

REMADE QUEST #1

REMAKING QUEST 1 'THE TRIAL'

Reasons for the remake:

Every seasoned player will tell you than this Quest is a complete bloodbath. It throws at the heroes the toughest monsters at a time when they haven't had the chance to buy equipment yet. As such many players recommend you skip it entirely and move to the second quest. If Zargon does not want to temper with the contents of this quest, he must not let the players play it until every hero has improved his statistics with at least one piece of equipment.

This Quest has a second issue. Those who have played the game many times, can cheese their way through this mission without the need of extra equipment. The heroes can go straight to Verag's lair without encountering a single monster. They often one-shoot Verag with the Genie and then run back to the entrance. Thus you either have the heroes getting massacred by exploring the catacombs, or you have them doing a simple hit and run. This quest is either too hard or too easy. Neither option is appealing to me, so I did the following changes which fixed the first reason. It is still not an easy Quest for new players, and it demands an experienced Zargon, but at least they are not going to be dropping like flies.

Differences from the canon Quest:

In order to tie this Quest with the second one, the catacombs are located below the prison where Sir Ragnar is imprisoned. The heroes have to find the secret door that leads inside the prison (storming the main gate is stupid, and the main door will set up a general alarm).

This variant used the Tombstone tiles of Return of the Witch Lord, and the Cultists and the Reputation Token rule of Rise of the Dread Moon.

The catacombs end up being the lair of a cult that worships the Gargoyle named Verag. The heroes cannot proceed without dealing with him first. Access to his altar requires 3 runes that are hidden across the catacombs.

The Cult Leader will be the Trap Cards as well as the Wandering Monster of the Quest. He will be appearing, casting a harmful Dread Spell (not those that have no effect outside of battle) and then instantly teleporting away.

Secret doors cannot be found via search. The heroes will need special items found in the Treasure Deck.

The Treasure Deck will consist of 17 cards (because there are 17 rooms in the Quest). Many of the cards will be important items the heroes need to progress, thus exploration becomes vital. What follows is the list of the cards (you can have normal Potion Cards serving as substitutes for maps and keys).

1: Library Map: Needed so that the heroes know about the secret door at note F.

2: Chain Key: Needed so that the heroes can free the mercenary at note H.

3: Treasure Chest Key: Needed so that the heroes can open the Treasure Chest at note B.

4: Fireplace Map: Needed so that the heroes know about the secret door at note J.

5: Tomb Key: Needed so that the heroes can open the door at note L.

6: Tomb Map: Needed so that the heroes know about the secret door at note M.

7-12: 6 harmful Dread Spells that can hurt the heroes outside of battle (Zargon chooses). They substitute Wandering Monsters and Trap Cards.

13-17: Gold Cards of the lowest value.

If the heroes get locked out, meaning they don't find the Tomb Key in time and have explored the other rooms, Zargon unlocks the door at note L and has the enemies inside walking outside, looking for the heroes.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds a Goblin on one of the explored corridors (at a corner where the heroes have no line of sight). The Goblin will move and attack as normal, or prepare for battle if it can't (see Enemy Preparation). If the heroes do not defeat it after it attacks once, it will retreat and yell for reinforcements, causing 2 more Goblins to appear.

Doomtrack: Every time a Goblin is added because of the above Patrol rule, the catacombs become more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 1 Goblin Zargon will be summoning 2 Goblins. When the Doomtrack reaches 20, the Quest is considered a failure.

Enemy Preparation: Any enemy who can't attack on his turn will instead prepare for battle, adding 1 Attack Die and 1 Defense Die to his statistics.

Inspiring Presence: All enemies that have line of sight with the Boss of the Quest (in this case, Verag) get 1 extra attack die. When the Boss is killed, all enemies thereafter (even those that don't have line of sight) will be afraid of the heroes and will roll 1 less attack die for the rest of the Quest.

Notes:

A: The Abomination in this room wears badly-stitched together chest mails that give it one extra Defense Die. Searching the weapons' rack reveals a knife with a Holy Blade. If it's used to attack the Mummy Guardian, it will instantly put him to rest. After the Quest is over the knife loses its power and can be sold for 50 Gold.

B: The treasure chest is locked. It requires the Treasure Chest Key to open. It contains a random potion from the Alchemy Deck. The secret door in this room can be found only if someone has found the Cupboard Map.

C: This mummy is the guardian of Fellmarg's tomb. He is forever bound to this place and cannot be defeated permanently, unless attacked by the Holy Blade. Whoever defeats him is awarded with a Reputation Token.

D: This room contains Fellmarg's burial treasure. The floor is littered with old coins and battle gear. The chest contains 50 Gold, a random piece of equipment from the Equipment Deck, and a map of the Realm that marks the entrance to a hidden area (Use this only if you want to branch off to the Quest of an expansion, instead of moving directly to The Rescue of Sir Ragnar).

E: This room is the altar where Verag is worshiped by the Cultists. Verag has the statistics of a typical Gargoyle, but is immune to all forms of magic (yes, you won't cheese your way to victory with the Genie). The treasure chest contains 100 Gold and a map with the location of the secret doors at N.

F: This Orc is an apprentice of one of the Cultists. Instead of attacking at melee, it shoots each round a magic missile that range-attacks a hero with 2 Attack Dice. The secret door in this room can be found only if someone has found the Library Map.

G: One of the 3 runes needed to open the door to Verag's altar is hanging from a chain around the mummy's neck.

H: A random mercenary is trapped on the torture rack. He is chained firmly on it. You need the Chain Key to free the mercenary. If you do, he will thank you and leave the catacombs on his own (he is unarmed and too weak to fight with you). He will join you as thanks during the next Quest. Afterwards you can hire him as normal (you can give him a name if you like).

I: One of the 3 runes needed to open the door to Verag's altar is on the Alchemist's Bench.

J: This Goblin attacks with a lit torch that has an attack power of 3 Attack Dice. The secret door in this room can be found only if someone has found the Fireplace Map.

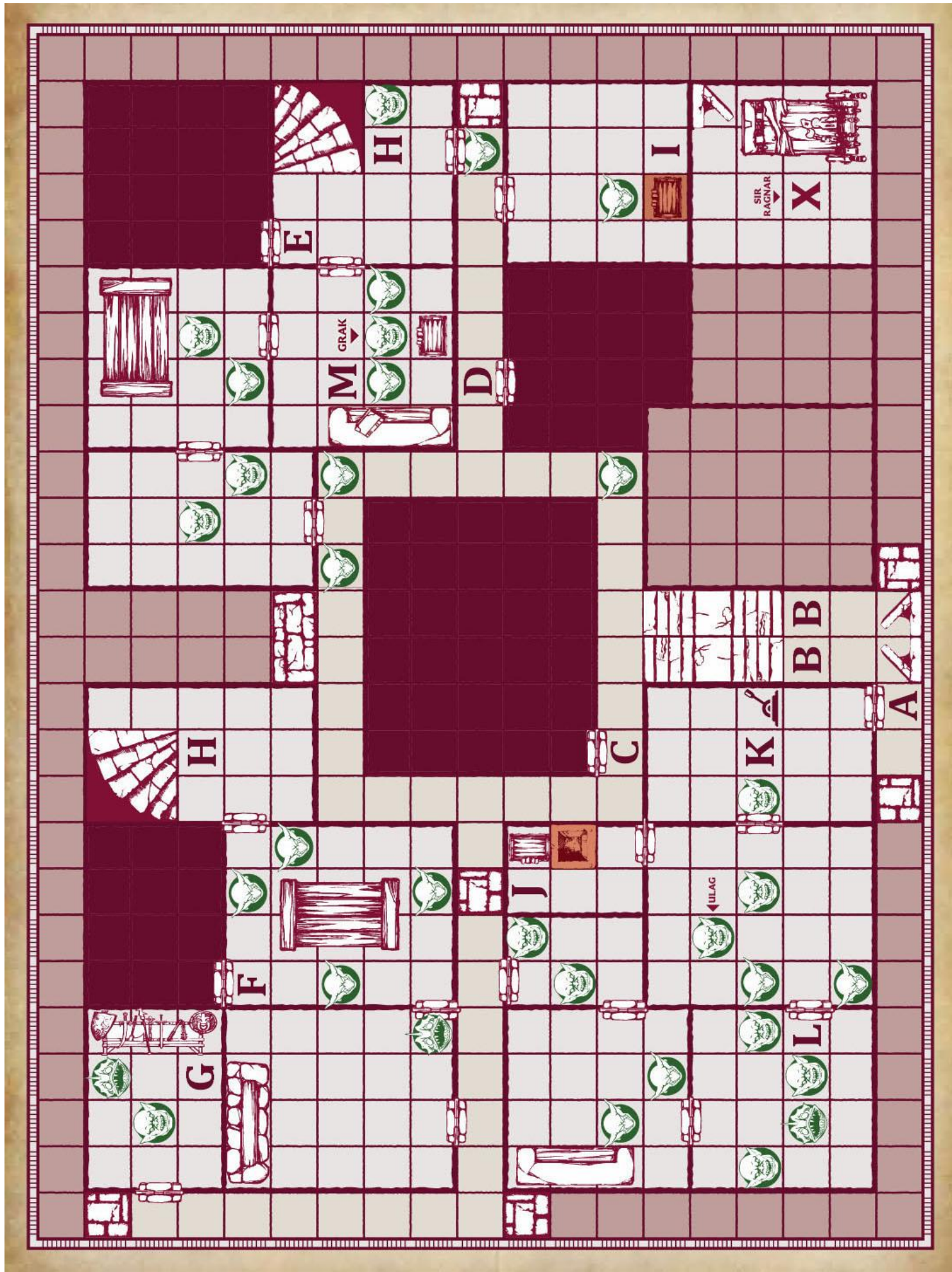
K: The leader of the Cultists sits on this throne. He surrenders immediately and swears he will not harm anyone hereafter. Hereon all trap cards have no effect.

L: This door leads to Fellmarg's Tomb. It is locked and can only be opened if you have found the Tomb Key.

M: Zargon informs the players that the air in these rooms is chillier than usual and that the walls are decorated with human skulls. The Goblins and Orcs in these 2 rooms are Undead. They have Zero Mind Points, 1 less Attack Die, and 1 extra Defense Die. The secret door in this room can be found only if someone has found the Tomb Map. One of the 3 runes needed to open the door to Verag's altar is on the Table.

N: These secret doors lead to the prison where Sir Ragnar is imprisoned. They can only be found if you have the map from Verag's Altar.

O: This door leads to Verag's Altar. It is magically locked and requires 3 runes that are hidden across the catacombs.



REMADE QUEST #2

REMAKING QUEST 2 OF GS

'THE RESCUE OF SIR RAGNAR'

AND QUEST 3 OF GS

'LAIR OF THE ORC WARLORD'

Reasons for the remake:

Nowadays, most seasoned players will recommend new players to skip The Trial and move straight to this quest as their first mission. It is far easier, since it doesn't use the strongest monsters. With that said, there is the issue of punishing the players if they find Sir Ragnar too fast. The alarm sets off, and if you haven't killed all monsters in all other rooms, you will be flooded with them as you try to return with Sir Ragnar to the entrance. If on the other hand you have killed all the monsters, then the alarm has no effect, thus the quest becomes either too hard or too easy depending on how much you want to explore the dungeon. In order to fix the problematic nature of the alarm gimmick, I did various changes.

Normally, you have to find and kill Ulag in the next Quest, which is overall short and linear. For spicing things up, I merged the second and third Quests. I always felt like there should be a boss in every Quest and that nothing should be too simple, which is the case with the third Quest. Merging them creates a far more epic adventure.

Differences from the canon Quest:

This variant requires the Steps Tiles of Kellar's Keep and the second Staircase tile of Mage of the Mirror.

Since this is a merging of two Quests, the objectives are to rescue Sir Ragnar and kill Warlord Ulag.

In order to tie this Quest with the first one, the heroes enter the prison from the secret doors at the bottom of the board. The original entrance becomes booby trapped with an alarm which brings in guards from the outside and functions as a respawn point for Wandering Monsters.

The secret door leading to Sir Ragnar's cell can't be found via search. Only the three other prisoners in the prison can reveal the location, and only after all three have been saved. The doors to their cells are locked and the keys have to be found in the Treasure Deck.

Trap Cards and Wandering Monster cards on this Quest cause a local alarm to set off, bringing in an Orc jailer from the respawn point at note C.

The Treasure Deck will consist of 16 cards (because there are 17 rooms in the Quest). Many of the cards will be important items the heroes need to progress, thus exploration becomes vital. What follows is the list of the cards (you can have normal Potion Cards serving as substitutes for maps and keys).

- 1: Prison Key 1: Needed so that the heroes can open the door at note D and save one of the prisoners.
- 2: Prison Key 2: Needed so that the heroes can open the door at note E and save one of the prisoners.
- 3: Prison Key 3: Needed so that the heroes can open the door at note F and save one of the prisoners.
- 4: Armory Key: Needed so that the heroes can open the door at note G.
- 5: Office Key: Needed so that the heroes can open the door at note L.
- 6-11: Local alarm trap. An Orc spawns at note C.
- 12-16: Gold Cards of the lowest value.

If the heroes get locked out, meaning they don't find the Office Key in time and have explored the other rooms, Zargon unlocks the door at note L and has the enemies inside walking outside, looking for the heroes.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds an Orc on one of the explored corridors (at a corner where the heroes have no line of sight). The Orc will move and attack as normal, or prepare for battle if it can't (see Enemy Preparation). If the heroes do not defeat it after it attacks once, it will retreat and yell for reinforcements, causing 2 more Orcs to appear.

Doomtrack: Every time an Orc is added because of the above Patrol rule, the prison becomes more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 1 Orc Zargon will be summoning 2 Orcs. When the Doomtrack reaches 20, the Quest is considered a failure.

Enemy Preparation: Any enemy who can't attack on his turn will instead prepare for battle, adding 1 Attack Die and 1 Defense Die to his statistics.

Inspiring Presence: All enemies that have line of sight with the Boss of the Quest (in this case, Ulag) get 1 extra attack die. When the Boss is killed, all enemies thereafter (even those that don't have line of sight) will be afraid of the heroes and will roll 1 less attack die for the rest of the Quest.

Notes:

A: The heroes enter the Quest from the secret doors. The door to the left is locked and can only be opened if you have found the Guardroom Key.

B: During the Zargon turn when all heroes are beyond these two squares, door A unlocks and an Orc sentry comes out. As soon as he turns at the corner, he sees the heroes and runs back inside the room. A portcullis (or slab, or whatever you have available) lowers and prevents the heroes from leaving the prison.

C: This is the normal entrance to the prison. There are dozens of Orc jailers beyond, so passing through it is not allowed. This is where the Orc jailers spawn whenever you draw a Trap Card or a Wandering Monster card.

D: This is the door to prison cell 1, containing one of the prisoners. It is locked and can only be opened if you have found the Prison Key 1. There is nothing of worth inside.

E: This is the door to prison cell 2, containing one of the prisoners. It is locked and can only be opened if you have found the Prison Key 2. There is nothing of worth inside.

F: This is the door to prison cell 3, containing one of the prisoners. It is locked and can only be opened if you have found the Prison Key 3. There is nothing of worth inside.

Once all three prisoners are rescued, the third one reveals the location of the secret door leading to Sir Ragnar's cell at note I.

G: The door of this room is locked and can only be opened if you have found the Armory Key. Inside is the armory where Sir Ragnar's equipment is kept. The guards took the liberty to equip them. The Orc rolls 1 extra Defense Die, and the Abomination rolls 1 extra Attack Die. They can be retrieved once the monsters are defeated. If you manage to escape the prison with them, they have to be returned to Sir Ragnar and you will earn a Reputation Token.

H: These two staircases are connected, leading from the holding area to Ulag's headquarters.

I: This treasure chest is trapped with a poison needle that inflicts 1 Body Point of damage and prevents the hero from healing for the rest of the Quest. It also contains a random Potion from the Alchemy Deck. The secret door can't be found until all three prisoners have been rescued.

J: This treasure chest contains 50 Gold, a random piece of equipment from the Equipment Deck, and a map of the Realm that marks the entrance to a hidden area (Use this only if you want to branch off to the Quest of an expansion, instead of moving directly to the next Quest).

K: Turning this lever lifts the Portcullis at note B.

L: The door to Ulag's office is locked. You will need the Office Key. Ulag inside carries the Guardroom Key that unlocks the door at note A. When he is left with 1 Body Point, or when all his bodyguards are defeated, he will try to escape by going to the room to the right, and from there he uses the lever, exits the room from note A, and heads for the exit at note C.

M: This is Grak, Ulag's son. He range-attacks with a magic staff that has a power of 3 Attack Dice. As soon as he is attacked, he uses an Escape spell and teleports away. The treasure chest contains a spell scroll with a random elemental spell (give a number to each spell and roll dice to decide which).

REMADE QUEST #3

REMAKING QUEST 4 OF GS

'PRINCE MAGNUS' GOLD'

AND QUEST 11 OF GS

'BASTION OF CHAOS'

Reasons for the remake:

The 4th and 11th quests have a problem of linearity. There isn't much to explore, you just follow a line of corridors and rooms until you get to the treasure chests and the evil boss. I combined these quests because both have a Dread Warrior as the final boss.

The problem with Quest 4 is that the heroes are given no incentive to carry the treasure chests to the entrance room. To maintain the urgency, Gulthor will have hidden phylacteries across the Quest that make him immortal. He can only be killed for good when all three phylacteries are found and the treasure chests are brought to the entrance room.

Another problem with Quest 4 is that the heroes are not really punished if they keep Magnus' gold. In this variant they are rewarded if they don't.

Differences from the canon Quest:

The excuse for continuing this Quest right after rescuing Sir Ragnar is that he was captured while carrying the gold to the prince and now needs to have the score settled. Since this is a merging of two Quests, the objectives are to find the stolen Treasure Chests and kill Gulthor for good.

This variant uses the Reputation Tokens of Rise of the Dread Moon.

You normally find the Orcsbane in the 11th quest, but I don't feel it deserves to be part of the Gathering Storm Quests, much less to be found in such an uneventful way. I took it to the Kellar's Keep expansion.

Instead of a single obvious Gargoyle trap, there will be several ambushing enemies.

The treasure chests are not in the central room, but rather hidden throughout the map. They can be found via the Treasure Deck.

Gulthor is not necessarily in the central room. He respawns at the fireplace (he jumps out of green fire) whenever a Wandering Monster card is drawn. Gulthor has only 1 Body Point, but keeps respawning until the heroes have found all 3 of his phylacteries in the Treasure Deck and the treasure chests are brought to the entrance room.

The Treasure Deck will consist of 14 cards (because there are 14 rooms in the Quest).

1: Phylactery 1: Needed for defeating Gulthor once you have all 3.

2: Phylactery 2: Needed for defeating Gulthor once you have all 3.

3: Phylactery 3: Needed for defeating Gulthor once you have all 3.

4: Treasure Chest 1: It has to be brought back to the entrance, otherwise Gulthor can't be defeated. A hero has halved Movement while carrying it.

5: Treasure Chest 2: It has to be brought back to the entrance, otherwise Gulthor can't be defeated. A hero has halved Movement while carrying it.

6: Treasure Chest 3: It has to be brought back to the entrance, otherwise Gulthor can't be defeated. A hero has halved Movement while carrying it.

(If you return all 3 Treasure Chests to Prince Magnus, you are rewarded with 2 Reputation Tokens.)

7-12: Gulthor as Wandering Monster. If he is not on the board, add him on note C. If he is on the board, add 2 Goblins as a patrol at a corridor corner close to the heroes.

13-14: Gold Cards of the lowest value.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 2 Goblins on one of the explored corridors (at a corner where the heroes have no line of sight). The Goblins will move and attack as normal, or prepare for battle if they can't (see Enemy Preparation). If the heroes do not defeat them after they attack once, they will retreat and yell for reinforcements, causing 2 more Goblins to appear.

Doomtrack: Every time 2 Goblins are added because of the above Patrol rule, the fort becomes more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 2 Goblins Zargon will be summoning 3 Goblins. When the Doomtrack reaches 20, the Quest is considered a failure.

Enemy Preparation: Any enemy who can't attack on his turn will instead prepare for battle, adding 1 Attack Die and 1 Defense Die to his statistics.

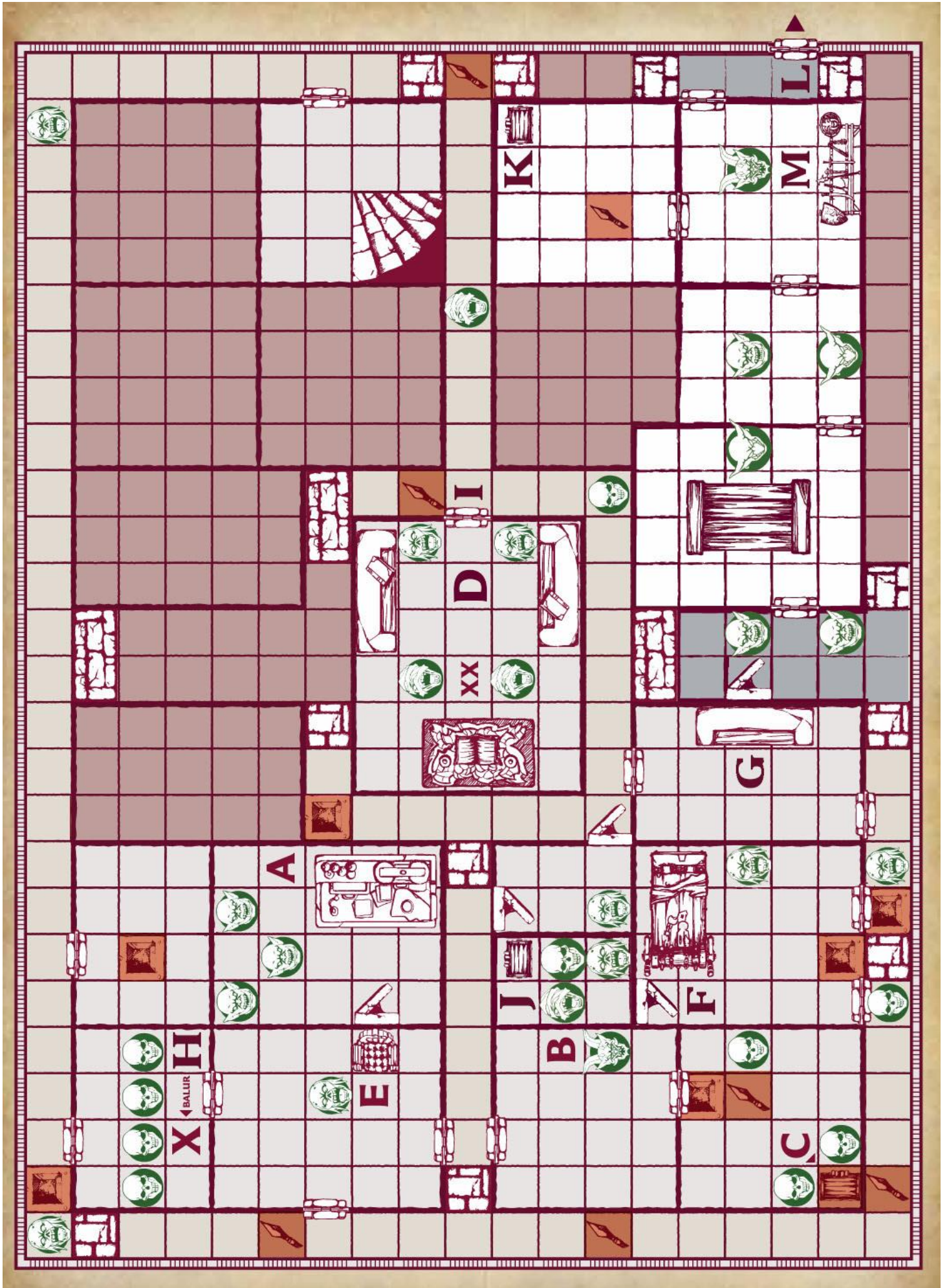
Inspiring Presence: All enemies that have line of sight with the Boss of the Quest (in this case, Gulthor) get 1 extra attack die. When the Boss is killed, all enemies thereafter (even those that don't have line of sight) will be afraid of the heroes and will roll 1 less attack die for the rest of the Quest.

Notes:

A: Searching the Weapons' Rack will give you 1 random Equipment Card and a map of the Realm that marks the entrance to a hidden area (Use this only if you want to branch off to the Quest of an expansion, instead of moving directly to the next Quest).

B: These enemies are aware of the heroes and wait to ambush them. They will attack as soon as they are added on the board.

C: Gulthor respawns next to the fireplace whenever he is not on the board. If the heroes get to the central room, Gulthor is there only if he is not already on the board.



REMADE QUEST #4

REMAKING QUEST 5 OF GS 'MELAR'S MAZE'

QUEST 8 OF GS 'THE FIRE MAGE'

AND QUEST 1 OF POT 'RETURN TO MELAR'S MAZE'

Reasons for the remake:

On their own, these quests don't have much to play around. Melar's Maze has no boss battle, while the Fire Mage is just a 2-part battle that often ends with the heroes killing Balur before he can teleport during the first encounter. As for Return to Melar's Maze, it was a mostly needless repeat of the mission. A connecting tissue I created between the Fire Mage and the Prophecy of Telor is the theme of fire. Balur uses fire, Melar is eventually given Zargon's Flame. Thus the objective becomes to find the Talisman of Lore before Balur uses it in his raids.

This Quest can branch off from the main Quests, since it eventually becomes the beginning of the Prophecy of Telor expansion. The heroes can use the notes they find in any core mission as an excuse to find the location of the maze. Once they complete this Quest, the rest of the Prophecy of Telor Quests can follow.

The Wand of Magic is an artifact you normally find during The Fire Mage quest. It gets no fanfare as it's just lying around in a chest. It's not even mentioned in the flavor text, although it can make the Wizard overpowered. Or the evil mage. Why is he keeping it in the chest? He should be using it in this mission! Since there already is an Artifact in this quest, the Wand of Magic is taken to a later mission.

Differences from the canon Quest:

This variant uses Zargon's Flame from the Prophecy of Telor and the Burning status effect, which I created in my Spell homebrew.

The Burning status effect is caused by the Fireblast Trap, from Wizards of Morcar. Aside from inflicting 1 Body Point of damage, it also sets all heroes in the same room on fire. If they don't spend their turn in trying to put the fire out, they lose 1 Body Point at the end of their turn. If they attempt to put the fire out, they roll a Combat Die and they must not roll a Skull.

The Talisman of Lore is split in four parts, one in each Treasure Chest, and one in the Alchemist's Bench. When all four are found and assembled, the talisman is created. Each Treasure Chest will be locked. Heroes will have to find special gems in the Treasure Deck.

Heroes won't be able to find most Hidden Doors. They will have to find notes that point their location in the Treasure Deck.

Balur is the Trap Card of the Quest. He will be casting Fireblast from afar.

Skeletons will be the Wandering Monster of the Quest. They will have Zargon's Flame.

The Treasure Deck will consist of 16 cards (because there are 14 rooms in the Quest).

- 1: Magic Ruby: Needed for unlocking the Red Treasure Chest. It can be sold after this Quest for (2 Movement Dice, times 10) Gold.
- 2: Magic Sapphire: Needed for unlocking the Blue Treasure Chest. It can be sold after this Quest for (2 Movement Dice, times 10) Gold.
- 3: Magic Emerald: Needed for unlocking the Green Treasure Chest. It can be sold after this Quest for (2 Movement Dice, times 10) Gold.
- 4: Throne Notes: Once found, the heroes can reveal the secret door behind the Throne at note E.
- 5: Torture Notes: Once found, the heroes can reveal the secret door of the Torture Room at note F.
- 6: Cupboard Notes: Once found, the heroes can reveal the secret door behind the Cupboard at note G.
- 7: Study Key: Once found, the heroes can unlock the door at note I.
- 8-10: Balur as a Trap Card. He will cast Fireblast from afar on every hero.
- 11-13: Skeleton as a Wandering Monster. It will have Zargon's Flame.
- 14-16: Gold Cards of the lowest value.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 1 Goblin with Zargon's Flame on one of the explored corridors (at a corner where the heroes have no line of sight). The Goblin will move and attack as normal, or prepare for battle if it can't (see Enemy Preparation). If the heroes do not defeat it after it attacks once, it will retreat and yell for reinforcements, causing 2 more Goblins with Zargon's Flame to appear.

Doomtrack: Every time 1 Goblin with Zargon's Flame is added because of the above Patrol rule, the maze becomes more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 1 Goblin with Zargon's Flame, Zargon will be summoning 2 Goblins with Zargon's Flame. When the Doomtrack reaches 20, the Quest is considered a failure.

Enemy Preparation: Any enemy who can't attack on his turn will instead prepare for battle, setting his weapon on fire. If he injures a hero he also sets him on fire.

Inspiring Presence: All enemies that have line of sight with the Boss of the Quest (in this case, Balur) get 1 extra attack die. When the Boss is killed, all enemies thereafter (even those that don't have line of sight) will be afraid of the heroes and will roll 1 less attack die for the rest of the Quest.

Notes:

A: Searching the Alchemist's Bench reveals a random potion from the Alchemy Deck. Also, if a hero places the Magic Diamond on the bench, a piece of the Talisman of Lore appears.

B: This Gargoyle pretends to be a statue until a hero opens the door or searches for traps. When defeated, it crumbles and reveals the Magic Diamond. With it you can reveal one of the talisman's pieces at note A. It can be sold after this Quest for (2 Movement Dice, times 10) Gold.

C: This is the Red Treasure Chest. It is locked and requires the Magic Ruby to open. It is also trapped with a Fireblast Trap. It contains one of the pieces of the Talisman of Lore.

D: The heroes fight Balur for the second and last time in the central room. The heroes can optionally find Melar's notes there, where he reveals his evil plot (indirectly, so someone will still wear the talisman). This is also where they can find the map to a different location in case the players want to branch off to a different campaign.

E: The hidden door cannot be found via search. The heroes need to first find the Throne Notes.

F: The hidden door cannot be found via search. The heroes need to first find the Torture Notes.

G: The hidden door cannot be found via search. The heroes need to first find the Cupboard Notes.

H: Balur teleports to Melar's Study as soon as he is attacked.

I: This door leads to Melar's Study. It is locked until the heroes have found the Study Key.

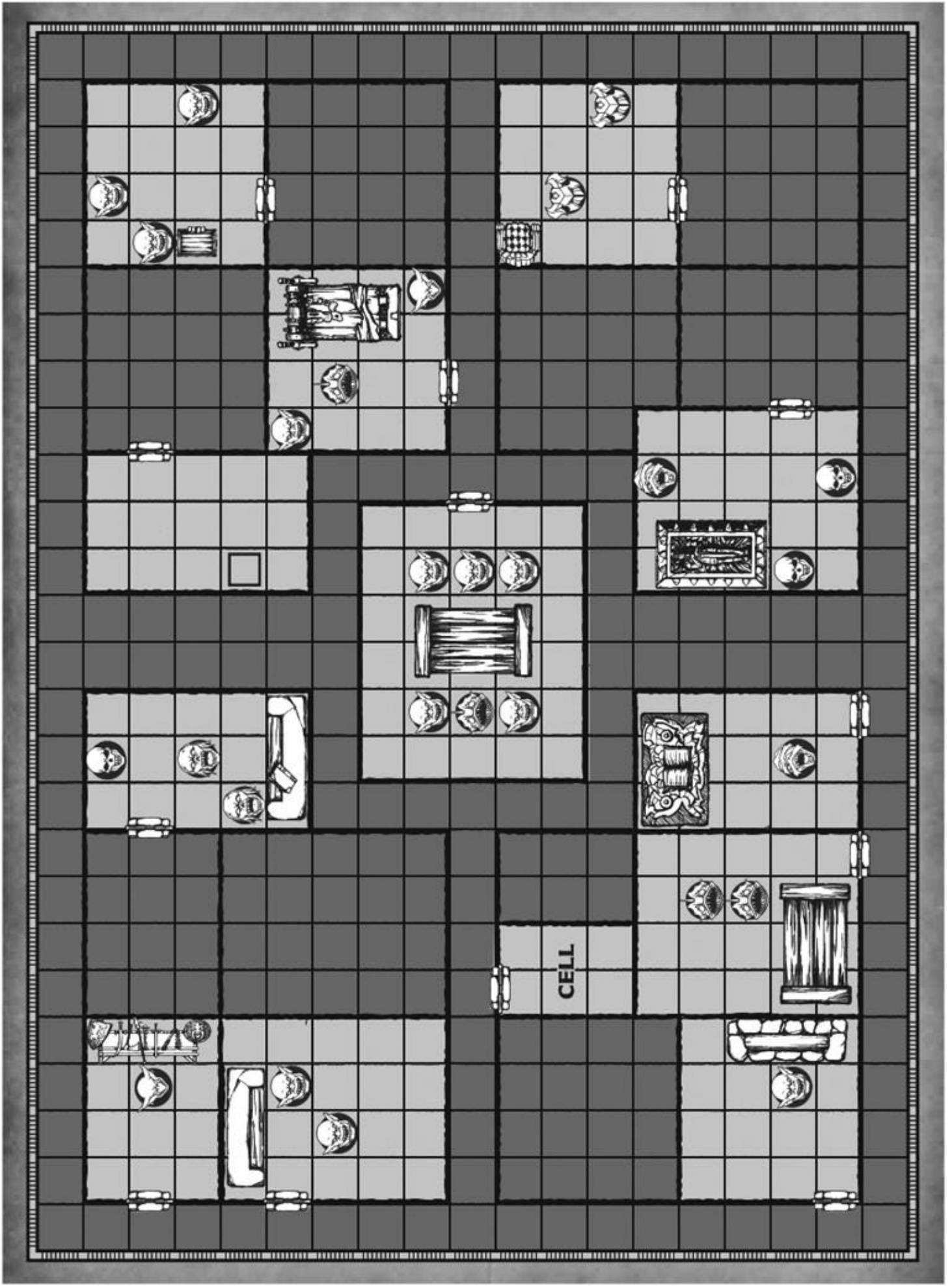
(If the heroes get locked out and can't continue because they didn't find any of the needed Treasure Cards, Zargon informs them of a sudden sound somewhere far and adds one of the hidden doors.)

J: This is the Blue Treasure Chest. It is locked and requires the Magic Sapphire to open. It contains one of the pieces of the Talisman of Lore.

K: This is the Green Treasure Chest. It is locked and requires the Magic Emerald to open. It contains one of the pieces of the Talisman of Lore.

L: This door leads to the next Quest of this campaign. The heroes have to cross it so the campaign can continue.

M: Searching the Weapon's Rack gives the heroes a random piece of equipment from the Equipment Deck.



REMADE QUEST #5

REMAKING QUEST 6 OF GS 'LEGACY OF THE ORC WARLORD'

QUEST 9 OF GS 'RACE AGAINST TIME'

AND QUEST 10 OF GS 'CASTLE OF MYSTERY'

Reasons for the remake:

The core game has missions that are a real chore to go through, with the three worst being the ones I am merging here.

- The 6th quest is Legacy of the Orc Warlord. You begin the game with no equipment and you run around like headless chickens until you can find it. After that you just hack and slash your way to the exit. This is not fun.
- The 9th quest is Race Against Time and if you break it down it's basically like Legacy of the Orc Warlord. The heroes are trapped again and have to find the exit once more, only this time there is no boss and they have their equipment. Also, there is no actual race against time since there is no time pressure. The Doomtrack was added to the game rules just so this Quest will make some sense, but that aside it's a very simple mission.
- The 10th quest is Castle of Mystery where you randomly teleport around the map until you find the mine and then you are told the gold was fake. Easily the weakest and most aimless quest of them all. You can't even plan where you go next since it's completely random. You can find the mine right away or after 4 hours.

You don't need to place this Quest in the core missions. Just keep it to the side for when a team of heroes gets wiped out. The heroes are conveniently captured alive and given to Grak, the son of Ulag, to have fun as he avenges his father. He throws them in a mad wizard's gold mine, under an enchanted castle. It can be a chance for a second team of heroes to come in and save them, which is what the First Light campaign exists for. So keep this one for when those other heroes come in to save the defeated heroes.

Setup: The heroes begin unarmored and unarmed at the cell room, just like in quest 6. They are released by Grak, who expects them to get killed, since they are weak. What he doesn't know is that the second team of heroes is already there, messing around with the magic portals. The first team's equipment is spread-out in 5 different rooms instead of 1.

- Whenever a hero teleports in a room, he takes with him one of the second team's heroes for support. He is allowed to search even if there are monsters present and begin wearing gear (even if it's not theirs) while the other hero fights the enemies (takes 1 turn to get ready and he can't attack or use extra dice from armor or weapons). The heroes are also allowed to swap gear (takes 1 turn as well).
- Heroes are allowed to leave a room after 1 round (they don't have to defeat all the enemies).
- When they meet other heroes, they can spend another round exchanging the equipment to what they normally own and can use.

Teleporting doors: The doors on this Quest teleport the hero who passes through at different rooms, but not as randomly or as repeatedly as in the standard mission. Instead of dice, a Room Deck will be deciding where they go.

- The Room Cards will be divided into 2 separate decks. The players will be drawing from Deck A until the heroes have found and equipped their taken gear. Once that is done, Deck B will be added to the Room Deck. This is done so that the monsters will be easier until the heroes find their equipment.
- When you pass through a door, you either freely teleport to a room another hero has gone to, or you draw a card and you go to the room with that number.
- The heroes can only teleport once per turn. Enemies can't pass through doors.

Grak: He teleports around instead of being stuck at the exit room. Whenever a Room Card is drawn, it will be removed from the deck so the heroes won't draw it again, and it will be moved to a Recycle Deck for Grak. During Zargon's turn, he will draw one card from the Recycle Deck and will be teleporting Grak at any free space in that room.

- If there is a hero present in that room, Grak will immediately attack him using one of his Dread Spells. If he runs out of spells, the next Zargon turn is spent on teleporting out of the board and recharging his spells.

- If Grak is attacked before all the heroes have found all their equipment (meaning, before Room Deck A is depleted), he will instantly teleport out of the board.

- Enemies besides Grak are not allowed to pass through teleporting doors. However, Grak can take with him an enemy from a room he is about to teleport away from, and take it with him to the room he will teleport in (this prevents monsters that got ignored by heroes to be left in a room, doing nothing). This can happen only if Grak teleports to another room and not out of the board because he got attacked or wants to recharge his spells.

- Grak carries the Ring of Return. It's what allows him to teleport around. When defeated, the heroes can take the ring and use it to get to the Exit Room. The ring doesn't break while it's being used inside the enchanted castle. Optionally, the ring will not break when used in any following quest, but can only be used once per mission.

- There is no need for rooms to designate the Exit Doors. When the heroes are ready to leave (by defeating Grak and getting all their gear), they can decide to teleport away whenever they want.

Inspiring Presence: All enemies that have line of sight with the Boss of the Quest (in this case, Grak) get 1 extra attack die. When the Boss is killed, all enemies thereafter (even those that don't have line of sight) will be afraid of the heroes and will roll 1 less attack die for the rest of the Quest.

The Wandering Monster and Trap Card of the quest is Ollar's ghost: He doesn't just laugh and disappear. His laughter causes the heroes in the room to lose some of their sanity (they lose 1 Mind Point). Heroes that lose all their Mind Points can't use magic, abilities, or consumable items, but can fight as normal, if another hero is next to them, telling them what to do (they are being basically controlled by a different player).

- If the heroes find the Tomb Room and pour over it Holy Water, Ollar's ghost is exorcized and no longer haunts the mine. Nothing will be happening when such a card is drawn. The hero who vanquishes the ghost earns 1 Reputation Token.

Room Deck A: Draw a card whenever a hero passes through a portal and wants to go to a new room.

1: Ollar's Study (room with Bookshelf). This is where the heroes find a map of the Realm that marks the entrance to a hidden area (Use this only if you want to branch off to the Quest of an expansion, instead of moving directly to the next Quest).

2: Armory (room with Weapon Rack)

3: Treasury (room with Treasure Chest)

4: Meeting Room (room with Fireplace)

5: Ollar's Atelier (room with Wizard's Table)

6: Waiting Room (room with Table and 2 Abominations)

Treasure Deck A: During this Quest you can search for treasure even when there are monsters present, and it doesn't take up your Action Phase (the treasure is not really hidden).

1: The captured Barbarian's weapons and armor.

2: The captured Elf's weapons, armor, and spells.

3: The captured Wizard's weapons, armor, and spells.

4: The captured Dwarf's weapons and armor.

(if you are using other heroes, replace their name in the above cards)

5: Everyone's gold, potions, and other accessories. A hero carry them all, but has halved movement and can't hold 2 items at the same time.

6-8: Ollar's ghost.

Room Deck B: Begin drawing cards from this deck, only after Room Deck A is depleted.

7: The room with a Square is a cave opening that leads to Ollar's gold mine. A hero can take 5000 gold coins from it, but it halves his movement. After the Quest is over, he is told the gold is fake and useless (boy, do I hate this revelation).

8: Kitchen (room with Cupboard)

9: Dungeon (room with Torture Rack)

10: Ollar's Throne Room (room with Throne)

11: Meeting Hall (central room)

12: Ollar's Tomb (room with Tomb)

Treasure Deck B: Begin drawing cards from this deck, only after Treasure Deck A is depleted.

9: Ollar's jewels, worth (3 Movement Dice, times 10) Gold. This is actual gold, not fake like the other one.

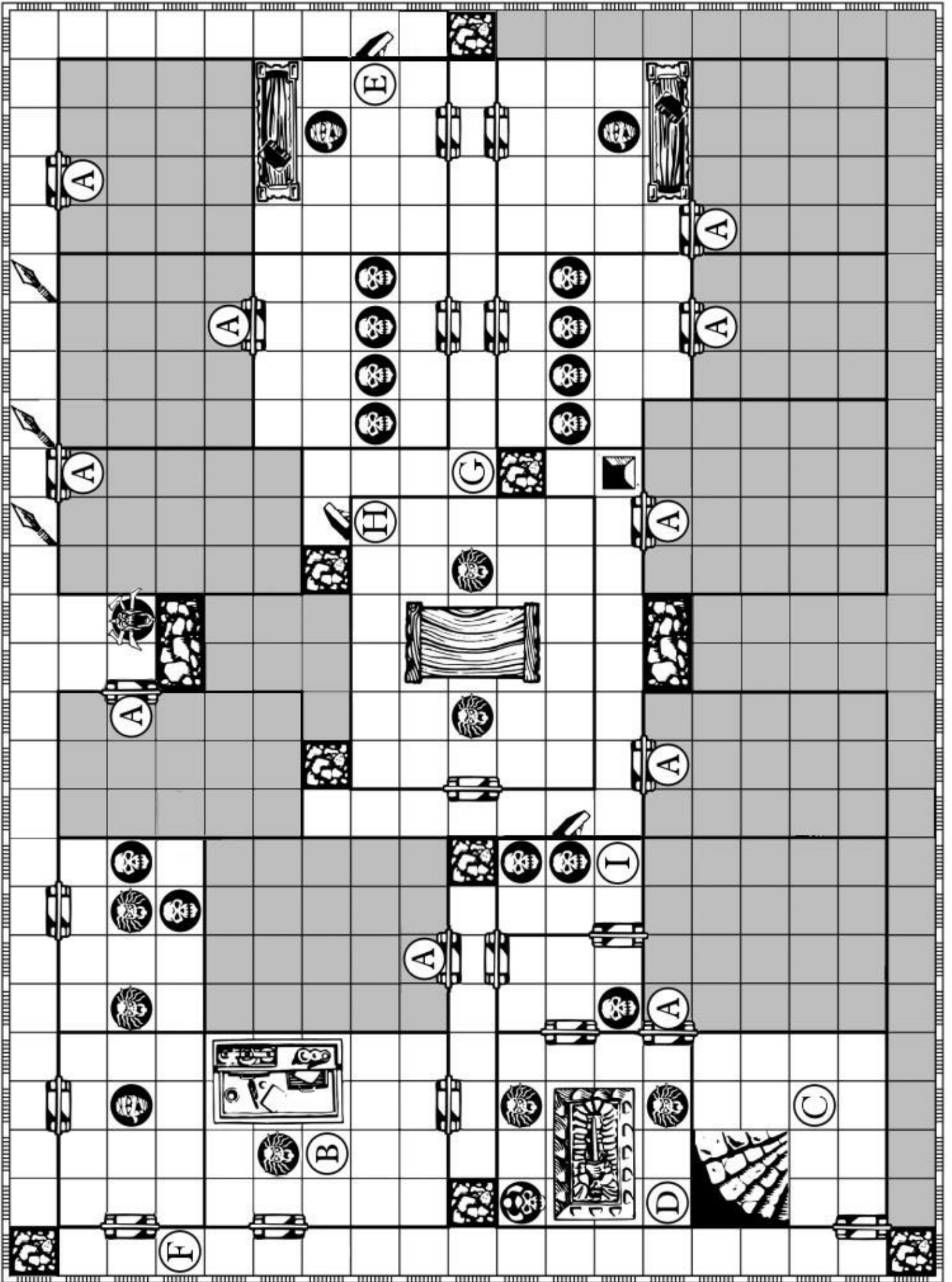
10: Vial of Holy Water. Can be used on Ollar's Tomb to exorcise him.

11-12: Ollar's ghost. If the ghost is exorcized, nothing happens when the card is drawn.

Recycle Deck: This deck is created out of the drawn Room Cards. Draw a card during each Zargon's turn, if Grak is not on the board or if there are no heroes in the room Grak is in. The card will show the room Grak will teleport in.

Ollar's curse: Whenever a hero does nothing significant on his turn (attack monster, use spell, drink potion, search, or open door, a used Ollar's ghost card is shuffled back into the Treasure Deck.

Doomtrack: Keep track of it with a 10-sided die. If an Ollar's ghost card is shuffled back into the Treasure Deck 10 times, the mission is considered a failure.



REMADE QUEST #6

REMAKING QUEST 7 OF GS 'THE LOST WIZARD'

QUEST 12 OF GS 'BARAK TOR'

AND QUEST 14 OF GS 'RETURN TO BARAK TOR'

Reasons for the remake:

The Lost Wizard is another Quest that is not fun to play, but at least it has some good ideas. Too bad they are not implemented well into the game.

- It has Borin's Armor which offers one of the best defense boosts in the game without movement penalty and it's completely free. Give it to the barbarian and he becomes a human tank mid through the core game. Despite that it is never mentioned in the flavor text and you are given no indication that it exists, so a careless heroic team can miss it. Borin's Armor deserves to be given as a reward for achieving something. Being a throwaway suit of armor you find at random without any lampshade won't cut it. This is why I removed it to a different campaign. More specifically, to Kellar's Keep. Borin is a Dwarf, if anyone cares.

- Instead of telling you anything about the above important detail, the mission is about finding a lost wizard who doesn't really do anything special once you find him. He became a typical Undead because of a failed experiment so you don't even get to fight an enemy Spellcaster, like Melar or Balur.

- There are more durable, stone versions of Dread Warriors, which if you notice are all basically Gargoyles in statistics. You never get to see them or any other monster made of stone ever again. Well, besides every gargoyle being an animated statue. Because of them there is a version of this Quest titled The Stone Hunter, although according to the flavor text you were never there to hunt those warriors. You were looking for the wizard! It's a cool concept that was never used again. I moved this idea to a following quest.

- It is only implied by a potion you find that the wizard was experimenting with Rockskin and something went wrong. Even that potion doesn't do anything; you just drink it and you turn to stone for a few rounds. The petrify potion is a cool idea not encountered again. The Rockskin spell essentially turns any creature to stone for awhile so it's a lesser version of this. I homebrewed a status effect called Petrify in my custom spell list that does pretty much the same thing.

As a whole this quest is very weak and needs to be merged with a different Quest. Barak Tor is that Quest because it has a very convenient similarity. You are looking for a trinket which happens to be at the hands of a nameless Zombie! Now, that trinket doesn't do anything; it's for the kingdoms to unite or something. It's just a lure to trick the heroes into freeing the Witch Lord.

- Thus, the Quest changes from finding the Star of the North to finding the lost wizard named Wardoz (or Karlen, depending on the version you use). The wizard was last seen going inside Barak Tor, the tomb of the Witch Lord.

- I find it pointless for the heroes to return to this quest later on (Return to Barak Tor, the last quest) since they fail to defeat the Witch Lord and have to play a whole campaign to get to him once again. It comes off as filler, you know?

- There's an artifact called the Wizard's Staff in this Quest, which just like Borin's Armor it gets no mention and can easily be missed entirely. I took it to a later Quest where it gets the treatment it deserves.

This Quest can branch off from the main Quests, since it eventually becomes the beginning of the Return of the Witch Lord expansion. The heroes can use the notes they find in any core mission as an excuse to find the location of the Witch Lord's tomb. Once they complete this Quest, the rest of the Return of the Witch Lord Quests can follow.

Differences from the canon Quest:

The Witch Lord is an indestructible wandering monster: Moving 1 square per round is lame. He instead teleports next to the hero and attacks using one of his Dread spells (any Darkness and Necromancy spell).

- Although he cannot be destroyed for good, the heroes can still attack him. If they manage to injure him (he rolls 3 Defense dice), he freezes for 3 rounds and then reanimates. This cooldown period ends earlier if the heroes draw another Wandering Monster card. While inactive, the heroes can search the room he is in.

Inspiring Presence: All enemies that have line of sight with the Boss of the Quest (in this case, the Witch Lord) get 1 extra attack die. When the Boss is inactive, all enemies (even those that don't have line of sight) will be afraid of the heroes and will roll 1 less attack die until he resurrects.



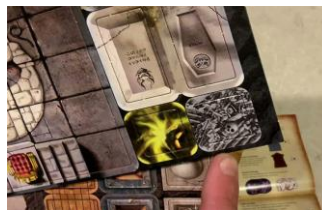
Skeleton Hands are the Trap Card of the Quest: Whenever the heroes draw a trap card when they search for treasure in a room, they will instead receive a grab from skeleton hands that pop out of the ground. They are attacked with 2 Combat dice. The hero loses his next Movement Phase and his Movement lowers by 2 squares for the next 3 rounds because of them.



The Treasure Deck will consist of 6 Regent Cards, used for alchemy (define how many you want of each kind) and 6 Skeleton Hand traps.

Vanishing doors: Most rooms in this Quest will have seemingly empty rooms. Searching them has a 50% chance to reveal a sigil that reveals the closest hidden door, or a Wandering Monster (the Witch Lord). Either way, when all heroes leave a room with a vanishing door, remove the door piece from the board.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 1 Bone Pile on one explored square where the heroes have no line of sight. Defeated enemies will respawn next to it after 2 turns. If there are no revealed Bone Piles after 2 rounds, they do not resurrect. A Bone Pile is destroyed as soon as it's attacked.



Who remembers there is a 'bone pile' tile in Kellar's Keep? Use it, and perhaps any other miniatures you might have.



Doomtrack: Every time 1 Bone Pile is added because of the above Patrol rule, the tomb becomes more aware of the heroes' presence. Keep a track of the patrols with a D20. When the Doomtrack reaches 20, the Quest is considered a failure.

Enemy Preparation: Any enemy who can't attack on his turn will instead prepare for battle, adding 1 Attack Die and 1 Defense Die to his statistics.

Notes:

A: These are Vanishing Doors. Remove them from the board when the rooms they are leading to have been explored and no heroes are inside.

B: This Zombie is dressed like a wizard. He is Wardoz (or Karleen). He serves as a lure for the heroes, so he is not meant to be a big threat. He can be a typical Zombie, just like in the normal game.

- Optionally, the heroes are entitled a single Negotiation in an attempt to reason with Wardoz. If they win in a Mind to Mind Duel (he rolls 8 dice), Wardoz will rekindle some of his humanity and will join them as a Wizard with 3 Earth spells.

- The notes the heroes find in this room will explain that he experimented with dread magic and was consumed by it. They can include how Wardoz was lured by the power of evil that emanates from the Witch Lord. They also inform the players of a distant location that can be used to branch off from this campaign.



C: When all heroes free the Witch Lord at note D, an earthquake caused by the Witch Lord's power causes a rock-fall inside the entrance room that blocks it forever and instantly kills anyone inside.

D: The Witch Lord is considered freed as soon as the door opens. Along with it, a rock-fall shuts the entrance room and cracks a wall. The hidden door at note I automatically appears.

E: This hidden door cannot be found via search. It appears only when the heroes find a sigil in one of the 3 rooms with a Vanishing Door, between this room and the one with the hidden door at note H. Or, if needed, it appears when all 3 rooms with a Vanishing Door have been searched.

F: This Enchanted Door cannot be crossed until the heroes find a sigil in one of the 3 rooms with a Vanishing Door, between this room and the one with the hidden door at note E. Or, if needed, it appears when all 3 rooms with a Vanishing Door have been searched.

G: The 4 doors on this corridor are trapped. Opening one, automatically opens the other 3 as well.

H: This hidden door cannot be found via search. It appears only when the heroes find a sigil in one of the 3 rooms with a Vanishing Door, between this room and the ones with the Enchanted Door at note C. Or, if needed, it appears when all 3 rooms with a Vanishing Door have been searched.

I: This hidden door is actually a cracked wall that appears only when the heroes open the door at note D.

REMADE QUEST #7

REMAKING QUEST 7 OF GS 'THE LOST WIZARD' AND QUEST 13 OF GS 'QUEST FOR THE SPIRIT BLADE'

Reasons for the remake:

The only gimmick of the 13th quest is the rock-fall traps which can KO 3 heroes by trapping them in areas they can't get out from. Beyond that it's a fairly standard mission without surprises. I will spice things up with ideas from The Lost Wizard.

Chronologically, this Quest takes place after Barak Tor, and it's about finding the Spirit Blade so you can defeat the Witch Lord. Here is the twist I cooked up. The Spirit Blade is not enough to beat him. You actually need 4 magic weapons. This idea is taken from the Japanese version of HeroQuest, which was titled The Legend of Neef Island. It was going for a Dragon Quest aesthetic, basically a classic JRPG, where each hero needed a special weapon in the final battle. The Spirit Blade is the first.

Oh, but wait, there is more! Each weapon belonged to a different hero of old, who defeated the Witch Lord the first time. The Spirit Blade belonged to... Fellmarg! The entombed hero you find in the first Quest! He didn't have a backdrop, so I said, why not? Make him the guy who defeated the Witch Lord. You can also use the map you find in those catacombs to branch off to Barak Tor, if you like. Just a thought.

Anyways, next up we have to talk about the Spirit Blade, which I find it to be overpowered, since it basically makes it a lot easier to deal with Undead. Not one type of Undead. All of them! Such a boost in the very core game is just making challenges in other campaigns to feel weak. Thus I will nerf it to be useful only in the Return of the Witch Lord campaign.

- In that campaign, it's a shortsword that allows you to hit Undead even if you roll a black shield. Also, incorporeal monsters will ignore you if there are other valid targets.

- In any other campaign it's just a typical shortsword that can cause Blinding the enemy it attacks (makes him hit only with White Shields instead of Skulls during his next attack).

Differences from the canon Quest:

The Snake Guardian: At the Entrance Room there will be a large pillar with a stone statue of a snake coiled around it. The Snake Guardian will not come to life and attack the heroes until he sees them returning with the Spirit Blade. A portcullis also prevents the heroes from leaving while it is still moving. The heroes are allowed a single Negotiation attempt and he rolls 12 dice. If they win, the Snake Guardian allows them to pass without a fight. The Snake Guardian has the same statistics as a Gargoyle, rolls 1 extra Defend Die, and any hero it injures gets pinned by its body. Each round the snake will be making an extra attack of 3 dice on any constricted hero, who will not be able to defend. A constricted hero can only attempt to break free on his turn with a Strength versus Strength duel, but not before he receives the constriction attack.

The remains of the archpriest: Monsters attacked the temple many years ago, killing all the priests. The archpriest's remains were scattered across the rooms. Gathering them will allow the spirit of the archpriest to deem you worthy, and the Spirit Blade will appear on the altar at the bottom right corner. The remains can be found via search in the Treasure Deck.

Every time the heroes find remains, the spirit of the archpriest appears and asks how he can help. A single hero can request one of the following benefits:

- All heroes heal 3 Body Points
- All heroes that are petrified return to normal
- All heroes that are trapped by a boulder trap, are freed
- All boulders that were created by Rock-falls (Wandering Monster cards only) are removed

Cursed Gold: Altars on this Quest will have holy relics. Searching a room with an altar, aside from a Treasure Card it will also lead to (1 Movement Die, times 50) Gold to be found. If a hero keeps them after this Quest, the gods curse him for the sacrilege. During the next Quest, or until he is redeemed at a temple, that hero will be unable to use spells or abilities. Returning the relics to a temple when the heroes are back to town, will reward one of them with a Reputation Token.

The Falling Boulder Hazard replaces Wandering Monsters: The Quest takes place in a collapsing temple. To emphasize this, rock-falls replace Wandering Monsters. Add a Boulder tile outside the door of the searched room, in an attempt to lock a hero inside, until the spirit of the archpriest frees him.

Petrifying Gas replaces Trap cards: Trap Cards cause a hero to become incapable to move or attack, but he defends with an extra Defense Die, until the spirit of the archpriest frees him.

All monsters in this quest are golems: They are made of stone, thus they roll 1 extra Defend Die and are Mindless, thus they are immune to mind-affecting spells.

The Treasure Deck will consist of 4 Archpriest remains, 2 Petrifying Gas Traps, and 2 Falling Boulder Traps.

Enemy patrol: Whenever a hero does nothing significant on his turn (attack monster, use spell, drink potion, search, or open door) add a drawn Petrifying Gas Trap or Falling Boulder Trap back into the Treasure Deck. After 10 patrols, add 2 drawn cards back into the Treasure Deck.

Doomtrack: Every time 1 Trap returns to the Treasure Deck because of the above Patrol rule, the temple becomes more aware of the heroes' presence. Keep a track of the patrols with a D20. When the Doomtrack reaches 20, the Quest is considered a failure.

Enemy Preparation: Any enemy who can't attack on his turn will instead prepare for battle. He takes off a piece of his body. That will give him +1 Power and the ability to range-attack with the piece of his body.

Notes:

A: There is an Altar in these rooms (see notes above).

B: The chests contain a healing potion.

C: This is the Snake Guardian (see notes above).