chaos Warrior figure. On the map they are shown as a Chaos Warrior icon. Stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	2	3	4	6

Spells: Command spell.

3. Monster Zombies – The High Priests have turned some of the disciples into hideous monsters. Use the Gargoyle figure. They are shown on the map as a Gargoyle icon. They have the same stats as a Gargoyle.
4. Zombies – The disciples who have been under the teachings of the priests for very long have been turned to Zombies.

Unless otherwise noted on the specific notes, any monsters that have been killed by the Heroes will return if they leave the board then return.

**A** The first time they enter this room, tell the Heroes: *This is the Main Lecture Hall for the disciples of Bohn. A High Priest is lecturing here to a group of disciples who are seated on the floor. The disciples all have a strange blank look on their faces. You get the feeling that it would not take much to turn these disciples into mindless zombies, ready to do the bidding of anyone who commands them. Two Priests are helping the High Priest. Upon seeing you, the High Priest says, "Please sit down. I have just started the lecture on the blessings of Bohn".*

1. If a Hero sits down – each Hero that sits to listen to the lecture loses half his hit points (round up) from the mind-numbing lecture. The Hero gets to make a saving throw – a 5 or a 6 on 1 die. If the Hero makes it, he is able to shake of the effects of the lecture. If any Heroes continue sitting, repeat this process.
2. If the Heroes stay in the room – either moving, searching for treasure, or looking for the Baker's son – tell them: *The High Priest says "I have told you to sit down and to quit disturbing the lecture. Please sit down at once".* If the Heroes do not sit down or leave immediately, tell them: *The High Priest turns to the Priests and says, "Right, boys. Let's take care of them".* All the priests attack.
3. Only after the Priests and the High Priest are defeated may the Heroes successfully search for the Baker's son. If they search before the three



Wandering Monster in this Quest: Chaos Warrior



## NOTES continued:

priests are dead, tell them: *The priest says "please leave the disciples alone."* When they find him, tell them: *The Baker's son appears to be under some sort of trance or spell, but looks like he can be led about.* Use a Zombie figure for the Baker's son. He has the same stats as a Zombie. The Game Master may or may not want to allow the Baker's son to be able to fight with the Heroes if commanded to do so by the Heroes. He will follow the Heroes until he is killed or they return to the Bakery. The Baker's son moves after all 4 Heroes, and has a movement of 5 squares per turn. If the Heroes leave the Baker's son behind (i.e. move out of the Zombie figures line of sight) he will quit moving.

The High Priest and the Priests in this room do not get reset once they are killed. If the Heroes leave the board then return to this room it is empty.

The door at the south end of the room is locked, and cannot be picked. It can only be opened with the key given to the Heroes by the Baker after they rescue his son.

**B** Tell the Heroes: *You see a High Priest standing beside a young man with the same strange look on his face as the disciples in the lecture hall. The High Priest raises his arms and the man is engulfed in a sickly pale light. The light fades out and the man has been turned into a hideous monster! The High Priest suddenly sees you. "Attack" he cries.* Both the High Priest and the Monster Zombie attack. Once these monsters are killed, they are not reset if the Heroes leave the board and then return.

**C** These stairs lead up to Board #2. When the Heroes enter this board, tell them: *The lower level of the temple is large and extensive. You hear chanting coming from many voices in the distance.*

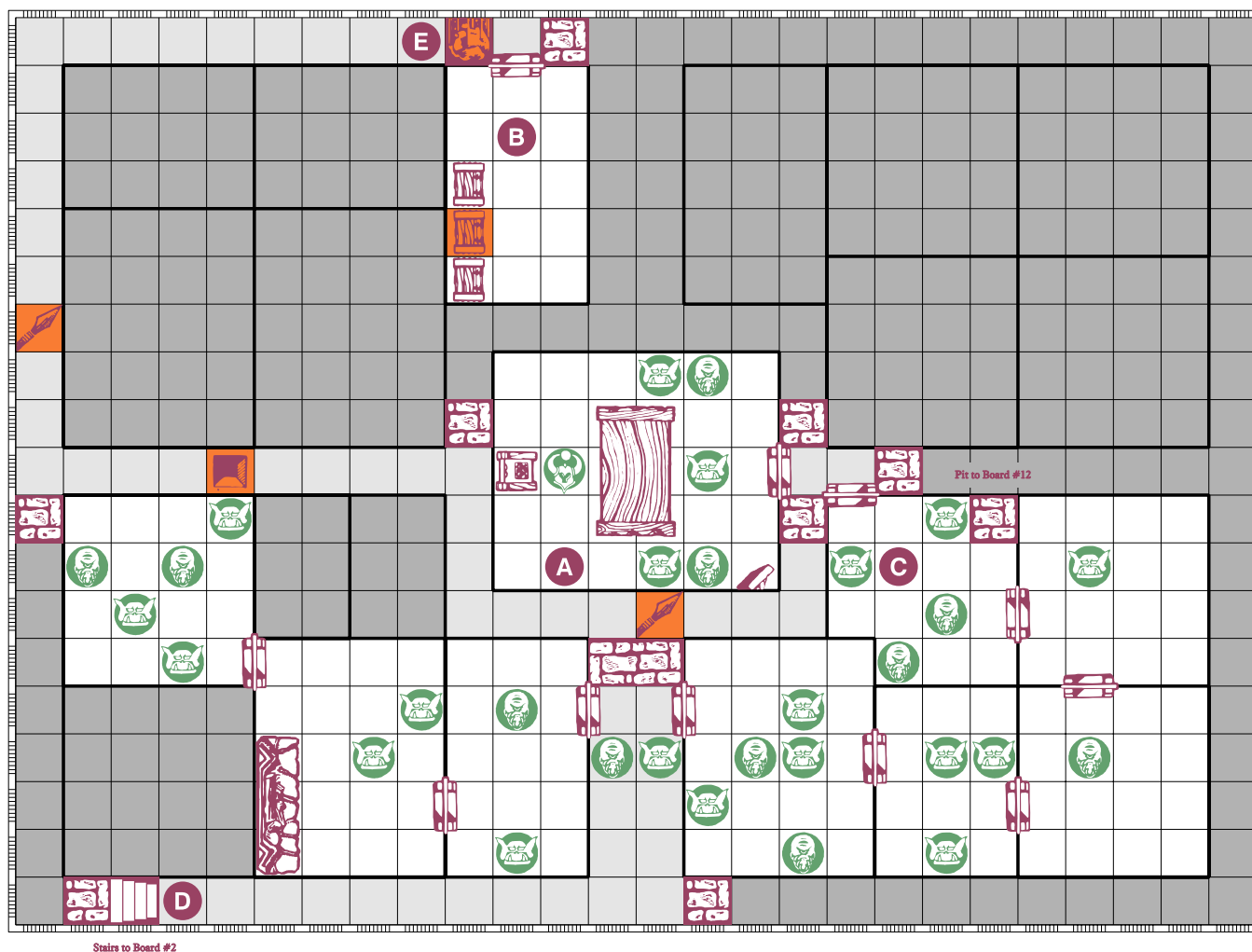
**D** Tell the Heroes the first time they enter this room: *This is the temple library.* The first Hero who searches here finds a spell scroll of Fire of Wrath.

**E** This door is locked. It must be picked to enter. Tell the Heroes: *This is the temple treasury.* The first chest contains 60 gold coins, the second 100. The second is trapped. If it is opened without first being disarmed, a gas suddenly fills the room. Any Hero who is in the room is engulfed in the gas and

receives 1 Body Point damage. Besides the 100 gold coins, the second chest contains a note "Mother to enter the third tower."

**F** The first time a Hero gets to this spot, read: *These dark catacombs show signs of recent use, yet are still damp and musty.*

**G** The first Hero to step on this spot releases a huge rolling rock (place the rolling rock tile on the board at position marked on the map). The rock moves 8 spaces per turn (move the tile). No Hero may move past the rock. When it reaches the end of the hall, it crashes into the wall and with a cloud of dust and rubble. Remove the tile from the board. The Hero who stepped on this spot may finish out his movement turn. Any Hero caught by the rock rolls 5 combat dice. For each skull rolled the Hero loses 1 Body Point of damage (no defend dice are rolled). This Hero is now on the other side of the rolling rock. If the rock ends a turn on top of a Hero, move it forward until it is no longer on top of a Hero. This trap may be searched for, found, and disarmed like a normal trap. A Hero may cast Pass Through Rock and walk through the Rolling Rock to avoid it.



## Board #4

# Thieves' Den

### NOTES:

Until the Heroes have been to Board #12, the Goblin Tunnels, the monsters on this board reset every time. The first time the Heroes return to this board after visiting Board #12, replace the monsters for the last time. If the Heroes kill a monster, it is gone for good. Do not reset any killed monsters on subsequent visits to this board.

**A** The Chaos Warrior represents the Head Thief. When the first Hero enters the room, if the Orcs are still in the jail cell in town (board #2), tell the players: *The Head Thief shouts, "Stop! Before you attack I have a proposition for you. Hear me out!"* If the Hero does not attack, tell him: *The Head Thief goes on, "let your friends come in and we'll talk"*. When all the Heroes get in the room, read: *The Thief says, "Listen. Two of my men are locked up in jail. I want to break them out, but I am too easily recognized. If I try to assault the jail, I'm afraid the citizens of this town will finally take up arms and run me out. If you did it, though, they might not be able to connect me with you. If you break them out of jail, I will reward you greatly."*

If the Heroes try to talk to the Head Thief generally or specifically, tell them: *The Thief says "get my men out of jail and then we'll talk"*. No other thief will talk to them.

1. If the Heroes return to this room and have not broken the thieves out of jail, tell them: *The Head Thief says "remember that I will reward you greatly if you get my men out of jail."*
2. If the Heroes return after breaking the Orcs out of jail, read: *The Head*

*Thief says "Well done, well done. Follow me and I will give you your reward." He leads you to another room. Move the Heroes' and the Head Thief's figures to room C, then read: The Thief then says, "our hideout is built in some old tunnels we found. There used to be a pit here leading deep underground. There is a great treasure there, but the way is dangerous. My men kept trying to find the treasure, but they were too weak. I was losing too many of them, so I decided to seal up the pit until someone strong enough to take the treasure came along. You have proved yourselves worthy. My men will open the pit back up." Remove the blocked passage tile and replace it with a pit tile. Then read: "You can now enter and get the treasure." you suddenly feel hands pushing you into the pit. "Here, let me help you down. So long. Have fun down there." You see the entrance to the pit being blocked above you. Move the Heroes to spot A on Board #12.*

3. If the Heroes try to fight any of the monsters in this room before the pit is opened, write down each Hero's Body and Mind Points. Each time one of the Orcs or Fimir is killed in this room, bring in another through the door. When a Hero's Body or Mind Points gets to zero, lay the Hero on his side. That Hero is unconscious. Continue the fight until all the Heroes have reached zero points. The monsters will follow the Heroes if they leave the room, and you may have to block them with other monsters so that they cannot reach the steps to Board #3. The goal is that each Hero be rendered unconscious. When they are all unconscious, move the Heroes to room C. Stand them up again. Tell them: *You wake up in a different room. The Head Thief sees that your awake and says, "you've made me very angry. So angry that I'm not*



Wandering Monster in this Quest: Fimir



## NOTES continued:

*going kill you outright. Instead I'm going to drop you down into the pit below. The Goblins are always looking for sacrifices to their god, and when someone makes me angry I oblige them.*" Remove the blocked passage tile and replace it with the pit tile. Then read: *"Have fun down there. I'm sure the Goblins will be able to entertain you." You are dropped down the pit, and the cover is replace, blocking your entrance.* Move the Heroes to Board #12, and place them on spot A.

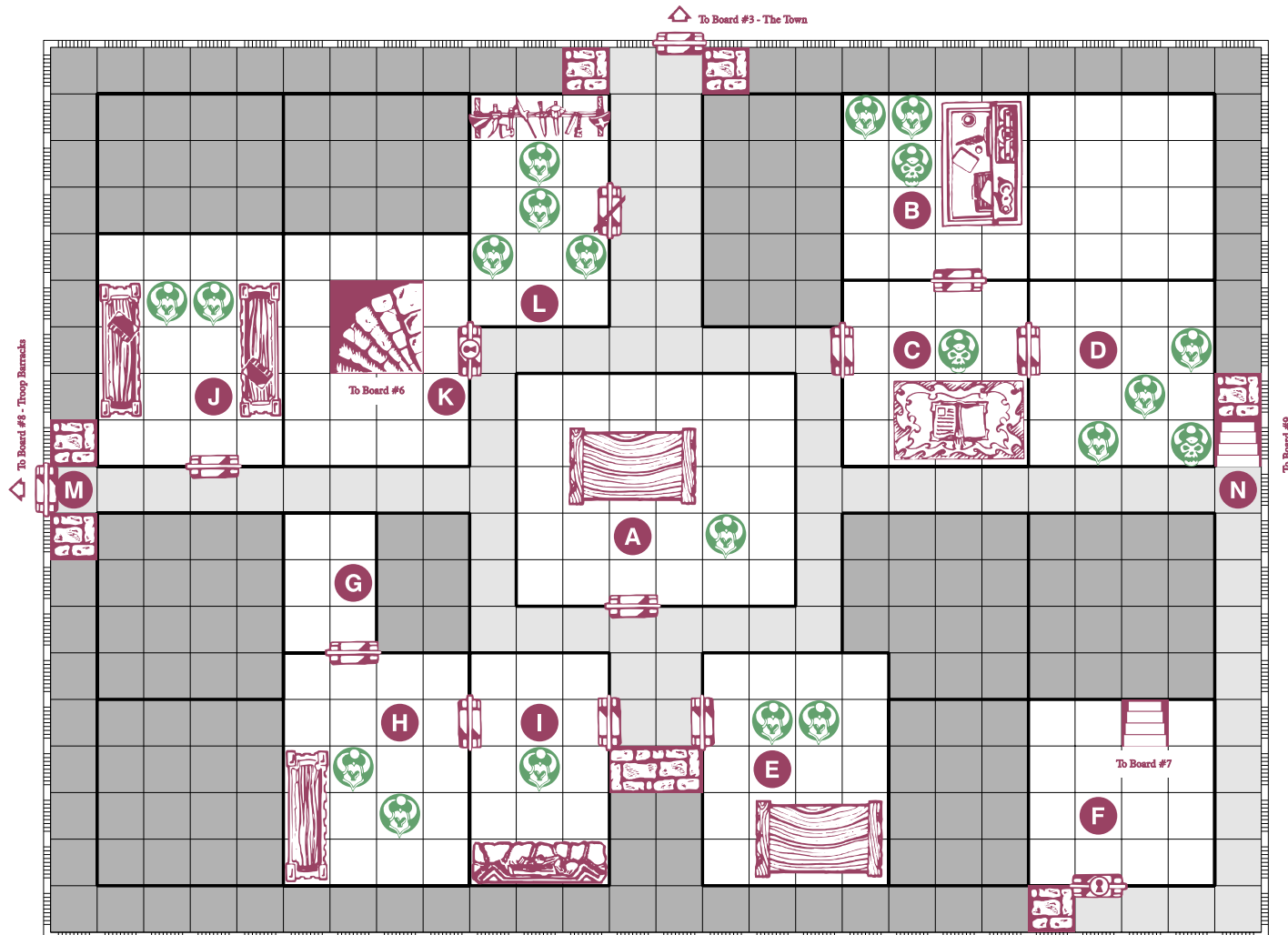
4. The first time that the Heroes return here after they have been in the Goblin Tunnels (Board #12) place the monsters in the original configuration. This time the Head Thief does not try to talk to them, and all the monsters attack.

**B** There are three chests in this room. The first contains 200 gold coins. The second is booby-trapped with a poison needle. If not disarmed, it will do two Body Points of damage (no saving throw). The chest is empty. The third chest contains 500 gold coins.

**C** The blocked passage tile hides a pit down to Board #12, the Goblin Tunnels. If the Heroes return to this room after being thrown into the pit, tell them: *You see the cover the thieves placed over the pit. You could move it if you wish.* If one of the Heroes moves the cover, replace it with the pit tile. It should now remain a pit tile on any subsequent visits to this room.

**D** This is the stairs to board #2, The Town.

**E** If the falling block trap is tripped, the debris will block the passage. Place a single blocked passage tile where the falling block trap is.



## Board #5 Welscar's Castle

### NOTES:

When the Heroes enter Welscar's castle, whether they are visible or invisible, tell them *"An alarm begins to ring. You hear the sound of several doors being shut and locked and feet running towards you."* The alarm will continue until the Heroes shut it off in room D on board #8. As long as the alarm is ringing the doors to room K and F are locked and cannot be opened. Also the guards from the Troop Barracks will begin entering the board. Place an Orc (or if you run out of Orcs, use Chaos Warriors, Fimir, and/or Goblins) every other turn on spot M. This monster begins moving towards the Heroes and attacks. If the Heroes split up, pick one group to head the monster towards. If the Heroes leave the board, the monsters return to the barracks. Remove them from the board. Unless Welscar disables the alarm permanently, it will sound every time the Heroes enter the front door. If the Heroes leave the board and go to board #9, the Graveyard, restart the alarm when they come back to this board. If the Heroes leave the board and enter board #8 yet fail to turn off the alarm, restart it when they come back to this board. If the Heroes turn off the alarm on board #8, do not restart this alarm when they return to this board. However, if they return to town and then come back to this board, the alarm restarts and they must shut it off again (unless Welscar has permanently disabled the alarm).

**A** The first time the Heroes enter this room, tell them: *This is the Dining Room. The table shows evidence of a recent banquet.*

**B** Anytime a Hero enters this room, if the Alchemist is still alive, tell him: *An Alchemist is here teaching his students. He tells the Heroes 'please be quiet.*

*Do not disturb my class."* The Alchemist and the students will not attack unless the Heroes search the room. If the Heroes find treasure, tell them: *The Alchemist says, "I told you to disturb the class."* He and the students attack.

Alchemist's Stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	2	4	3	6

Spells: Cloud of Chaos, Sleep, Summon Undead

**C** When a Hero passes outside the door, tell them: *A sign outside the door reads "SCHOOL OF WIZARDS".* Anytime a Hero enters this room, if the Wizard is still alive, tell him: *A Wizard is sitting at a desk. He looks up when you enter and says, "I must ask you to leave. You are disturbing the students."* If the Hero or Heroes do not leave on their next turn, tell them: *The Wizard says, "I said leave."* He attacks. He will not attack any other time unless the Heroes first attack him.

Wizard's Stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	3	5	4	6

Spells: Rust, Lightning Bolt, Ball of flame, Firestorm



Wandering Monster in this Quest: Chaos Warrior



NOTES continued:

**D** The first time a Hero enters this room, read this: *A wizard is teaching a class here. He says "I will wait for the rest of you to arrive before I begin the class."* He waits for all the Heroes to arrive. Neither he nor the Chaos Warrior students will attack the Heroes unless they are attacked first. When all the Heroes are in the room and if they have not attacked either the wizard or the Chaos Warriors, tell them: *The wizard says, "the Ball of Flame spell is a very useful offensive spell. I will demonstrate." He then casts the spell several times, until it hits all the students and you. The Wizard continues, "Now you know the spell. Be sure and practice, but please, not on me. Class dismissed."* Each Hero loses two Body Points to the demonstration. The wizard and the students will not attack the Heroes unless first attacked, and will leave the room after the class (remove them from the board) never to return.

Wizard's Stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	4	5	6

Spells: Fear, Lightning Bolt, Tempest, Cloud of Chaos, Summon Undead, Ball of Flame

**E** When a Hero passes outside the door, tell him: *A sign outside the door reads "Office".* As long as the two Chaos Warriors in this room have not been killed, read this to the Heroes: *Two warriors are sitting here and one says, "We are next in line to consult with the great wizard. Please wait your turn."* If the Heroes do not leave on their next turn, tell them: *The warrior says, "I asked you to leave and wait your turn. Please do so at once."* If the Heroes still do not leave, tell them: *The warrior turns to the other and says, "I hate line breakers, don't you?"* Both attack. Otherwise they will not attack the Heroes unless attacked first.

**F** If the alarm is ringing, this door is locked and cannot be picked open. The steps lead to the Castle Cellar, board #7.

**G** Tell any Hero entering this room: *It is very cold in here. Frozen meat is hanging from hooks on the walls. This appears to be the freezer.* If any Heroes are in this room at the end of the Heroes turn, the door automatically shuts

and locks them in. Each Hero trapped inside loses 1 Body Point to the cold. On the Heroes next turn, a Hero outside the freezer may open the door for the ones trapped inside, or the trapped Heroes may try to break the door open. For each Hero wanting to try to break the door, roll one die. On a roll of 1 the door opens. If all the trapped Heroes fail, deduct another body point. Continue this until a Hero breaks open the door or all the Heroes in the freezer die. Any Orcs from the Guard will not follow the Heroes into the Freezer; they will wait outside. If the Heroes search while in the Freezer and get a wandering monster, it is able to shake off the effects of the cold. Do not deduct a body point because of the cold from it.

**H** The first time the Heroes enter this room, read: *This is Welscar's well stocked pantry. Exotic foodstuffs for the many parties he throws line the shelves.*

**I** The first time the Heroes enter this room, read: *The kitchen in Welscar's castle is a busy place.*

**J** As long as the two Chaos Warriors are alive, read this to the Heroes: *Two warriors are reading scrolls here. You can make out the titles of the scrolls: Swift Wind and Genie.* The warriors will not put the scrolls down. To get them the Heroes must attack.

**K** If the alarm is ringing, this door is locked and cannot be picked. These stairs lead up to board #6, Castle Level 2.

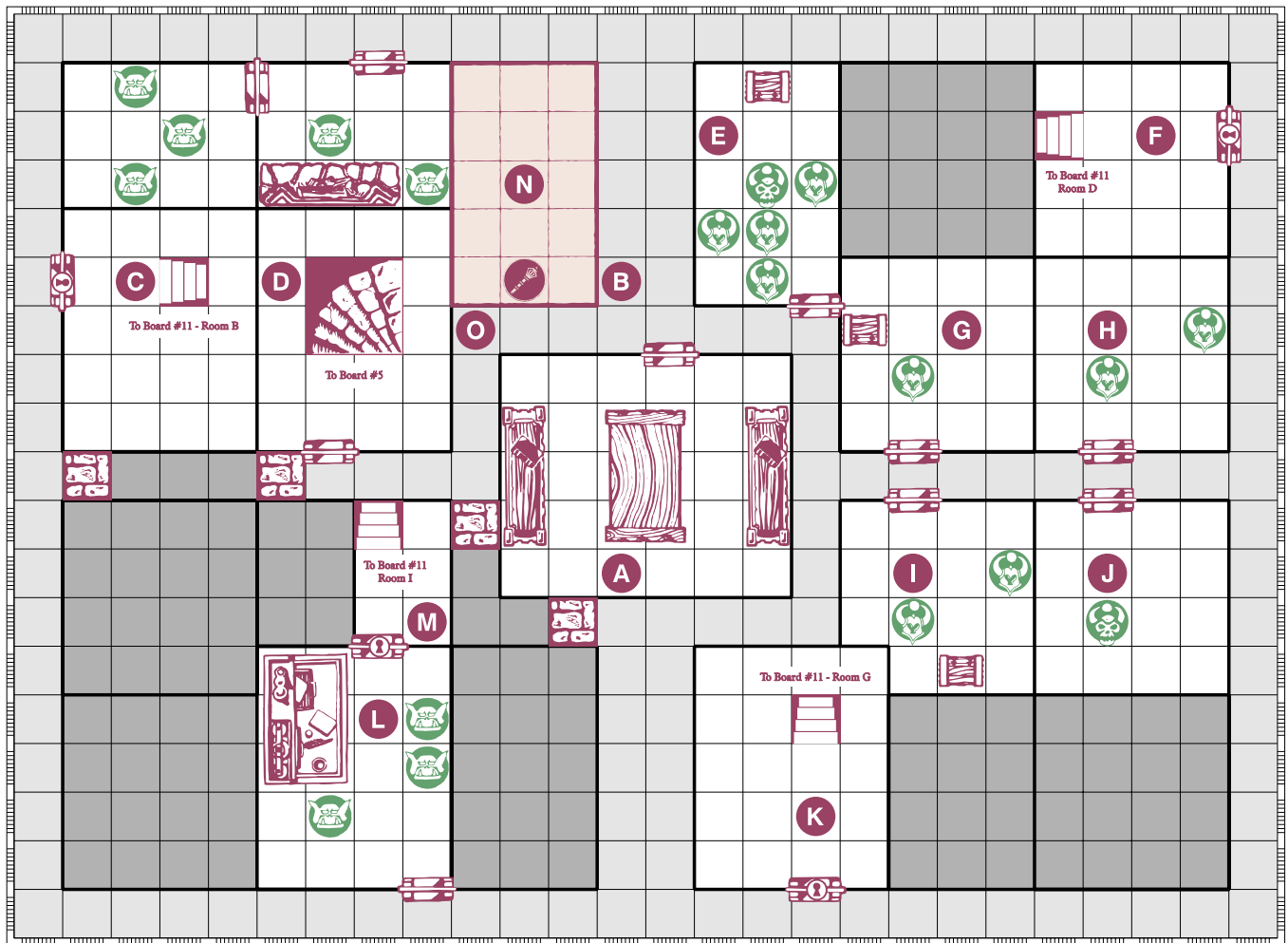
**L** This is the Guardroom. When the alarm sounds, these warriors rush through the open door to defend the castle. Anytime the Heroes re-enter this board through the front door, replace these monsters (even if the Heroes have already killed them off).

1. If the alarm has not been disabled, these monsters will rush out of the door to attack the Heroes any time they come through the front door and set off the alarm. If the Heroes are invisible, the warriors will not be able to find them and will go back into the Guardroom.
2. If Welscar has disabled the alarm, the monsters will stay inside the Guardroom will ignore the Heroes unless the Heroes attack first.

NOTES continued:

**M** This is the doorway to the Troop Barracks, board #8. If the alarm is ringing, start the guards from this spot.

**N** These stairs lead to the Graveyard, board #9. Tell the Heroes: *These stairs lead down to a small door that opens to the graveyard outside.*



## Board #6

# Castle Level 2

### NOTES:

**A** The first time a Hero enters this room read this: *This is a game room. There are cards and dice on the table.* If a Hero searches this room, he finds a deck of cards hidden in the bookcase (give Hero the cards tile).

**B** Do not do anything at this spot until the Heroes turn off all four levers on board #11. When the Heroes do that, place a door on this spot going through the invisible shield into room N. Also place a Chaos Mage figure here – this is Welscar. When a Hero is in line of site of Welscar, stop their turn. Tell the players: *Welscar suddenly appears in front of you. He says "So you are the ones who have been giving my guards so much trouble. I know that my brother Baltar has paid you to steal my Staff. Baltar did not tell you that the Staff was mine, did he. He stole it and the Ruby Sphere from me long ago, and only recently was I able to recover the Silver Staff. Unfortunately, I was unable to get my Sphere back. I know that Baltar is paying you 1000 gold coins to steal my Staff. I will pay you 2000 if you recover the Ruby Sphere and bring it back to me. If you agree, I will turn off my alarm system so the guards will no longer bother you.*

1. If the Heroes agree, tell them: *Welscar says "Wonderful. The alarm system is now off. Hmm... I see that my brother has cast a spell upon you." Welscar makes a pass with his hands. "There. I have transferred the ownership of the spell to me. You may attack Baltar, but now if you try to cheat me you will die. Return the Ruby Sphere to me here and I will pay you the gold."* The alarm is now deactivated; do not start it up again. Welscar will not attack the players unless they attack him first.
2. If the Heroes do not agree, tell them: *Welscar says "Well, then, I guess I*

*shall have to kill you.* Welscar attacks the players. Do not deactivate the alarm.

Welscar's Stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	6	8	8

Spells: Firestorm, Tempest, Ball of Flame, Sleep, Lightning Bolt, Summon Orcs.

If the players agree to work for Welscar, and then attack him at any time, read the following: *Welscar looks at you for a moment after your attack. "So, you dare to double cross me", he says. A thin, cruel smile forms on his lips. He moves his hands slightly. Suddenly you can feel the spell that Baltar cast on you when you first met activating. A constriction surrounds your throats. You cannot breathe! In a few moments your bodies lie dead beside Welscar.* The Quest is over.

If the Heroes agree to help Welscar, then try to talk to Welscar, he says: *"Recover my Ruby Sphere and then we will talk".*

If the Heroes give the Ruby Sphere tile to Welscar read the following: *Welscar says "Thank you. This is the happiest day of my life. At last I am reunited with my most prized possessions. Here is the reward I promised you" A pile of 2000 gold coins appears before you. "I will now remove the spell that*



Wandering Monster in this Quest: 2 Orcs



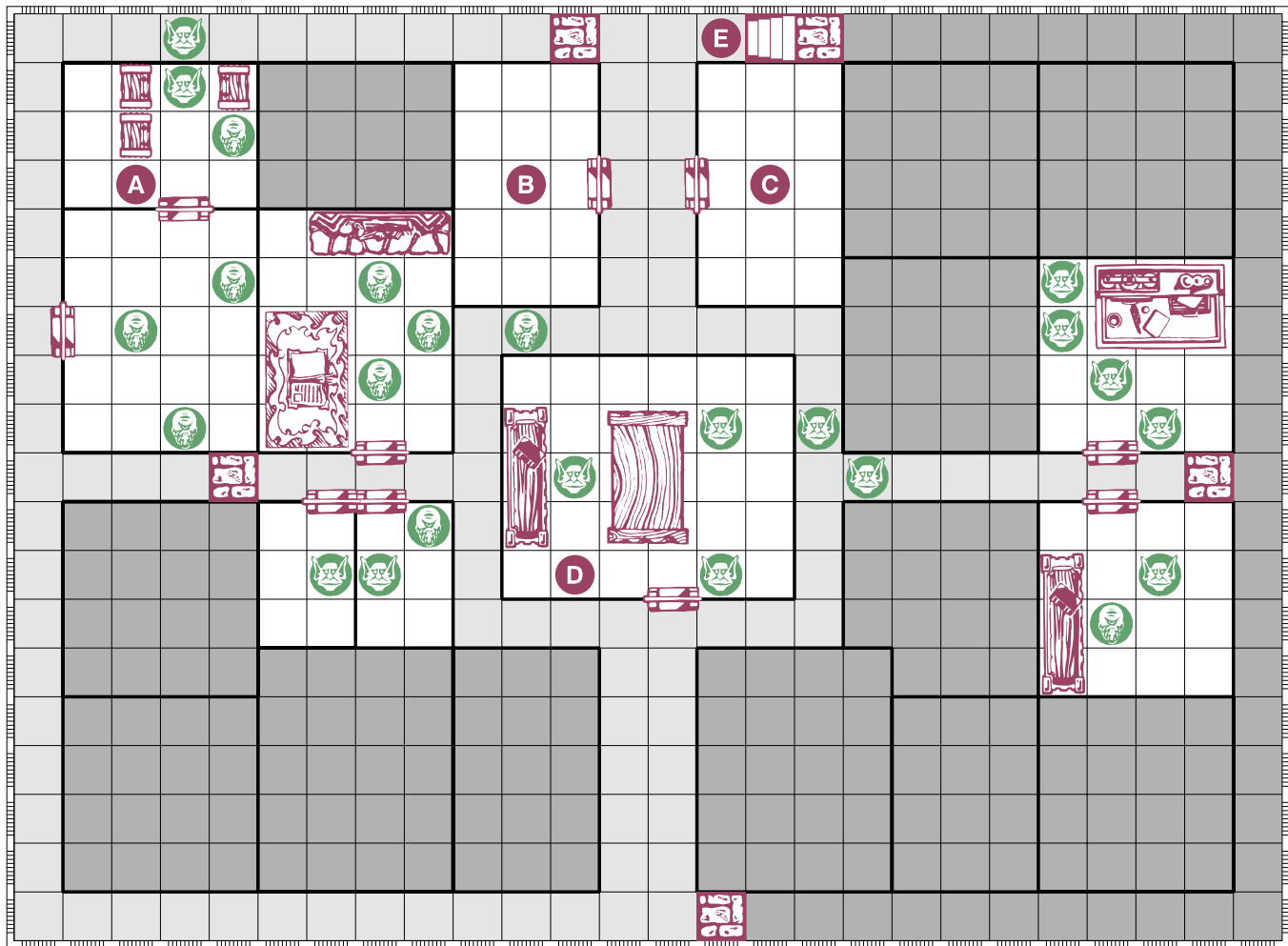
NOTES continued:

- Baltar cast upon you as an extra show of my gratitude." Welscar waves his hands, and you feel that the spell is gone. Suddenly Welscar disappears for a moment, and then reappears just as quickly. "I know that Baltar would never give up the Ruby Sphere while he still lived, so I popped over to his home to see if there was anything else I wanted. All I found were these items; they are useless to me. You are welcome to them." Welscar drops four items, the artifacts The Sword of Caronn, Protector, Balor's Helm, and the Wand of Fire. This is the end of the Quest.*
- C** Tell the players: *A sign outside the door reads "Tower #1".* This door is locked, and cannot be picked. The only way the players can open it is to get the way to open it from the Butcher and to perform the actions here. When one of the players performs the actions, the door unlocks. Read this to the Heroes: *The actions have an effect on the door. You hear a loud click.* These are the stairs to Board #11. They enter the board at room B.
- D** These stairs lead to Board #5.
- E** When a Hero opens the door, tell him: *One of the warriors shout's "Protect the Wizard". All draw their weapons.* If the Hero enters the room, the Chaos Warriors and the Wizard attacks.
- Wizard's Stats:
- | MOVEMENT | ATTACK | DEFEND | BODY | MIND |
|----------|--------|--------|------|------|
| 8        | 2      | 5      | 4    | 6    |
- Spells: Fear, Rust, Tempest, Ball of Flame
- The chest contains 40 gold coins.
- F** Tell the players: *A sign outside the door reads "Tower #2".* This door is locked and cannot be picked. The Heroes must have the amulet found in the Goblin Tunnels to open the door. If they have it, when a Hero tries to open the door tell them: *The Amulet you found in the Goblin Tunnels begins to glow brightly. The door starts to glow also. The light gets so intense you have to close your eyes. The glow fades, and you open them again. The door and*

- the amulet are both gone.* Replace the closed door with an open one, and remove the amulet tile from the Hero. The stairs go to Board #11, room D.
- G** When a player enters this room, tell him: *The Chaos Warrior says "You dare to enter my room without asking? What an outrage. Welscar will be sure to hear about this."* The Chaos Warrior then attacks. The chest contains 100 gold coins.
- H** When a player enters this room, tell the players: *One of the Chaos Warriors says "Get out of our room."* The Chaos Warriors will not attack, though, unless the players attack first.
- I** The chest here contains 100 gold coins.
- J** When a Hero opens the door, read: *The Warrior says "I'm going right now to tell Welscar."* The Warrior will try to flee to spot D if not killed. If he makes it, remove him from the board.
- K** Tell the players: *A sign outside the door reads "Tower #4".* This door is locked and cannot be picked. A Hero must read the magic spell found in the lower crypts to unlock the door. When one of the Heroes reads the spell, read: *At the conclusion of the spell the door begins to shake, slowly at first, then violently. It then stops.* The door is now unlocked. The stairs lead to Board #11, room G. Take the scroll tile away from the Hero.
- L** If the Heroes search, they find a Potion of Major Restoration and a Potion of Invisibility on the alchemist's bench.
- M** Tell the players: *A sign outside the door reads "Tower #3".* This door is locked and cannot be picked. A Hero must say the word "Mother" to unlock it. When a Hero does so, tell them: *The door shimmers for a second, then magically opens.* Replace the closed door with an open one. The stairs lead to Board #11, room I.
- N** This room is protected by an invisible shield. Place the invisible shield tile over the room. The only way the Heroes can gain access to the room is to throw all four levers in the 4 Towers, board #11. If they do so, place a door on

NOTES continued:

- spot B on this map (see notes for spot B). If a Hero searches this room, do not draw a treasure card. Tell him he finds nothing. The only thing that can be taken from this room is the Silver Staff tile.
- O** The first time a Hero reaches this spot, read: *A shimmering light is before you. You touch it, and the light feels as hard as stone, yet you can see through it. On the floor of the room you can see something. It is the Silver Staff?"*



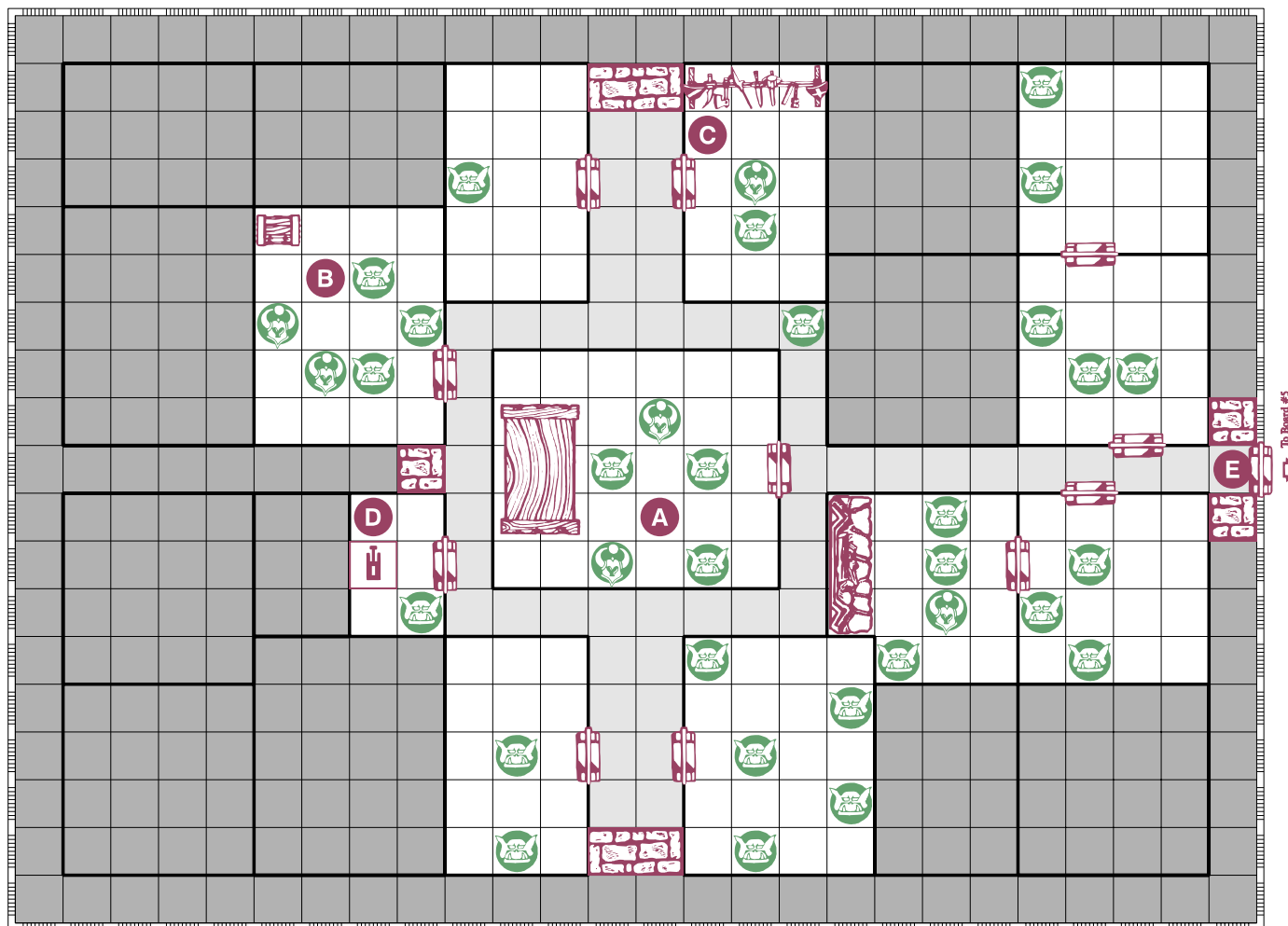
## Board #7

## Castle Cellar

## NOTES:

- A** The first time the Heroes enter the room, read: *This appears to be a storage room for old useless junk. When a Hero opens the first chest, read: It contains old laboratory equipment. Everything is worthless. When the second chest is opened, read: This one contains old recipe books. Once again, all are worthless. When a Hero opens the third chest read: This last chest is full of old costumes, like those used for plays. A pile of costume weapons is at the bottom of the chest. One catches your eye; it is different from the rest. It appears to be made of good steel. It has "Kingslayer" etched on the blade. Give the Hero the Artifact card Kingslayer.*
- B** The first time a Hero enters this room, read: *This room is lined with large cages. All are empty.*
- C** The first time a Hero enters this room, read: *This room is lined with small cages. All are empty.*
- D** The first time the Heroes enter this room, read: *The table appears to have been used for some sort of experiments. A small shelf holds doctor's scalpels. The table is stained with blood. You wonder what sort of experiments Welscar was conducting down here.*
- E** These are the stairs leading up to board #5, Welscar's Castle. The first time the Heroes enter this board, read: *The cellars are well lit. A strange red light is flashing on the wall, and a voice from nowhere is chanting "Warning. Subjects are loose. Danger. Experiments have escaped from confinement" over and over.*





## Board #8

# Troop Barracks

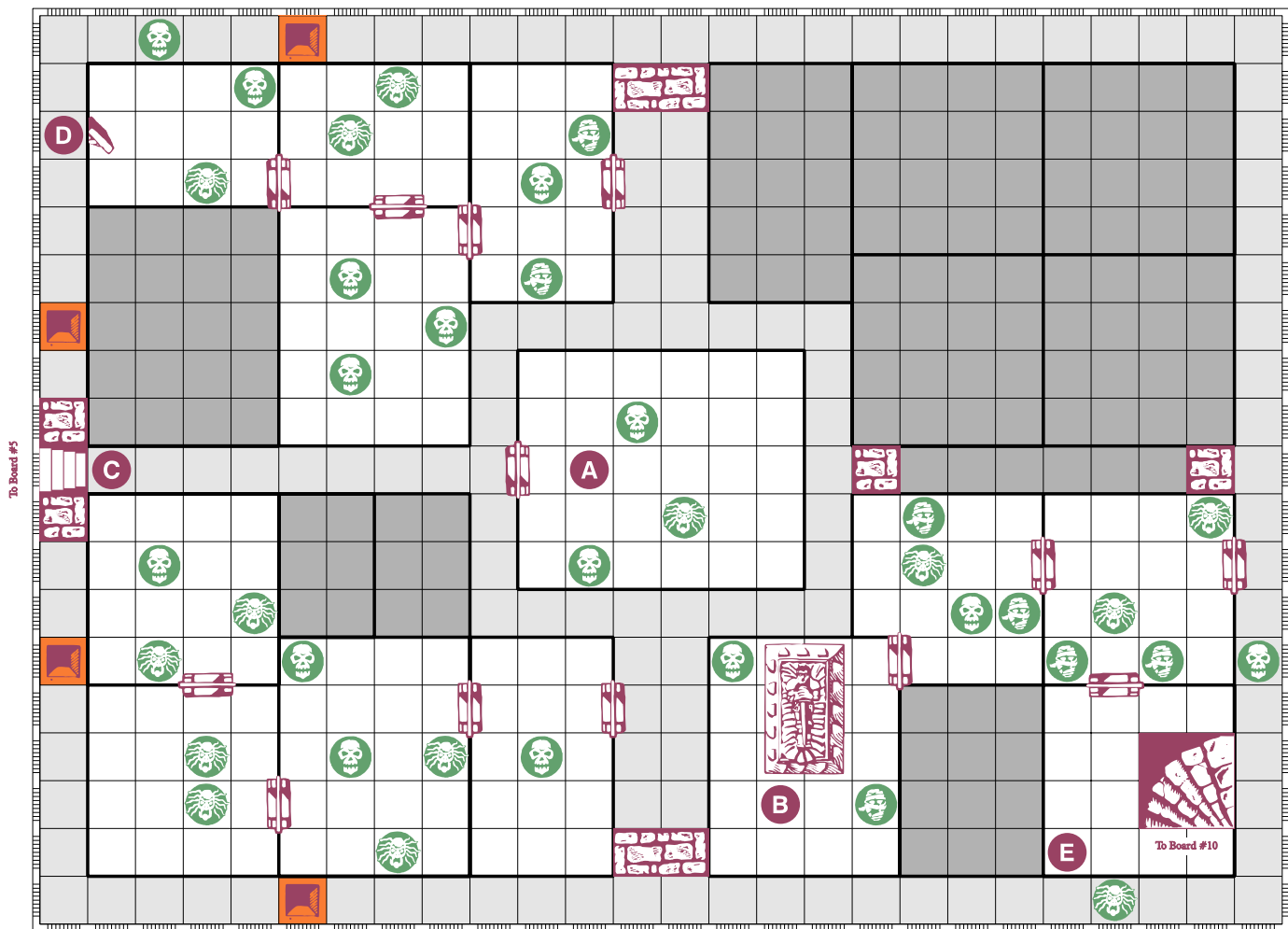
### NOTES:

- A** The first time a Hero opens the door, read: *The leaders of Welscar's troops are in a meeting. One of the Warriors yells "Spies!" All attack.*
- B** When a Hero enters this room, tell them: *A sign on the wall reads "Payroll Office".* If a Hero enters the room and the monsters have not been killed yet, read: *One of the Warriors yells, "Don't let them steal the payroll. Welscar will have our heads."* The monsters will not leave the room to chase the Heroes. If the Heroes leave the board without killing all the monsters, and they return, replace any monsters they have killed. When the chest is opened, read: *The chest contains 100 gold coins – I guess Orcs don't get paid much.*
- C** When the room is searched, read: *The weapons rack contains one helmet and one short sword.*
- D** When a Hero enters this room, read: *This room contains the lever for the alarm.* If the alarm is on and a Hero pulls the lever, the alarm is turned off.
- E** This door is the exit to board #5, Welscar's Castle.



Wandering Monster in this Quest: 2 Orcs





## Board #9

# The Graveyard

### NOTES:

Until the Heroes have been to room A, no monsters should be placed on the board. If a Hero enters any room before entering room A tell them: *Coffins line the walls of this crypt.* If they search the coffins they find bones. Once the Heroes have been to room A place the monsters on the board in their correct places.

**D** The first time a Hero reaches this spot, read: *This dark path winds behind the crypts.*

**E** The steps in this room lead down to board #10, The Lower Crypt.

**A** When a Hero opens the door to this room, place a mummy figure on the spot marked A. Do not place any of the other monsters. Read to the players: *A Mummy stands here. He says 'I am the Mummy Lord – King of this realm. You shall meet the fate of all grave robbers that enter my domain. Feel my power.' The Mummy Lord disappears, and the coffins in the room open and undead crawl out!* Remove the Mummy and place the other monsters on the board.

**B** The Mummy on this board is an undead warrior, and has the stats of a Chaos Warrior. The skeleton is all that is left of Anners, the Stablehand's brother. Tell the Heroes *You catch a glimpse of bronze on the skeleton's hand.* The first Hero to search the room after killing the Skeleton finds a bronze ring with an A inscribed on it on one of the Skeleton's fingers. Give the ring tile to the player that finds it.

**C** These are the stairs up to board #5, Welcar's Castle. When the Heroes first enter this board, tell them: *You have entered the graveyard of the former inhabitants of the castle. Several crypts can be seen in the distance.*

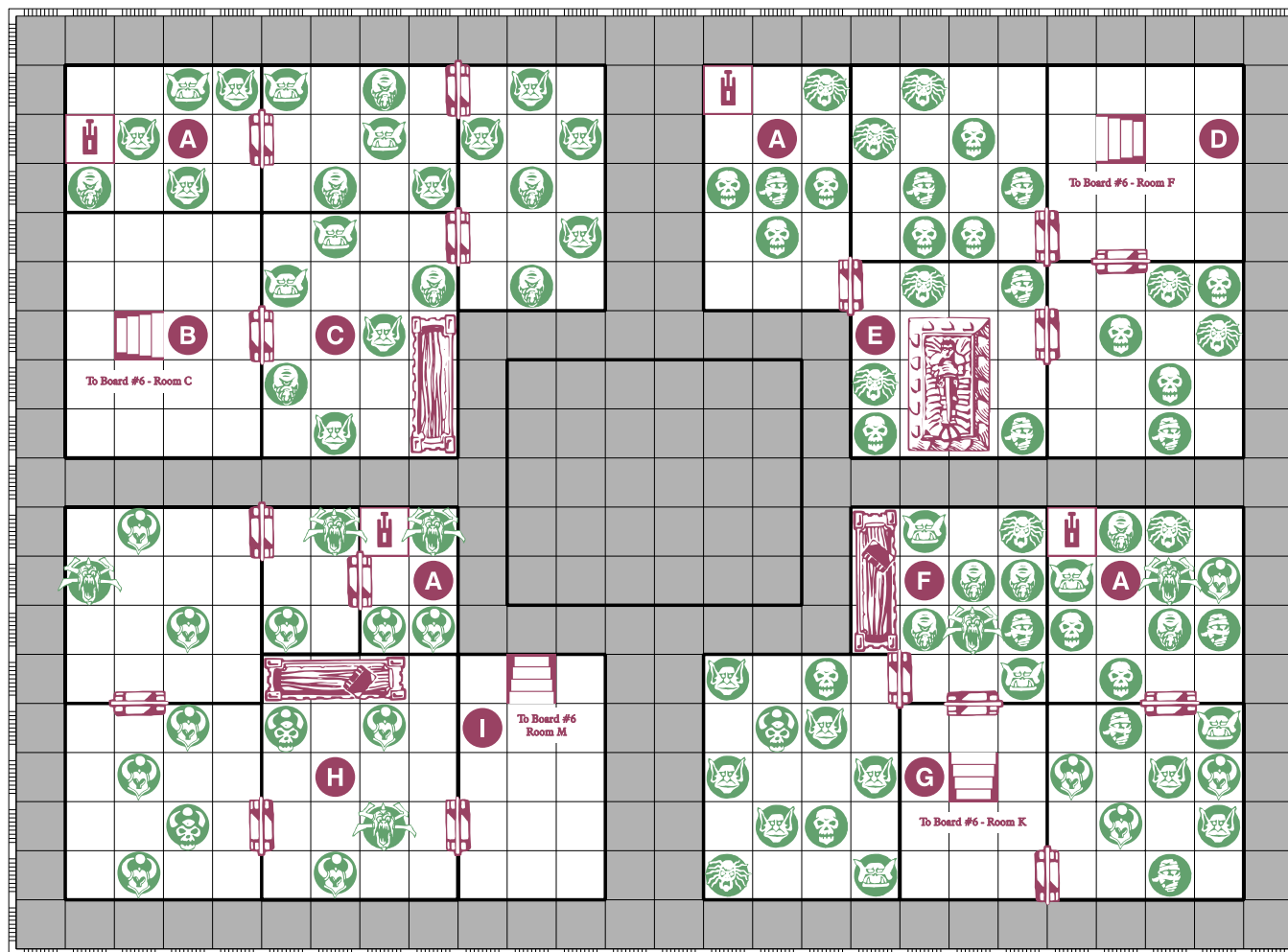


Wandering Monster in this Quest: Skeleton



# The Lower Crypt

**Wandering Monster in this Quest: Mummy**



## Board #11

# The 4 Towers

### NOTES:

If the Heroes flip a lever, remove it from the board.

If the Heroes flip all four levers, make sure you check the notes for Board #6, spot B when they leave this board.

The Chaos Mages on this level all have the same stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3	4	4	6

Spells: Sleep, Rust, Ball of Flame

**A** These rooms have the levers to turn off the invisible shield. When a Hero says he wants to pull the lever, tell him: *You hear a grinding noise in the distance. The lever disappears.* Remove the appropriate lever tile.

**B** These stairs go to board #6, room C.

**C** If the Heroes search, the cupboard has 2 Potions of Minor Restoration.

**D** These stairs go to board #6, room F.

**E** If the Heroes search, the tomb contains a scroll of Heal Body.

**F** If the Heroes search, the bookcase contains a scroll of Water of Healing.

**G** These are the stairs to board #6, room K.

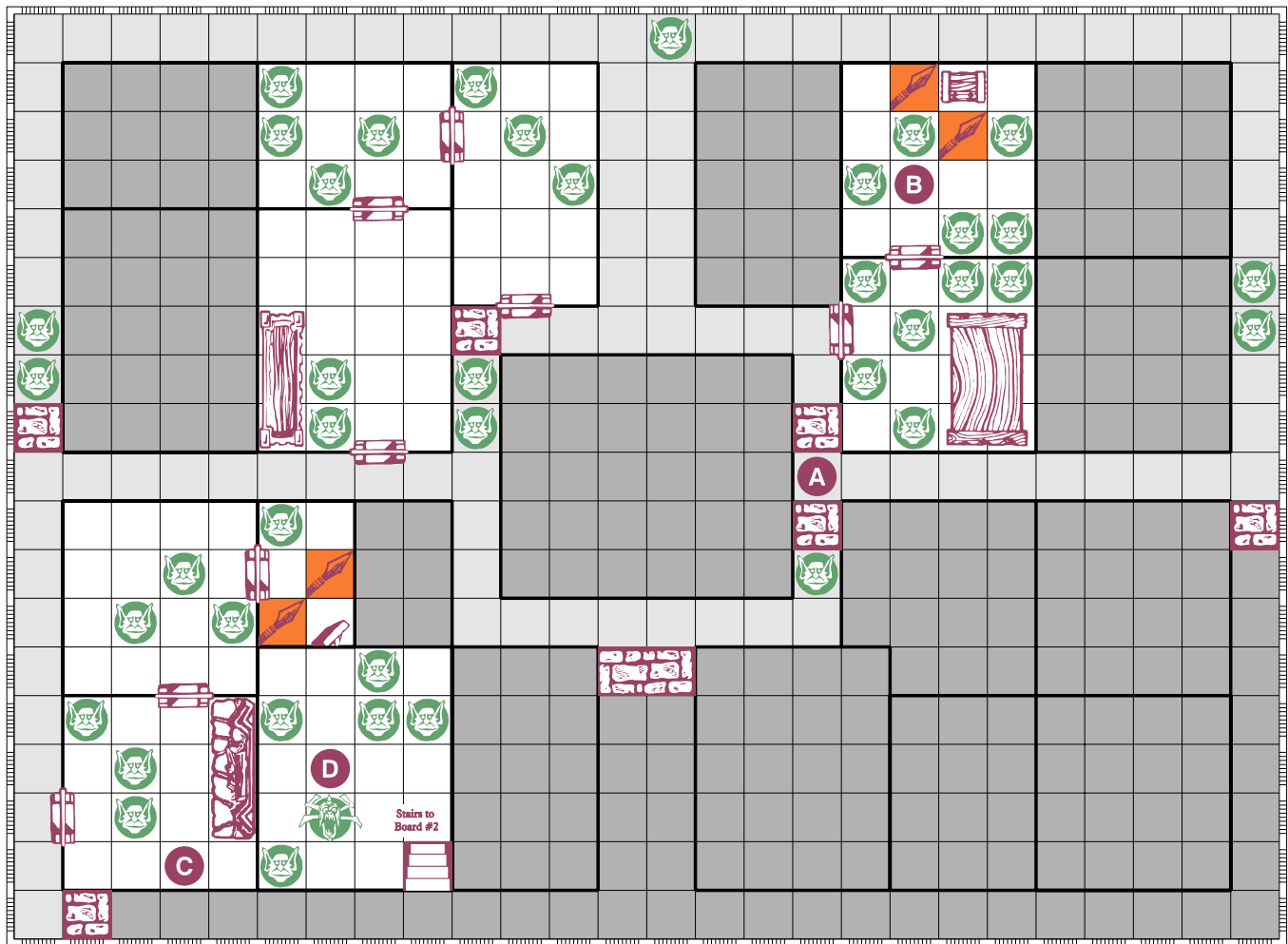
**H** If the Heroes search, they find two Potions of Major Restoration in the bookcase.

**I** These stairs go to board #6, room M.

### Wandering Monster in this Quest: Different for each Tower

- For Tower 1 (North West Corner) – Goblin
- For Tower 2 (North East Corner) – Skeleton
- For Tower 3 (South West Corner) – Chaos Warrior
- For Tower 4 (South East Corner) – Fimir





## Board #12

# The Goblin Tunnels

### NOTES:

- A** This is the spot where the Heroes start the board after climbing (or being pushed or thrown) down the pit in Board #4. Read to the players: *The small twisty tunnels look uninviting. You hear Goblin laughter in the distance.*
- B** The chest contains 40 gold coins.
- C** Read to the players: *This is the Goblins' Temple. The walls are covered with ornate tapestries, all depicting a large monster attacking humans.*
- D** Read to the players: *The Goblins here are tending to their god, a huge stone monster. They see Heroes and attack. Use the Gargoyle figure for the idol. The idol is alive – both the Goblins and the Gargoyle attack. When the Gargoyle is defeated, tell the Heroes: As the Gargoyle is defeated, it breaks into many pieces. Inside is an amulet. The amulet is inscribed with these words "To open the second that cannot be opened". The stairs lead to spot T on board #2. Give the players the amulet tile.*



Wandering Monster in this Quest: 2 Goblins