

HeroQuest™

The Quest for the Lichemaster

Q U E S T



B O O K

Introduction

You have arrived at the town of Felspraag, on the northern side of the Grey Mountains. Tall and forbidding, these ice-covered peaks are the home of Beastmen, Skaven, Goblinoids, and monsters of the worst kind. These lands are dangerous, and life is cheap here. This is where you have come to seek your fortune.

The lands hereabouts are ruled by Baron Gunther von Mecklenberg, appointed by the Emperor himself to maintain order and protect the people of the farmsteads and villages. As Heroes of the Empire you are welcome to Felspraag and even invited to the Baron's feast hall for roast boar and mead.

The Baron seats you at High Table, opposite his advisors and trusted friends. Next to the Baron sits Johann Rienhart, whose robes and amulet proclaim him to be a Bright Wizard. Next to the Baroness, who is seated beside her husband, is an old man introduced to you as Hans Kohler, the Healer.

To the Healer's left is Marshal Maximillian Steiner, and beside him an ancient, white-haired man with sightless eyes who is called simply "The Seer". Lastly, seated at the end of the table is a man in a simple brown robe, Werner the Sage. His face looks old, but his eyes sparkle with intelligence and he is a man of vitality and shrewd judgment.

After the excellent meal, the other people in the hall drift away and leave you with the Baron and his advisors. Baron Gunther starts to speak of how he, and his hard pressed warriors and fighting men, are always having to patrol and defend the lands around. They have not time for questing and adventuring, unlike yourselves.

The Baron leans towards you, the great muscles of his forearms a little tensed as he looks at you. "We are in need of Heroes such as yourselves here", he says firmly, "for our lands are threatened by a new and dire menace. We fight living monsters of all kinds, but the enemy we most dread are the undying – Undead fiends, who can be raised from the ground where they were destroyed to fight again and again. We fear that such an enemy is readying itself to assault these lands, and that we may not be able to resist its might.

This enemy is the dreaded Lichemaster, who is ready to rise again from his tomb hidden deep in the Grey Mountains. On his throne of skulls he gains power, and it will not be long before he can rise and walk among the living again. Unless he can be stopped, as he was before. Werner, tell our new-found friends the Legend of the Four."

The sage looks inquisitively at you, and slowly reclines with his hands folded in his lap. He pauses, gathering together his memories, and then quietly, he begins his tale...

"The Lichemaster was slain by four Heroes over five centuries ago," the Sage informs you. "He had wreaked a terrible trail of destruction across the Empire. Some say he had come from the far south, even Bretonnia, but he made a stand in the Grey Mountains with an army of Skeletons against an army from the Empire and four heroes about whom we know so little; the records are lost, and not even their names are known for certain.

"One was a Warrior from Altdorf, a man tall as a forest bear, armed with a sword which spat fire and inflicted grievous wounds. One was an Elf from the Loren forest, bearing a bow which struck with uncanny accuracy over almost any distance and skewered the foul hearts of evil monsters in many lands. The third was a Wizard, whose slender hands held a wand which cast forth fire and smoke. He wore a magical cloak made by the same enchanter who created the wand, it is said, and within its pockets all manner of wonders might be found. It is not certain from whence the Wizard came, but I have heard it said he came from Middenheim, the great city atop a mountain peak which the god Ulric claimed for his own from great Taal. The fourth was a Dwarf, from a citadel which had fallen in the World's Edge Mountains, who came swinging a hammer which could fly as far as the eye could see, striking out the brains of its victims and returning in the air to its holder. He also wore a helm, protected by magic.

"At the end, as the Empire army fought the great phalanxes of Skeletons and the battle raged, the Heroes forced their way through the throng to the Lichemaster himself. He was atop his great Chariot of Bones, drawn by skeletal steeds, but Dwarf and Warrior challenged him to stand his ground and fight and the

monster's pride and contempt for these puny mortals bettered his sense. He stayed his ground, lifted the skull-topped black iron stave afire with dark magic, and drew power from the Skeletons around him, which crumbled away to dust as he sucked back the magical energy which animated them into the spell he prepared to cast through the staff.

"The Lichemaster's spell would have shriveled the flesh from the bones of a thousand warriors, had he completed its casting. But the Wizard of Middenheim had anticipated the attack, and he created a magical circle of protection of his own devising to keep the black energies of the Lichemaster's spell at bay. No ordinary spell could have kept the Lichemaster from slaying the heroes; the Wizard drew on the magical power of the weapons to sustain the protection and the sword, hammer, bow, and wand glowed with the brilliance of fire and air, energies leeching from them into the Wizard's incantations.

"Black steaming acid gouted from the staff and spat its fury against the circle of fire the Wizard placed before the heroes. All of the Lichemaster's energies were concentrated on forcing back the Wizard's protection with his spell, and this allowed the other Heroes to act. Thus, Elf and Dwarf let fly arrow and hammer at the Lichemaster, and smote him in the ribs and thigh, breaking his spell as the Warrior charged around the sphere of fire to bring his sword down upon the evil creature. Yet, at the very instant the Heroes should have claimed their victory, the Lichemaster escaped them. Between his bony hands the fiend shattered his stave and blasted the ground into utter blackness and desolation. The Lichemaster was not seen after the terrible explosion, nor was any sign of the Heroes ever discovered. Witnesses said, though, that they saw their magical weapons fly to the horizon, though none ever found them. The mass of Skeletons collapsed instantly into dust, and the remnants of the Empire's army was left to make its way back to safety.

"Many people have dismissed the tale as superstition, yet it is not so. The Seer has had a vision of the Lichemaster stirring in the magical tomb where his final spell of escape took his dark and shriveled soul. There, the monster gains power and begins to stretch his growing might into the lands of the living. The first of his groups of Skeleton raiders killed the people of a small mining village only three days ago. If the Lichemaster cannot be found and destroyed, all is lost here. But there is hope, if Heroes come to our aid.

"In a desolate dungeon a day's hard march from here lays the tomb of a terrible Warrior of Chaos. It is a place shunned by every good person in these lands, for obvious reasons. But within that tomb one of the weapons of legend, the Sword of the Flaming Heart, lies hidden. Legend, riddle and the visions of the Seer say that this is so. What power remains in the weapon we know not; much of its magic must have been lost in that final battle. Yet it still glimmers with the force of magic, and its destiny is to be reunited with the other magics to confront the Lichemaster one final time.

"The dungeon is infested with Orcs, and an Orc Warlord is raising a skirmish force there, so you will have to fight for your prize. But we hope that if you can find the Sword, there may be ways you could find the other magics of legend and confront the Lichemaster in his dread lair. Are you Heroes enough for this Quest?"

Quest Map Guide

The Quest map symbols are color-coded to help you guide the Heroes through these Quests. Here's what the various map symbol color mean.



Gold: This color is used to highlight traps that the Heroes can detect by searching.



Light Green: This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.



Dark Green: This color is used to highlight monster symbols. See the Monster Chart for actual symbols.

In each Quest, notes prefaced with a capital letter correspond to a matching letter location on the Quest map.

NOTES continued:

something is destroyed or not – a rule of thumb is anything wood, metal, or leather that the Hero is carrying is gone.

The Lichemaster's Teleporting:

The Lichemaster is allowed to make three teleporting moves during this Quest. He can teleport from his current square to any other unoccupied square on the board instead of making his normal movement. He may then attack or cast spells from this new location.

A good idea may be to move him from the spike wall to the throne to regenerate, and then back to the spike wall when the Heroes get too close to him.

Exit Doors:

The exit doors remain locked until there are no monsters left alive on the board. The chain in the pool does not count as a monster.

Fearsome Monster:

The Lichemaster is a Fearsome Monster. Unfortunately, there is no place for the Heroes to run. If a Hero fails on a fear test, he must move as far away from the Lichemaster as possible on that turn. Heroes make the fear roll at the start of their turn, and any Hero failing the fear roll may not make any attack for that turn, though he can defend against attacks. On the next turn, if he passes the fear test, he may move back and try to attack. Monsters may move after a fleeing fearful Hero.

Treasure:

After all of the monsters in the room have been killed (do not count the chain as a monster), the Heroes may search for treasure. The chest contains 800 gold

coins. The first Hero to do a general treasure search in the room finds 400 gold coins, 5 rubies worth 60 gold coins (300 gold coins total), any of the Potions of Minor Restoration that the Lichemaster may have not used, a Magical Throwing Dagger, a Magical Shield – Arrowcatcher (see Artifact Card), a Potion of Major Restoration, a Potion of Strength, and a Potion of Spell Casting.

The Way Out:

As previously mentioned, the exit doors cannot be opened while any monsters remain undestroyed. If the Heroes survive to open them, after the first one has gone through read:

"You drag yourselves wearily up the seemingly endless stairs to the light beyond. Your eyes accustomed to the subterranean gloom, you wince at the brightness of the light in the world you step back into. There is the Baron's army, wide-eyed in amazement as their skeletal foes simply fall into dust all around them, hardly daring to believe that they will survive this horror after all. Then the cry goes up as they see you, and the soldiers throng about you with congratulations, questions, wonderings, and astonishment. There is a great tumultuous cheer, and a chant slowly breaks out: 'All hail! The conquering Heroes!'"

Suddenly, amid the celebration, the four artifacts you are carrying begin to glow. The Sword of the Flaming Heart, the Wand of Conflagration, the Bow of Loren, and the World's Edge Hammer all raise out of your hands, levitating in the sky, then fly out of sight over the horizon.

You all stare in amazement, and you cannot help but wonder where the weapons have gone to this time, and if you or someone else will be needing them in the future.

Quickly, though, the victory celebration begins anew, and you soon cease wondering over the disappearance of the weapons. The time for worry is past, today is the day of VICTORY!"

NOTES continued:

Special Monster Stats:

All Undead monsters, except for the Flying Skull listed above, gain an extra Body Point in damage as long as the Lichemaster is alive.

Wandering Monster:

There is no wandering monster on this level. If a Hero searches for treasure and draws a wandering monster card, he may draw another.

The Spiked Wall:

The Lichemaster starts out behind the spiked wall in the lower right corner. To get past the spikes, the figure must roll one red die and add this to his current attack dice. If that number is greater 8, the figure succeeded in getting through the spiked wall, but suffers damage from the spikes. Roll 6 attack dice. The Hero may roll defense dice. If the Hero fails in getting through the spikes, he must roll 4 attack dice. Once again he may roll defense dice.

The spiked wall is nearly impervious to ranged weapon, either thrown or shot from a bow. A non-magical ranged weapon must have at least three attack dice to even get through the spikes, and then the Hero must roll at least three skulls to do any damage to his target. Anything less and the weapon/arrow/bolt is caught in the spikes. A magical weapon must still be at least three attack dice for it to have enough power to be shot/thrown through the spikes, but the Hero does not need to roll all three skulls for it to do damage.

If a Hero has a retrievable thrown weapon, and wants to recover it, he may have to enter the spikes to do so. Keep track of where thrown weapons land.

The Throne:

If the Lichemaster moves to the square shown with the throne, he is

considered to be sitting on it. He regenerates 1 Body Point for every turn he is sitting on his throne. No other monster or Hero may regenerate on this square.

The Steps to the Throne:

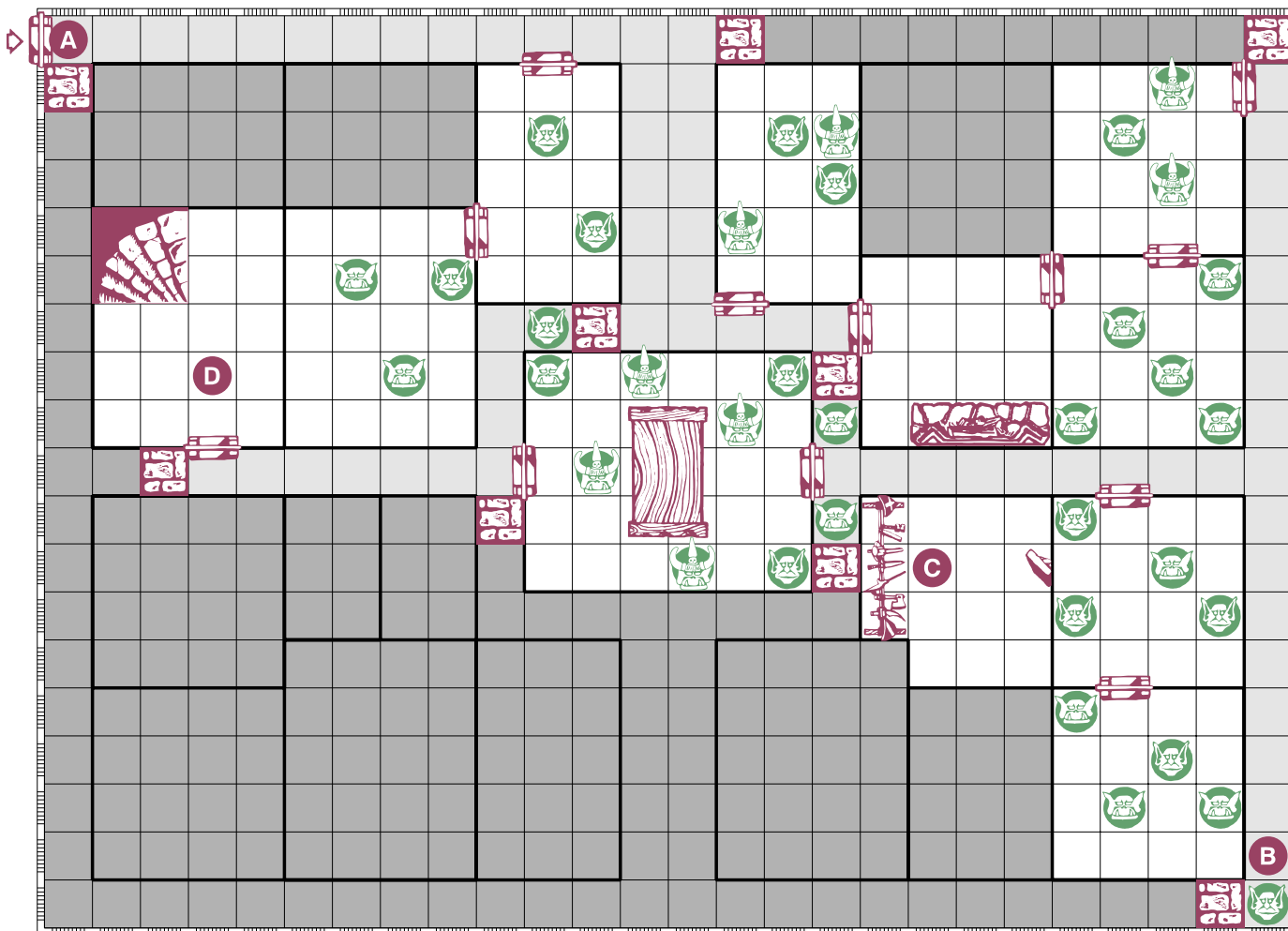
The three rows of squares in front of the throne are affected by a powerful magic which makes movement very difficult. Any Hero on these steps can only travel 1-3 squares per turn. Roll one red die for movement, and divide by 2 (round up). If the character has an artifact, potion, or spell that allows extra movement, it will allow him to move one extra square while on the steps. If a Hero moves onto any of the stair squares at any time during his movement phase, he must stop there and cannot move again during that turn.

The Chain in the Pool:

Note the chain in the pool on the left side of the board, and where it is attached to the rock (this is right by a square division – the attachment is in the square to the left of the square that contains the majority of the red flag). The chain can strike out at any Hero that moves within 3 squares of the attachment. Roll 4 attack dice for the chain. It may attack 1 Hero per turn, and does there does not have to be a straight, non-obstructed line of sight between the Hero & the attachment. After attacking the Hero the chain returns to its original position. The Heroes may attack the chain, but it is only affected by magical weapons. The chain has 4 Body Points, and rolls 2 defense dice.

The Pool:

The Pool is full of steaming acid. Any character that attempts to move through it will suffer 10 attack dice of damage. The Hero may roll his normal defense dice, but on his next turn will find that all of his metal and wood non-magical weapons and armor have dissolved. Glass vials of potion are not affected, but scrolls and gold are. As GameMaster you may have to decide if



Quest 11

The Battle with the Lichemaster

You feel yourself being twisted; moved through space. As suddenly as it started, the strange transportation spell ends, and you find yourselves in a vast cavern, surrounded by

horrible Undead creatures. In front of you stands a throne, set above the rest of the cavern. To your left is a steaming, green pool.

NOTES:

Unlike a regular HeroQuest board, this board does not have any locations. Instead the special rules for this board are listed below.

Initial Setup:

For each character, roll 2 red dice (or 1 12-sided die if you have it). Place each character on the square around the central fire pit that corresponds to the roll. If a character rolls a square already taken, move it to an adjacent square, as far away from the fire as possible (see notes below). If all adjacent squares are taken, reroll the dice.

If a figure arrives on squares 1, 3, 4, 8, 9, 11, or 12 it suffers no damage. A figure arriving on squares 2, 5, 7, or 10 has arrived fairly close to the fire pit and suffers 1 Body Point of damage. A figure arriving in square 6 has been dumped straight into the fire. Roll 5 attack dice for damage, and the figure may not roll any defense dice. A figure in the fire must take a turn to clamber out. He may only move to an adjacent square – but can move to any of the numbered squares. If one is open, he will probably want to move to a square like 1, 3, 9, or 11 where he will take no additional damage. If none of these squares are open, he will have to move to 2, 5, 7, or 10 and take an additional Body Point in damage.

If the Hero carrying the magic skull still has it, it begins flying and becomes a Flying Skull. Place the tile below the figure that was carrying it. See quest 10, room G for a description & stats of Flying Skulls.

The Lichemaster is initially invisible, and cannot be seen by the Heroes until he makes his first attack. Do not place him on the board until this time.

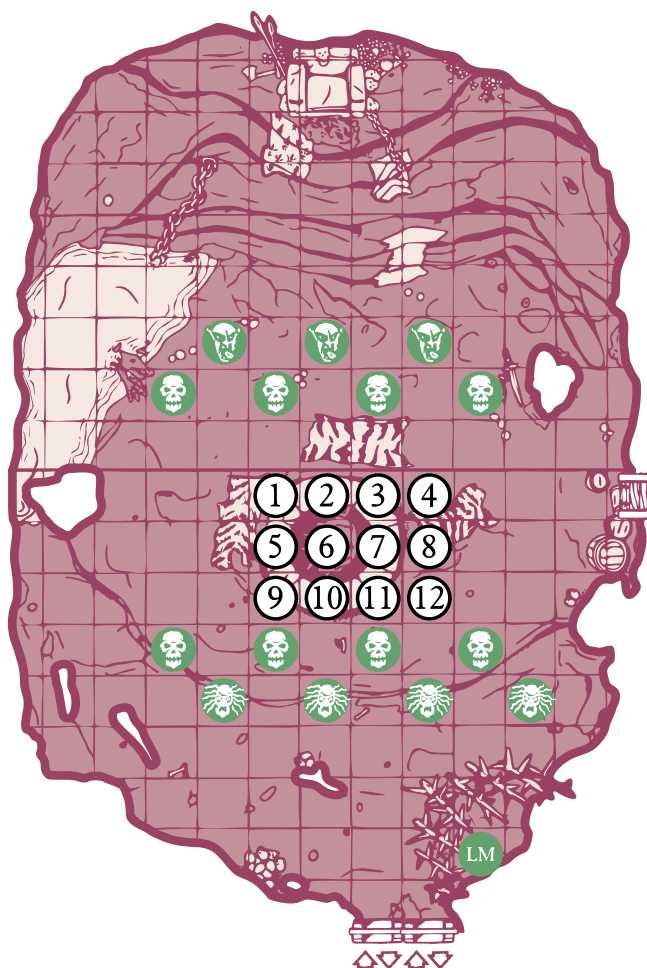
Lichemaster Stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
2 red dice	4	5	6	10

The Lichemaster knows these spells: Flesh Flaying, Strengthen Undead, Choke, Lightning Bolt (twice), and Firestorm.

The Lichemaster is a Fearsome Monster. He may teleport to anywhere in this room 3 times. He is carrying two Potions of Minor Restoration that he can drink himself.

Wandering Monster in this Quest: None



Quest 1

The Tomb of Wilhelm Gneisser – Level 1

The Baron wishes you well, although he and his men cannot spare you any help. A messenger has just arrived from an outlying farm, which has been attacked by Skaven, and the Baron must ride out with a strong force of good fighting men to put down the evil ratmen. He says that if you are successful and prove yourself in your first mission then you will have provided a service for the lands around, and he will give you some reward. "We are not rich folk in these lands, but we will do what we can", he promises. The Guide he provides leads you into the Grey Mountains for some distance, through a slowly descending mist on a grey and chill day. As you get closer to the dungeon entrance, there is a mournful cry from behind a rocky crag to your left, and then a horrible chilling scream which echoes away into a throttled sob, and a rustle of great wings as some fell bird makes off with its bloodied prey.

You ask your Guide if he has any information about the Tomb you are soon to enter. "It is the resting place of Wilhelm Gneisser, the Chaos Champion of much evil renown" he replies. A band of Orcs, under the leadership of a particularly nasty Orc Warlord named Grozgoth, are living here now; more than that I cannot say." The Guide points out the entrance to you, and then scampers off down the mountainside, constantly looking over his shoulders.

You examine the entrance to the Tomb: a nondescript hole leading into the mountain. Now you must ready your weapons and prepare to enter the darkness and gloom of the dungeon below!

NOTES:

If the Heroes leave this level, and then return, all monsters should be placed back on the board when the Heroes enter the appropriate room (even monsters they have already killed).

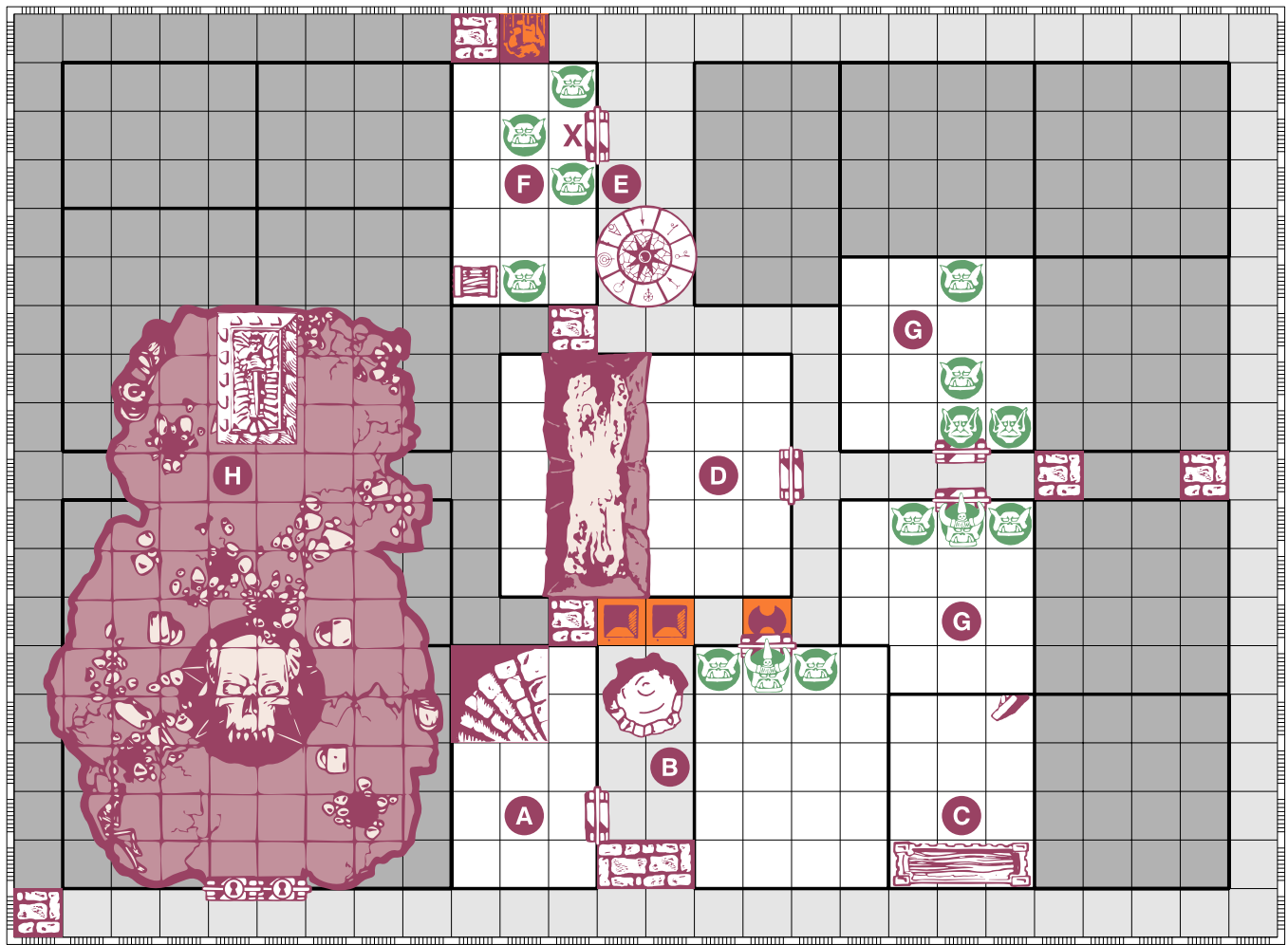
- A** This is the start of the Quest.
- B** This Goblin has a crossbow, which he uses to shoot at the Heroes as they

come down the hallway.

- C** The weapons rack holds a helmet and three daggers.
- D** These stairs lead to Quest 2, The Tomb of Wilhelm Gneisser – Level 2, room A.



Wandering Monster in this Quest: Orc



NOTES continued:

Section 5

Wandering Monster: None

- L** When the Heroes have placed the magic skull in each of the three magic circles, the door marked 1 in room A opens and leads to these doors. The first time a Hero touches one of these doors, the entire group is transported to quest 11, The Battle with the Lichemaster.

NOTES continued:

- If the chest is opened, read: *"As you touch the chest, it disappears. It was only an illusion! Suddenly the ceiling starts to quiver, and you realize that it is covered with mold. The mold starts releasing tiny spores, which soon are so thick in the room that it is difficult to breath."* Roll 5 attack dice for each Hero in the room. The Hero is allowed no defense dice rolls.
- D** The Chaos Warrior wears a suit of vile chaos plate mail, which shimmers and distorts space around itself. All ranged weapons (thrown weapons, bows, etc.) roll 2 fewer attack dice than normal (if this puts the number of attack dice at 0 or fewer, then that weapon cannot be used against the Chaos Warrior).
- The Chaos Thugs in the room each have short bows, besides their normal weapon. They may attack any Hero at least two squares away from them with these weapons, rolling 1 attack die.
- The chest contains 200 gold coins, and 4 Magical Throwing Daggers.

Section 3

- Wandering Monster: Skaven Warrior
- E** Place the chasm tile here. The Heroes entering the door must jump into the river and wade through it to the other side. It takes three movement points on the Hero's dice roll to move each square in the water. Look at the squares in the rooms beside the chasm tile to see where the squares are. The Hero must have 3 movement points to move one square, but can move as many squares as possible. If he does not have 3 movement points, his movement is over. The two Skaven at the end of the passage have slings, and shoot at any Hero in the river. Each Skaven may shoot two rocks in a turn; each rock may be shot at the same or different targets. Roll 1 attack die for every rock.
- F** The Skaven along the back wall have slings, and each shoots two rocks per turn, either at the same or at different targets.
- G** The Flying Skulls in this room may be represented with the skull tiles that came with the game. Each Flying Skull has these stats:

Flying Skull:				
MOVEMENT	ATTACK	DEFEND	BODY	MIND
12	2	3	2	0

Flying Skulls are Fearsome Monsters, and fly by magical levitation. They may fly over a character, and may end their movement turn in the same square as a Hero (place the tile under the Hero's figure). Two Skulls may not occupy the same space, though, and a Skull may not fly over a space already occupied by another Skull.

Section 4

Wandering Monster: Mummy

- H** Read to the first Hero that gets to this square: *"Before you stands a door constructed entirely of human bones. It does not budge when you try to open it, no matter how hard you try. It appears that the door could be hacked open, though."* The door cannot be unlocked or opened. The only way for the Heroes to get through is to attack the door. Only magical weapons affect the door. Roll 2 defense dice for the door. It has 3 Body Points. When the door is attacked, the secret doors in rooms I and J automatically open up (if they have not already been opened). If the Undead Champions in these rooms are still alive, they begin attacking the Heroes.
- Beyond the door is a pit that cannot be found unless a Hero searches while the door is open. The pit contains large spikes in the bottom. Roll 4 attack dice for any Hero that falls in. The Hero may only roll half his normal defense dice (round down, but the Hero gets at least one defense die).
- I** No description.
- J** No description.
- K** No description.

Quest 2

The Tomb of Wilhelm Gneisser – Level 2

The second level of this tomb is as foreboding as the first. You can feel the evil of this place; it is thick enough to cut with your sword. Yet you must enter this awful place if you are to complete your mission and recover the sword.

NOTES:

- If the Heroes leave this level, and then return, all monsters should be placed back on the board when the Heroes enter the appropriate room (even monsters they have already killed) except for Grozgoth in room F.
- A** This is the entrance and the exit from this Quest. The stairs lead up to Quest 1, The Tomb of Wilhelm Gneisser – Level 1, room C.
- B** Tell the Heroes when they get to these spots: *"A deep pool covers the passage here. There is no way across except to jump."* There are pits on the other side of the pool; the only way the Heroes can spot them is if they search from either spot B or from the other side of the pool. If the Heroes do not find the pits, then the first Hero to jump from either spot B falls in.
- C** The first Hero to search for treasure in this room finds a Potion of Major Restoration in the cupboard.
- D** When a Hero enters this room, read: *"Across a yawning chasm in this chamber you see a narrow rock ledge. The chasm is not very deep, but within the channel a freezing underground river hurtles on its way to the outside of the mountain. On the ledge you see an ornate, decorated shield, and the glint of gold from a spill of coins lying beneath it."*
- If a Hero attempts to jump across the chasm, and succeeds, roll 1 red die. On a roll of 5 or 6, tell the Hero: *"The far side of the chasm is covered with a slippery moss. You successfully jump the chasm, but slip on the moss and slide into the water."*
- If a Hero attempts to climb through the water, fails on a jump roll, or slips in, tell them: *"The far side of the chasm [the one with the weapons rack on it] is covered with moss. It is too slippery to climb up that side, so you will have to climb up the other. As you start your climb, you feel something in the water bite you."* The Hero loses one Body Point to the bite of a rock eel.
- On the far side of the chasm is a shield with the heraldry of the Duc de Parravon. The artistic design gives this shield a worth of 250 gold coins if it is sold back to the Armory. It is a normal shield otherwise. There is also 50 gold coins lying on the floor beneath the shield.
- E** Place one of the large magic circle tiles here. The first wounded Hero to step onto the magic circle regains all lost Body Points. If the first Hero to step onto the circle is fully healed, then nothing happens, and a wounded Hero may still step on the circle and be healed. If a Wizard tries to deduce the function of the magic circle before a Hero steps on it, roll 1 red die. On a roll of 1-4 he is able to deduce it.



Wandering Monster in this Quest: Orc Champion

NOTES continued:

- F** The X on the map in this room represents Grozgoth. If you do not have a special Orc figure for him, use the one with the notched sword.

Grozgoth:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	4	3	2

The chest contains the following: 160 gold coins, a green glass bottle with one dose of Blade Venom, a jewel worth 50 gold coins, and a brass key [give the players the key tile].

- G** If the Heroes open one of these doors, the monsters in the other hear them and open their door to see what is going on. They see the Heroes and attack.

- H** When a Hero is outside the door into this room, read: *"The doors here are closed, and a large brass keyhole is in the post between them."* This door will not open unless the Heroes have the key found in room F. When they unlock the door, take the key tile from them.

Read to the first Hero to enter this room: *"You have found the tomb of the Undead Champion of Chaos, Wilhelm Gneisser, where the magical sword you seek awaits. You cannot see the famed blade, and you guess that it must lie in the tomb itself. A pearly-white mist hangs in the bitterly cold air here and the floor is slippery underfoot. A huge painted mosaic of a horned skull glares at you from the rubble and wreckage."*

The floor in this room is slippery wet. Deduct 2 from each Hero's movement roll. If a Hero rolls a 2, he cannot move that turn.

Any Hero setting foot in a square which has a part of the skull mosaic in it loses 1 Body Point. If the Hero stays in the square, he loses a Body Point for every turn he remains there. A Hero can only lose one Body Point each turn this way – moving through the mosaic will only cost the Hero 1 Body Point.

The cold, acidic mist is chilling and saps the strength of the Heroes. Each

Hero has a penalty of -1 die for all attack rolls.

Wilhelm Gneisser is inside the tomb, and only appears when a Hero touches the tomb. Gneisser is an Undead Champion, and so is a Fearsome Monster. Make sure you make a fear roll for each Hero every turn he is in this room. Wilhelm Gneisser will not leave this room – if the Heroes leave without killing him he will go back into his tomb and re-emerge fully healed the next time a Hero touches it.

When a Hero touches the tomb, read: *"A hideously grinning slack-jawed skeletal figure in chain mail leaps up from the tomb as it flings back the heavy stone slab atop it. It gazes for an instant around itself, and then the burning orbs buried deep in its eye sockets flare with hate as its sword blazes into fire in its bony hands."*

The sword that Wilhelm Gneisser is using is The Sword of the Flaming Heart. Be sure to use all of its abilities for Wilhelm while he is attacking the Heroes.

When Wilhelm is killed, the Heroes may take the Sword from him. When a Hero does so, read this: *"As you touch the sword, a vision appears to you. You see a Wizard, who must be the Wizard from Middenheim."*

"It is a beautiful blade", the Wizard whispers softly, 'worthy of such enchantments as it will take. It grieves my heart that much of its power will be lost in its first meeting with the dire Lichemaster, but when they meet again what remains will surely be sufficient...'

The blacksmith nods. There is not an imperfection anywhere in the weapon. 'I know nothing of magic', he says, 'but I have made no finer blade in all my career.'

The blacksmith looks over the blue steel of the blade and the strange vein of red magical metal which almost seems to undulate, like a snake, along the edges.

The Wizard takes the blade and says 'The fires of the forge which created it

Quest 10

The Final Battle – Level 2

In a strange magical flux the entire room shimmers and the gem in the middle of the circle changes. The magic circle grows, expanding fourfold, while, to your horror, the gem transforms into a skull with eye sockets in which a very weak red glow is

just discernible. The skull grins balefully at you, as if mocking your attempts to overcome its infernal master, the Lichemaster. The room itself seems to stabilize, and four doors appear around it.

NOTES:

- The Heroes cannot leave this board, except to go Quest 11.
- This board is divided into 4 distinct sections. The first section is the entry room (room A). It does not have a wandering monster. The other 3 sections have different ones. The wandering monster for each section is described below. Each of the rooms in a section has a letter to identify what section it is in, but every room does not have a description.

Section 1

- A** Start the Heroes in the same position in the room that they were in at the end of the previous Quest. Replace the small, 1 square magic circle with the large 4 square one. Place the 4 doors on the map. Place one of the skull tiles that came with the game in the magic circle. Note that the door in the bottom of the room is centered between two squares. A Hero from either one of these squares can enter this door.

The door marked 1 is locked. It will not open until the skull has been carried and placed into each of the other 3 magical circles found on this Quest. There

is no overt clue to the Heroes that they have to move the skull around the board, so you may have to give them hints. To move the skull a Hero must pick it up and carry it in his inventory.

If a Hero tries to search the room for either treasure or traps, read: *"As you begin your search the skull lets forth with a peal of hysterical laughter. The noise so unnerves you that you stop your search."*

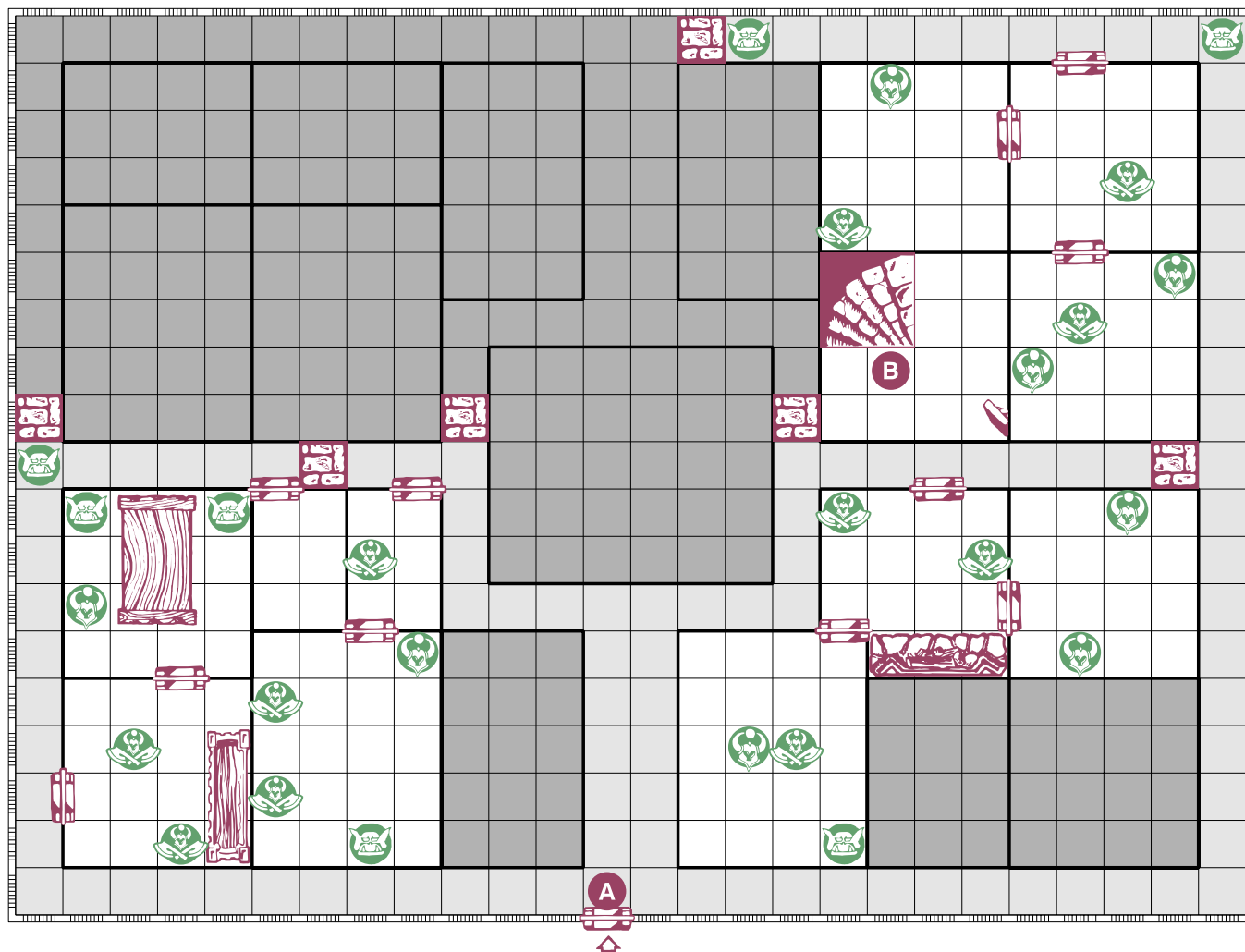
Section 2

Wandering Monster: Chaos Warrior

- B** No description.

- C** This room is covered in poisonous mold. It does no harm until a Hero attempts to open the chest, which is only an illusion. When a Hero enters this room, have him roll a red die. Add this number to his current Mind Points. If the number is 8 or greater, the Hero recognizes the chest as an illusion, though does not see the mold.

Besides the Sword of the Flaming Heart, the tomb contains 300 gold coins, a Potion of Minor Restoration, and the scroll Ball of Flame.



NOTES continued:

Unless the Hero rolls a 1-2, he suffers 2 Body Points of damage from the gas.

Orlock's coffin contains 200 gold coins, 2 scrolls of Ball of Flame, and a magic jewel needed to get the magic circle in room M. Give the player that finds it the magic jewel tile.

M

When a Hero first opens the door, read: *"As you open the door you spot two things. The first is a magic circle, hovering just above the ground. A diamond shaped hole is in the middle of it. The second thing you notice is a large throne in the corner of the room, giving off a magical aura that seems to affect the Undead creatures that are attacking you!"*

Use the 1x1 magic circle tile here.

The throne gives the Undead monsters in this room an extra attack die. The Heroes can destroy the throne if they try with a fire spell. If the Heroes try to attack the throne, roll one defense die (the toughness of the wood). It has 3 Body Points.

When the Heroes open the regular door to room, the Undead Champion nearest the secret door will open it (if it has not been already found) and attempt to surround the Heroes. Place the secret door tile on the board if this occurs.

The Heroes can do nothing with the magic circle until they place the magic jewel in its center (take the magic jewel tile from the Hero that does this). Then read: *"The magic circle raises up to head height, hovering in the air, and begins following you."* The magic circle will now follow the Hero that placed the jewel into it. If the Heroes decide to leave the dungeon to return to town to recuperate, it will remain spinning by the door, waiting for them. See room D for placement of the magic circle.

Quest 3

The Chaos Retinue of Adolphus Weiss – Level 1

The Baron and his men are still away fighting marauding monsters, but Marshal Maximillian Steiner, the Baron's loyal military commander, is in Felspraag keeping a watchful eye over the defenses of the town. He greets you warmly, and listens eagerly to your story of success in finding the first legendary treasure. He says that you should consult the Court Wizard, Johann Rienhart, who has important news for you.

When you meet the scrawny Wizard, he asks to look at the sword you have found, and when you show it to him something amazing happens. A spiral of flame rises from the edge of the blade into the air and grows into a hovering, flickering image of fire. You see a sinuous, glittering snake of fire which twists into a coil and swallows its tail. Then the fiery serpent writhes and its body suddenly disintegrates into a shower of sparks leaving behind the glowing image of a shield bearing a simple lozenge design, which fades slowly before your eyes. Everyone is stunned by this astonishing pyrotechnic display.

Johan recovers his composure and says softly "It seems that the first of these treasures bears within itself a clue to the location of the second. The shield is that of a Templar Knight who slew a Dragon here some years ago, outside a set of catacombs now occupied by a Chaos Lord of growing power. This is surely

where you must seek the next goal of your Quest!"

Johan appoints a guide for you. On your way to the catacombs, he tells you the story of the Knight who slew the Dragon. You ask your guide about the catacombs, and the Chaos Lord mentioned by Johann Rienhart. At first your guide is reluctant to speak on the subjects, but as the hours of your journey pass he finally opens up and speaks.

"Many years ago, in the time of the current Baron's grandfather, Adolphus Weiss was a knight of some repute. He was banished from the court, though, for his foul behaviors – using weapons and armor tainted by evil, attacking innocent townspeople, and so on. Where he went no one knows, but several years ago he turned up in the catacombs, no longer a knight but a full Chaos Lord, twisted by his evil ways into something unimaginably horrible. He lives there with his sorcerous brother, Gotthard. Together they rule over a horde of Thugs and renegade Orcs from the Gouged Eye tribe."

You finally reach your destination. The entrance to the catacombs is guarded, but you sneak up and dispatch the Orcs standing by the door. The way in now stands open; waiting for you to enter...



NOTES:

1. The Orcs on this Quest are armed differently than normal Orcs. Each has a crossbow and a shortsword. The rules for using the crossbow are the same as when a Hero is using one. When attacking a Hero in an adjacent square, the Orcs use shortswords. Roll the normal three attack dice for Orcs making this attack.
2. If the Heroes leave this level, and then return, all monsters should be placed back on the board when the Heroes enter the appropriate room (even monsters they have already killed).

A This is the entrance to this Quest.

B This is the exit from the Quest. The stairs lead to Quest 4, The Chaos Retinue of Adolphus Weiss – Level 2, room A.

NOTES continued:

G When a Hero passes through this passage, read: *"The ceiling here is formed from bones. You can see assorted bones sticking out; ribs, femurs, skulls. As you walk through this passage, a heavy gray dust falls from the bones."* The grave dust causes any Hero passing through the chamber to lose an attack die for hand-to-hand combat during the next attack phase (this counts until all monsters in the room/corridor are killed). Missile attacks and spells are not affected. Putting up shields for protection against the dust does not help. If the Heroes have any other ideas for passing through the passage, it is up to you to decide if it is possible or not.

H The pits in this passage cannot be detected by searching for traps. Do not place the pits on the board until instructed to.

When either of the doors to rooms I or J are opened, place all the pits on the board. Any Hero standing above one is dropped down and suffers a Body Point of damage. Move the Hero to one of the small 2-square x 3-square rooms in the bottom left section of the board (marked pit on the map). These two rooms should normally be considered solid rock; you are just using them to represent the bottom of the pit. If two Heroes are standing side by side, move both of them to the same pit. Place a Skeleton in the room, one for each Hero that falls. The Heroes can climb out of the pit, but they must defeat the Skeleton(s) before doing so. If more than two groups of Heroes fall (i.e. you need three pit bottoms) wait until one battle is resolved. Place this Hero back on the main board on the pit tile and put the waiting Hero in the room representing the bottom of the pit.

If a Hero attempts to jump a pit and fails, he falls into the pit. Place him in the special "pit" room, along with a Skeleton.

If both doors to room I and J are closed, the pits close back up. If a Hero is in one of the pit bottoms, he is trapped. He must wait there until the pit is opened back up. If he is left there at the end of the Quest, he dies.

I The doors to these rooms control the pits found in location H. If either door is open, the pits are open. If both are closed, then the pits close.

J Place two room tiles together to make this room – one of the square room tiles

and one of the large room 1 tiles.

The door leading to this room does not open from the corridor outside. If a Hero touches the door trying to open it, have him roll 2 red dice. He is transported into the room in a location determined by his roll. Look at the horizontal row for the first die, and the vertical column for the second. This is the location to place the Hero. If that square is taken, place the Hero on the closest open square.

The regular door will open normally for a Hero leaving the room, but closes behind him.

K When the electrical trap next to this square is either disarmed or tripped, four squares beside room L – the electrical trap trigger and the squares effected by the trap – all disintegrate (giving electrical damage first if tripped). Place pit tiles on these four squares. If any Hero is standing on these four squares, he falls, resulting in 1 Body Point of damage. A Hero may jump down the pit, suffering 1 Body Point in damage, or climb down. If climbing down, the Hero is vulnerable to attack by any monster in an adjacent square in room L, and can make no defense roll. The only way into room L is to fall/jump/climb down one of the pits.

L This room is the home of Orlock the Vampire, represented by the X in this room.

If Orlock's Body Points are reduced to zero or below, tell the Heroes that his body crumples and disintegrates. On the following turn it will reform in the coffin, where he will regenerate 1 Body Point per turn. Orlock can open his coffin and attack at any time during the GameMaster turn, but you may want to wait until he has most or all of his Body Points before doing so. To finally kill Orlock, the Heroes must drive a weapon through his heart as he lies with his body reforming inside his coffin. This can be done anytime during the Heroes' turn as long as Orlock is in his coffin. The weapon may be retrieved from the coffin after using it to kill Orlock.

Orlock's coffin is trapped with poison gas. If it is opened from the outside by a Hero without disarming it, any Hero in the room should roll one red die.

NOTES continued:

There is no one in town to train the Heroes, or teach the Wizard new spells.

When a Hero attempts to purchase something from the Armory, roll one red die. On a roll of 1 that item is out, and cannot be purchased by that Hero or any other during the stay in town. If the Heroes return to town later, reroll the die because it may or may not be available.

If you are really feeling sadistic, you could implement either of these two rules:

1. The healers are too busy with the war casualties to attend to the Heroes. They must rely on spells and/or potions to heal themselves.
2. The healers may be too busy with the war casualties to attend to the Heroes. For each Hero, roll one red die, one at a time. If 1-4 is rolled, that Hero is healed. If a 5-6 is rolled, then that Hero, plus any others that you have not yet rolled for, are not healed.

A This is the entrance to the level.

B When a Hero steps onto this square, or onto the square with the spear trap on it, read: *"Just past the entrance the passage is carved with stone hands which protrude from the walls. At the far end the motif of a hammer seems to be etched into one wall, but you cannot make out any details from where you stand."* If a Hero steps onto the spear trap and triggers it, read the proceeding after telling him that he hit the trap.

The squares marked with an X in the passageway are the ones with the protruding stone hands. They will reach out and attempt to grab the Heroes. Roll two attack dice for each square that a Hero passes through. The hands cannot be attacked by any means, but can be defended against.

C When a Hero gets to either one of these squares, read: *"Etched on the wall before you is the World Edge Hammer. The wall looks thin here, like it is made of ice."*

If the Heroes attempt to break the wall here, it can only be accomplished by the World Edge Hammer. When this is attempted, read: *"The wall shatters under the blow from your Hammer."* Place a door in each of these squares.

D This room is the only way of getting to the lower level of the dungeon. As soon as the magic circle from location N is placed in this room, the entire room is transported to location A of Quest 10.

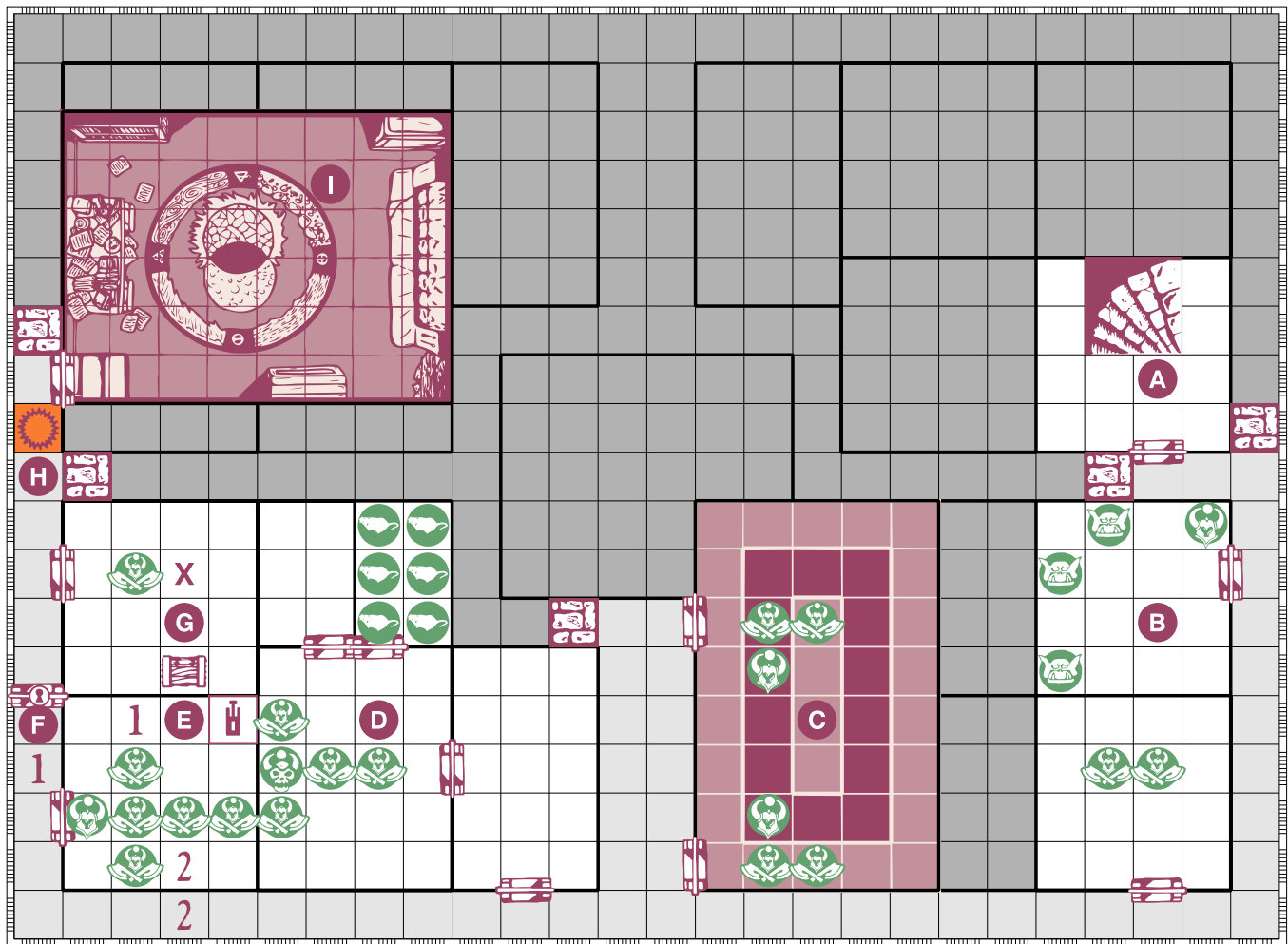
When the circle is placed in the room, read: *"The hovering magic circle slowly drifts toward the center of the room. You feel a powerful influx of magical energies within the room as the circle spins towards the center, and you guess that it must form some magical link between here and the realm of the foul Lichemaster himself!"*

Any Hero outside the room when the magic circle is placed is out of the game. Before a Hero places the magic circle, give them a fair chance to make sure that all the Heroes are in the room. You may have to ask them if they are sure they want to do this yet, etc. Wait for the Hero to tell you he wants to "place the magic circle in the center of the room" to transport the Heroes.

E When a Hero first enters this room, read: *"The shriveled and malefic form of a Wight confronts you. It has a burning greenstone amulet around its neck. The amulet shines with a baleful magical intensity which is mirrored in a green glow in the eyes of the Skeletons found in this dismal chamber."*

As long as the Wight is alive, the Skeletons will regenerate when they are destroyed. When a Skeleton reaches its maximum Body Points in damage, read: *"The Skeleton collapses before you, then glows with a sickly green glow for a moment before standing back up!"* Once the Wight is killed, the Skeletons can be destroyed normally. When the Wight is killed, the amulet he is wearing disappears and cannot be found by the Heroes.

F These Skeletons are attached to the Wight found in room E. If the Wight is still alive, read: *"As you open the door you are confronted with Skeletons, their eyes glowing with a strange green light."* See the note in room E on how to handle these Skeletons.



Quest 9

The Final Battle – Level 1

You return to Felspraag, and see that it is now home to only a few score badly wounded warriors recovering from their grievous injuries, and a few acolytes of the Temple of Shallya caring for them. Virtually every able-bodied man is away in the Baron's army, for the final apocalyptic battle against the Lichemaster's forces.

You set off after the Baron's army, following them with ease – all you have to do is to ask one of the stream of walking wounded heading back from the battlefield. They stare at you with mad, haunted eyes and stumble away when you try to speak with them. You march past scores of such wretches, and finally come to the edge of the battlefield. Hundreds of men lie wounded and dying, and their comrades in arms are trapped by a circling force of Undead. Skeletons are amassed as far as the

eye can see in this hilly terrain. Only sheer willpower and a refusal to give in keeps the Baron's forces from being swept aside by a torrential avalanche of Undeath.

"There," croaks Johann the Wizard as he stumbles across to talk to you. "See the cave entrance? It was concealed by magic; I have only just detected and uncovered it." The dying Wizard coughs blood into a heavily-stained cloth. "The Lichemaster is below. You are our only hope now. I have also seen that the only way to his inner sanctum lies within a magic circle which must be completed and taken to another chamber. When the circle is centered in this chamber, you will be drawn into the lair of the Lichemaster, so take great care before you do this. Be as strong as you can for the final conflict!"

NOTES:

1. If the Heroes leave this level, and then return, all of the monsters killed by the Heroes, unless otherwise noted, should be replaced on the board.
2. If you would like to make this quest harder (like it is not hard enough already) read the following after the first paragraph above: *"To your dismay you realize that it will not be as easy for you to find the help and equipment you might need for the final stage of your Quest!"*

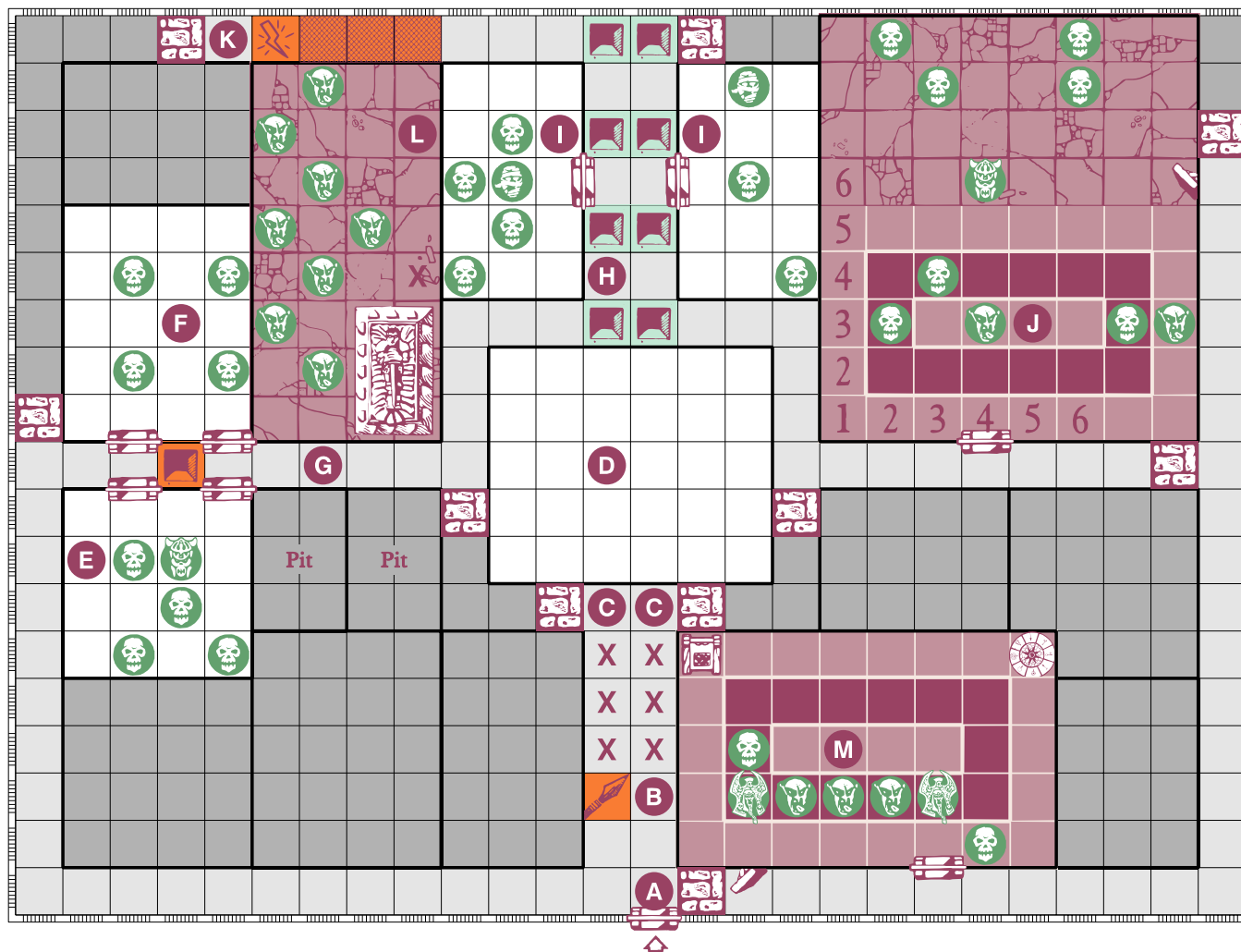
Because most of the supplies in the town have gone to the war effort, the Heroes can only buy the following each time they return to town:

2 Potions of any type

If using Henchmen, only two are available – one Man-at-Arms and one Sergeant. Both demand 25% above the usual rate of pay.



Wandering Monster in this Quest: Skeleton



Quest 4

The Chaos Retinue of Adolphus Weiss – Level 2

You climb down the stairs into a level so thick with evil that your bones begin to tremble. Somewhere on this level are the Weiss Brothers, Adolphus and Gotthard. Whether they have

discovered the weapon yet, you do not know, but you dread to think what would happen if one of the weapons fell into either brother's hands.

NOTES:

1. The Orcs on this Quest are armed differently than normal Orcs. Each has a crossbow and a shortsword. The rules for using the crossbow are the same as when a Hero is using one. When attacking a Hero in an adjacent square, the Orcs use shortswords. Roll the normal three attack dice for Orcs making this attack.
2. If the Heroes leave this level, and then return, all monsters should be placed back on the board when the Heroes enter the appropriate room (even monsters they have already killed) except for the ones in rooms D and G.

A This is the entrance to this Quest. The stairs lead up to Quest 3, room B.

B The first Hero to search the room for treasure after the monsters are killed will find a small red gem on a metal chain around the dead Chaos Warriors neck. It is worth 75 gold coins. If the gem is found or shown to the Wizard, he will be able to determine that it is magical, but unable to determine what its function is.

C If the Heroes open both of these doors at the same time, play this room as normal. Otherwise, if the Heroes open one door, the monsters will open the

other and try to surround the Heroes.

D The Chaos Mage in this room is Gotthard Weiss. After he is killed, the first Hero to search the room will find 150 gold coins and the Ring of Speed (see Artifact Card) on him.

Gotthard Weiss:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	4	3	6	8

Gotthard knows these spells: Firestorm (he is immune to the effects of this spell, so it does no damage to him if he is caught in it), Choke, and Flaming Skulls of Terror.

The two small rooms to the north should be played this way: When the first door to either room is opened, read: *"The room is overrun by Rats! They push their way past you into the room."* Move the Hero who opened the door to one side, and allow the Rats to move (all the Heroes' turns are over). Even though the Rats are shown in the small room on the right, they could be in either room. When the second door is opened, that room is empty.



Wandering Monster in this Quest: Chaos Thug

NOTES continued:

E The lever in this room opens the door marked F.

The two squares, marked 1 and 2, are one-way transportation squares. The square marked 1 will teleport a Hero, monster, or spell to the square marked 1 in the corridor, and the square marked 2 will transport to the one marked 2 in the corridor. The corridor squares will not transport back into the room. The monsters are aware of these squares, and will try to use them to surround the party.

If a monster or Hero transports and a figure is already in the square, the transporting figure rolls two attack dice. This is the damage that it does landing on the other figure. The figure already in the square may roll its normal defense dice except for a shield (this does no good when someone is landing on you). The transporting figure now occupies the square, and the figure that was landed upon is then pushed back in a direction chosen by the transporting figure. This may push back other figures in line. Move all of them back to give the transporting figure a square.

If a spell is cast in this room, it will also affect the transportation spells and "bleed over" into the corridor. If a line-type spell, such as Lightning, is cast and it hits one of the transportation spells, it will transport and continue its line in the corridor, until it hits a wall.

F This door is locked, and will remain locked until the lever in room E is flipped.

G The X in this room is the Chaos Lord Adolphus Weiss. Use a Chaos Warrior to represent him.
Adolphus Weiss' stats are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	5	5	4	4

The chest contains two Potions of Minor Restoration.

H Place the fireball square above this one, as on the map. When a player gets to

this square, read: *"Before you stands a roaring fire. The heat from the flames is quite intense."*

If the Heroes still have the red gem found in room B and they look at it, tell them: *"The gem is glowing brightly."*

If the red gem is thrown into the fire, it will go out. This is the only way to put out the fire, nothing else, including spells, will work. Once the fire is out the Heroes may retrieve the gem. It has swollen in size from the fire it absorbed, and is now worth 100 gold coins.

If a Hero attempts to jump through the fire, he must roll five attack dice, and gets no defense dice roll. Some Heroes may have an artifact or special skill to allow them to jump over a square. These Heroes do not have to roll the attack dice.

Any item besides the red gem that is thrown into the fire is burned up completely.

If a fire spell is cast into the fire, it rebounds on its caster.

I This is an unusual location in that there are no monsters here. You may wish to place the alchemist desk, the fireplace, the bookshelf, and the cupboard over the board where they are drawn on. Tell the first Hero in the room: *"This is not what you expected; a few steps beyond the door lead into what appears to be a perfectly preserved Wizard's study, with a fire burning in the grate and furnishings around the room. But your attention is drawn to the strange magical design in the center of the floor, and, in the middle of the design, to the magical wand hovering in mid-air at just about hand height."*

There is a magical force field surrounding the Magical Circle. The Heroes may only step into the small sections with the Earth, Wind, Fire, and Water designs. To remove the force field, the Wizard must stand in the Fire area, the Dwarf in the Earth area, the Elf in the Air area, and the Barbarian in the Water area. If you are playing with different types of Heroes, you may decide which types stand where. If a Hero has died, you might want to allow the others to place his dead body in the appropriate spot.

NOTES continued:

assemble and attack!"

The following then happens:

1. Roll five attack dice for each Hero on the same row as the pit or between the fire and the pit. This is the damage from the sudden flames bursting from the firepit. Do not roll these dice for the Hero in the pit – he was protected by being in the pit.
2. As long as there are not two Heroes in the pit, place a Skeleton in the pit with the Hero. If there are two Heroes in the pit, as soon as one climbs out or is helped out, place the Skeleton in the pit. The Skeleton can climb out if needed. This Skeleton is stronger than normal, and rolls an extra defense die and has an extra Body Point.
3. Place the Skeletons that are shown on the map on the board now. These Skeletons are stronger than normal, and roll an extra defense die and have an extra Body Point.
4. The second turn after the Skeletons animate, place a Skeleton on each of the squares marked with an X (or as close as possible). These Skeletons have the normal amount of defense dice and Body Points. At the start of your (the GameMaster's) turn, check to see if there are any Skeletons left in the room. As long as at least one Hero is still in the room and at least one Skeleton is still alive, two more Skeletons will appear on these spots.
5. At the start of your (the GameMaster's) turn, check to see if any Hero is on the same row as the pit, or between the pit and the firepit. A blazing red-hot stone is shot out of the magical fire at every Hero in this area. Roll one attack die for each rock shot. If a Hero moves through this area but doesn't end his turn there, the rock does not shoot out.

As long as the Heroes have the World's Edge Hammer, they can leave this area, even if all the Skeletons are not destroyed. The Skeletons will not follow the Heroes, but will be here if they return. If the Heroes manage to destroy all the Skeletons, they can open the chests. The first one is empty, and the

second one contains 400 gold coins. If they get out with the Dwarven Magic Helm, give the card to the appropriate Hero.

NOTES continued:

The trap is not disarmed if it is triggered – it is triggered every time a Hero steps on the square.

H When the first Hero enters this room, read: *"Before you stands a deep chasm in the floor. An old rope bridge hangs over it."*

When the last Hero crosses the bridge, read: *"Sadly, the weight of the last member of your party has been too much for the old, frayed bridge, which falls away from your side of the chasm into the depths below."*

If the Heroes want to cross the chasm after the bridge collapses, they must wade across the river in the chasm. This takes 6 movement points. If a Hero is on the far side of the chasm and does not have 6 movement points left, he cannot cross.

I Place the grate tile as shown on the map. If a Hero opens the grate, read: *"You see a shallow underground river below. On a ledge above the river you see the glint of gold coins!"*

If a Hero attempts to reach the coins, roll one red die. On a roll of:

1. *"As you reach for the gold, you feel the paws of a skulking Skaven grabbing your arms. You quickly withdraw your hands, luckily though you were first able to retrieve the gold."* The Hero gets 10 gold coins.
1. *"As you reach for the gold, you feel the paws of a skulking Skaven grabbing your arms. You quickly withdraw your hands, but are forced to leave the gold behind. Before you can close the grating two Skaven pop out of the passage beneath."* Place two Skaven as close as possible to the grating. After the Skaven are killed, if a Hero tries he can reach down into the passage below the grating and retrieve 10 gold coins.

J The Gargoyle in this room is extra strong, and gains an extra defense die and an extra Body Point.

The chest is trapped with an electrical trap. Any character standing in the marked squares are affected. The chest contains 300 gold coins, a Magical Throwing Dagger (see Artifact Cards)

K Do not place any monsters in this room until instructed to. The wandering monster for this room only is a Skeleton.

Read this the first time a Hero enters this room: *"You gaze into a warm, steamy chamber with a magical fire burning ahead of you. The room is cluttered with object – barrels, chests, bones, a whole slew of rocks and stones, and in the middle of the room is a pit with a skull and bones – and a Dwarven hammer and a helm!"*

The pit is 10 feet deep. A Hero may jump down without injury, but only the Barbarian and the Elf may jump back up. If the Dwarf or the Wizard enters the pit, they must stay there until helped out by either the Barbarian or the Elf. To help another Hero out of the pit, either the Barbarian or the Elf must be standing in a square next to the trapped Hero. Helping another Hero out of the pit counts as that Hero's attack turn.

The World's Edge Hammer, plus the Dwarven Helm (see Artifact Card) are in the bottom of the pit and can only be reached from either square that represents the bottom of the pit. When a character reaches for the Hammer, read: *"As you take the Hammer to complete your Quest, you are engulfed one last time by a vision. You see an ancient Dwarven Smith, standing in his shop. It has taken the old smith three long years to find the right metal, to heat and temper it, to join the metal to the iron-hard wood of its handle, to etch the runes the Dwarven Loremaster focused his enchantments upon. At last he sits back and contemplates the beauty of his work. Although the mithril of the weapon is heavy and redolent of power, the hammer flies as swiftly as a bird, and returns to the hand that threw it firm and true. The Smith cradles the hammer in his hands for one last time. Now it is time for a Hero to wield it. The vision fades, and the cavern trembles with magical energies! The bones in the pit are joined by others which thrust through the surface of the ground and assemble into a Skeleton, while the magical fire blazes into a roaring column. Searing flames burst from the firepit, burning you with a wave of heat. The other bones scattered about the room begin to*

NOTES continued:

When the Heroes are in the correct places, read: *"With a snap the force field drops. The Wizard grabs the wand before it falls to the floor. Suddenly a vision appears to you. You are in a Wizard's workshop. Two figures stand before you."*

'Hard to believe that something which looks so slim and frail has such power coursing within it,' the younger of the two figures whispers. He must be an apprentice, for you see that the other figure is an older Wizard. 'So much magic, so much power...' he says in awe as he gazes at his master's proud achievement.

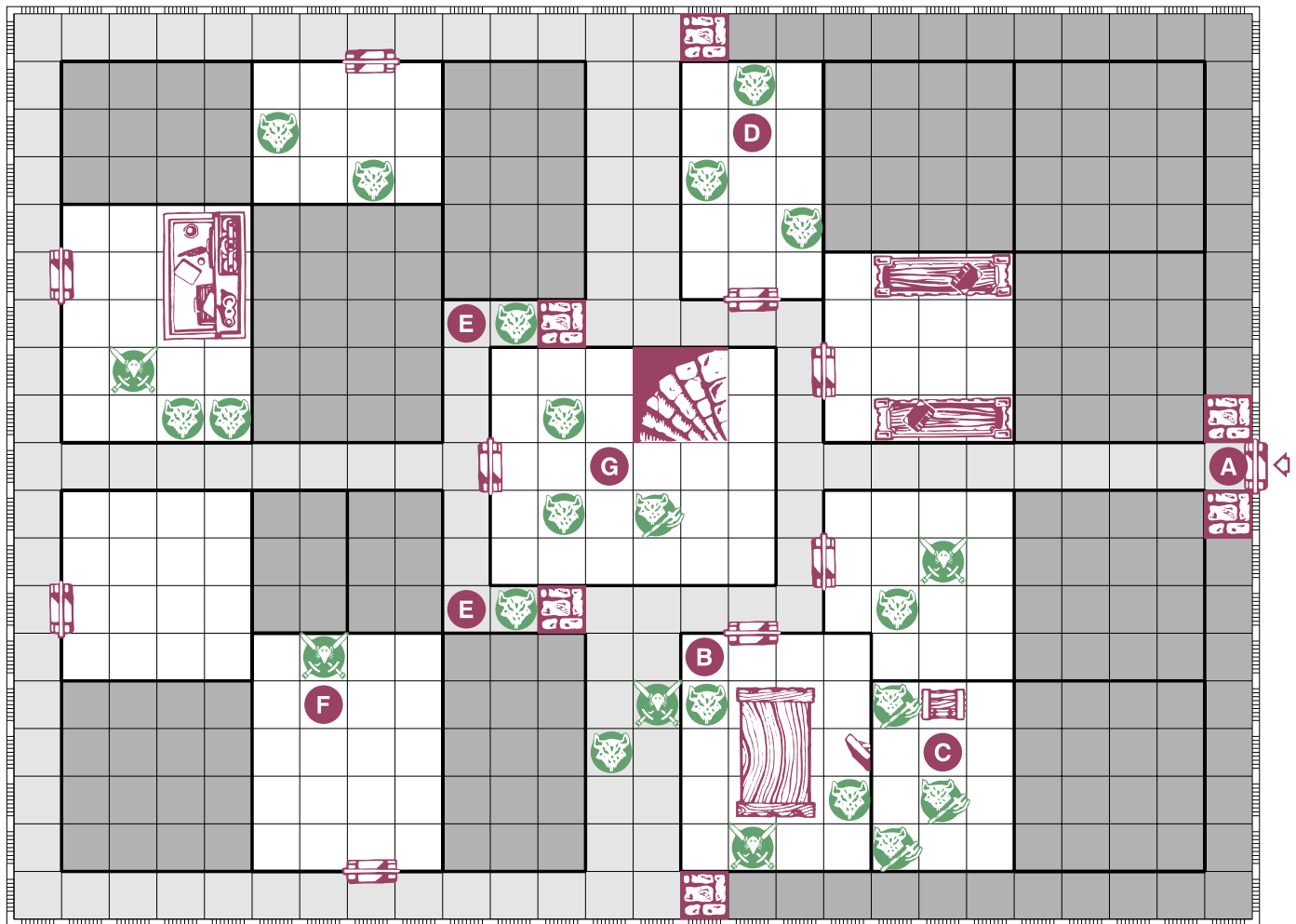
The Wizard looks wearily at his assistant. 'What is most important is the discipline of creating such a thing,' he mutters, 'and not the power which the wand houses within itself. It is the concentration, the hours of sustained effort taking the mind almost to the breaking point, the triumph of the will. And yet, I know what you mean.' The Wizard slowly twirls the slender wooden length in his hands. 'And not even I know how its powers will be used. Not in the final battle.'

The vision disappears, and you stand in silence, watching a parchment flutter to the floor. It must have been suspended unseen beside the wand."

When a Hero picks up the parchment, give him a printout of the "Handout.pdf".

If a Wizard (or Apprentice if you are playing with Henchmen) is placed in the magical circle they will be brought back to life! This effect works only once.

There is some treasure in this room. On the alchemist bench is a spell scroll, Fire of Wrath. Inside one of the drawers of the bench there is an artifact, the Cloak of Pockets. There is also a book in the bookcase, Healing Herbs of the Empire. The book is worth 150 gold coins.



Quest 8

The Struggle below the Mountain – Level 2

The sound of fighting is louder on this level; you wonder if you will encounter any of the combatants or if you can sneak past

them. Somewhere on this level is the World's Edge Hammer, if only you can find it.

NOTES:

If the Heroes leave this level, and then return, none of the monsters killed by the Heroes should be replaced on the board. The only exception to this is room I, and it is discussed more fully in that room's description.

- A** This is the entrance to the level. The stairs lead to Quest 8, The Struggle below the Mountain – Level 1, Room C.
- B** The Orc in the upper right corner has a short bow, which he can fire at any Hero at least two spaces away from him. Roll one attack die for the bow. When attacking a Hero in an adjacent square, he rolls the normal 3 attack dice.
- C** The chest here contains 200 gold coins, plus two premium throwing daggers which can be thrown at an enemy for two attack dice.
- D** The secret door is 9 feet in the air, and while it can be found it cannot be opened under normal means. The only non-magical mode to open it is for a Hero to stand on another's shoulders or for two Heroes to lift another up. The Dwarf is too short to be the low person in one of these methods.

When the secret door is opened, tell the players: *"As you touch the door, you here a distant alarm. Suddenly a group of Orcs appears in the doorway behind*

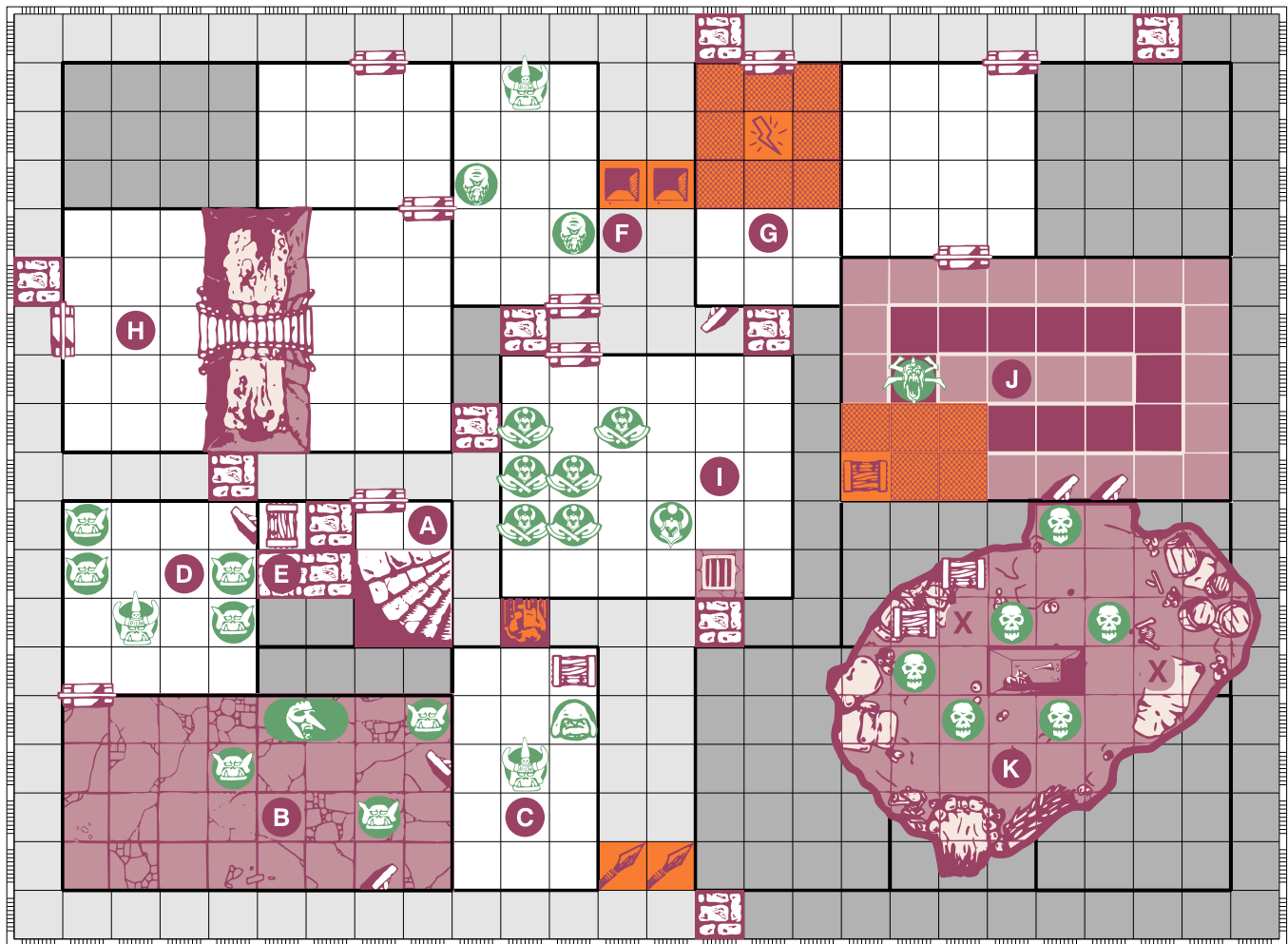
you." Four Orcs enter the room. The last one, besides his normal sword, has a crossbow and will use it to shoot at the Heroes for three attack dice of damage. If the Heroes are using a non-magical method to get at the secret door they are surprised and cannot attack for one turn.

If the Heroes try to open the secret door for a second time tell them: *"Behind the secret door you find an alcove containing a small chest."* The chest contains 6 glass vials, all marked "Potion of Major Restoration." Tell the Hero that gets the vials: *"The vials feel unusually light."* If opened, the potion has dried up. The vials are empty.

- E** This is the alcove containing the chest as described in D above.
- F** These pits are cunningly hidden. When a Hero searches for traps, roll 1 red die for each trap. On a roll of 1-3 the trap is found. On a roll of 4-6 it remains hidden.
- G** This trap can be spotted, but cannot be disarmed. When a Hero searches for traps, tell him: *"You spot the trigger for an electrical trap here"* [point out the square]. If a Hero attempts to disarm the trap, roll a red die (to confuse the players) and tell him: *"This trap is unlike any that you have ever seen before, and your attempt to disarm it fails."* The Hero suffers no damage, but the trap cannot be disarmed. The Heroes can avoid it by not stepping on the trigger.



Wandering Monster in this Quest: 2 Orcs



Quest 5

The Skaven of the Wizard's Halls – Level 1

The situation back in Felspraag is grim indeed. The Lichemaster has begun to flex his strength, and Marshal Maximillian Steiner has returned this very morning with a battalion of men from a skirmish with Skeletons and other dark Undead in the foothills less than a dozen miles away. Many men died, and the Marshal himself has a grievous leg wound, leaving him limping and grim-jawed with pain. Johann the Wizard is red-eyed with sleeplessness after his constant spellcasting and vigilance. Yet he still finds some time to help you with your Quest.

When you show him the parchment that you found, he pores over it, shaking his head with annoyance, and then finally he jabs a finger into the paper. "Of course," he says, "that symbol. It is the personal sigil of Martin Heydrich, an Ostlander Wizard. I should have realized... this riddle is strange indeed. I can think of only one place which his message could refer to – a dungeon built by a fellow Wizard, his cousin Albrecht, not far from Middenheim. Albrecht was a recluse, and died unmourned within his own chambers there. Why an Elven Bow should have

been hidden there, I really cannot say. Yet it is the one lead we have. One thing I do know is that the place is feared and avoided, for it is overrun by Skaven, and more than one clan of the foul and pestilential Ratmen have taken up residence there. The Skaven there are renegades, driven out from their own clans for various crimes against the rulers of the Ratmen. They have fled to this dungeon and banded together under the leadership of a Skaven Sorcerer. They're a ragtag bunch, but they're motivated by the simple desire to defend themselves and stay alive. And because they're not very numerous compared to the large Skaven clans, they have developed some dangerous tactics for dealing with intruders. These are especially due to the Sorcerer, who has managed to use warpstone to create some unusual magics which these Skaven use to considerable effect in battles."

Johan gives you directions to the dungeon, and you make your preparations before starting on the journey. After several weeks of traveling, you find the entrance and enter it...

NOTES:

1. Some Skaven in this dungeon carry a special warpstone-based charm prepared by the Skaven Sorcerer which allows them to become Berserk

Monsters. These Skaven will become berserk as soon as they reach hand-to-hand combat. The Skaven that can accomplish this are stated



Wandering Monster in this Quest: Skaven

NOTES continued:

in the room descriptions to be wearing berserker amulets. The amulets cannot be used by the Heroes or by any Henchmen. If they put one, they immediately suffer 1 Body Point of damage from the effects of this Chaos-tainted material.

2. Some of the Skaven in this Quest have slings with which they can fire stones at enemies. Slings may be fired at any character at least two squares from the Skaven, but no more than eight. A Skaven may fire two stones from a sling every turn. It may fire them at two different enemies or at the same one. Roll one attack die for each stone. These slings are not usable by Heroes or Henchmen; they are too small to be used effectively by them. If the Skaven's enemy advances to a square next to the player, it puts up its sling and uses its regular weapon.
3. If the Heroes leave this level, and then return, all monsters should be placed back on the board when the Heroes enter the appropriate room (even monsters they have already killed).

- A** This is the entrance to the Quest.
- B** The Skaven Champion in this room has a sling.
- C** The chest contains 100 gold coins.
- D** All three Skavens in this room are wearing berserker amulets.
- E** Both of these Skavens are wearing berserker amulets.
- F** This Skaven Champion has a sling.
- G** This is the exit from this level. It leads to Quest 6, The Skaven of Wizard's Hall – Level 2, Room A.

NOTES continued:

This room will take some time for you to keep track of all that is going on. The monsters are attacking each other, and will continue to do so when the Heroes enter. Each monster can do two things on its turn. Roll a red die to determine the outcome:

1. The monster continues attacking a monster from the opposing group.
1. The monster attacks the Heroes.

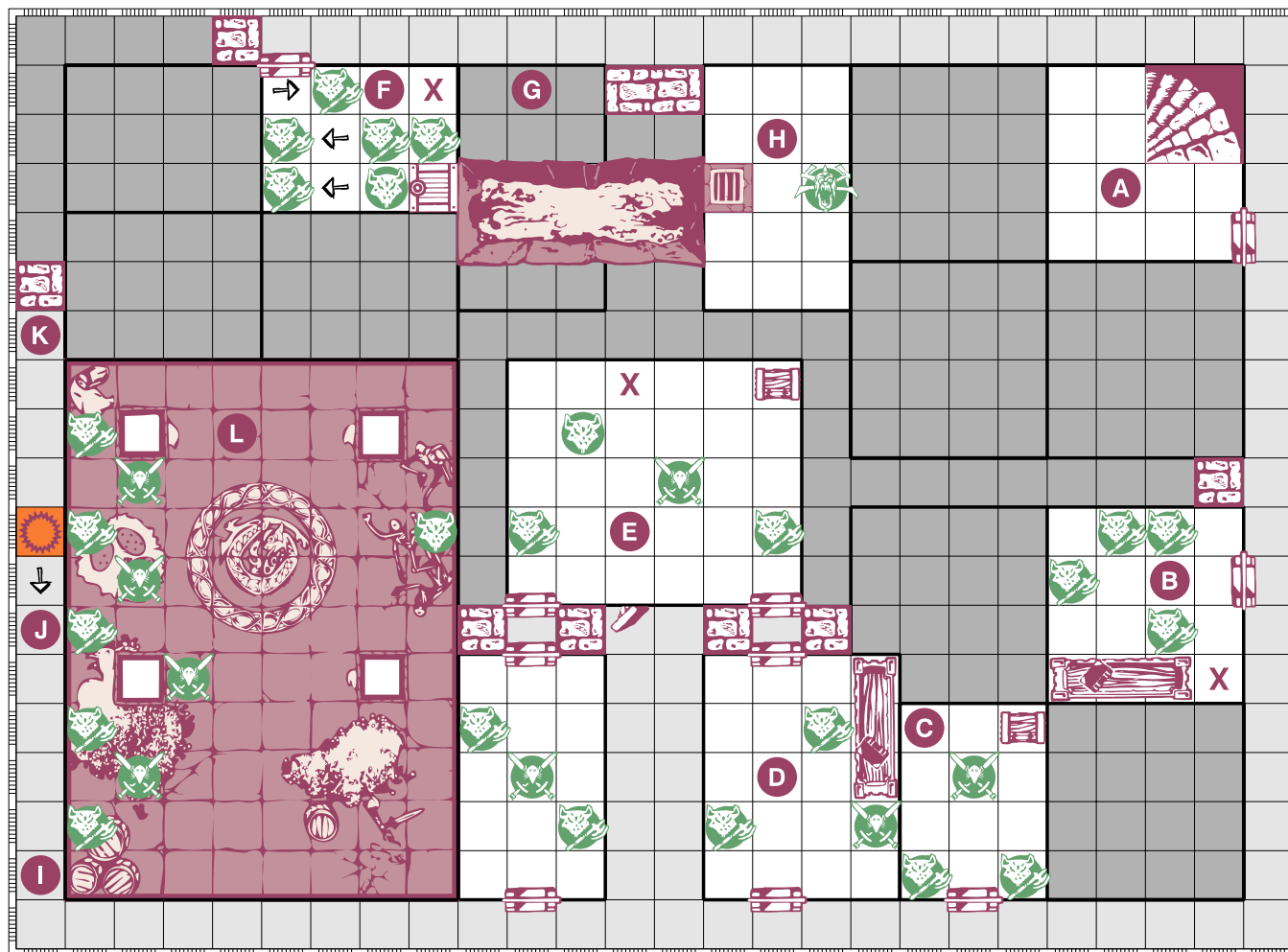
If there are no monsters from the opposing group left alive or the monster cannot reach an adjacent square to attack an opposing monster, it will automatically attack the Heroes.

If the Heroes leave the room while there are still some monsters alive, you can stop the fight (freeze it in place, as it were). When the Heroes return you can start it up again.

The chest here is trapped. If it is opened without first disarming the trap, then a cloud of gas billows forth from the chest. All in the room suffer 2 Body Points of damage. The chest contains nothing besides the gas. If the Hero tripped the trap then tell him: *"All that is in the chest is a glass jar."* If the Hero disarmed the trap, then read: *"Inside the chest you find a glass jar. You can see a smoky gas billowing inside."* The Hero can use this glass as a weapon. When thrown at a square it will break. All figures in that square plus any adjacent square will suffer 2 Body Points of damage. The gas will not go through walls or closed doors, but will go through opened doors.



This is the exit from the level. The stairs lead down to Quest 8, The Struggle below the Mountain – Level 2, Room A.



Quest 7

The Struggle below the Mountain – Level 1

In Felspraag, the Baron has raised virtually every man in the village and surrounding lands into a militia army. Deep in the Grey Mountains a huge army of Skeletons has massed, and they must be stopped before they kill hundreds, thousands of ordinary folk. The army is nearly ready to march, but Johann the Wizard makes time to speak with you before he leaves with them.

"Your Quest is of the highest importance," he says. "You must find the last treasure, the World's Edge Hammer, and then confront the Lichemaster himself. The Seer has had a dream of

the Hammer's resting place: he tells me that he sees a great Daemon struggling against other monsters in dungeons below a mountain with a peak shaped like a broken claw. The other monsters, the Seer cannot sense, but you will have to overcome truly powerful enemies there. Such a mountain exists only a day's march from here, and we must hope that it is the one the Seer has sensed in his scrying. When you have the Hammer, you must follow the Baron's army, and make as much haste as you may. Time grows short, and the lives of many are in the balance now."

NOTES:

Wandering Monster: The wandering monster for this Quest depends on the location of the Hero who drew the card. If he is in the upper half of the board he gets a Chaos Thug. If he is in the lower half then he gets an Orc. If he is in the middle room then he receives both.

greenskins (Goblins, Orcs, and Fimir) led by an Ogre. Both groups are fighting each other for control of the dungeon, and the Heroes are walking into the middle of their conflict.

1. If the Heroes leave this level, and then return, all monsters should be placed back on the board when the Heroes enter the appropriate room (even monsters they have already killed).
2. There are two groups of monsters in this level. The first is a group of Chaos Thugs and Warriors, led by a Gargoyles. The second is a group of

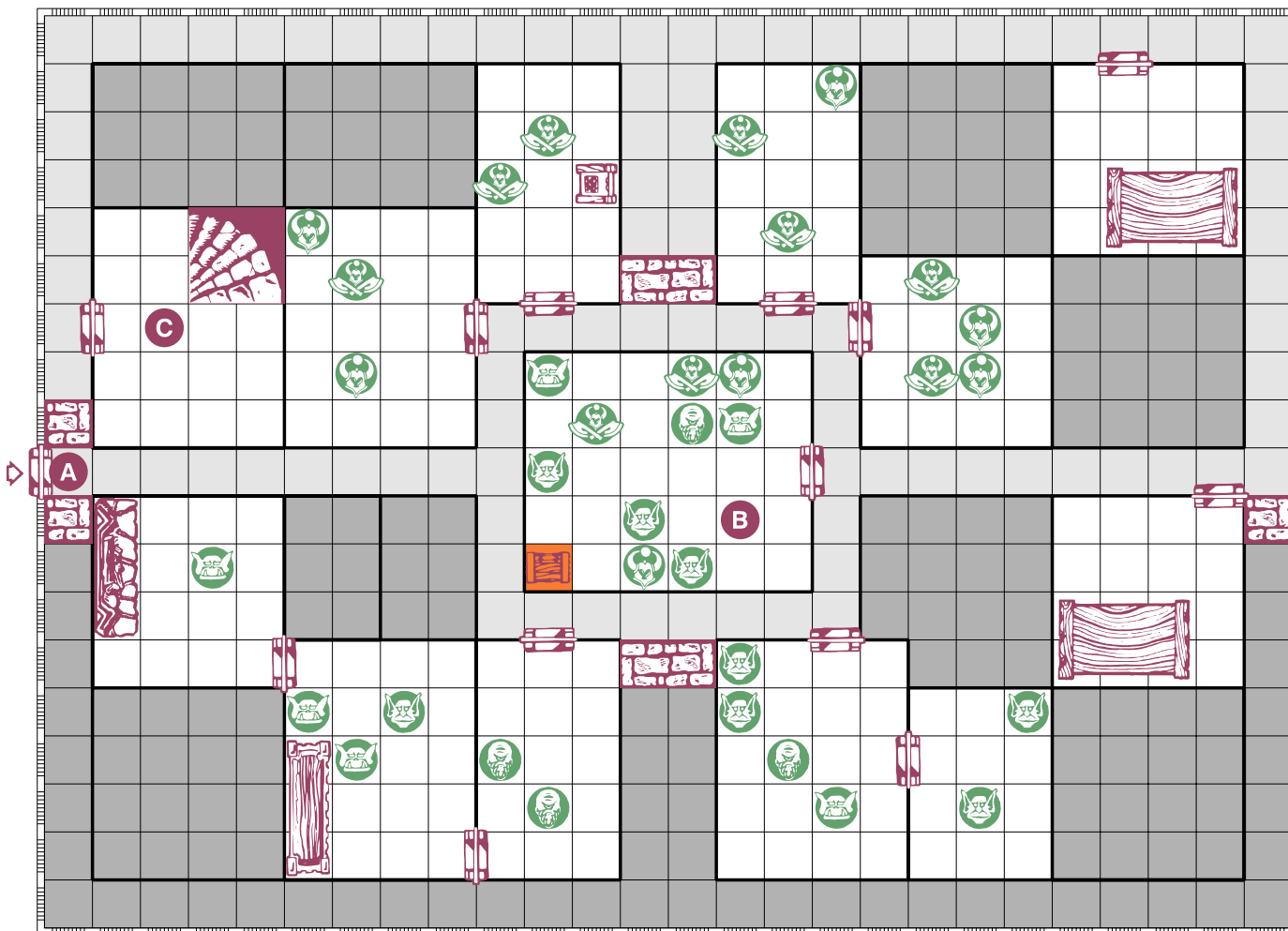
A This is the entrance to the level.

B When the first Hero enters this room, read: *"You have stumbled onto a fight between two groups of monsters!"*

A raging battle is going on in this room. There are two Chaos Warriors and two Chaos Thugs fighting with a Fimir, two Orcs, and three Goblins.



Wandering Monster in this Quest: Chaos Thug or Orc



Quest 6

The Skaven of the Wizard's Halls – Level 2

You climb down into the lower level of the dungeon. The air is thick; the feel of Chaos magic permeates this place. Somewhere

on this level is a high concentration of the dark, Chaos Warpmagic. Perhaps the Bow is hidden in the same place.

NOTES:

1. Some Skaven in this dungeon carry a special warpstone-based charm prepared by the Skaven Sorcerer which allows them to become Berserk Monsters. These Skaven will become berserk as soon as they reach hand-to-hand combat. The Skaven that can accomplish this are stated in the room descriptions to be wearing berserker amulets. The amulets cannot be used by the Heroes or by any Henchmen. If they put one, they immediately suffer 1 Body Point of damage from the effects of this Chaos-tainted material.
2. Some of the Skaven in this quest have slings with which they can fire stones at enemies. Slings may be fired at any character at least two squares from the Skaven, but no more than eight. A Skaven may fire two stones from a sling every turn. It may fire them at two different enemies or at the same one. Roll one attack die for each stone. These slings are not usable by Heroes or Henchmen; they are too small to be used effectively by them. If the Skaven's enemy advances to a square next to the player, it puts up its sling and uses its regular weapon.
3. If the Heroes leave this level, and then return, all monsters should be placed back on the board when the Heroes enter the appropriate room (even monsters they have already killed).

A This is the entrance to the level. The stairs lead to Quest 5, The Skaven of Wizard's Halls – Level 1, Room G.

B The two Skaven closest to the door have berserker amulets. The other two have slings.

The X marks the place of a Skaven Assassin. Use a regular Skaven figure for it. The Skaven Assassin has the stats of a regular Skaven. It also has poured elfbane on his blade. If the Skaven attacks an Elf with this blade and rolls at least one skull on its attack roll, add an extra Body Point of damage to the roll due to the poison. The elfbane will last on the Assassin's blade for as long as he is alive. The Assassin will try to attack an Elf if possible, but if it cannot it will attack any Hero. If it sees a chance to get to the Elf, though, it will break away from a fight with another Hero and attempt to slay the Elf.

C The chest here contains 250 gold coins, and a Potion of Major Restoration.

D The Skaven Champion here has a berserker amulet.

E The Skaven Champion in this room has a sling.

The X marks the place of a special Skaven, a Skaven Plague Bearer. You can use a regular Skaven figure for it. The Skaven Plague Bearer has a plague



Wandering Monster in this Quest: Skaven Warrior

NOTES continued:

censor, which it can throw anywhere in the room, or it can attack a Hero in an adjacent square like a regular Skaven. When the censor is thrown, the square that is aimed at plus all adjacent squares are immediately dosed with plague germs. Any Hero or Henchman in these squares must roll one red die. On a roll of 1 or 2 the Hero is diseased. The censor also has a magical effect: as long as the Plague Bearer is holding it, a howling wind screams through the room, causing any ranged weapon (bows or thrown weapons) to lose two attack dice. If the weapon's attack dice fall to zero or below, it cannot be used while the wind is howling.

The first Hero to search the room for treasure will find a key around the Plague Bearer's neck. Give the key tile to the Hero.

The chest contains a Potion of Minor Restoration and 20 gold coins.

F When a Hero first enters this room, read: *"The room you have entered is extremely hot. A glinting brazier burns on the wall. From its light you see the glinting eyes of hot, sweaty Skaven!"*

The three Skaven Warriors with arrows pointing to them have berserker amulets. The single Skaven beside the trap door has a sling.

Because the Skaven in this room are used to heat, any fire based spell cast in this room inflicts one fewer Body Points of damage than normal.

The X in this room is the location of the Skaven Sorcerer. You can use a normal figure for this Skaven, but you might want to differentiate it in some way. Its stats are the same as a regular Skaven. The Skaven Sorcerer knows these spells: Command, Tempest, Cloud of Chaos.

The trapdoor is locked. If a Hero tries to open it, read: *"This strong and heavy trapdoor has a huge keyhole in it. It must be locked, because no amount of pulling budes it."* The trapdoor can only be unlocked with the key found in room F. When a Hero uses the key to unlock the door, take the key tile away from him. When the trap door is opened, tell the Hero: *"You open the trapdoor to reveal an underground stream. It is wide enough and deep enough for you to swim in, but you can see no air pockets."* To swim the stream a

Hero must have enough movement left to move to the trapdoor tile with one square of movement remaining. If a Hero attempts to swim the stream, place the chasm tile on the board as shown on the Quest Map, location G, and go to this location on the Quest notes.

G When a Hero attempts to swim the stream, he must roll a red die.

On a roll of 1-4, the Hero makes the swim. Move him to the grating tile (if the Hero is the first one to make the swim, do not place the Gargoyle in the room yet) and read: *"You make the swim. Above you is a grating, giving you precious air to breath. The grating is hinged and can easily be opened"*.

On a roll of 5-6, the Hero runs out of air. Read: *"You attempt to swim the stream, but run out of air. In a frantic, panic-stricken burst of speed, you swim back to the trapdoor and climb out. You stand there for a moment, choking and sputtering from your near drowning."* The Hero suffers one Body Point of damage from the water. Move the Hero to a square adjacent to the trapdoor. His turn is over.

When a Hero opens the grating, he is officially in room H. Go to the description for that room. Swimming counts as the Heroes entire turn and he may not attack, search, etc. When he lifts the grating, he does have one square of movement left.

H The first time a Hero enters this room, read: *"You see a large statue here, holding a large egg-shaped white stone."* The Gargoyle is not animated, but will come to life if a Hero attempts to retrieve the white stone. The Heroes can only get it after the Gargoyle has been destroyed. Give the Hero that takes the stone the white stone tile

I The first time a Hero steps on this square read: *"The wall to your right is made entirely of a translucent white stone. As you look at the wall, you can make out indistinct shapes behind it. They seem to be encased in the stone, as they are not moving. You see something strange in the floor at the end of the hallway, but cannot make out what it is from here."*

J This square is trapped with a fireball trap. If a Hero steps on it without first

NOTES continued:

disarming it, a fireball shoots down the passage in the direction of the arrow, inflicting two attack dice of damage on any Hero in its path.

K The first time a Hero steps on this square read: *"You find a small altar in the floor here. In the top of the altar is a small, egg shaped depression."*

The white stone from location H fits here. When a Hero places it here, read: *"As you place the white stone in the depression, the white wall beside you begins to crack. It breaks with an ear-splitting shatter, and the pieces disappear in the air. You can now gain access to the room that was beyond the white wall. The only problem is that the shapes you saw turn out to be Skaven, who are now released from the magical stasis that was holding them. Below the coiled dragon mosaic you see the Bow of Loren, floating in mid-air. Tendrils of force spiral up from the mosaic on the floor to hold the Bow in place."*

Place the special room 3 tile on the board now, as well as all the monsters listed on it.

The regular Skaven in the back has a sling.

After four combat rounds, the Dragon in the mosaic assembles from the floor and comes to life! When his transformation occurs read this to the players: *"The very ground seems to tremble as the mosaic Dragon on the floor begins to pulse with the tainted warp of Chaos. The power in this chamber seems to stir the serpent into life, and it uncoils itself from the stone and rock, rising up on its powerful haunches to stare at you with its rheumy eyes, its great mouth slaving for the taste of warm, fresh blood! The Bow drifts gently to the ground behind the Dragon."* If the Heroes manage to kill all the Skaven before the fourth combat round, the Dragon will not appear.

This is a very difficult room, and the Heroes may very well have to leave it and come back when they are fully healed. If they attempt to do so, all the monsters in the room will follow them, although the Dragon is too big to fit through doors. When the Heroes return to this room, read this when the Heroes get to spot I: *"The white wall is back in place. Once again you can make out indistinct shapes behind it. You see the white stone lying beside the*

small altar at the end of the passageway." If the Heroes replace the white stone, the wall will once again shatter. All the monsters, even those killed, will reappear in the same places. The Dragon will also reappear, but again not until the fourth combat round.

L Much of the description for this room is found in the description of location K above. When the Heroes have destroyed all the monsters, they may get the treasure that is within. The first Hero to search for treasure finds the Bow of Loren. When a Hero gets it, read the following:

"As you touch the Bow of Loren, you are again encompassed in a dream. This time you find yourselves in a small shop. A bowyer lays down his work, caressing the slim, hard wood of the bow as gently as any mother might caress a child. His eyes narrow slightly as he runs his fingers along the taut bowstring, redolent with tension and power. 'It would take a worthy Hero to nock an arrow to this weapon', he mutters. 'Crafted by my hands and the skills of the Elven Wizards. In years to come, who knows what may be its fate, which black and evil hearts it may destroy...' The dream fades, and again you find yourself in the ancient dungeon, holding the Bow."

The second Hero to search the room for treasure will find:

100 gold coins scattered about the floor.

2 dragon eggs – Have the Hero to roll two red dice for each egg. On a roll of 7-12 the egg may be sold to a Wizard for 50 gold coins. On a roll of 2-6 the egg is too old to be of any value.

There are two useable longswords and a broadsword scattered among the bones on the floor.

The chest contains 150 gold coins, a Potion of Greek Fire (see Artifact Card), and a Potion of Strength.