



## Unrest

**“Yaegrax, the Necromancer of Eastmoor Keep, plans to animate an army of undead in the catacombs beneath the capital. You dispatch ur-**

**gent word of the impending disaster but upon your arrival you find the entrance unguarded and hear chanting from deep within...”**

### NOTES:

No monsters are to be placed on the board until they are animated by the necromancer. Zargon should mention upon entering each room that it is a burial chamber.

Blocks with arrows may be pushed in the indicated direction only and movement is not reversible. Two movement points are used for every space a block is moved (or attempting to push a block which will not move). Heroes may pass through another hero's space to push a block. Searching for secret doors reveals all blocks in the area and the direction which they may slide.

The Chaos Warriors are undead (knights) and have 0 Mind Points. All potions and tonics found in the catacombs have a 50% chance of being stale and useless.

The wandering monster in this quest is treated as a pit trap. When pit traps are encountered, “The floor beneath your feet gives way and you fall into a densely packed burial chamber.”

Once the undead are animated, any destroyed undead will re-enter the board through an exposed pit trap of Zargon's choosing.

- A. The block hides an open door (do not place the open door until the block is moved).
- B. This and all subsequent rooms are empty of monsters until the necromancer animates the undead.
- C. The weapon rack hold a Battle Axe.
- D. The chest contains a scroll of Swift Wind.
- E. This is the burial chamber of the last emperor. The pit trap is already exposed and open to a lower level burial chamber.

F. The chest contains an artifact. Draw one randomly from any of the unclaimed artifacts.

G. Discretely record the state of all players (Body points, spells, etc.) on the board when this room is revealed. When Yaegrax is defeated, he will use a time travel device to restore everything to this point and escape. The undead in this room are Yaegrax's escort and are present before the animation spell is cast.

Yaegrax (marked as 'X'):

Move	Attack	Defend	Body	Mind
6	2	3	5	6

Yaegrax defends with white shields and may cast two Chaos spells per turn: Animate Undead (animates every monster in the catacomb and opening all standard doors), Sleep, Fear, Lightning, Cloud of Chaos, and Return (to A). Upon his defeat, “Yaegrax drops an hour glass which shatters causing a *time-shift* and you find yourselves back on the other side of the closed door to the chamber before combat began. You are momentarily disoriented and it is now Zargon's turn.” All monsters, heroes, and dungeon features are restored to their pre-encounter state. Yaegrax will use this turn to animate the undead and escape (Return spell) to the stairwell.

**Wandering monster this quest : Pit Trap**