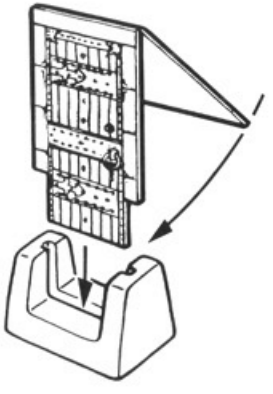
HeroQuest

RETURN OF THE WITCH LORD



HERO QUEST

RETURN OF THE WITCH LORD



Assembly

Before you can begin to play the adventures in Return of the Witch Lord, you must first punch out the new cardboard components from the die-cut sheet.

Take two of the open doors and remove the card, but do not throw them away. The new door pieces should then be folded and fitted into two door bases as shown.

Playing Return of the Witch Lord

The adventures in Return of the Witch Lord are played in the same way as the adventures in the original game. You will, however, notice two main differences:

Firstly, players do not always start the adventures on the stairway tile. Instead, they may enter via a door on the edge of the gameboard. The door through which they must enter the gameboard is shown with a white arrow.

Players may only leave the gameboard by locating either another door on the edge of the gameboard or by moving onto the stairway tile.

The Evil Wizard player should use the new door pieces when placing a door on the edge of the gameboard.

Secondly, as with the last three adventures in the original Quest Book, the adventures in Return of the Witch Lord fit together. You may play several adventures in a row if you wish. Characters are returned to full strength and may choose new spells between adventures.

Your primary aim in each Quest is to find your way to the next stage of the Adventure, thus ultimately reaching the Court of the Witch Lord to face him in the final battle.

Mentor's head hung low as he entered the room. There was a sadness in his voice when he spoke.

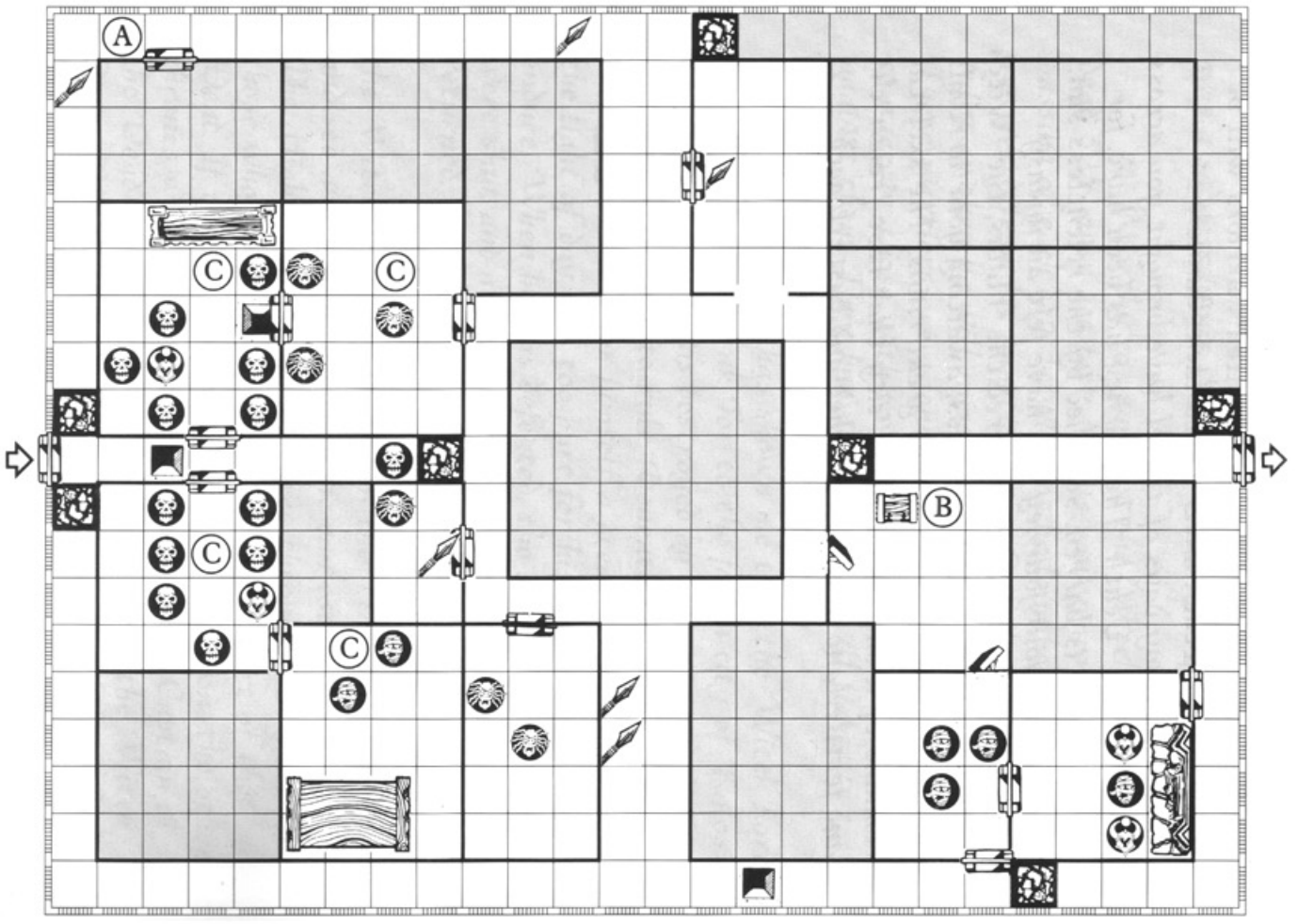
"Worthy companions, the Witch Lord is not dead. We must act fast, for his power grows with the passing of each day. It will not be long before he has recovered from his imprisonment. Once his power has fully awoken he will raise again the legions of the dead. These warriors are a fearsome foe. Only men of great courage, or those with powerful magic, can stand against them. They know no fear and will fight relentlessly until they are destroyed.

"Loretome has shown me that the Witch Lord has moved from Barak Tor to the fallen city of Kalos. Long ago the city was destroyed by Morcar and given to the Witch Lord to rule. Beneath the ruins the Witch Lord built for himself a great stronghold, for the light of day was too pure for his foul creatures to endure. When he was defeated, the stronghold's gates were shut and no one ventured in or out. Now he has returned.

"As he sits upon the High throne of Kalos, the Witch Lord may look upon the Plains of Death and see any who approach; none can escape his gaze. The High throne is one of three thrones that wait for those who would also preside over the Court of the Dead. If the Witch Lord is not stopped soon, the other thrones will be taken: one by Skulmar the Captain of the Dead Host; the other by Kessandria the Witch Queen. When these two sit alongside the Witch Lord it is said that the bones of all fallen warriors will be summoned together under the Black Banner.

"Many days of travel have brought you across the Plains of Death. The journey has been hard, for the land here is barren, scorched by the relentless sun. Throughout your journey you have felt an uneasy presence. Ever since you entered the Plains, the Witch Lord has watched your progress, awaiting your arrival. Finally, you have reached the great ruins. The skeletal remains of a once resplendent city that rose from rich and fertile land now lies parched and dust-clogged."





The Gate of Doom

The entrance to the stronghold is not hard to find, for no attempt has been made to disguise it. The outer gate lies open and you see evidence that many creatures have passed through in the last few days.

"You must work your way through the fearful tunnels to find the Gate of Doom: your destiny lies beyond. Tread carefully, my friends, the enemy have had many days to prepare your welcome."

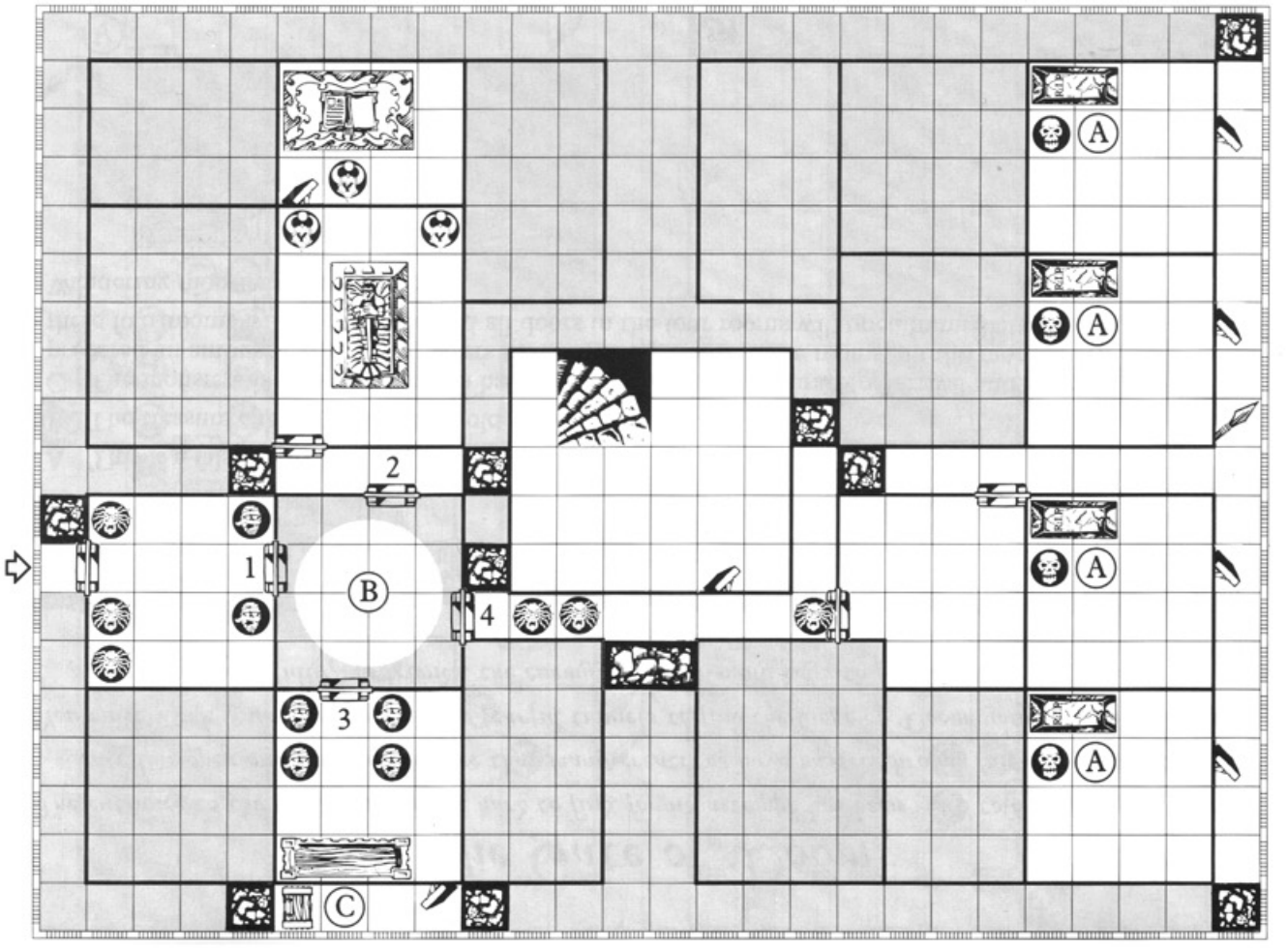
Notes

A This is a false door. It cannot be opened.

B The treasure chest contains 200 gold coins.

C The monsters in these four rooms have been warned of the characters' arrival and have prepared an ambush. When the players first enter any one of these rooms, all the monsters in these four rooms will be activated and all doors in the four rooms will open immediately.

Wandering monster: Chaos Warrior.



The Cold Halls

These Icy passages are the resting place of the dread Spirit Riders who once led the Witch Lord's skeletal calvalry into battle. They now lie dreaming of past glories, waiting to be summoned to the Black banner once more.

Notes

A The skeletons in these rooms are the Spirit Riders. Each moves and fights as follows:

Move: 8	Body: 1
Attack: 4 Dice	Mind: 3
Defend: 3 Dice	

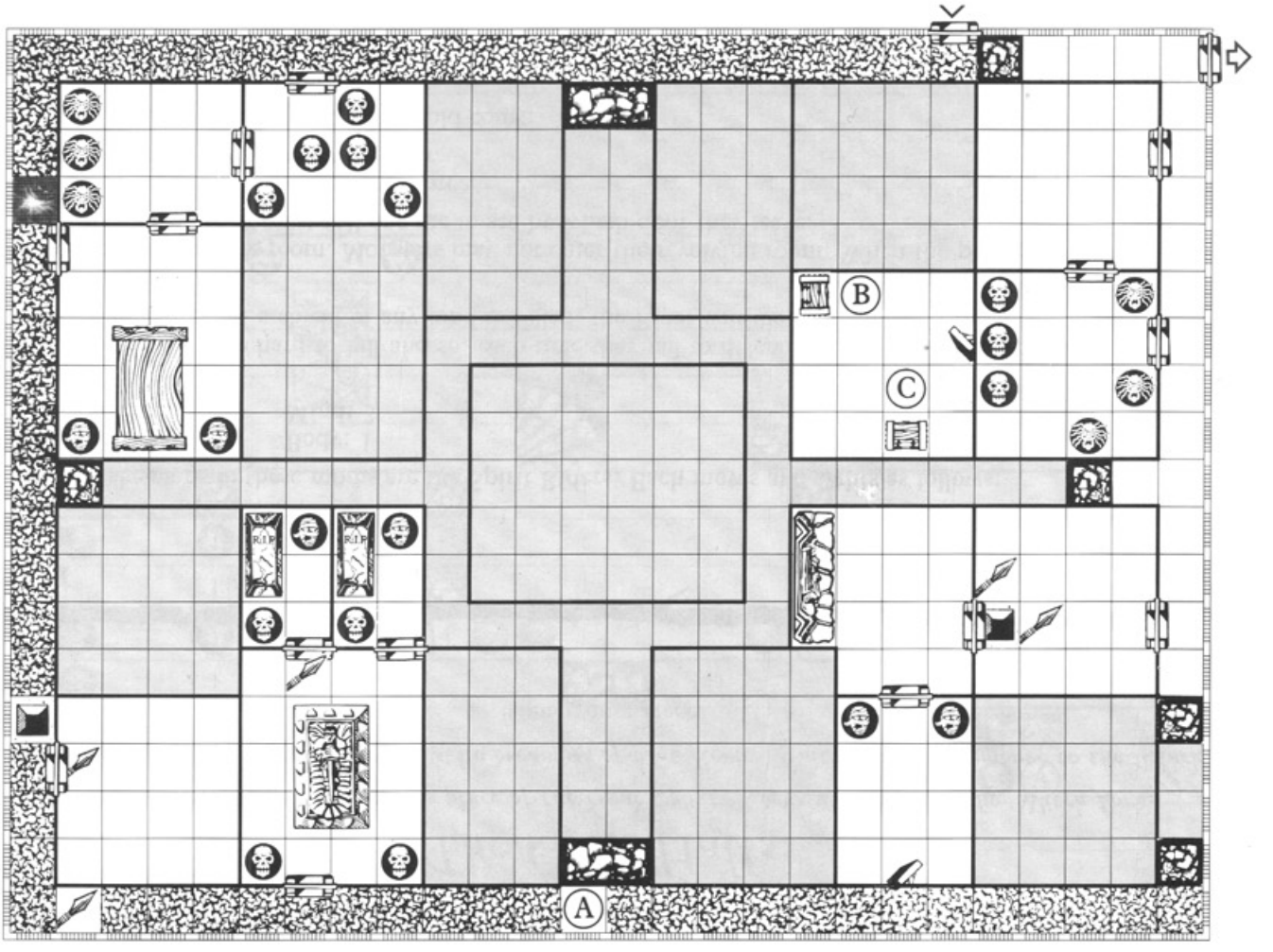
The Spirit Riders are hard to kill and so, each time they fail to defend against an attack they must roll one attack die. If a shield of any kind is rolled, the Rider will die, but if a skull is rolled the Rider is unharmed.

B This is a revolving room. Monsters may not enter the revolving room. When the players attempt to leave by any exit they must roll one die to see by which door they leave.

1-2: Door One	4-5: Door Three
3: Door Two	6: Door Four

C The treasure chest contains 300 gold coins.

Wandering monster: Zombie.



The Silent Passages

"These passages have been silent for over a thousand years. The last voices that echoed these hallowed halls were those of king Agrain and his people as they rushed to defend the city. It is said that ancient and terrible magic is at work here. Tread warily, my friends"

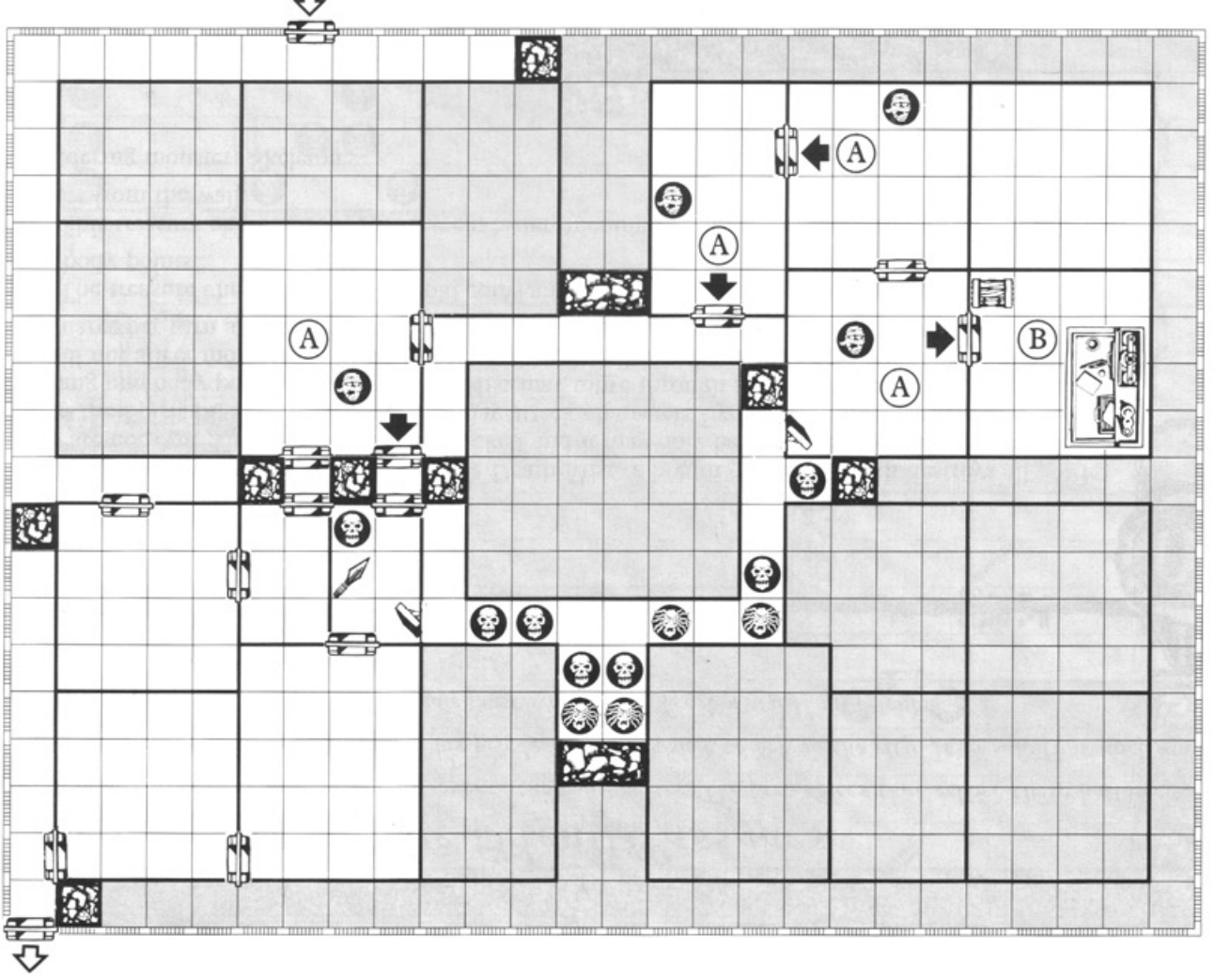
Notes

A The shaded corridor is haunted by the Death Mist, a breath of Chaos which destroys all who are not evil. The Mist cannot be attacked and it may only be destroyed by a Tempest spell or by the Spirit Blade. The Death Mist may attack characters by moving through them and causing one body point of damage. The Mist may move through several characters in one move. It will not affect monsters. The Death Mist may never leave the shaded corridor area. It moves 6 squares per turn and may not end its turn on the same square as another miniature.

B The treasure chest contains 100 gold coins and a potion of Healing which will restore up to four lost body points.

C This treasure chest is trapped. Any character opening the chest will lose one Body point as a dart shoots from the wall.

Wandering monster: Skeleton.



Halls of Vision

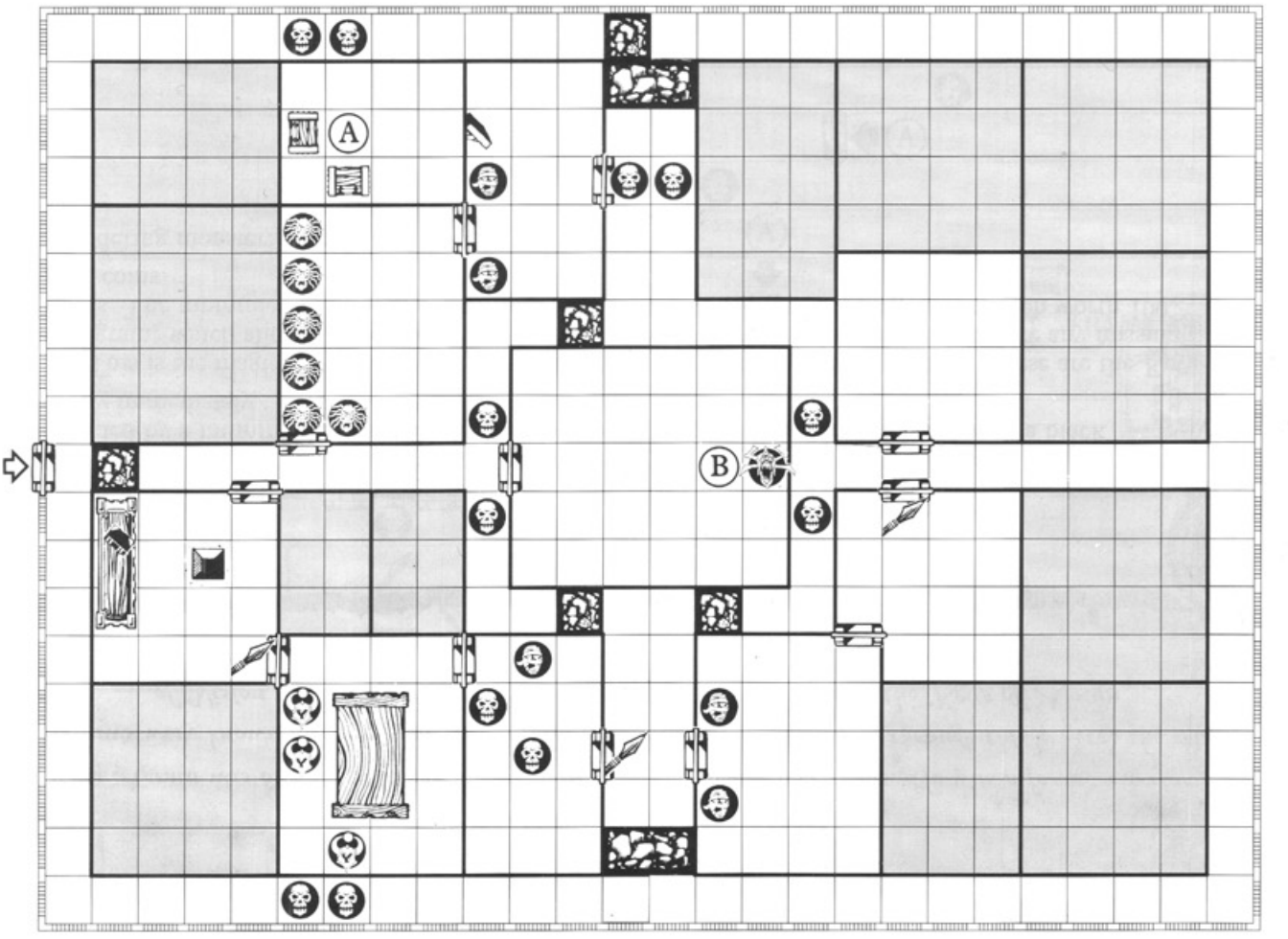
King Agrain was one of the great kings who ruled in a time before chaos. He was a feared warrior and his laws were known for their fairness. Agrain also dabbled in magic and through this created the Halls of Vision, a maze of magical rooms, the secret of which lies in the Keys of Agrain.

Notes

A These are all magical rooms, built to protect King Agrain's secret workshop. Each is guarded by a mummy. If this mummy is killed you may remove the door marked with a black arrow immediately.

B This is the magical workshop of King Agrain. On his table lie four large gems. These are the Keys of Agrain, which allow their owner to pass safely through the magical rooms and replace any missing doors. The mummies will not attack anyone holding one of the gems. The gems are each worth 100 gold coins.

Wandering monster: Mummy.



The Gate of Bellthor

Here begins the true domain of the Witch Lord. In these deepest caverns he has created his own subteranean fortress, from which he plans the destruction of the Empire. "Loretome has told me of a terrible guardian, Bellthor, who watches over the gate. You must confront Bellthor together if you are to be victorious."

Notes

A Both these chests contain 200 gold coins.

B Once all of the players have entered this room, the door will disappear, trapping the players in the room with the Gargoyle, Bellthor, who will attack only when all the players are in the room together. Until he attacks, Bellthor will not move and cannot be attacked.

Bellthor moves and fights as follows:

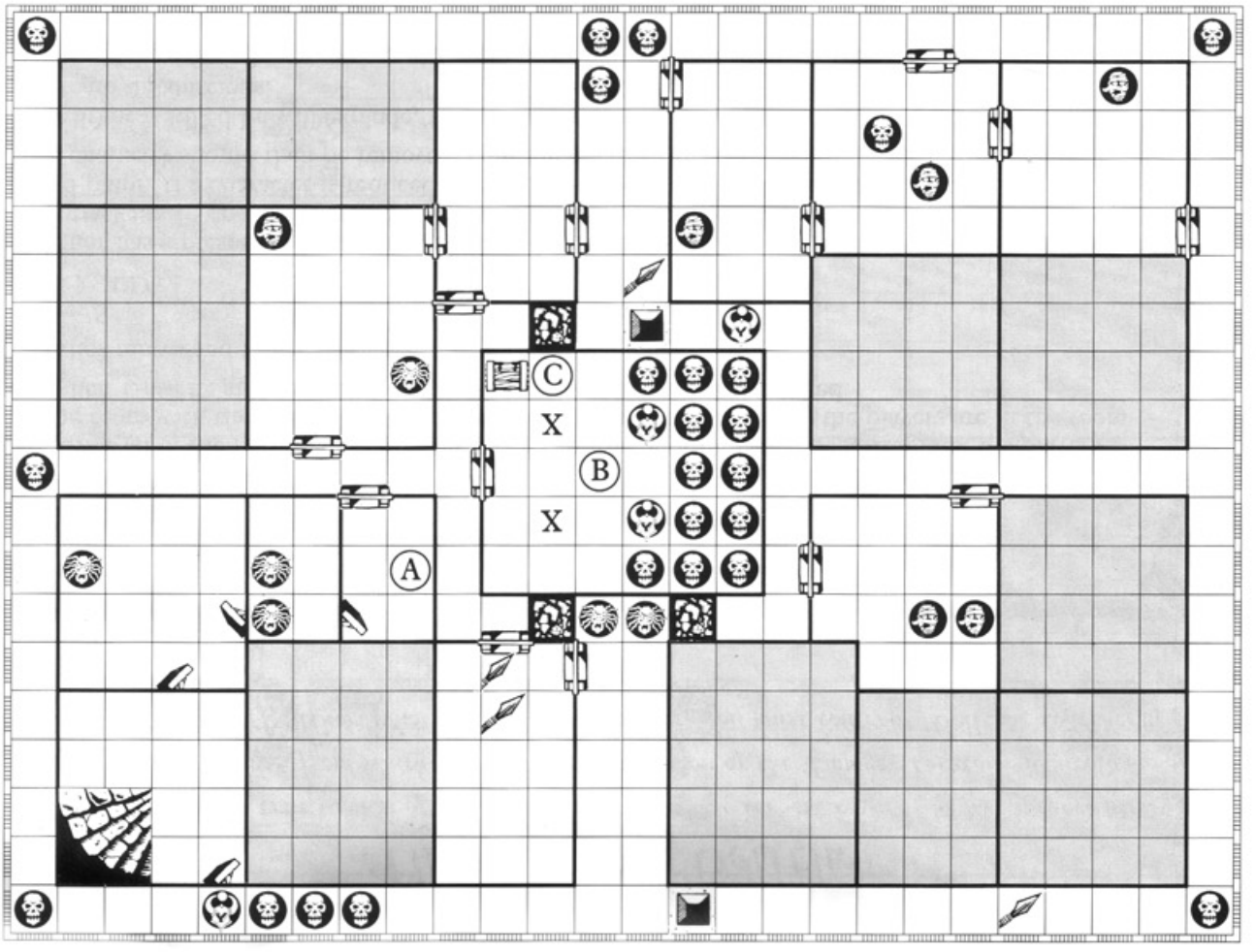
Move: 6	Defend: 6 Dice	Mind: 4
Attack: 4 Dice	Body: 1	

Bellthor has a poisonous breath and can breathe on any one character in the room once a turn after he has attacked. To do this he rolls SIX combat dice. For each skull he rolls the defender must lose one Mind point. If a character is reduced to zero Mind points he is not killed but knocked unconscious. The character should then be removed from the board.

If Bellthor is killed he will explode, filling the room with poisonous gas which will knock everyone in the room unconscious.

All the characters have now been captured by the Witch Lord.

Wandering monster: Skeleton.



Halls of the Dead

"A terrible fate has befallen you, and you have become the prisoners of the Witch Lord. Already the Elf and the Barbarian have been taken to the hall where he plans to feed them to his pets. I have worked a powerful spell to aid you, but now you must help yourselves. Good luck. You must free them and escape."

Notes

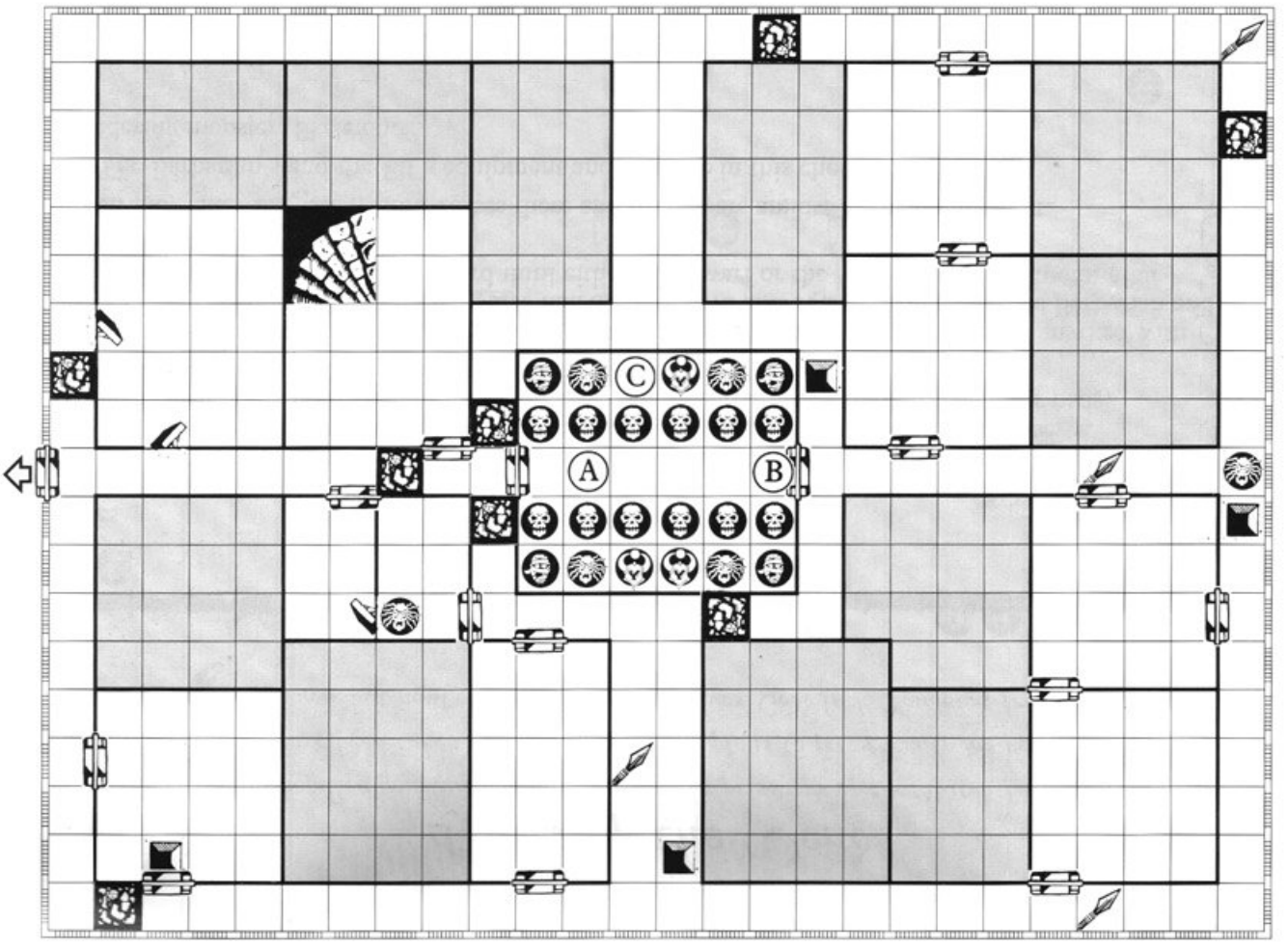
A The Dwarf and the Wizard are imprisoned in this room. The door bursts open, thanks to Mentor's spell. Both characters may pick up all their equipment. The jailers have, however, stolen all their gold. Both characters should cross out any gold they have noted on their pads. The Wizard has his spells as usual.

B This is the Hall of the Witch Lord. The Barbarian and Elf start here on the spaces marked with an 'X'. They are chained up and have also had all their gold and equipment taken. The Barbarian and the Elf should not be put on the board until either the Dwarf or the Wizard enter the room, after which they may move normally.

When they enter the Witch Lord curses them and disappears amidst a howling tempest.

C The Barbarian's and the Elf's equipment and gold are in this chest.

Wandering monster: Skeleton.



The Forgotten Legion

"You have escaped from the Witch Lord, but it will not be long before he follows you. The halls through which you now pass hold the Forgotten Legion, the elite of the Witch Lord's army. They are led by Skulmar. In combat they are to be feared, for they bear the scars of a thousand battles, each one a victory for Chaos."

Notes

A Here stands the Forgotten Legion, encased in a magical ice that cannot be broken by normal means.

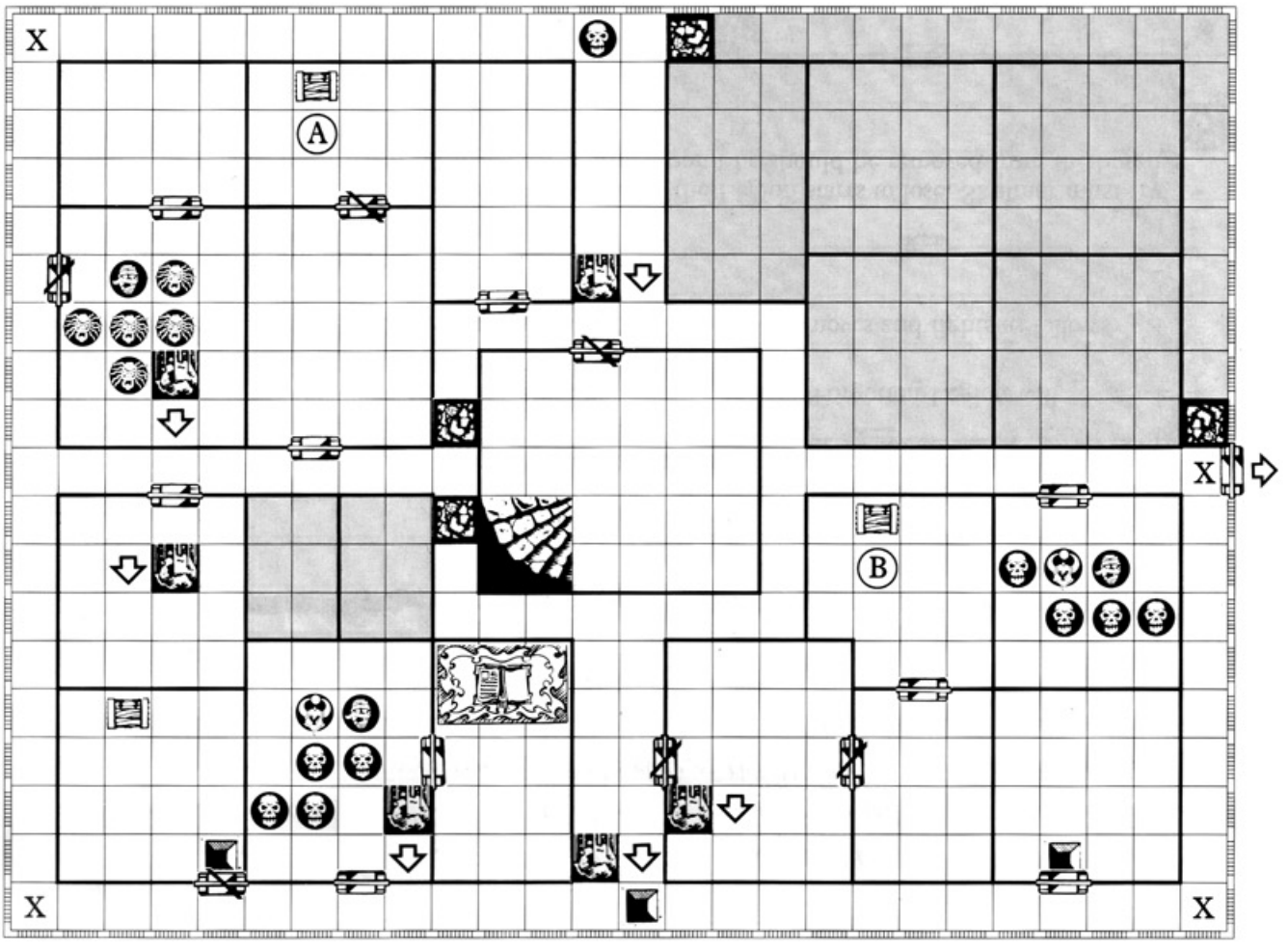
B When a player opens this door, the magical ice will shatter and the Forgotten Legion will move to attack in the Evil player's next turn.

C The Legion is led by Skulmar the Captain of the Dead Host, who moves and fights as follows:

Move: 8	Body: 1
Attack: 5 Dice	Mind: 5
Defend: 6 Dice	

Use the Chaos Sorcerer miniature to represent Skulmar. If the Legion starts to lose, Skulmar must try to escape. To do this he must reach the stairway, at which point he should be removed from the board.

Wandering monster: Chaos Warrior.



The Forbidden City

"No man has ever entered the Forbidden City before. Even Loretome can tell little of what lies before you. It is said that the passages are filled with the walking dead, the mindless servants of Morcar who are doomed to walk the passages of the Forbidden City forever. You must also be wary of the city itself, for it is crumbling and ready to collapse at any time."

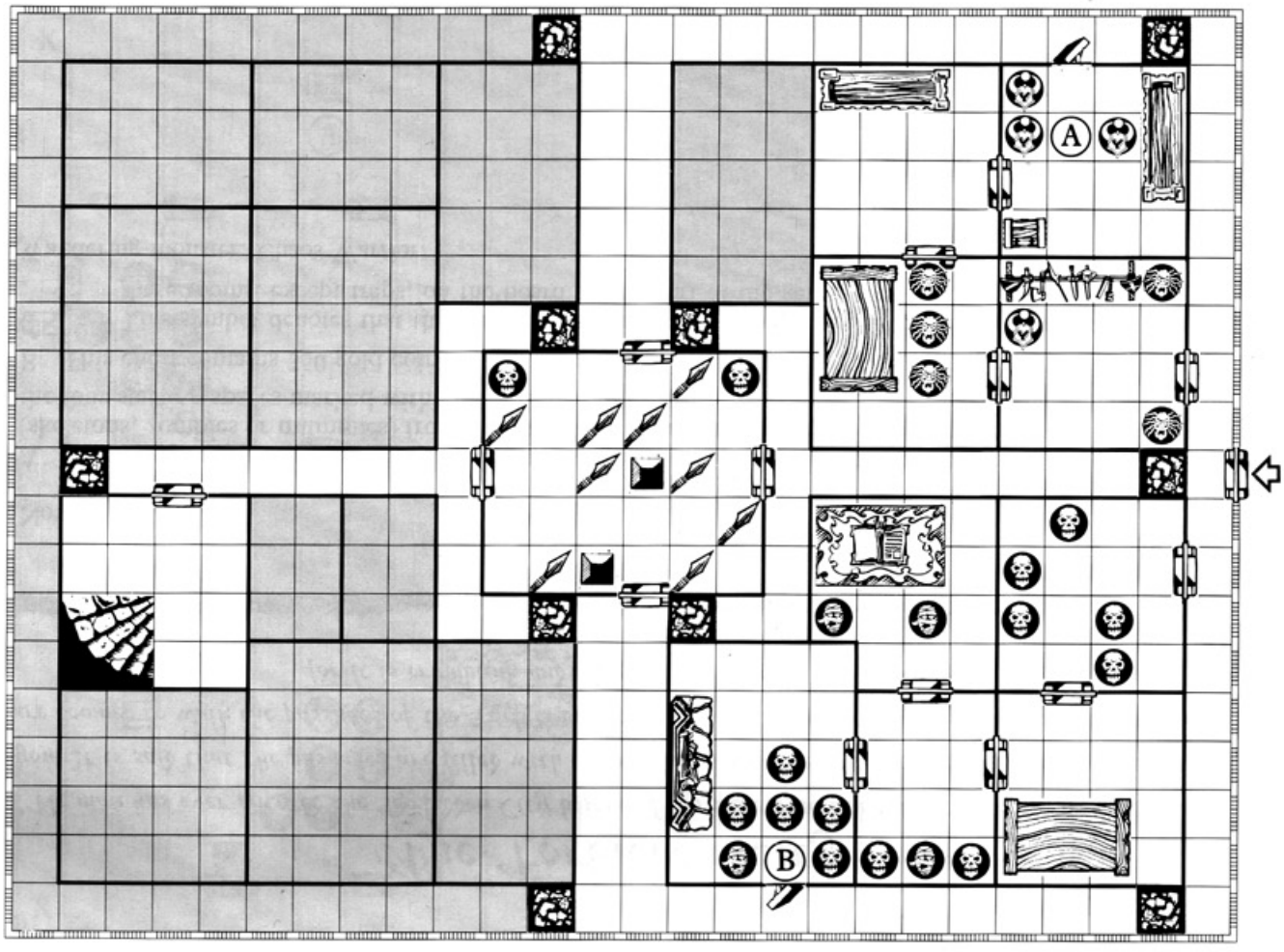
Notes

A At the beginning of each of the Evil Wizard's turns he may pick any two undead monsters (skeletons, zombies or mummies) from the available miniature mix, and place them on any of the four starting spaces marked with an "X".

B This chest contains 350 gold coins.

: This symbol denotes that the game begins with these doors open. Place the contents of these rooms, except traps, on the board at the start of the game.

Wandering monster: Chaos Warrior.



The Last Gate

"This, my friends, is the last gate before you reach the Court of the Witch Lord. The passages beyond the gate are guarded by the Chaos warriors from the Doomguard. Heed well, for they are more powerful than other Chaos warriors you have battled with."

Notes

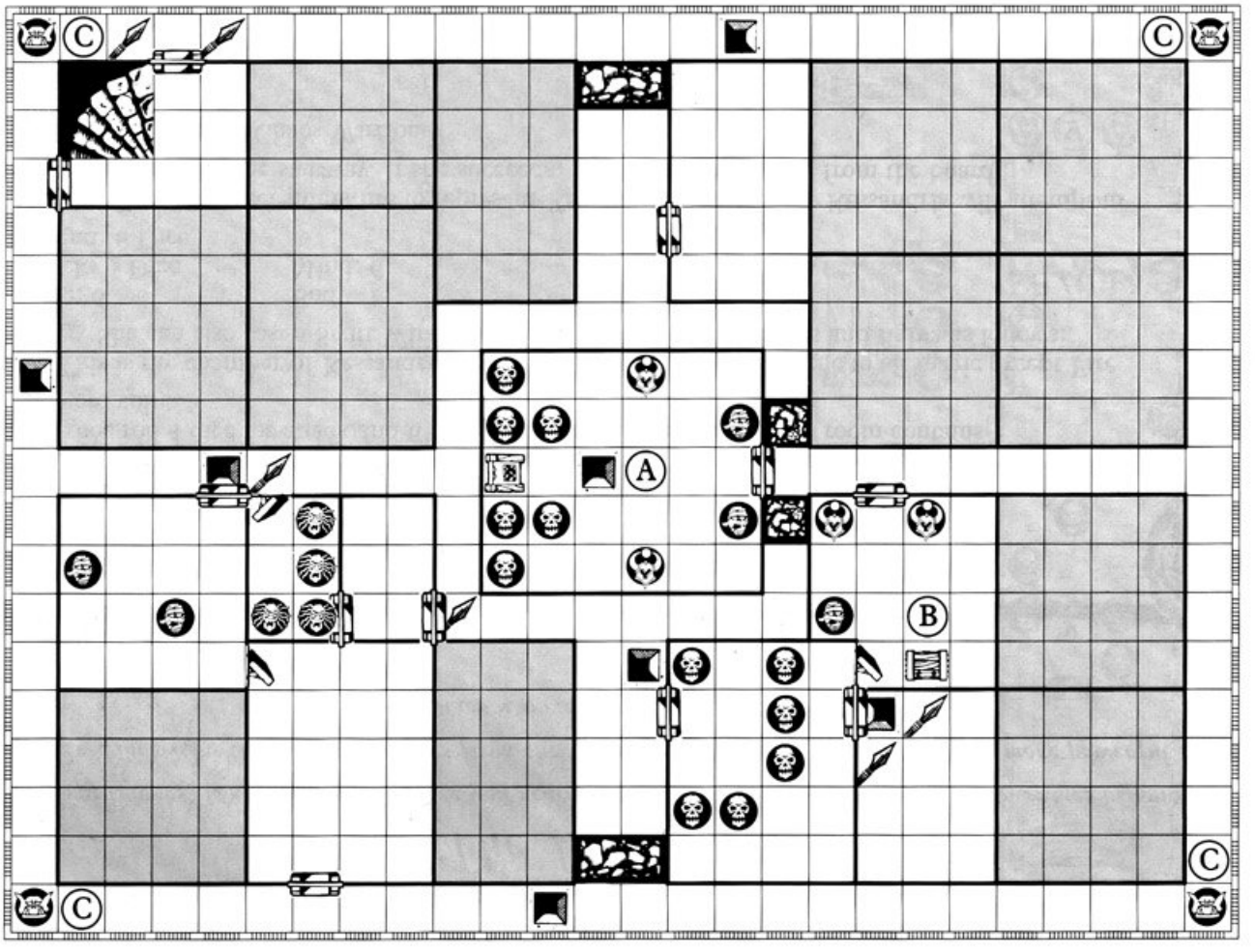
A This is the abode of three Doomguard chaos warriors who are normal chaos warriors except that they roll 4 dice for attack and 6 dice for defence. The chest in this room contains 250 gold coins.

B This is the chamber of Kessandria, the Witch Queen. She is immune to all magic except Fire magic. She can also cast a Swift Wind spell once per Quest. She moves and fights as follows:

Move: 6	Body: 1
Attack: 4 Dice	Mind: 6
Defend: 6 Dice	

Use the Chaos Sorcerer miniature to represent Kessandria. If attacked, Kessandria will attempt to escape by reaching the stairway. If she succeeds, remove her miniature from the board.

Wandering monster: Chaos Warrior.



The Court of the Witch Lord

"The Witch Lord has watched your progress. He has tried to destroy you but you have thwarted him every time. Now he has fled to his throne room there you must do battle with him. This time there must be no escape for him."

Notes

A Here the Witch Lord awaits the final conflict. Use the courtroom on the die cut sheet for this Quest. The two Chaos warriors in the room are members of the Doomguard and act as normal Chaos warriors except that they roll 4 attack dice and 6 defence dice. If the room is searched 500 Gold coins will be found in a secret compartment under the throne.

The Witch Lord attacks and defends as follows:

Move: 10 Attack: 5 Dice Defend: 6 Dice Mind: 5 Body: 1

The Witch Lord can only be harmed by two things: the Spirit Blade and Fire magic.

As well as fighting he is able to summon an evil creature ONCE per turn. On each turn he may randomly pick ONE monster card to see which type of creature he may summon. If there are no available pieces for that monster type, nothing is summoned that turn. The summoned monster must be placed adjacent to the Witch Lord and may move/attack as normal this turn.

B This chest contains two potions of Healing, each of which will restore up to four lost body points when drunk.

C These Orcs are magical statues and may not attack or be harmed. However, if any player attacks them their weapon breaks and they must discard that equipment card. This can happen to any weapon, even magical ones.

Wandering monster: Mummy.

Epilogue

"The Witch Lord has been defeated and his army of the dead remains asleep under the earth. The magic that animated them has been weakened. Yet this victory could herald our downfall if we relax our struggle. Now is the time for our efforts to be renewed. Now the foe is weaker, our blow must be all the stronger. The minions of the Witch Lord who escaped are still active and will surely strive to have revenge on those who defeated their master. Indeed, Loretome has shown me that Skulmar, who we believed to be slain, has escaped from the ruins of Kalos with many of the Witch Lord's most powerful spell books. He was aided by the traitorous Sir Ragnar who you once rescued from the forces of Chaos but who has now been corrupted by that same influence. I fear that it will not be long before you will have to confront Skulmar and attempt to end this threat forever, although Sir Ragnar has been captured and executed.

"But for the present you have earned yourselves a rest. So come, my friends, the Emperor awaits you in the Grand Palace. Tonight you are to be honoured for your incredible feats of heroism in the presence of the nobility of the whole Empire."





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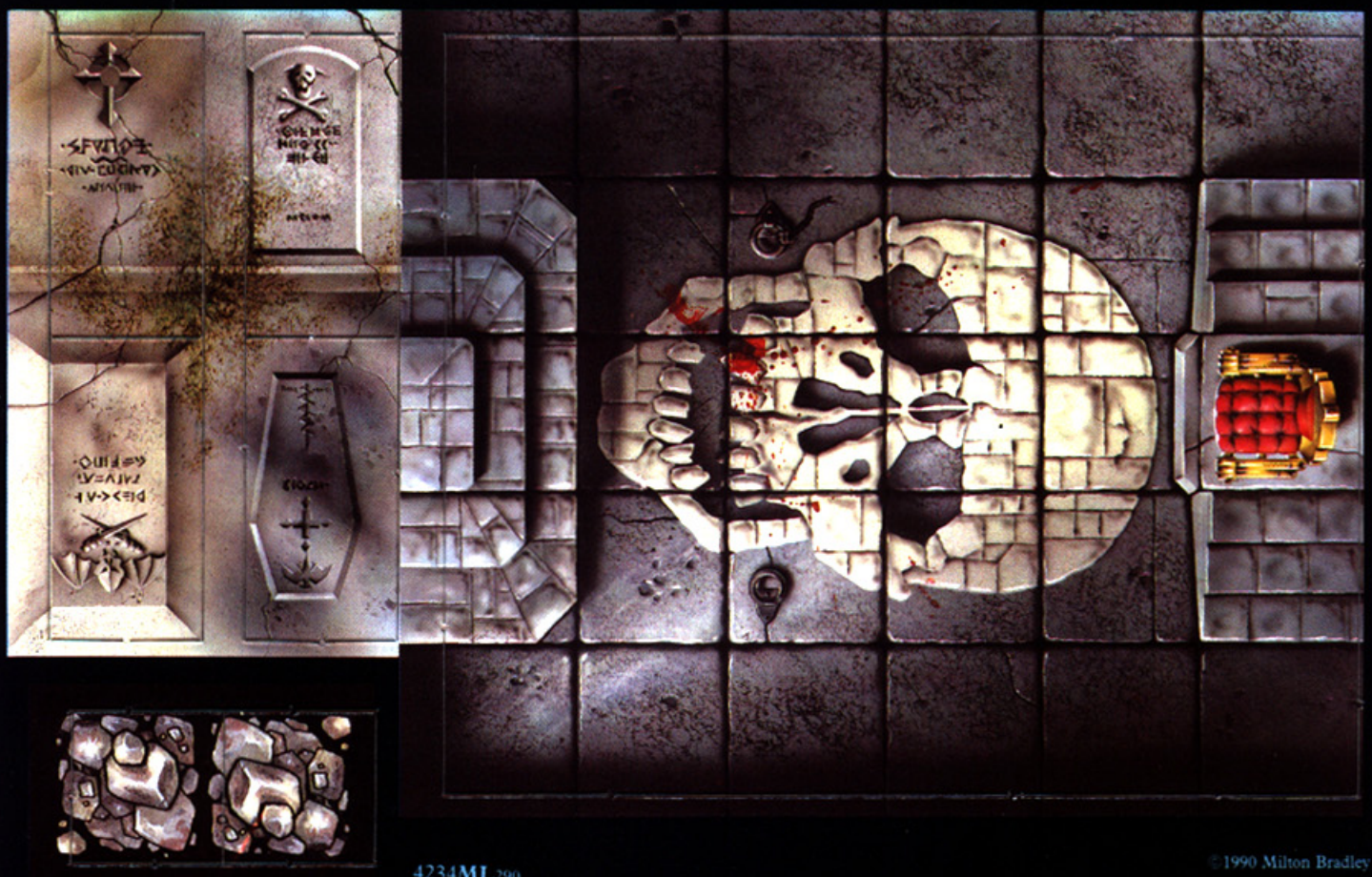

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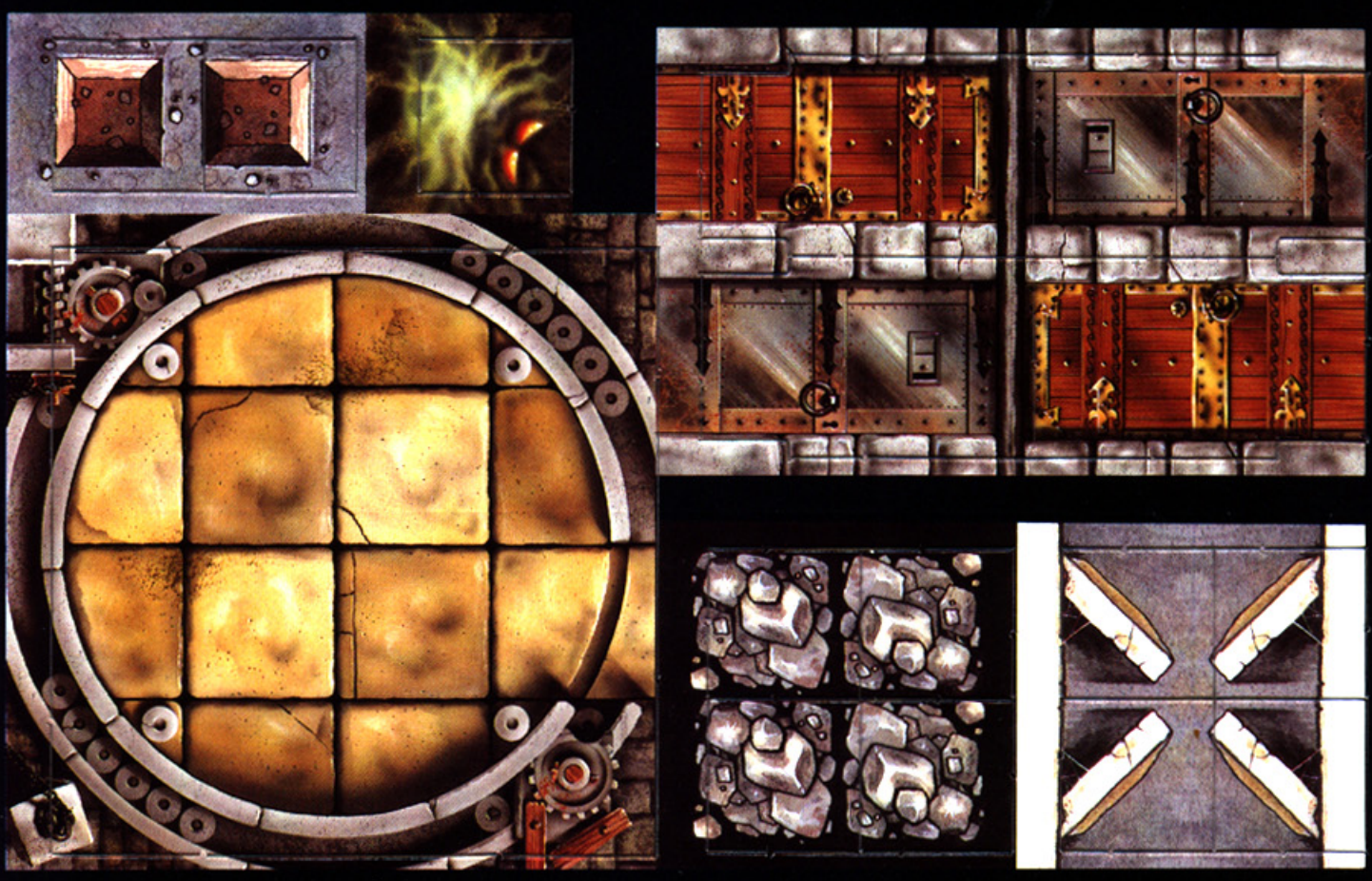

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