

# HERO QUEST™

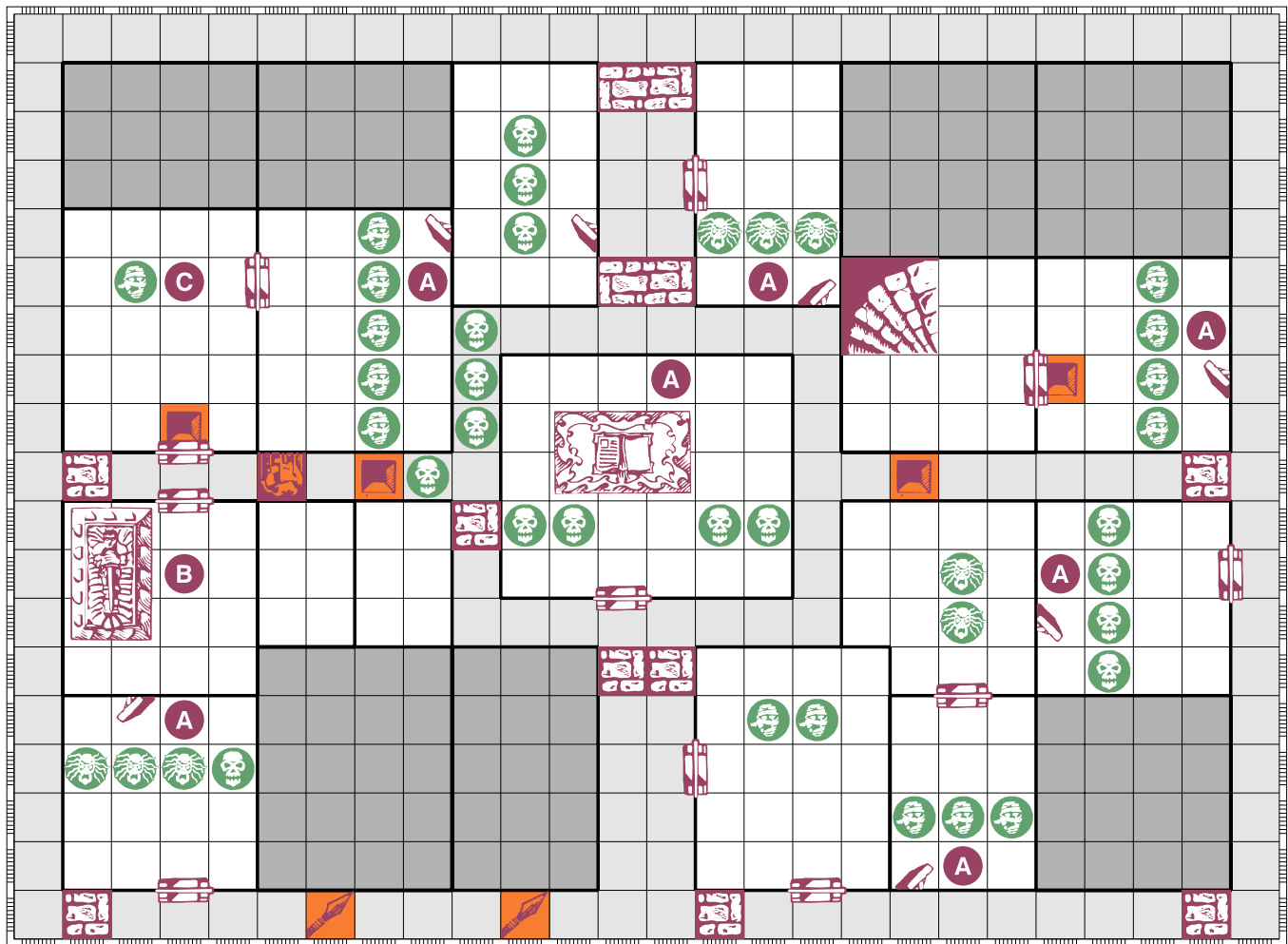
Grima Wormtongue

Q U E S T



B O O K





## The High Altar of Dark Witchcraft

# Grima Wormtongue

The Dark Wizard, Grima Wormtongue, is casting his evil spells over the land. Your Emperor has tasked you to enter his lair,

deep in the Catacombs, find the Dark Wizard, kill him, and bring his head to the Emperor. Failure is not an option.

### NOTES:

Grima has the twelve Chaos Spells, no weapons. If his monster guardian wall is broken, he may escape via a standard secret door, in each room you find him. He moves at the monsters turn. Grima has six Body Points, plus the Pentacle Shield. If he has a spell cast on him, he must roll one combat dice, if a black shield, he suffers the effects of the spell. Five dice in defence. (If you want him to live, to fight another day, save the Escape spell until last, and spirit him off the board.

- A** Grima Wormtongue.
- B** Tomb. First to search for treasure, roll one red dice, 1-4, attacked by a Skeleton, 5-6, 100 gold coins.
- C** This Mummy is Grimas' foul assistant. He has three Ball of Flame Spells, six Body Points, and four dice in defence.



Wandering Monster in this Quest: Mummy