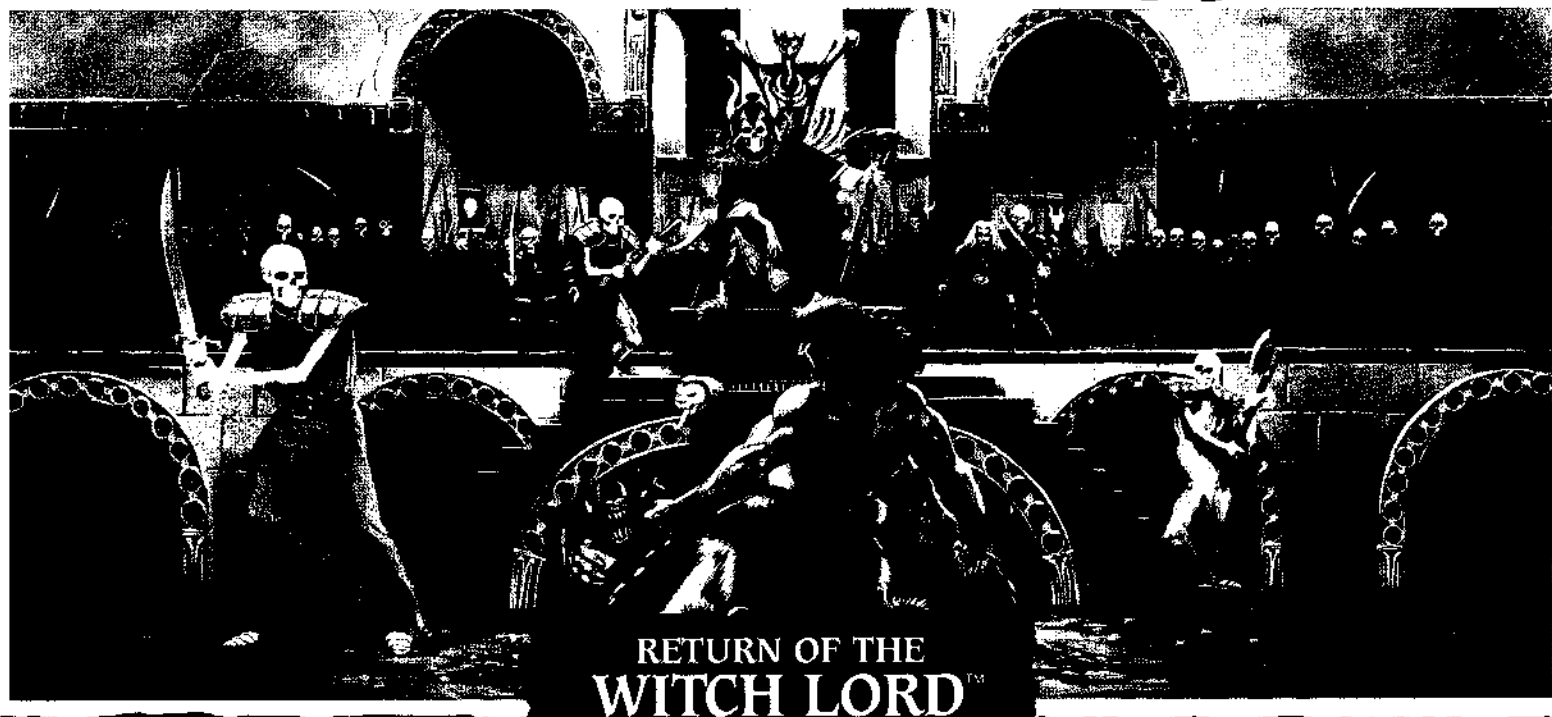


HERO QUEST



RETURN OF THE
WITCH LORD™

QUEST BOOK

These potions may be purchased only between Quests.

Alchemist's Shop

Potion of Restoration

Cost: 500 Gold Coins

Drink this brown, frothy liquid to restore 1 lost Body Point *and* 1 lost Mind Point. It's refreshing after a tough battle!



Venom Antidote

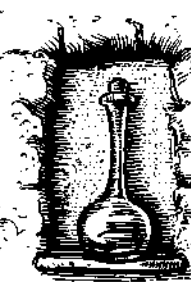
Cost: 300 Gold Coins

This bubbling brew tastes foul, but heals up to 2 Body Points of damage caused by poison needles or poison darts only.

Potion of Dexterity

Cost: 100 Gold Coins

This sparkling liquid adds 5 movement squares to your next die roll *or* guarantees 1 successful pit jump. If you purchase more than one of these potions, you may use only 1 potion per turn.



Potion of Battle

Cost: 200 Gold Coins

If you have a really "weak" roll of the attack dice, you may drink this blood-red potion. It allows you 1 *re-roll* of your attack dice.

HERO QUEST

RETURN of the WITCH LORD

QUEST



BOOK

Return of the Witch Lord™

The adventure continues! Return of the Witch Lord is an expansion set used with your original Hero Quest Game System. You must have the Game System in order to play the adventures in this booklet.

Contents:

8 Skeletons, 4 Mummies, 4 Zombies, cardboard tile sheet

Cardboard sheet includes:

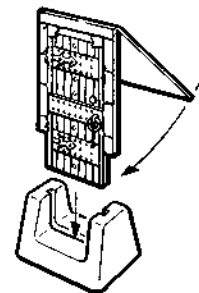
- 1 Two-sided Iron Door
- 1 Two-sided Wooden Door
- 1 Throne Room Tile
- 4 Coffin Tiles
- 6 Blocked Square Tiles
- 2 Pit Trap Tiles
- 4 Secret Door Tiles
- 1 Revolving Room Tile
- 1 Death Mist Tile

All components should be carefully removed from the cardboard sheet. New game components are described at right and below.

New Components:

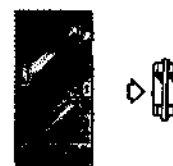
Door Assembly

Take 2 plastic door stands from the Game System. The 2 new doors in this Quest Pack should be folded and fitted into the door bases as shown at right. These doors are described below.



Iron Entrance Door

This iron door is placed on the edge of the gameboard in many of the Quests. Heroes line up outside the door to begin these Quests.



Wooden Exit Door

In many Quests, this special wooden door is used to exit the gameboard at the end of a Quest.



Death Mist

This mist is a deadly breath of Chaos which will harm all who are not evil.



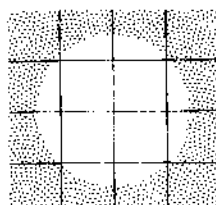
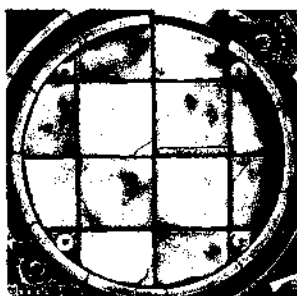
Coffins

The 4 coffins may be used as tombs. They may contain an undead creature and/or a treasure. They may also have traps on them.



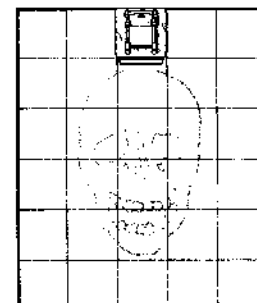
Revolving Room

The revolving room is used to disorient the Heroes. You never know which door you'll be using to leave this room.



Throne Room

The large throne room is used by evil rulers such as the Witch Lord.



Note: The smaller illustrations shown with each component above are Quest map symbol references. These symbols are also the exact size needed for the blank "create your own" Quest map provided in the Game System Quest Book. All you have to do is photocopy the symbols and cut them out.

When creating your own Quest adventures, you may use these components in any way that you can imagine.

The Quests in Return of the Witch Lord are generally played the same way as the Quests in the Game System. It is especially important that these Quests be played in order. As in the Game System, Heroes are returned to full strength (all Body and Mind Points are restored) between Quests.

There are a few game play differences in Return of the Witch Lord:

1. Starting a Quest

The Heroes do not always start their adventures on the spiral stairway tile used in the Game System. Often, they enter through an iron door on the edge of the gameboard. This door is shown on the Quest map with an arrow pointing inward toward the gameboard. This door is placed on the gameboard in its specified location before the Quest begins. At the start of an adventure, the Heroes line up outside the door and ask Zargon to open it.

2. Ending a Quest

Players may only leave the gameboard by locating the wooden exit door on the edge of the board, or by the finding the spiral stairway that exists in some of the Quests. The exit door is shown on the Quest map with an arrow pointing outward from the gameboard.

Note: As with regular doors, an exit door will not be put on the gameboard by Zargon until a Hero looks down the appropriate corridor. An exit door is usually opened in the same way as a regular door, unless specified otherwise in the Quest notes.

New Artifact Cards (continued)

- **Anti-poison Quill:** This rare, hollow quill contains a mysterious substance that counteracts any type of poison. This antidote will restore Body Points lost by poisoning if used immediately by the owner. The quill must be crossed off the Hero's Character Sheet after it is used.
- **Rabbit Boots:** These magical boots give their wearer a greater chance to jump over 1 discovered trap *per turn*. A Hero can successfully jump a trap by rolling anything but a black shield on 1 combat die. (However, if a black shield is rolled, the trap will be sprung, and the Hero will suffer the body damage caused by that particular type of trap.)
- **Arm Band of Healing:** The wearer of this magical arm band can restore two of his lost Body Points *once per Quest*. If the wearer's Body Points are reduced to zero, this artifact can be used immediately to restore 2 Body Points as long as it has not already been used in that Quest.

3. Treasures

To eliminate conflicts among the Heroes, large gold coin treasures found in treasure chests should be divided among all surviving Heroes.

4. New Artifact Cards

These new cards are found on the inside back cover of this Quest Book. Cut out the cards from the cover or, if you prefer, photocopy the inside cover and then cut them out.

The following 5 artifact cards are used just like the artifacts in the Game System. When a Hero finds an artifact, he should record it on his Character Sheet. Unlike most artifacts in the Game System, however, some of these artifacts must be crossed off the Hero's Character Sheet after they are used.

- **Magical Throwing Dagger:** When thrown at a monster that a Hero can see, this dagger always hits and inflicts 1 Body Point of damage. The monster cannot defend. The dagger must be crossed off the Hero's Character Sheet after it is used.
- **Dust of Disappearance:** If a handful of this dust is tossed on any Hero, that Hero may move past any monsters encountered on his next turn. The dust must be crossed off the Hero's Character Sheet after it is used.

The 5 remaining artifact cards on the inside back cover are spell scrolls. These scrolls are used just like the spell cards in the Game System. However, a spell scroll can be used by ANY Hero (not just the Wizard and Elf) who finds one.

When a spell scroll is found, the Hero should record it on his Character Sheet. After the scroll has been used, it must be crossed off the Hero's Character Sheet.

Note: Heroes who have artifacts are allowed to give them to other Heroes.



A Message From Mentor

Worthy companions, we must act fast. The Witch Lord is not dead! He managed to escape to the fallen city of Kalos. Many years ago, this beautiful city was destroyed by Zargon and given to the Witch Lord to rule. Beneath the ruins, he built a great stronghold, for the light of day was too pure for his foul creatures to endure. Once the Witch Lord's strength has fully returned, he will gather his army of the undead and attack the Empire. Only Heroes with great courage dare stand against the Witch Lord. His vile warriors know no fear and will fight relentlessly until they are destroyed.

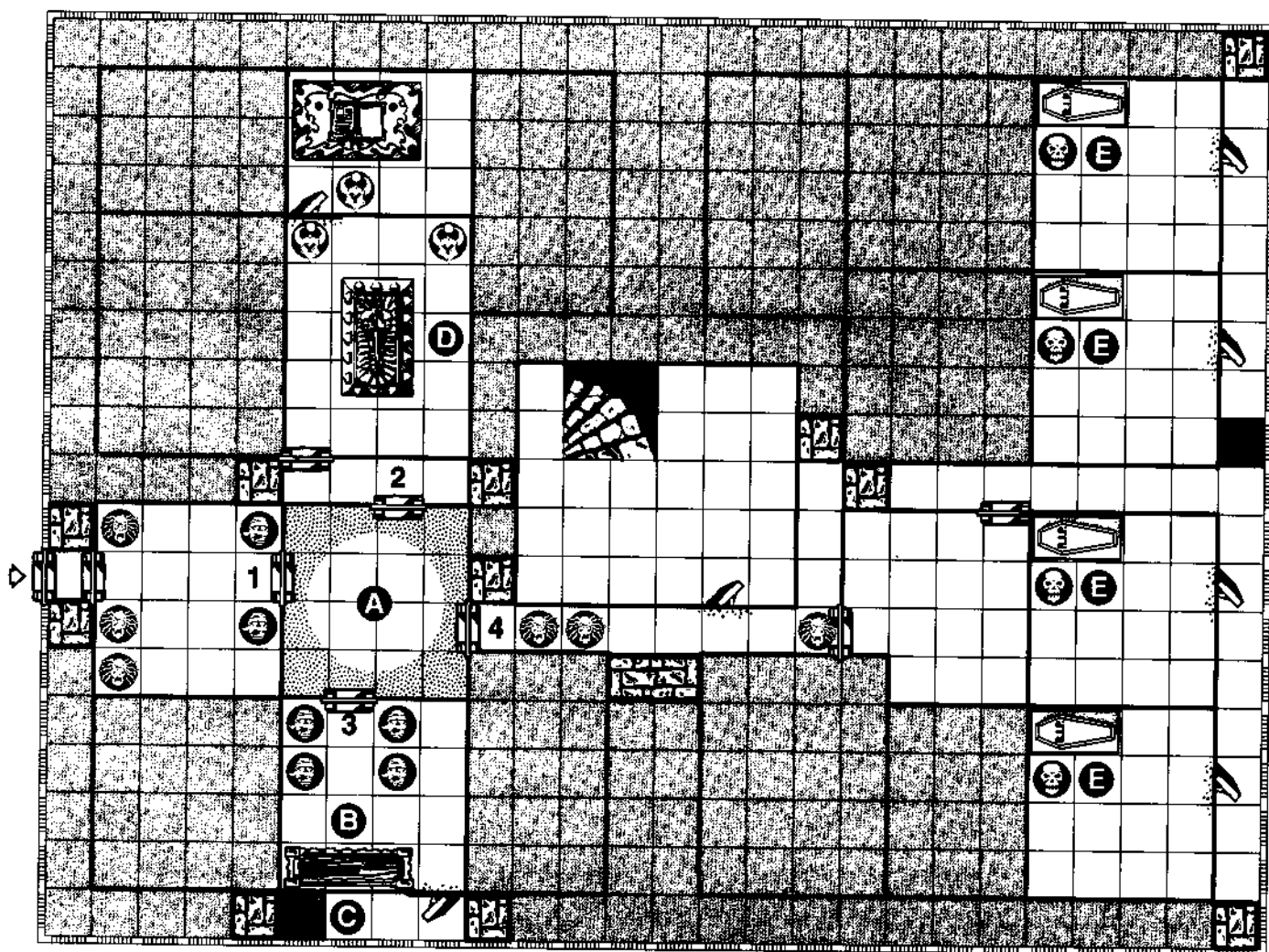
Many days of travel have brought you across the parched Plains of Death. The journey has been hard, for the land here is scorched and barren. Finally, you have reached the great ruins of Kalos. Throughout your trek, you have felt an uneasy presence. The Witch Lord has been watching your progress, awaiting your arrival. As he sits upon the High Throne of Kalos, he can see all who approach. No one can escape his gaze.

If the Witch Lord is not stopped soon, he will be joined by Skulmar, Captain of the Forgotten Legion and by Kessandria, the Witch Queen. If 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.

It is up to you, brave Heroes, to destroy the Witch Lord once and for all. When you need my guidance, listen deep within yourselves.

Mentor

Turn Page for Quest 1



QUEST 2

The Cold Halls

"These icy passages are the resting place of the dread Spirit Riders who once led the Witch Lord's skeletal cavalry into battle. They now lie dreaming of past

glories, waiting to be summoned to the Black Banner once more. You must find your way to the Spiral Stairway to reach safety and continue on your Quests."

NOTES:

- A** Place the Revolving Room tile on the gameboard as soon as one of the doors numbered 1-4 has been opened. This tile covers 2 rooms and overlaps a third room to make one large room. When a Hero attempts to leave this room, he must first roll 1 red die to see which door he will use to exit.
- If he rolls a 1 or 2, he exits through door 1. If he rolls a 3, he exits through door 2. If he rolls a 4 or 5, he exits through door 3. If he rolls a 6, he exits through door 4.
- B** The first Hero to search for treasure in this room will find a vial of Sacred Water behind a large book in the cupboard. This liquid may be used to destroy one regular Skeleton, Zombie or Mummy.
- C** This chest contains 300 gold coins. It also has a poison needle trap on it. If a Hero searches for treasure in this special room before the trap has been disarmed, he will lose 3 Body Points.

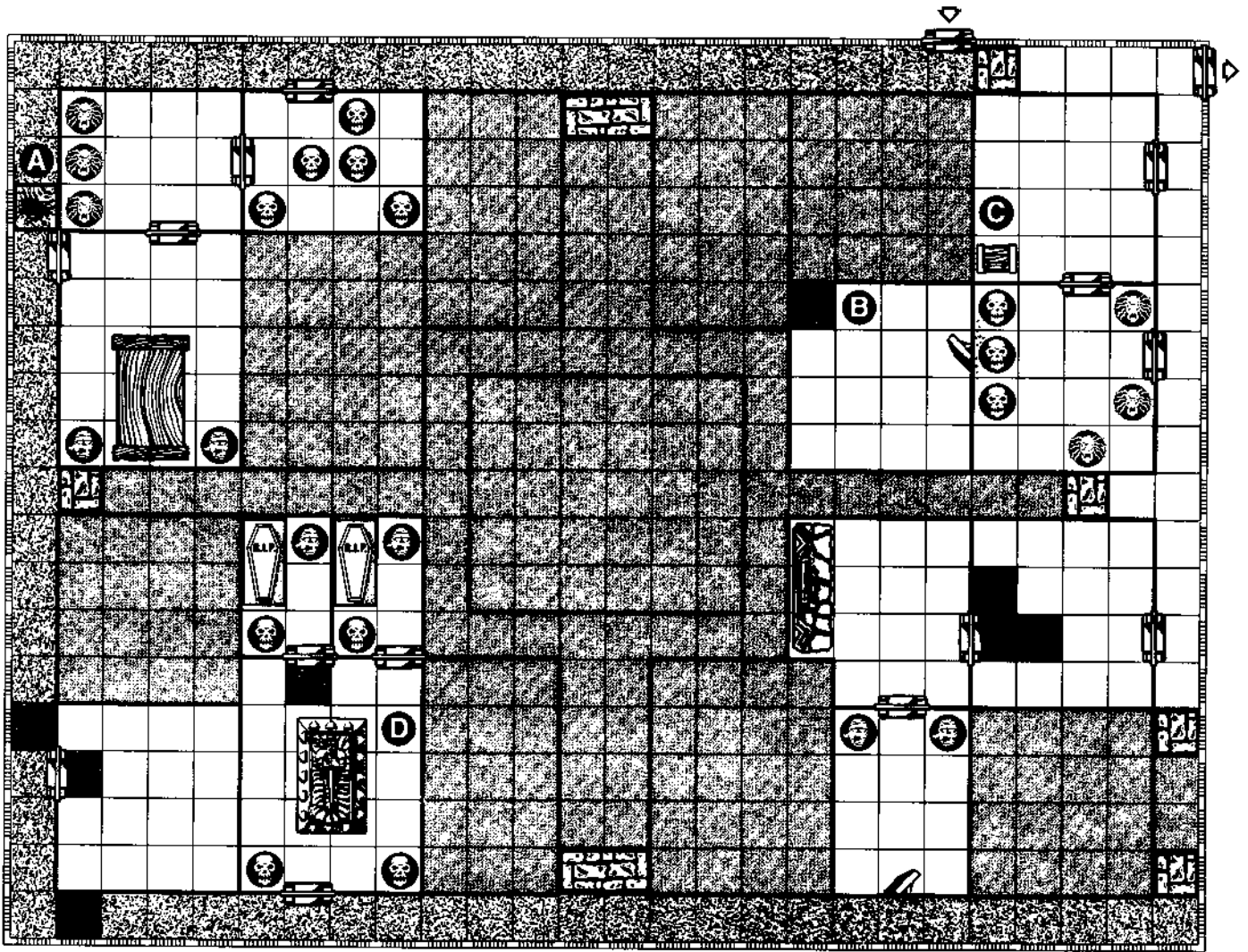
- D** If a Hero searches for treasure in this room, ask him if he wishes to pry open the tomb of a great warrior. If he says yes, a sparkling mist fills the room as the tomb is opened. No Body Points are lost, but any Hero in this room (or any Hero who later enters) with Borin's Armor or the Orc's Bane will see those weapons crumble into powder. (Of course, don't tell the Heroes this until after it happens.) There is no treasure in the tomb.

- E** The Skeletons in these 4 rooms are the Spirit Riders. Their stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	4	3	3



Wandering Monster in this Quest: Zombie



QUEST 3

The Silent Passages

"These passages have been silent for over a thousand years. The last voices that echoed through these hallowed halls were those of King Agrain and his subjects as they rushed to defend the city. It is said that

ancient and terrible magic is at work here. Tread carefully, my friends, as you search for the wooden exit door that leads to safety!"

NOTES:

- A** At the beginning of the Quest, the Death Mist tile is placed on the gameboard as shown next to the square marked "A." This mist is a breath of Chaos which will harm all who are not evil. The Death Mist tile moves up to 6 squares on each of your (Zargon's) turns and can only move within the shaded corridors.

When the Death Mist tile passes over a Hero, he loses 1 Body Point. The mist may affect 1 or more Heroes each time it is moved on your (Zargon's) turn. It will not affect monsters.

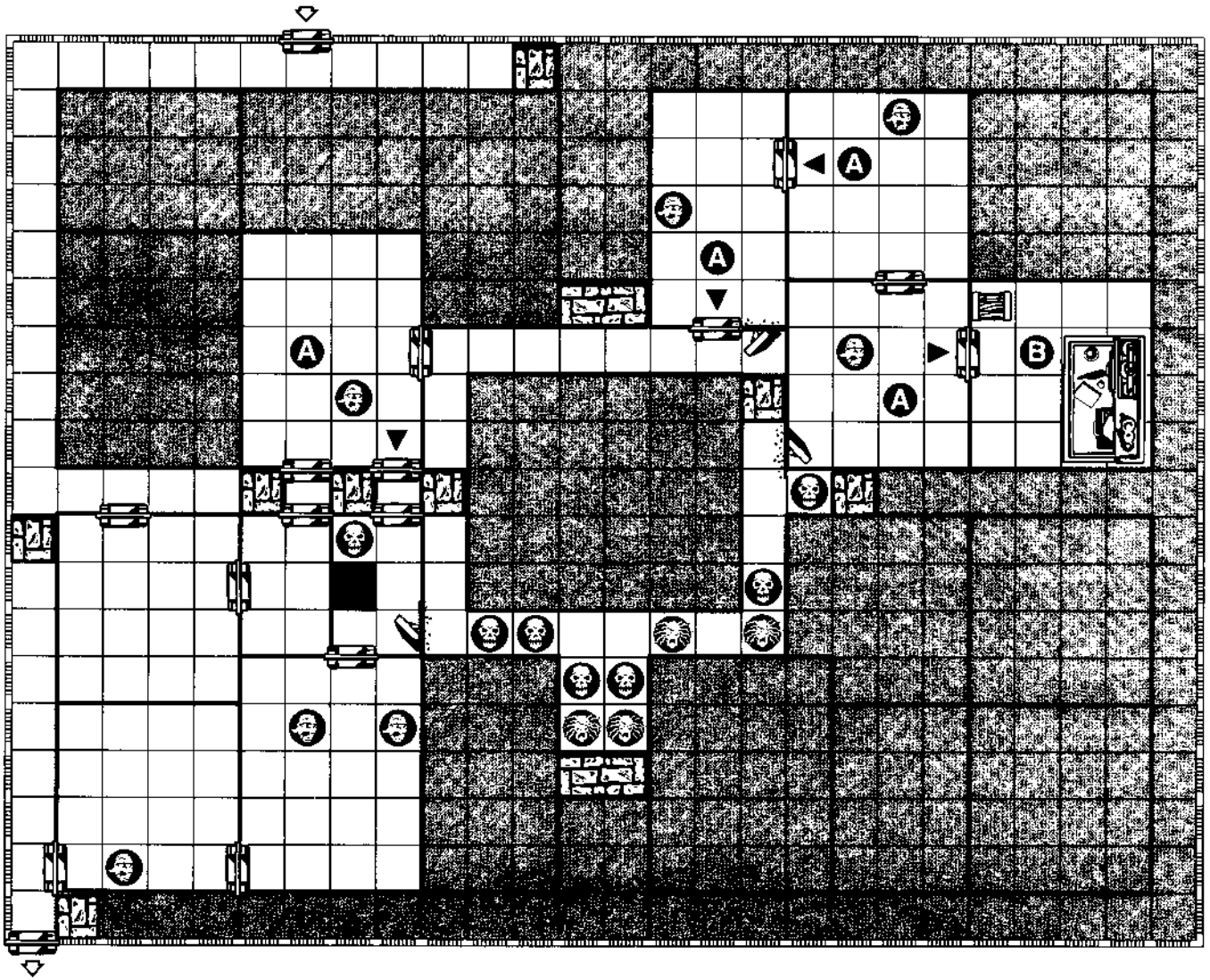
The mist cannot move onto the same square twice in 1 turn. It also cannot *end its turn* on the same square with a Hero. (If this happens, the Death Mist tile must stop short on the square in front of the Hero.)

The mist is not affected by normal weapons. It can only be destroyed by a Tempest spell or by the Spirit Blade. (Don't tell this to the Heroes!)

- B** The chest has a trap on it. If a Hero searches for treasure in this room before the trap has been disarmed, he will lose 1 Body Point from a dart that shoots out from the wall. This chest contains 2 Magical Throwing Daggers. (See the new artifact card.) The daggers may be divided between 2 Heroes.
- C** The first Hero to search for treasure in this room will find 100 gold coins in the chest. He will also find a Potion of Healing which will restore up to 4 lost Body Points.
- D** If the Spirit Blade was lost in a previous Quest, then it can be found in the tomb. (See artifact card in the Game System.) If one of the Heroes already carries the Spirit Blade, then the tomb is empty.



Wandering Monster in this Quest: Skeleton



Q U E S T 4

The Halls of Vision

"King Agrain was one of the greatest of all rulers in a time before Chaos. Although he was a powerful and feared warrior, he was also known for his fairness. Agrain dabbled in magic and created the

Halls of Vision, a maze of magical rooms. The secret of the Halls lies in the Keys of Agrain. You must find these valuable Keys and reach the safety of the wooden exit door."

NOTES:

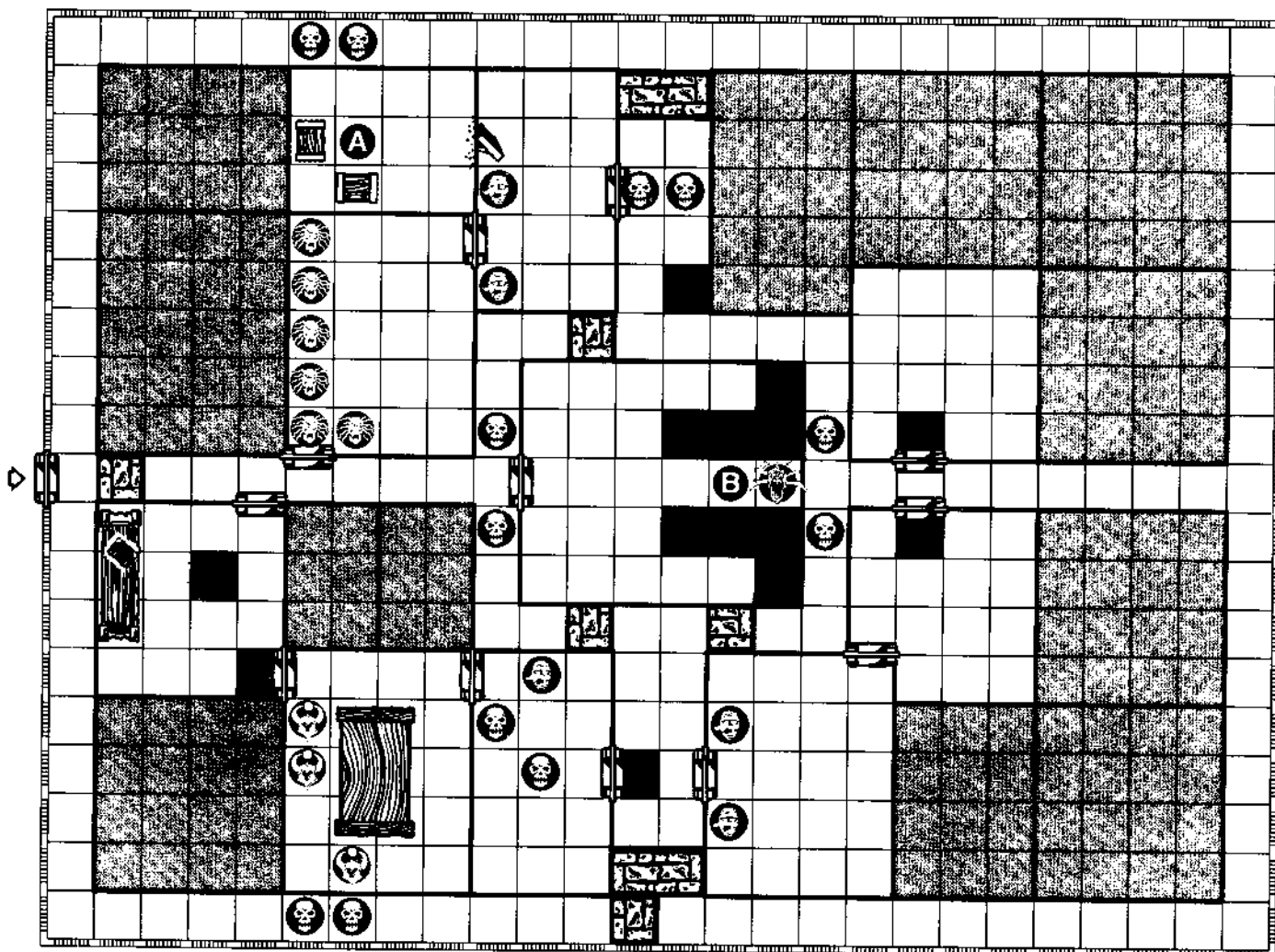
A The 4 magical rooms marked with an "A" were built to protect King Agrain's secret laboratory. Each room is guarded by a Mummy. If one of these Mummies is killed, immediately remove the door that's marked with the arrow (from the same room as the Mummy just killed).

B This is the magical laboratory of King Agrain. The first Hero to search for treasure in this room will find 2 spell scrolls:

Fire of Wrath and Ball of Flame. He will also find 4 gold keys on the bench. They are the Keys of Agrain. If these keys are found by a Hero, Zargon must immediately replace any doors that were removed when Mummies were killed. The 4 keys are each worth 200 gold coins. They may be divided among the Heroes. The Mummies in this Quest will not attack anyone holding one of the keys. Skeletons and Zombies will still attack.



Wandering Monster in this Quest: Mummy



QUEST 5

The Gate of Bellthor

"Here begins the true domain of the Witch Lord. In these deep caverns, he has created his own subterranean fortress from which he plans the destruction

of the Empire. Loretoime has told me of a terrible guardian, Bellthor, who watches over the Gate. If Bellthor is to be defeated, you must all confront him together."

NOTES:

- A** The first Hero to search for treasure in this room will find 500 gold pieces in each chest.
- B** Once all Heroes have entered this room, the door will disappear, trapping them inside with Bellthor, a foul Gargoyle. Bellthor will not move or attack on his turn until all of the Heroes are in the room together. Bellthor cannot be harmed until after he attacks. His stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	6	3	3

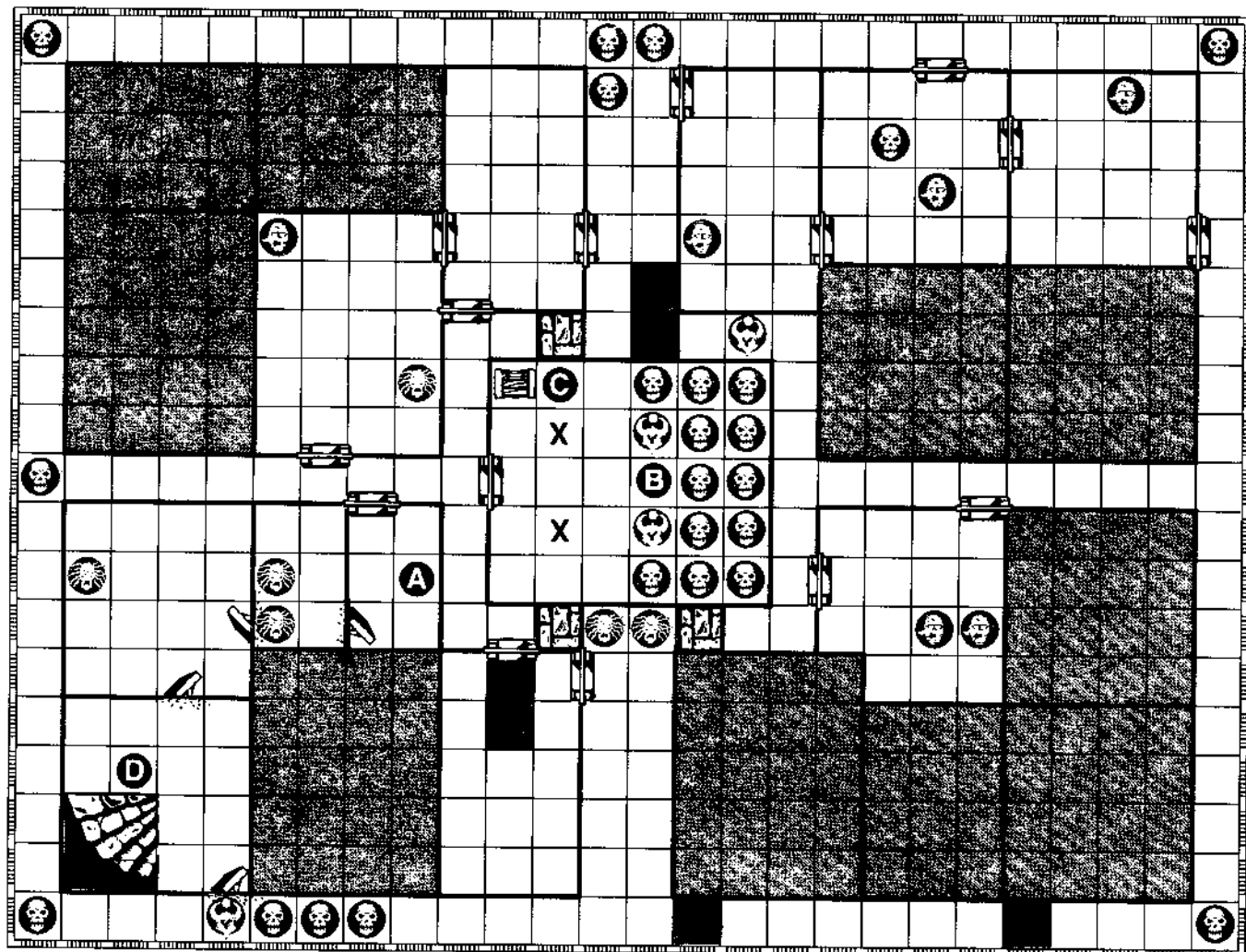
Bellthor also has poisonous breath and can breathe on any 1 Hero in the room (once per turn) after he has attacked. To do this, he rolls 6 combat dice. For each skull rolled, the defender loses 1 Mind Point. If a Hero is reduced to zero Mind Points in this situation, he is not killed but knocked unconscious. The Hero should then be removed from the gameboard until the next Quest.

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

All of the Heroes have now been captured by the Witch Lord! There is no successful way to exit from this adventure. (A Ring of Return will not work here.) Turn to the next Quest.



Wandering Monster in this Quest: Skeleton



QUEST 6

Halls of the Dead

The Wizard and Dwarf wake up in a prison cell. Shaking off the effects of the poisonous gas, they hear Mentor's voice deep within themselves...

"A terrible fate has befallen you! You have become prisoners of the Witch Lord. Your companions, the

Elf and Barbarian, have been taken to a secret place where the Witch Lord plans to feed them to his pets. You must rescue your companions and escape to the spiral stairway!"

NOTES:

Tell the Heroes that the Wizard and Dwarf will be the only Heroes taking turns and moving on the gameboard until the Elf and Barbarian are found.

A Place the Wizard and Dwarf in this room at the beginning of the Quest. Place a closed door where shown. Explain to the 2 Heroes that this is their prison cell. Tell them that Mentor has just cast a powerful spell and the cell door has burst open. Then replace the closed door with an open door. Tell the Wizard and Dwarf that any weapons, artifacts, spells and potions that they owned are on the floor outside the door, but their gold and gems are gone. They must cross off any gold or gems that are on their Character Sheets. Both Heroes start with full Body Points.

B This is the Hall of the Witch Lord. Use the Chaos Warlock figure to represent the Witch Lord and place him on the square marked "B." The Barbarian and Elf start in this room

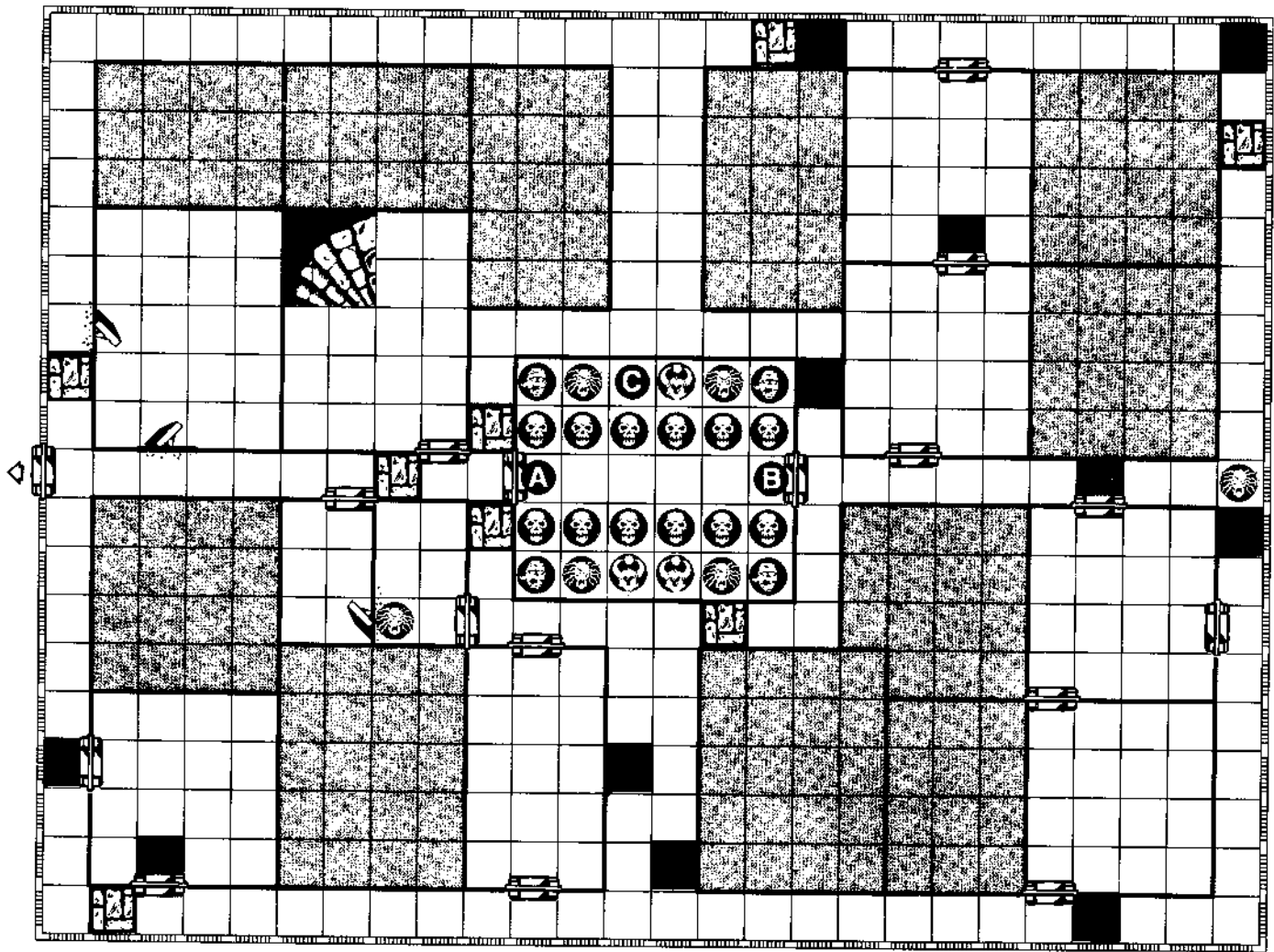
on the spaces marked "X." They should not be placed on the gameboard until either the Wizard or Dwarf opens the door to this room. The Barbarian and Elf are chained up and all of their weapons, artifacts, potions, gold and gems have been taken. Both Heroes start with full Body Points and the Elf has his spells. As soon as the Wizard or Dwarf enters this room, the Witch Lord curses them and disappears amidst a howling storm. The Barbarian and Elf are then free and may move normally.

C The first Hero to search this room will find the Barbarian's and Elf's weapons, artifacts and potions in this chest. However, their gold and gems have been stolen and should be crossed off their Character Sheets.

D Do not place the spiral stairway on the gameboard until one of the Heroes looks into this room.



Wandering Monster in this Quest: Skeleton



QUEST 7

The Forgotten Legion

“You have escaped from the Witch Lord, but it will not be long before he pursues you. The halls through which you now pass are guarded by 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. You will be safe only when you find the wooden exit door.”

NOTES:

The Heroes enter on the spiral stairway.

A When a Hero opens this door, place monsters where shown in the room. Explain to the Heroes that these monsters are the Forgotten Legion, encased in a magical ice that cannot be broken with any weapon.

B When a Hero opens this door, the magical ice will shatter and the Forgotten Legion will move to attack on your (Zargon’s) turn. (Don’t tell the Heroes this until after the door has been opened.)

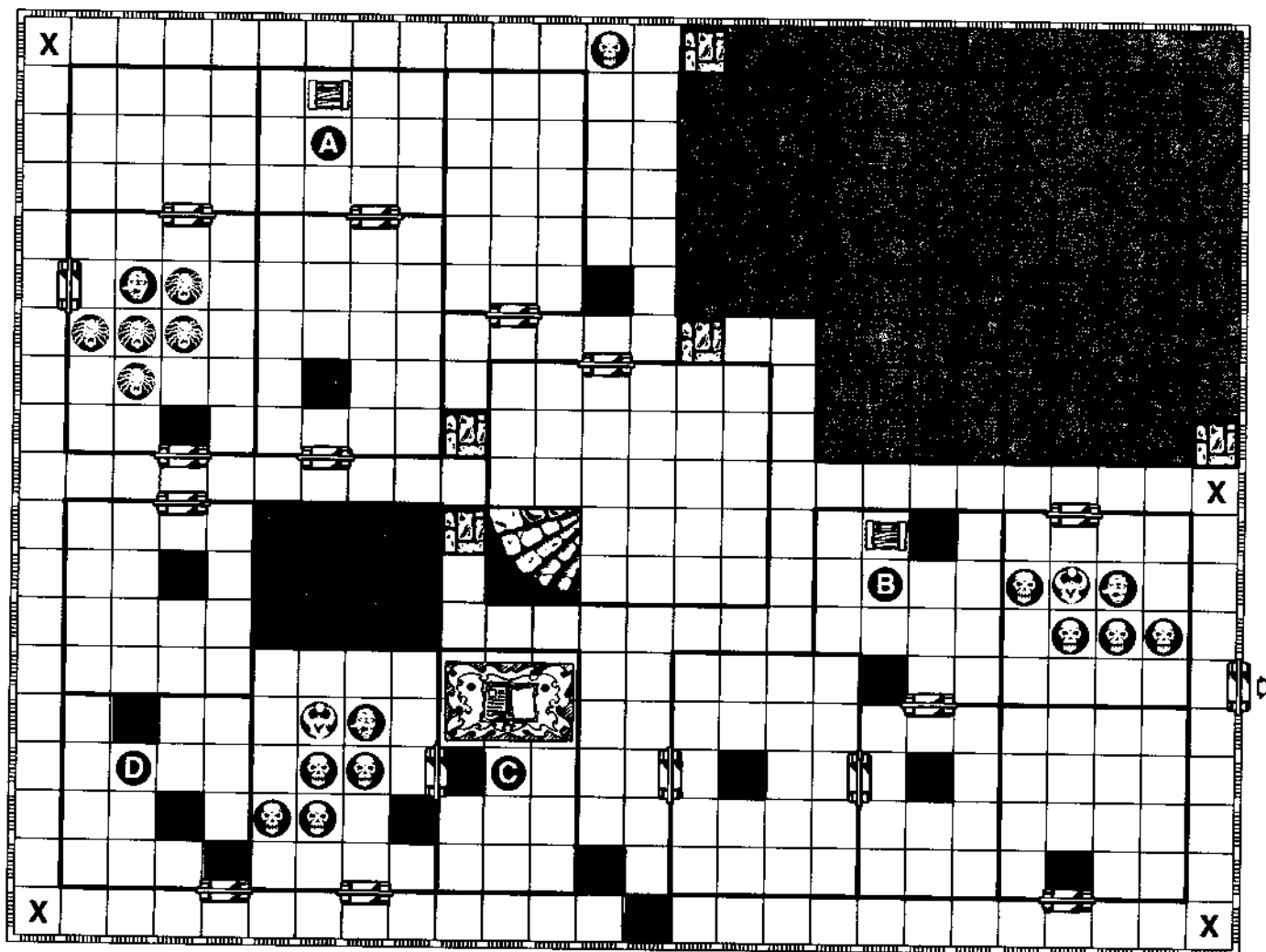
C Skulmar stands on the space marked “C.” Use the Chaos Warlock to represent Skulmar. His stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	5	6	3	4

If the Heroes are destroying a lot of the monsters, Skulmar should try to escape. To do this, he must reach the spiral stairway, at which point he is removed from the gameboard. If Skulmar is killed, the Heroes will find his treasures: the Rabbit Boots (new artifact card) and the Pass Through Rock spell scroll.



Wandering Monster in this Quest: Chaos Warrior



Q U E S T 8

The Forbidden Caverns

"No man has ever entered the Forbidden Caverns before. Even Loretome can tell little of what lies before you. It is said that the passages are filled with the walking dead, mindless servants of Zargon. You must

also be wary of the caverns themselves, for they are ready to collapse at any time. You must find the wooden exit door to continue your Quests."

NOTES:

The Heroes enter on the spiral stairway.

At the beginning of each of your (Zargon's) turns, you may pick 2 Skeletons, Zombies, or Mummies that are available and place them on any two of the spaces marked with an "X."

A The first Hero to search for treasure in this room will find 360 gold coins in this chest. He will also find 2 Anti-poison Quills. (See the new artifact card.) The quills may be divided between 2 Heroes.

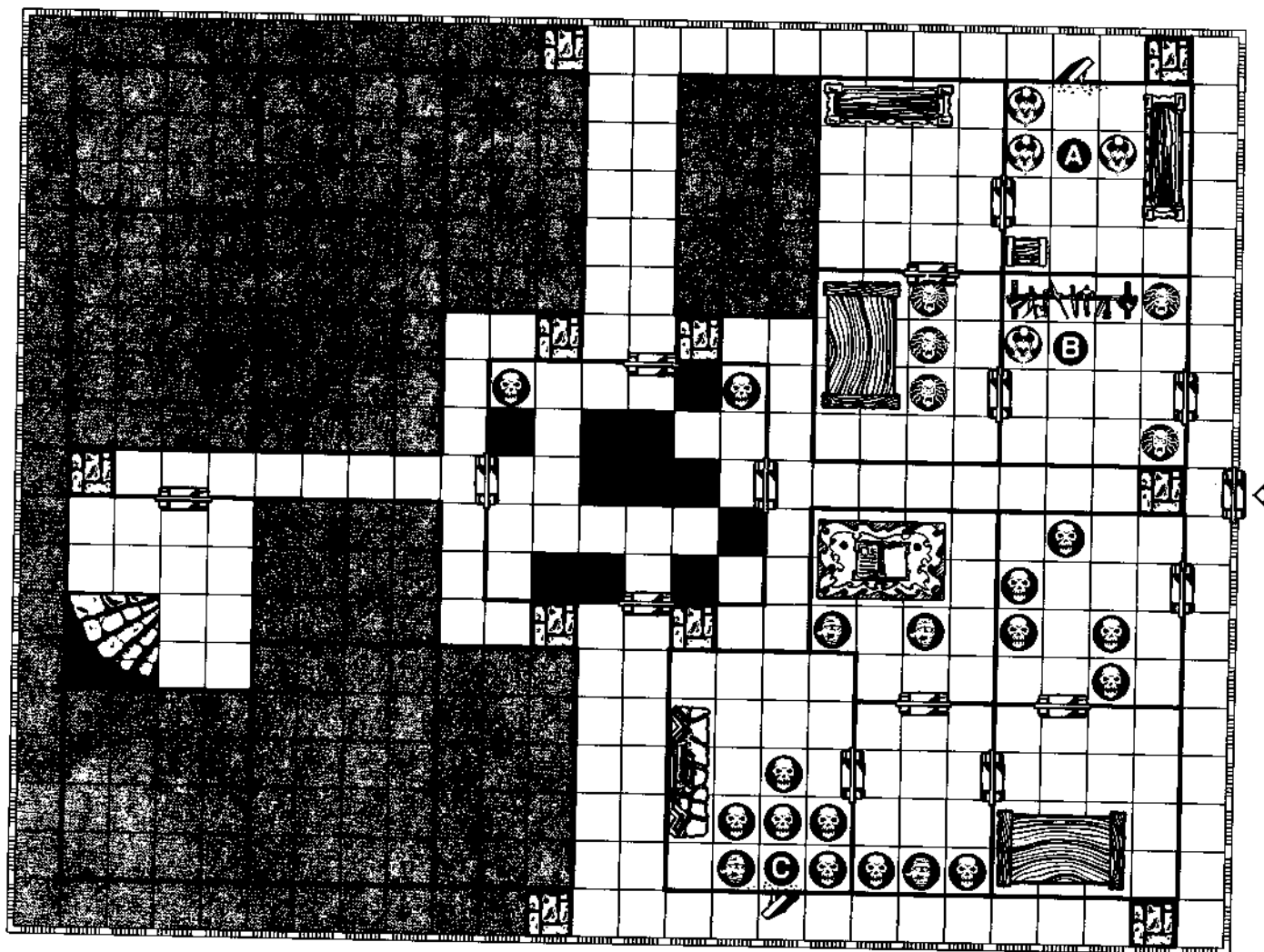
B This chest is empty.

C The first Hero to search for treasure in this room will find the Heal Body and Courage spell scrolls on the sorcerer's table. The scrolls may be divided between 2 Heroes.

D This chest is trapped with a poison needle. If a Hero searches for treasure in this room before the trap has been disarmed, he will lose 3 Body Points. The chest contains 2 shortswords and 2 longswords. These weapons are exactly like the ones described in the Game System Armory. They may be divided among the Heroes.



Wandering Monster in this Quest: Chaos Warrior



QUEST 9

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 Chaos Warriors from the Doomguard. Beware! They are more powerful than other

Chaos Warriors that you have already defeated. They stand guard here in the chambers of Kessandria, the Witch Queen. You must find the spiral stairway which leads directly to the Witch Lord."

NOTES:

- A** This is the abode of 3 Doomguard Chaos Warriors who have the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	6	3	3

The first Hero to search for treasure in this room will find 240 gold coins in the chest. He will also find an Arm Band of Healing. (See the new artifact card.)

- B** The Chaos Warrior in this room has the same stats as the ones in the room marked "A." The first Hero to search for treasure in this room will find 2 Magical Throwing Daggers on the weapons rack. (See the new artifact card.) The daggers may be divided between 2 Heroes.

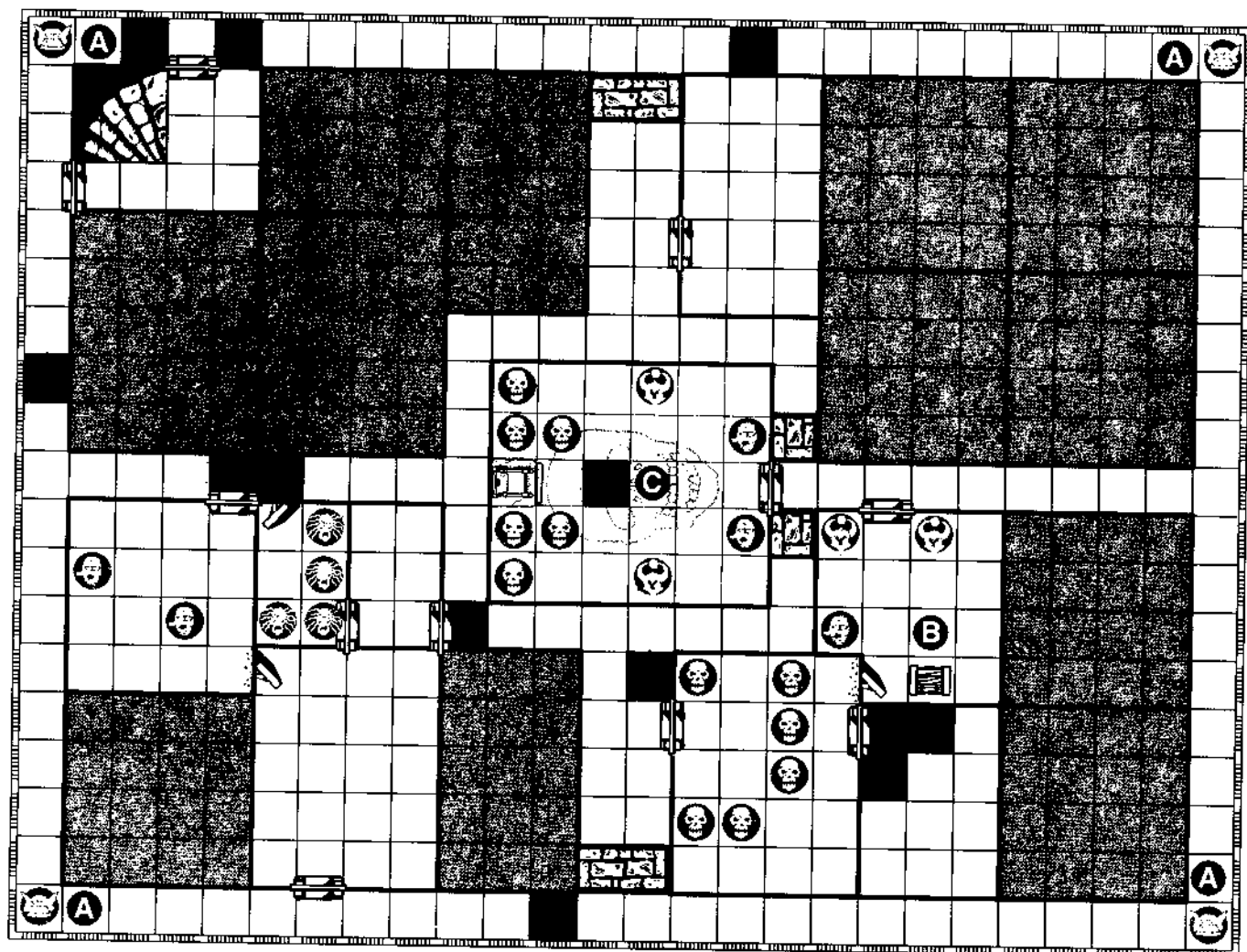
- C** This is the chamber of Kessandria, the Witch Queen. She stands on the square marked "C." Use the Chaos Warlock figure to represent her. She is immune to all spells except fire spells. She has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	6	3	4

Kessandria also knows the following Chaos spells: Lightning Bolt, Tempest, Fear, Sleep and Cloud of Chaos. She has a Potion of Speed which will allow her to move 12 squares on the turn in which she drinks it. If Kessandria's Body Points are greatly reduced, she should attempt to escape by going through the secret door (which she can open) and by trying to reach the spiral stairway. As Kessandria retreats, she may place open doors as needed on the gameboard (as shown on the Quest map). If she succeeds in escaping, remove her from the gameboard.



Wandering Monster in this Quest: Chaos Warrior



Q U E S T 10

The Court of the Witch Lord

"The Witch Lord has watched your progress. He has tried repeatedly 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:

The Heroes enter on the spiral stairway.

A These 4 Orcs are magical statues which do not move and cannot attack or be harmed. They completely block the corridors. They cannot be climbed over or passed. If a Hero attacks any of these statues, his weapon will break (even a magical throwing dagger or crossbow will break). He then loses that weapon and must cross it off his Character Sheet. The only exception to this rule is the Spirit Blade, which is so powerful that it will not break. However, it still will not harm the statue.

B The first Hero to search for treasure in this room will find 2 Potions of Healing in the chest. Each potion will restore up to 4 lost Body Points.

C Here the Witch Lord awaits the final conflict. Place the large Throne Room tile in this room only after a Hero opens the door to the room. Use the Chaos Warlock figure to represent the Witch Lord and place him on the square marked "C."

The 2 Chaos Warriors in this room are members of the Doomguard and their stats are listed in the previous Quest. The first Hero to search for treasure in this room will find 500 gold coins in a secret compartment under the throne.

The Witch Lord's new stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	5	6	4	5

The Witch Lord can only be harmed by 4 things at this time: the Spirit Blade, the Fire of Wrath spell, the Ball of Flame spell and the Magical Throwing Dagger. The Witch Lord knows the following Chaos spells: Summon Undead, Firestorm, Tempest, Lightning Bolt, Fear and Command. If the Witch Lord is killed, read aloud the text on the next page.



Wandering Monster in this Quest: Mummy

My friends, we have much to be thankful for. The Witch Lord has been defeated and his army of undead remains asleep under the earth. The magic that controlled them has now been weakened. Yet this victory could herald our downfall if we relax our efforts.

Now that the enemy is weaker, we must be all the stronger. The minions of the Witch Lord who escaped will surely seek revenge on those who defeated their master.

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. I fear that it will not be long before you will have to confront Skulmar and attempt to end his threat forever.

But for the present you have earned yourselves a rest. So come, my brave Heroes! The Emperor awaits you in the Grand Palace. Tonight you are to be honored for your incredible feats of heroism.

Mentor

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Spell Scroll



Heal Body

This spell may be cast on a Hero, including yourself. Its magical power will immediately restore up to 4 lost Body Points, but does not give a Hero more than his starting number. May be used by any Hero. Scroll crumbles to dust after it is used.

Spell Scroll



Courage

This spell may be cast on a Hero, including yourself. The next time that Hero attacks, he may roll two extra combat dice. The spell is broken the moment the Hero can no longer "see" a monster. May be used by any Hero. Scroll crumbles to dust after it is used.

Spell Scroll



Fire of Wrath

This spell may be cast on a monster, blasting it with flames. It will inflict 1 Body Point of damage, unless the monster can immediately roll a 5 or 6 using one red die. May be used by any Hero. Scroll crumbles to dust after it is used.

Spell Scroll



Ball of Flame

This spell may be cast on a monster, enveloping it in a ball of fire. It will inflict 2 Body Points of damage. The monster then rolls two red dice. For each 5 or 6 rolled, the damage is reduced by 1 point. May be used by any Hero. Scroll crumbles to dust after it is used.

Spell Scroll



Pass Through Rock

This spell may be cast on a Hero, including yourself. That Hero may then move through walls on his next move. He may move through as many walls as his dice roll allows. Caution! There are shaded areas on each Quest map which indicate solid rock. If a Hero ends his move in one of these areas, he is trapped forever! May be used by any Hero. Scroll crumbles to dust after it is used.

Magical Throwing Dagger



Always inflicts 1 Body Point of damage when thrown at a monster a Hero can "see." Monster cannot defend. Dagger is lost once it is thrown.

Rabbit Boots



To jump over 1 discovered trap per turn, roll anything but a black shield on 1 combat die.

Arm Band of Healing



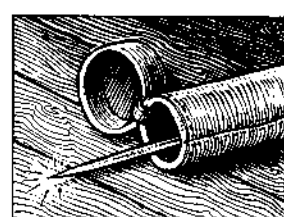
Restores 2 lost Body Points once per Quest. If the wearer's Body Points are reduced to zero, use immediately to restore 2 Body Points.

Dust of Disappearance



If tossed on any Hero, this dust allows that Hero to move past any monsters encountered on his next turn. May only be used once.

Anti-poison Quill



Restores any of the owner's Body Points lost by poisoning if used immediately. May only be used once.