

REMADE QUESTS FOR GATHERING STORM (THE CORE QUESTS)

**14 QUESTS HAVE BEEN
REMADE INTO
7 FAR MORE THRILLING
MISSIONS (ZIPPED TO 50%)**

Notice: This campaign is actually 3 Quests long, since 4 of the Quests branch off to other expansions.

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:

Continuity: 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).

Extra Tiles: 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.

Extra Lore: 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.

Astral, the Cult Leader: She will be the Trap Cards as well as the Wandering Monster of the Quest. She 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 have 17 cards. 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 you wish to include Alchemy Materials, add 40 Tier 1 cards.

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 either join you as thanks during the next Quest, or you gain a Reputation Token. 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.

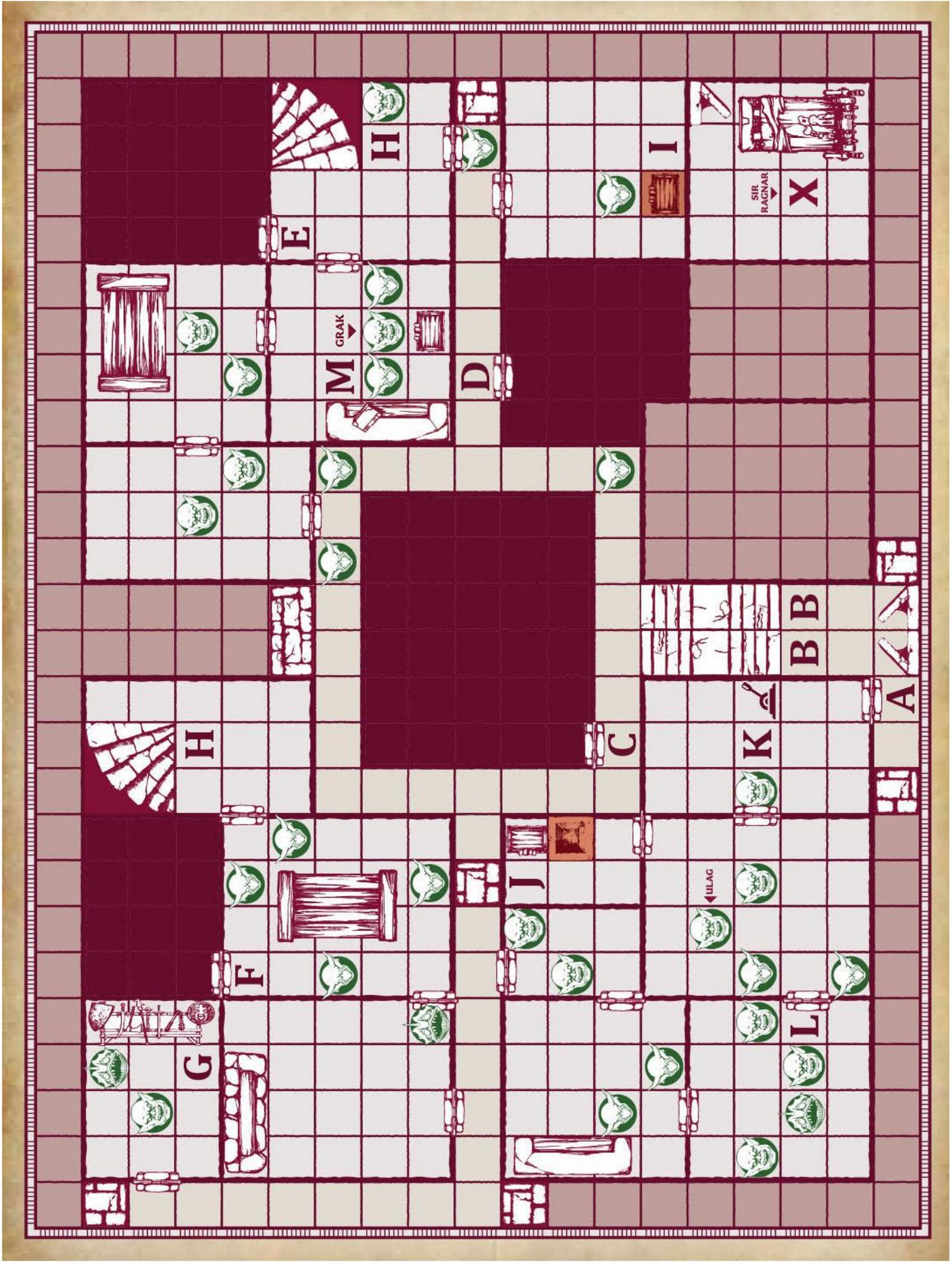
K: Astral, the Cult Leader sits on this throne. She surrenders immediately and swears she will not harm the heroes again. Hereon all trap cards have no effect.

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. The Treasure Chest contains 3 Tier 5 Alchemy Materials.



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:

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

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

Continuity: 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: It becomes the prison yard, from where the jailers come inside. It functions as a respawn point for Wandering Monsters. 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.

Disguise: If you have Reputation Tokens, you can optionally pay 1 during the start of the Quest, so you can convince someone in town to give you a jailer's uniform. A disguised hero will not be attacked by enemies until he attacks them first.

The secret door leading to Sir Ragnar's cell: It 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.



Prisoners: There are three prisoners on this Quest. 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. The prisoners can't fight and are controlled by the heroes. If an enemy sees them and there are no heroes in his line of sight, he will instantly kill the prisoners. If all three prisoners are alive at the end of the Quest, you earn a Reputation Token.

The Treasure Deck will have 16 cards: 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 you wish to include Alchemy Materials, add 20 Tier 1 cards, 15 Tier 2 cards and 5 Tier 3 cards.

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, leading inside the Bastion of Dread (the following Quest). 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. Use a portcullis, if you have one. 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. Use a portcullis, if you have one. 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. Use a portcullis, if you have one. It is locked and can only be opened if you have found the Prison Key 3. There is nothing of worth inside.

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 (a longsword and a chainmail). 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 DREAD'

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:

Continuity: 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. The entrance to the lair is through the yard that the heroes were not allowed to access before (the starting location of the original Quest). Since this is a merging of two Quests, the objectives are to find the stolen Treasure Chests and kill Gulthor for good.

Sir Ragnar's Aid: If the heroes pay 1 Reputation Token at the start of the Quest, Sir Ragnar will join the heroes during this Quest. He will have the statistics of a Knight.

Artifact Rearrangement: 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.

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

The treasure chests: They are not in the central room, but rather hidden throughout the map. They can be found via the Treasure Deck. If you return all 3 Treasure Chests to Prince Magnus, you are rewarded with 1 Reputation Token (instead of facing no consequences).

Gulthor: He 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 have 14 cards:

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.

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.

- If you wish to include Alchemy Materials, add 15 Tier 1 cards, 15 Tier 2 cards, 5 Tier 3 cards and 5 Tier 4 cards.

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.

Witch's Aid: Before the Quest begins, a witch can make a hero immune to the Burning effect for this entire mission, if you pay a Reputation Token.

Burning: The Burning status effect is caused by the Fireblast Trap, from Wizards of Morcar. A hero is going to lose 1 Body Point at the end of his next turn, if he rolls a Combat Die and gets a Skull. This can be prevented by using Ointment.

Ointment: A special item that heals 1 Body Point, removes Burning, and makes the user immune to Burning for the next 3 rounds. If the heroes complete this Quest without using it once, they earn 1 Reputation Token.

The Talisman of Lore: It 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.

Hidden Doors: 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: He is the Trap Card of the Quest. He will be casting Fireblast from afar.

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

The Treasure Deck will have 16 cards:

- 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: Ointment.
- If you wish to include Alchemy Materials, add 15 Tier 1 cards, 10 Tier 2 cards, 5 Tier 3 cards, 5 Tier 4 cards and 5 Tier 5 cards.

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.

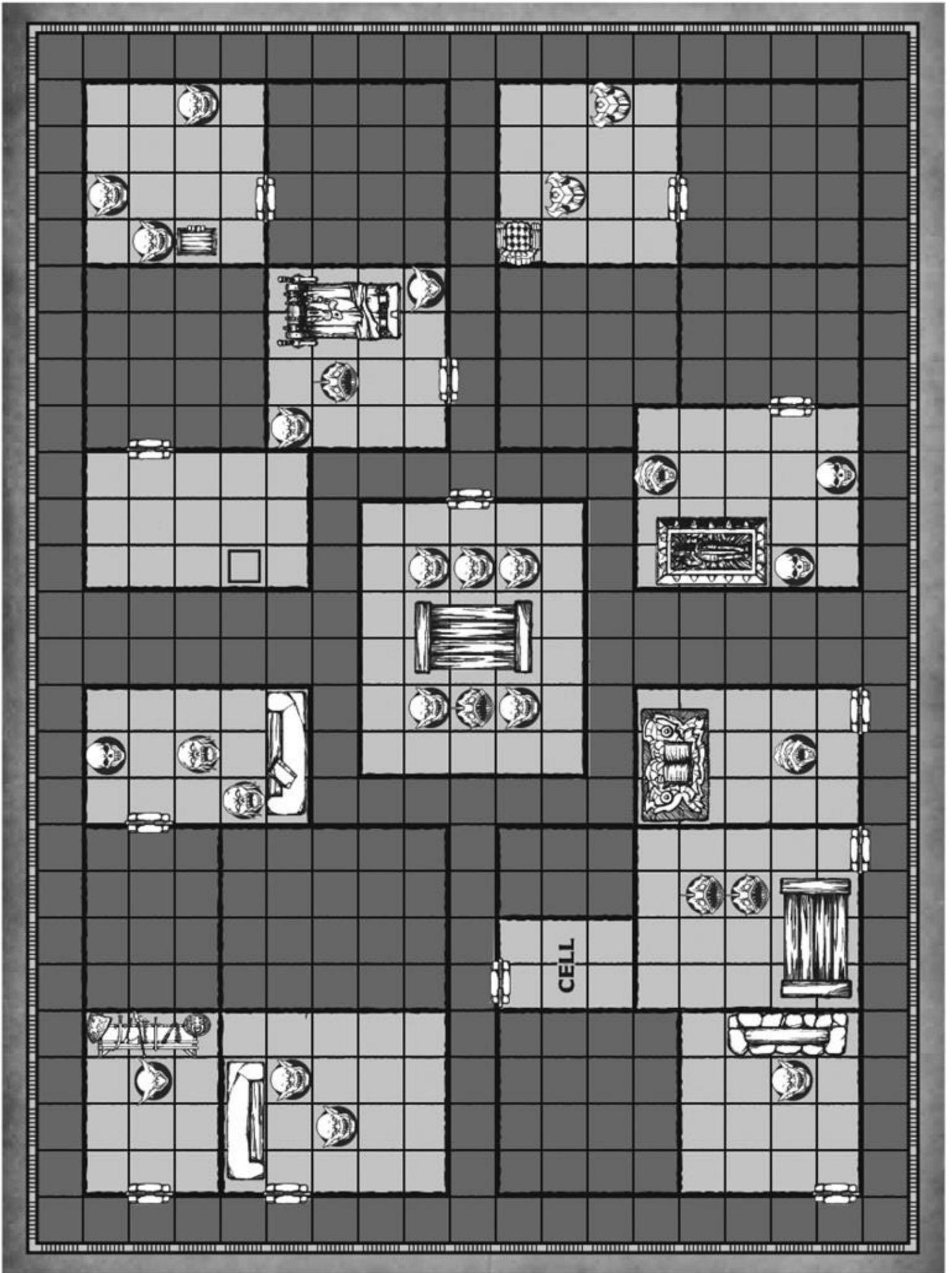
(If the heroes get locked out and can't continue because they didn't find any of the needed Treasure Cards, Zargon informs them of a sudden sound somewhere far and adds one of the hidden doors.)

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.



CELL

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 get 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 can carry them all, but has halved movement and can't hold 2 items at the same time.

6-8: Ollar's ghost.

- If you wish to include Alchemy Materials, add 15 Tier 1 cards, 10 Tier 2 cards, and 5 Tier 3 cards.

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 Ollaf'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.

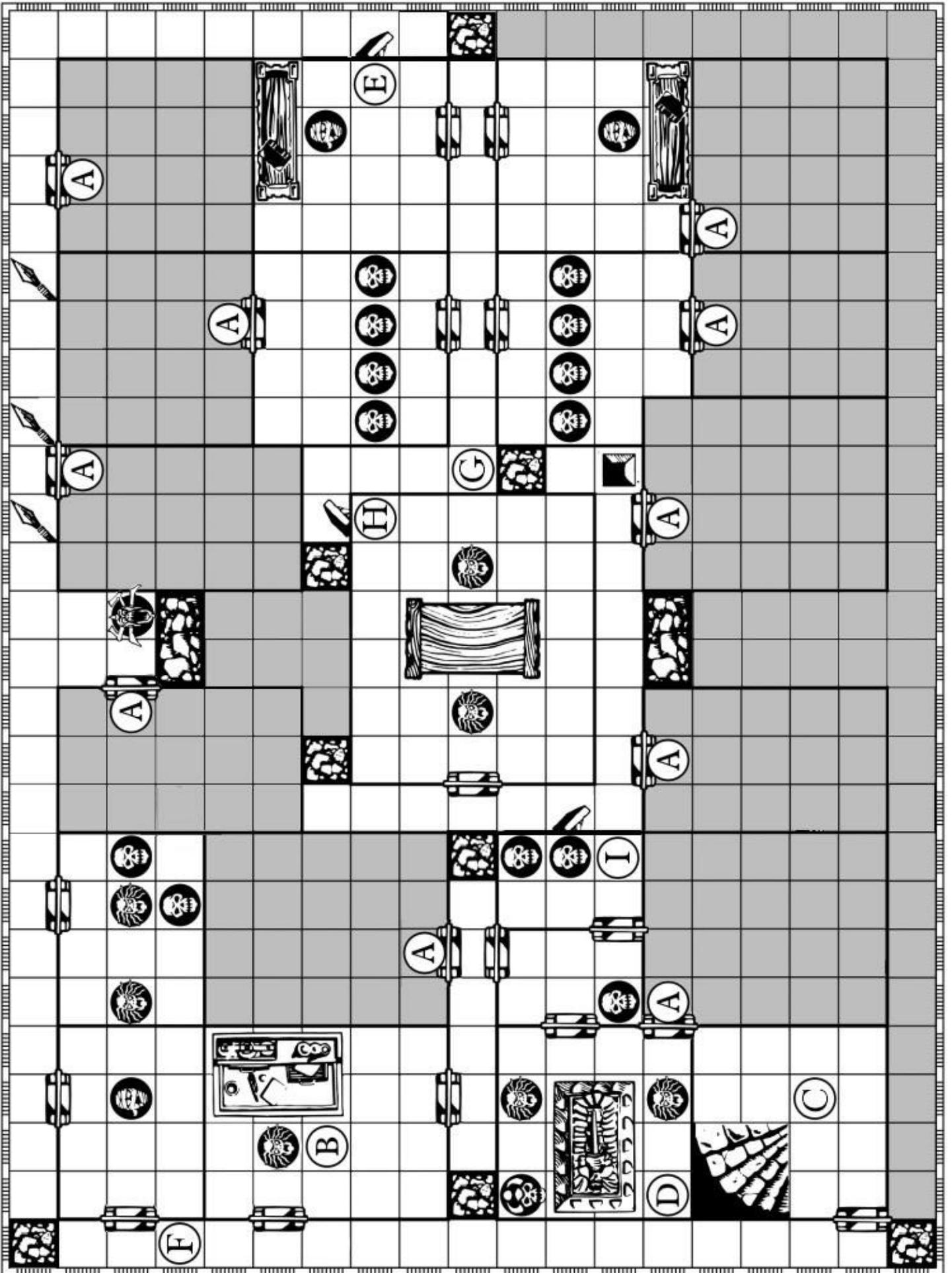
11-12: Ollar's ghost. If the ghost is exorcized, nothing happens when the card is drawn.

- If you wish to include Alchemy Materials, add 5 Tier 4 cards and 5 Tier 5 cards.

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:

Tomb Raider: At the start of the Quest, if the heroes pay a Reputation Token they are joined by a Tomb Raider (Scout Mercenary).

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 have 12 cards:

1: Spell Ring (the Artifact)

2-6: Gold value cards

7-12: Skeleton Hand traps

- If you wish to include Alchemy Materials, add 10 Tier 1 cards, 5 Tier 2 cards, 5 Tier 3 cards, 5 Tier 4 cards and 5 Tier 5 cards.

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 heroes also earn a Reputation Token.

- 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.

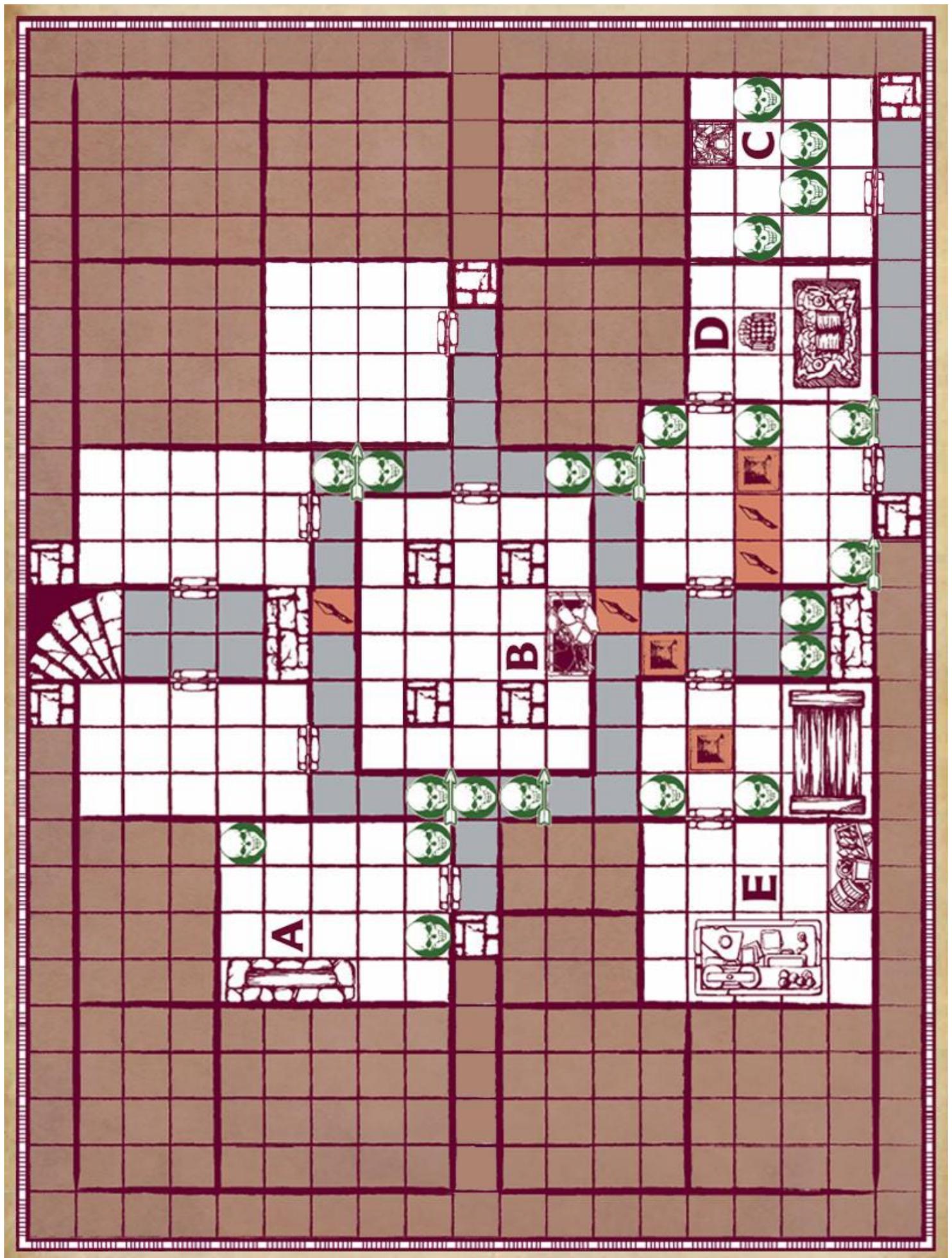
E: This hidden door cannot be found via search. It appears only when the heroes find a sigil in one of the 3 rooms with a Vanishing Door, between this room and the one with the hidden door at note H. Or, if needed, it appears when all 3 rooms with a Vanishing Door have been searched.

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' QUEST 13 OF GS 'QUEST FOR THE SPIRIT BLADE' AND QUEST 6 OF JOD 'VAULTS OF KADUM-THRAK'

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 Quest 'The Lost Wizard' as well as the Quest 'Vaults of Kadum-Thrak' from Jungles of Delthrak. In fact, the map I use is mostly from that Quest.

Continuity: 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.

The Spirit Blade: 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 against a particular type of Undead.

- In this variant, it is a shortsword that allows you to hit Ethereal enemies, even if you roll a black shield. Also, Ethereal enemies will ignore you if there are other valid targets.
- In the Return of the Witch Lord campaign it instead takes away the Greater Undead ability to defend with White Shields.
- In the Return of the Witch Lord campaign it is also be one of the 4 weapons that can hurt the Witch Lord.

Differences from the canon Quest:

Priest: At the start of the Quest, if the heroes pay a Reputation Token they are joined by a Priest. He has the statistics of a starter Wizard and can use a minor healing spell 6 times (each spell heals 1 Body Point).

The remains of the archpriest: Monsters attacked the temple many years ago, killing all the priests. The archpriest's remains are still somewhere in there. Finding them will allow the spirit of the archpriest to deem you worthy, and once per turn it will be removing any debris that blocks the heroes' path.

Holy Relics: All Gold found on this Quest will count as have holy relics. Returning all the relics to a temple when the heroes are back to town, will reward you with a Reputation Token.

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 stone sentries, carved to look like Skeletons. They roll 1 extra Attack Die, 1 extra Defense Die, and have 2 Body Points. Ranged attackers hurl rocks at the heroes.

The Treasure Deck will have 10 cards:

1: The Archpriest's remains

2-4: Gold Value cards (Holy Relics)

5-7: Wandering Monster (Stone Sentry)

8-10: Trap (Falling Boulder Trap)

- If you wish to include Alchemy Materials, add 5 Tier 3 cards, and 5 Tier 4 cards.

Enemy patrol: The Quest takes place in a collapsing temple. To emphasize this, if Zargon has nothing to do on his turn, he rolls a Combat Die. If he gets a Skull, he drops a Falling Boulder Trap on any hero he likes. A boulder tile should be added, unless there are no available tiles left.

Doomtrack: Every time a Falling Boulder Trap activates because of the above Patrol rule, the temple becomes more aware of the heroes' presence. When the Doomtrack reaches 15, 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 melee enemies the ability to range-attack with the piece of his body. Ranged enemies will instead attack with 4 Dice.

Notes:

A: You find a key that unlocks the Golem Room at Note B.

B: The door to this room is locked and requires the Golem Key. Inside you find a Golem that protects the temple's relics.

Movement: 8, Attack: 5, Defense: 5, Body: 5, Mind: 0

The Golem Attacks a second time every 2 turns, using a flame thrower. All heroes in the room or corridor are attacked with 3 dice.

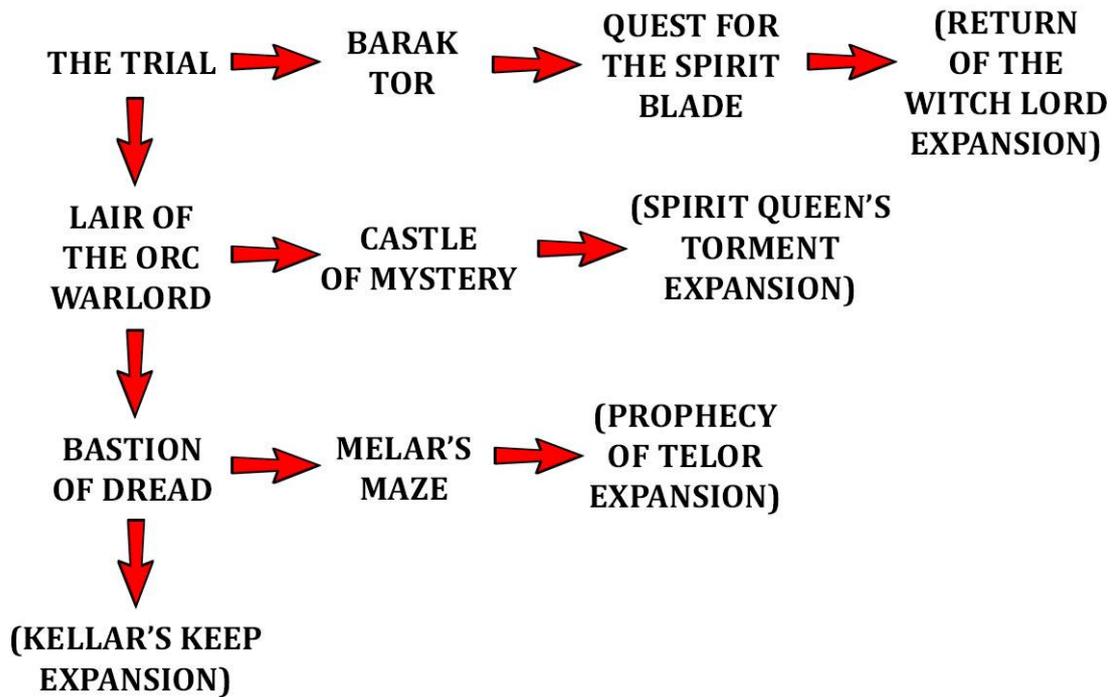
Defeating the Golem, offers the heroes the Altar Key that unlocks the Altar Door at Note C.

C: The door to this room is locked and requires the Altar Key. The Spirit Blade is on the Altar.

D: You find a random spell scroll from the Spell Deck.

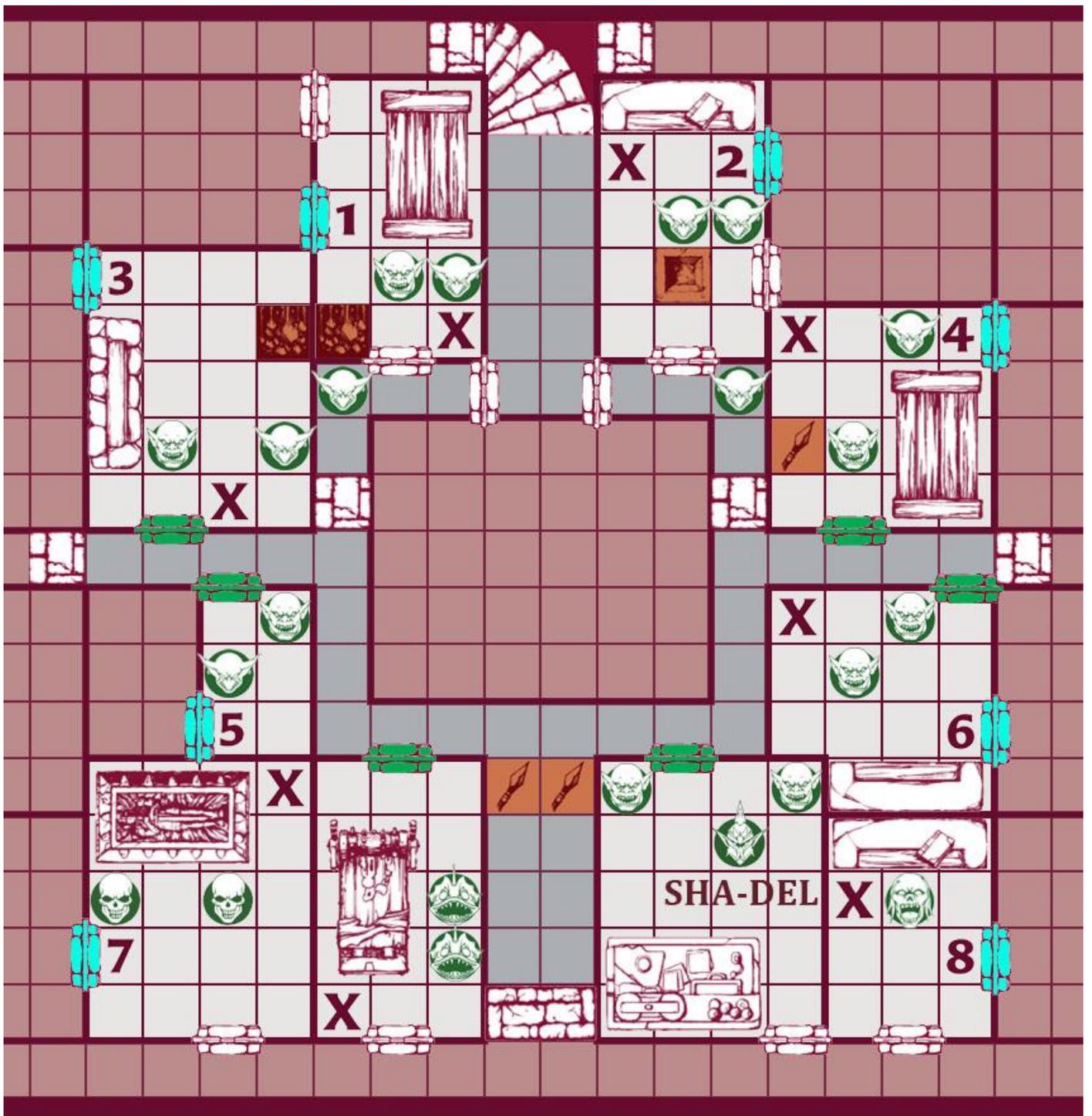
E: You find a random potion from the Alchemy Deck.

Proposed order of play for the 7 remade Quests of the Gathering Storm (they are technically 3, since 4 of them became parts of expansions)



REMADE QUESTS FOR FIRST LIGHT

**10 QUESTS HAVE BEEN
REMADE INTO
3 FAR MORE THRILLING
MISSIONS (ZIPPED TO 30%)**



REMADE QUEST #8

REMAKING QUESTS 1-2 OF FT

'THE WARLOCK OF TUEL-VOR'

Reasons for the remake:

The 1st Quest is very straightforward and uses the structure of a Quest I already homebrewed in Kellar's Keep.

The 2nd Quest is an improved version of 'Castle of Mystery' because now the heroes have some control over where they can go. Thus I combined it with the first Quest for a more epic overall.

This variant of the Quest requires both the classic and cavern boards, laid next to each other. If you only have the First Light board, each player will have to wait after his hero passes through a blue door, until the other players have done the same. Then the board gets cleared and flips to the other side.

For flavor, this variant uses a Mage Guard, mercenary miniatures, and Potion Cards from Rise of the Dread Moon. You can still use any other miniature as proxy.

Differences from the canon Quest:

Prequel: Although First Light is meant to be happening at the same time as Gathering Storm, since Sir Ragnar is present from the start we can assume it takes place before he is captured by Ulag. Therefore it can be played before 'The Trial' with a different team of heroes.

The Treasure Deck will have 19 cards:

1-10: Gold Value cards

11-15: Wandering Monsters (Goblin in In-Gulden or Orc in Tuel-Vor)

16-19: Trap Cards: Plague Rat: A rat jumps and bites you, leaving you infected. You don't lose anything, until you are bitten again, then you lose 1 Body Point.

- If you wish to include Alchemy Materials, add 40 Tier 1 cards.



Enemy Patrol: If Zargon has nothing to do on his turn, he adds 1 Goblin anywhere in In-Gulden or 1 Orc anywhere in Tuel-Vor. The enemy will move and attack as normal, or prepare for battle if he can't.

Doomtrack: Every time a Goblin or Orc is 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 1 Goblin or Orc, Zargon will be summoning 2 Goblins or 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.

Notes for Fort In-Gulden (the classic board)

Door Deck: Have a deck with 8 cards, each with a number from 1 to 8. Whenever a hero teleports back from Tuel-Vor, draw a card to determine the location he ends up at. The card is then removed from the deck.

Scout Deck: Have a deck with 8 cards. 7 of them are Treasure Cards. 1 is Traitor Notes (use any card as proxy). The Quest cannot end before finding the Traitor Notes. If this deck depletes before Qwindrak is defeated, the heroes are awarded 1 Reputation Token.

White doors: They are magical and teleport the first hero who passes through them to Tuel-Vor (the cavern board). Such a door is removed from the board when a hero passes through it.

Green doors: They are already open (they count as arches).

Blue doors: They bring back a hero from Tuel-Vor. Each one has a number that randomizes the location of return. Such a door is one-way (no one can pass through it from the side of In-Gulden) and is removed from the board when a hero returns through it.

X: The fallen scouts (you can optionally use mercenary miniatures or the corpse tokens from Against the Ogre Hoard). When a room with a fallen scout is searched, you draw 1 Treasure Card and 1 Scout Card.

Sha-Del: In this homebrew he is a Mage Guard, so he can stand out a bit as a sub-boss. Defeating him gives the heroes the Door Key needed in Tuel-Vor.

Notes for Tuel-Vor (the cavern board)

Magic Circle Deck: Have a deck with 8 cards, each with a number from 9 to 16. Whenever a hero teleports from In-Gulden, draw a card to determine the location he ends up at. The card is then removed from the deck.

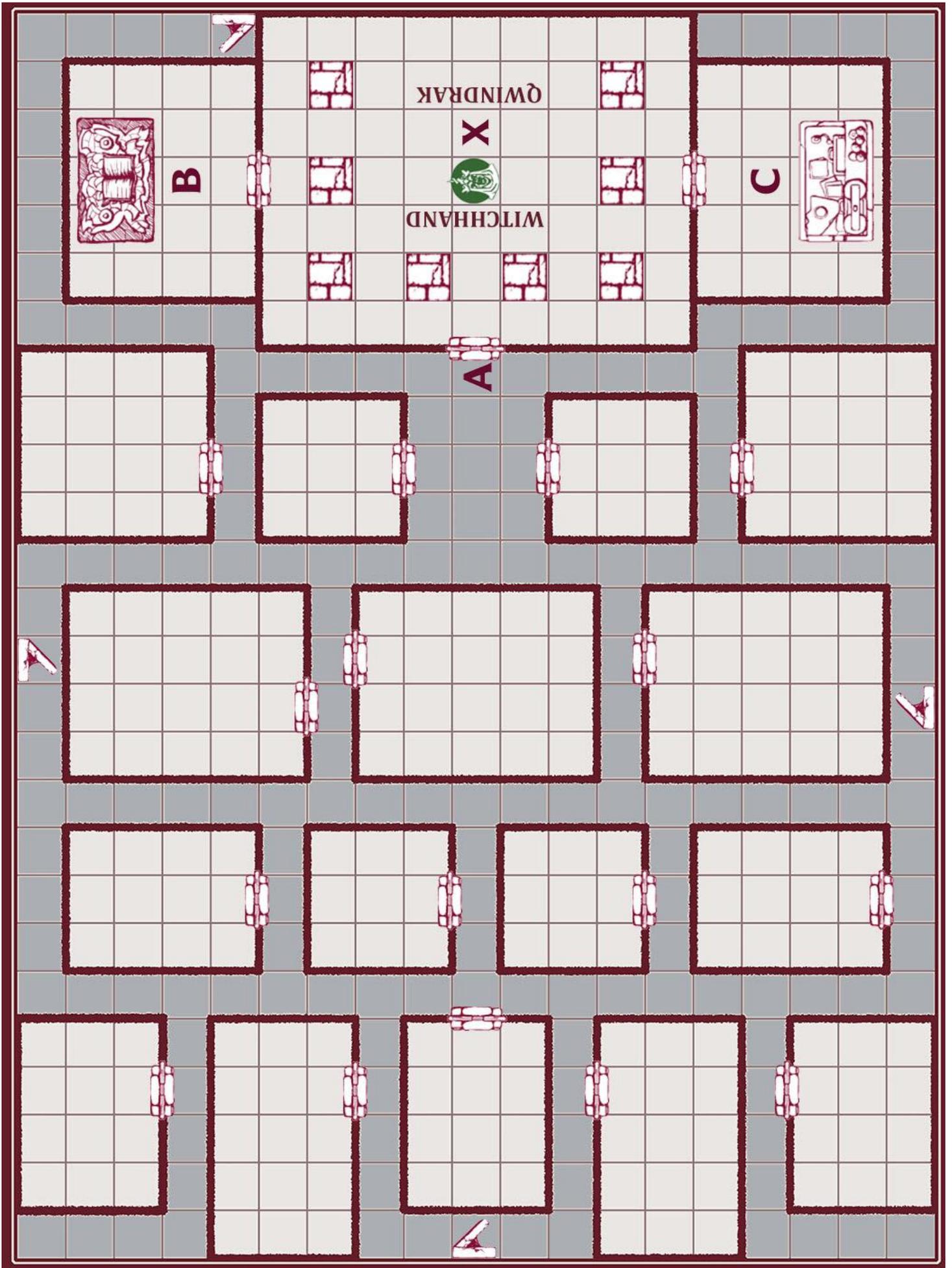
White doors: They are magical and teleport the first hero who passes through them to In-Gulden (the classic board). Such a door is removed from the board when a hero passes through it.

Green doors: They are already open (they count as cave openings).

Red door: The entrance to Qwindrak's atelier. It is locked and requires the Door Key to open.

Yellow squares: They count as magic circles that bring a hero from In-Gulden (when he passes through a Blue Door). Each one has a number that randomizes the location of arrival. The magic circle is one-way and one-time. It cannot be used for anything once a hero arrives through it.

Treasure Chests: Each contains a random Potion from the Alchemy Deck.



REMADE QUEST #9

REMAKING QUESTS 3-6 OF FT

'THE FORTRESS OF THE FIRE KING'

Reasons for the remake:

First Light doesn't have many interesting Quests to homebrew.

The 3rd Quest has lots of missed opportunities:

- You find the priest too fast.
- It's easy to negate the consequences of keeping the holy relics (plus, I already homebrewed this idea in Prince Magnus' Gold).
- Finding the right book is also pure luck. You have no control over how easily you can find it or not (plus, the random vital items I seed in the Treasure Deck are already doing that).
- Fighting Qwindrak again and again gets boring fast.

The 4th Quest feels like a filler mission. Nothing noteworthy happens in it. Even the Ethereal enemies are cheap versions of Specters.

The 5th Quest is a lab where Qwindrak performs inhuman experiments. This one is a keeper, but needs something more to go with it.

The 6th Quest is a battle between the soldiers of the two villain factions. When combined with the previous Quest, there is enough to homebrew.

Differences from the canon Quest:

The new objective: A high priest has been abducted and the holy relics of his temple have been sacked. Return both while the forces of Qwindrak and Kessandria are preoccupied with their civil war.

Midquel: This Quest can be taking place at the same time as the first team of heroes is sent to save the knight (The Rescue of Sir Ragnar).

Alchemist: At the start of the Quest, if the heroes pay a Reputation Token they are joined by a curious Alchemist (represented by a Cultist). He has the statistics of a Cultist and knows 3 Elemental Spells (although in practice they are going to be magic potions he is tossing).

Multiple Entrances: On this Quest, each hero begins alone at a different hidden door, around the board.

Civil War: Whenever Undead and Greenskins see each other, they will ignore the heroes and instead attack each other. Zargon does the fighting part.

Whenever a door is added on the board, so are two enemies in front of it. Zargon rolls 2 Movement Dice to determine their type:

1: Kessandria's Skeleton

2: Kessandria's Zombie

3: Kessandria's Mummy

4: Qwindrak's Goblin

5: Qwindrak's Orc

6: Qwindrak's Abomination

If the enemies belong to opposing factions, during Zargon's turn they will fight each other and ignore the heroes. If they belong to the same faction, they will attack the heroes.

If a minion of Qwindrak is aided by the heroes against a minion of Kessandria, that enemy will not attack the heroes who aided him out of respect.

Prisoner Deck: On this Quest every room aside from the 3 large ones on the right side is a prison cell. The Monster Cards count as the type of prisoner you find inside. When you open a door, draw a Monster Card and add such a creature on the other side of the prison door. Each prisoner does not attack in melee (he is considered Unarmed and Unarmored), is driven insane from the experiments so he won't thank the heroes for freeing him, and casts a random Dread Spell (a side effect of the experiments). Remove from the deck each card you draw. Once the deck is depleted, add back all the cards, plus an extra card that will count as the high priest you are sent to rescue (represented by a Cultist). Unlike the other enemies, he is still sane and will follow the heroes. He cannot fight and rolls 1 Movement Die. If he reaches any of the secret doors, he is safe.

Limited Numbers: If you run out of miniatures of a specific kind, they are not added on the board.

The Treasure Deck will have 16 cards:

1-15: Gold Value cards

16: Holy Relics, worth (2 Movement Dice, times 10) Gold Coins. If the heroes return them to a temple after this Quest, they gain 1 Reputation Token.

- If you wish to include Alchemy Materials, add 10 Tier 1 cards, 5 Tier 2 cards, and 5 Tier 3 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 1 Orc or 1 Zombie anywhere in the fortress. The enemy will move and attack as normal, or prepare for battle if he can't.

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

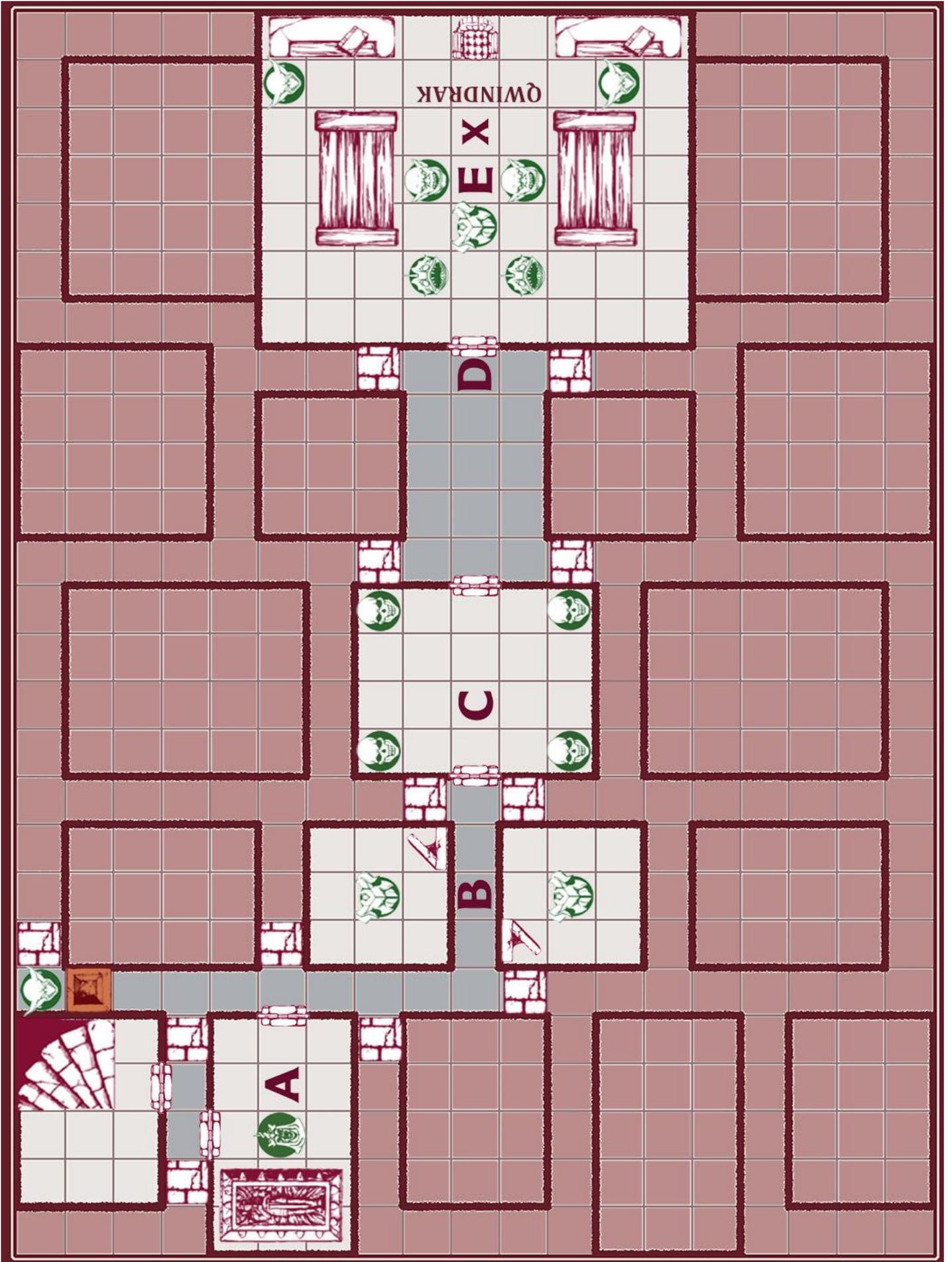
Enemy Preparation: Any enemy who can't attack on his turn will instead prepare for battle, adding 1 Attack Die and 1 Defense Die to his statistics.

Notes:

A: The heroes are not allowed to enter before the high priest and the holy relics have been found. Inside, Qwindrak and Witchhand have a duel. They will turn against the heroes when one of them is defeated.

B: You find the Fire Ring (the Artifact). 2 times per Quest, the wearer becomes immune to the Burning status effect.

C: You find a random potion from the Alchemy Deck.



REMADE QUEST #10

REMAKING QUESTS 7-10 OF FT

'KING FORGRIN'S TOMB'

Reasons for the remake:

The uninteresting Quests continue.

The 7th Quest is characterized by the Witch Hand trolling the heroes. It doesn't matter in the longrun.

The 8th Quest is characterized by respawn points, which I have already homebrewed.

The 9th Quest is characterized by the characters ambushing the enemies, which is kinda pointless when that is what they do anyways (most of the times the monsters don't even get to react).

The 10th Quest is the final battle with Qwindrak.

Differences from the canon Quest:

The new objective: When the Quest begins, Kessandria proposes a boon to the heroes. The players are free to choose:

- Accept an offensive boon that doubles the damage they inflict upon Qwindrak.
- Accept a defensive boon that makes them immune to Burning for the whole Quest.
- Refuse the boon and gain 1 Reputation Token.

If they accept a boon, whenever they get injured they roll a Combat Die. If they get a Skull they come under Zargon's control during their following turn.

Midquel: This Quest can be taking place at the same time as the first team of heroes is sent to Barak Tor.

The Treasure Deck will have 6 cards:

1-5: Gold Value cards

6: Wand of Magic (the Artifact)

- If you wish to include Alchemy Materials, add 5 Tier 1 cards, 5 Tier 2 cards, 5 Tier 3 cards, and 5 Tier 4 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 1 Abomination anywhere in the tomb. The enemy will move and attack as normal, or prepare for battle if he can't.

Doomtrack: Every time an Abomination 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 it reaches 10, instead of 1 Abomination, Zargon will be summoning 2 Abominations. 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, Qwindrak) 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: This is King Forgrin's Tomb. It's where Kessandria speaks to the heroes (see details above). She cannot be harmed (the heroes are too honorable to attack her when she comes in peace) and walks away when the heroes make their choice.

B: These secret doors cannot be found via search. They open when a heroes passes through point C.

C: This point causes the secret doors to open.

D: These Skeletons belong to Dwarven warriors. They have 2 Body Points and roll 3 Attack Dice. For each Reputation Token the heroes pay, 1 of these Skeletons joins their side for the rest of this Quest. They can join them on following Quests as well, but it also requires a Reputation Token.

E: Qwindrak will have 10 Body Points and his attacks will be causing Burning. His minions in the room will be immune to the effect.

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Assuming you have successfully beaten all missions in First Light, you can move to Crypt of Perpetual Darkness, since it is also about a dragon. This team of heroes can also be used to save the first team of heroes, whenever they are captured.

**REMADE QUESTS
FOR KELLAR'S KEEP**

**10 QUESTS HAVE BEEN
REMADE INTO
7 FAR MORE THRILLING
MISSIONS (ZIPPED TO 70%)**

REMADE QUEST #11

REMAKING THE EXTRA QUEST OF KELLAR'S KEEP 'THE FORSAKEN TUNNELS OF XOR-XEL' AND 1ST QUEST OF KK 'THE GREAT GATE'

Reasons for the remake:

Both these Quests are linear and straightforward. The Great Gate is just large amounts of enemies, and the Forsaken Tunnels have the environmental hazard of darkness. I merged these two missions and turned them into co-op.

Differences from the canon Quest:

Two teams: There will be 2 Entrance Doors to this Quest, and both will be at a different corner of the board. In the beginning of the Quest, the heroes are split in 2 teams, each one entering through a different door (preferably one Spellcaster and one warrior). One will be the upper team and moves through the Great Gate. The other will be the lower team and it will move through the Forsaken Tunnels. The two teams will meet at the end of the Quest.

Assistants' Aid: At the start of the Quest, the heroes can pay Reputation Tokens to convince assistants to follow them on this mission.

- 1 Reputation Token for a Gnome to join the lower team. He will have 3 Body Points, will not be able to fight, and will be holding a torch for the other heroes to see in the dark.
- 1 Reputation Token for a Dwarf to join the lower team. He will have 3 Body Points, will not be able to fight, and will be holding a shield for the other heroes to guard behind. He will attract attacks and will be defending with 3 Defense Dice.

Certain doors will be portcullises: One team has to turn the lever on its side so the other team can proceed and do the same. Because the heroes are split up, I halved the monsters on each side as means to make the battles more balanced.

Darkness: The lower team has to deal with darkness. The Forsaken Tunnels are deep underground and have no lightning.

- Each hero will have a torch that will allow him to see only up to 3 squares ahead of him. He will also not be able to hold 2 items at the same time.
- The enemies will never be ambushed by the heroes because they will be seeing the light of the torches from afar, or even at the cracks of doors.
- All enemies will be Undead and can't be dazed by the light of a torch.
- A hero who is down to 1 Body Point is allowed to use the torch and block 1 damage. This will keep him alive, but the torch gets destroyed. If all heroes have their torches destroyed, they will have to continue in complete darkness. A hero who fights in the dark has 1 less Attack and Defense Die, and he can't search a room for treasure. He can still find and open treasure chests, or turn levers.



Levers and Portcullises:

- 4 rooms will have a portcullis. The only way these types of doors can open is through levers on the other side of the mission.
- 4 rooms will have a lever on 1 of their walls. Pulling it will open a portcullis on the other side of the mission.
- The heroes find the Exit Door and meet up only after each team passes through 4 portcullises.
- The lower team will end up in the cell that held Xor-Xel imprisoned and will have to deal with him.

Monster type & Wandering Monsters: The Great Gate will have Mountain Greenskins, the Forsaken Tunnels will have Undead (who also were Greenskins when they were alive). The latter will have the same statistics as Greenskins, but will have halved movement and will be immune to mind-effects.

Mountain subtype: All Greenskins in this expansion have the Mountain subtype that makes them more durable and stronger than their mundane counterparts.

- They defend with White Shields instead of Black Shields. The Greensbane mineral negates this effect.
- They hit harder as well. When they are attacking, Black Shields count as Skulls. This can be prevented with glowing armors. Mountain Greenskins hate sunlight, and the sight of these armors makes it harder to attack.

Currency Change: In order to prevent gold from losing its value once all the basic weapons and armor have been bought, this campaign will have different currency. The gold the heroes bring from the core Quests or other campaigns will have half the value on the markets of the Dwarven Mountains. The gold found on Kellar's Keep Quests will be labeled as Dwarven Silver.

Orcsbane: In this variant, Orcsbane is not an existing weapon yet. It becomes after a mineral that Greenskins are allergic to, is applied on the blade of any weapon through forging (usually between Quests). It is also one of 3 different Greensbane minerals that can make a weapon to count Black Shields as Skulls when attacking a specific type of mundane Greenskins. When attacking a specific type of Mountain Greenskins, it only negates their defense bonus and makes them block Skulls only with Black Shields as normal.

Glowing Armors: Heroes can buy glowing armors from the armory using Dwarven Silver. Glowing armors have the same value as mundane armors (in Dwarven Silver) and each of them negates 1 Black Shield from the attacks of Mountain Greenskins. Meaning, a hero who wears a set of glowing armors (helmet, shield, mail) negates up to 3 Black Shields.

The Treasure Deck will have 19 cards:

1-9: Gold Value cards (in Dwarven Silver)

10-18: Wandering Monster cards

19: Greensbane mineral. If applied on the blade of any mundane weapon, it turns it into Orcsbane.

- When attacking typical Orcs, Black Shields will count as Skulls.
- Orc enemies will ignore you if there are other valid targets.
- In the Kellar's Keep campaign it takes away the Mountain buff of Orcs to defend with White Shields.
- If you wish to include Alchemy Materials, add 10 Tier 1 cards, 10 Tier 2 cards, 10 Tier 3 cards, 10 Tier 4 cards and 10 Tier 5 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 1 Mountain Goblin at the Great Gate, on one explored square where the heroes have no line of sight. He also adds 1 Undead Goblin at the Forsaken Tunnels, on one explored square 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 area becomes 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, Xor-Xel) 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 Treasure Chest contains a random potion from the Alchemy Deck.

B: These Hidden Doors can be opened by Zargon, 1 each round, on his turn. The monsters are added immediately and attack.

C: The Treasure Chest contains a random potion from the Alchemy Deck. It is also trapped and brings to life a Gargoyle that attacks immediately.

D: Inform the lower team about the effects of the darkness hazard (see the notes above).

E: Remind the lower team that all the enemies they face are Undead and that they can't see them if they are more than 3 squares away.

F: This is Xor-Xel. The lower team has to deal with him. If the upper team somehow manages to fight him as well, you earn a Reputation Token.

G: Inform the heroes that this staircase connects The Great Gate with The Forsaken Tunnels.

H: Entering one hatch, leads directly to the other hatch.

I: This exit door is fake. The monster attacks immediately.

Doors with numbers from 1 to 4: They are portcullises that cannot be lifted until a lever is turned.

Levers with numbers from 1 to 4: They lift the corresponding portcullis.

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REMADE QUEST #12

REMAKING QUEST 2 OF KK

'THE WARRIOR HALLS'

Reasons for the remake: I tweaked this quest a lot less than most, since the basic concept is there and it only needed a bit more complexity to be exciting. Thus the map will be the same as in the standard game, with the following changes:

Differences from the canon Quest:

Two teams: There is no optional path (left or right) in the beginning of the Quest, since there are more locked doors that require two teams to pull levers. The heroes have to explore both, and they have to split up in two teams.

Mercenaries: At the start of the Quest, the heroes can pay 1 Reputation Token for a mercenary of their choice to join one of the two teams. Another Token can be paid for a second mercenary to join the second team.

Lowered Difficulty: The monsters have been halved to make the difficulty more manageable due to the war party.

Fighting the suits of armor is no longer optional: If the gimmick of the Quest is the suits of armor, why are the heroes not encountering them, and why do they offer nothing for defeating them? That is stupid. In this variant, the heroes have to enter the central room in order to retrieve a piece of the map. If they defeat all of the suits of armors, they gain 1 Reputation Token.

War Party: For the sake of having time pressure, a war party is slowly chasing the heroes.

Objective: Every Quest of Kellar's Keep has a piece of the map that is needed for the king's army to escape. The heroes cannot complete a mission without finding it first. Thus the objective is to escape with the piece of the map. Optionally, the heroes can find the Magical Throwing Dagger (it's no longer in the Weapons' Rack).

Campaign Reminder: A reminder for all Greenskins in this campaign having the Mountain subtype. Greensbane Ore and Glowing Armors are important.

The Treasure Deck will have 8 cards:

1-7: Gold Value cards (in Dwarven Silver)

8: Magical Throwing Dagger (the Artifact)

- If you wish to include Alchemy Materials, add 10 Tier 1 cards, and 5 Tier 2 cards.

Doomtrack: On this Quest, the Doomtrack begins automatically when the heroes cross one of the doors at note B. Each round, the Doomtrack increases by 1. When the Doomtrack reaches 30, the Quest is considered a failure.

Enemy Patrol: If Zargon has nothing to do on his turn, he increases the Doomtrack by 1.

Enemy Preparation: Any enemy who can't attack on his turn will instead yell to alarm others, increasing the Doomtrack by 1.

Notes:

A: There will be 2 paths the heroes can choose to take, right after the Entrance Door to this Quest. The team has to split in order to open the gates later in the Quest, so two heroes have to take each path (preferably one Spellcaster and one warrior).

B: As soon as 1 of these 2 doors opens, the heroes hear a large war party coming closer. The Doomtrack begins.

C: Searching the Weapons' Rack reveals a random card from the Equipment Deck.

D: A portcullis prevents the heroes from continuing. The lever lifts the portcullis at note E.

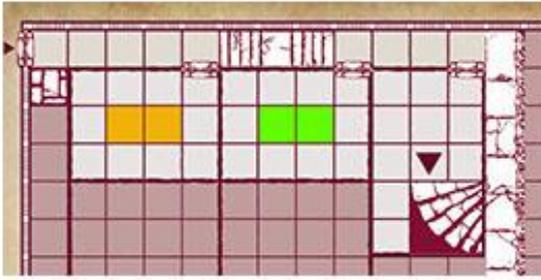
E: A portcullis prevents the heroes from continuing. The lever lifts the portcullis at note D.

F: This is the exit door, but the heroes can't leave before finding the piece of the map.

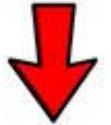
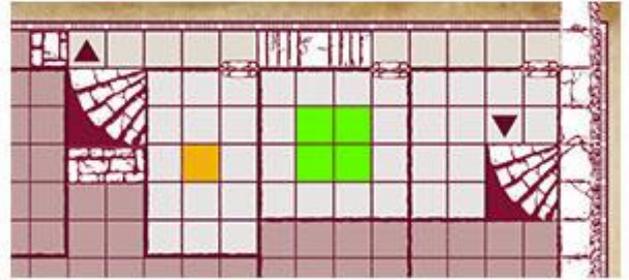
G: The Treasure Chest contains the piece of the map.

H: These are animated suits of armor, used for training. They will not move until one of them is attacked or the Treasure Chest is opened. They have the same stats as Dread Warriors, but with 1 less Body Point and 1 more Defense Die.

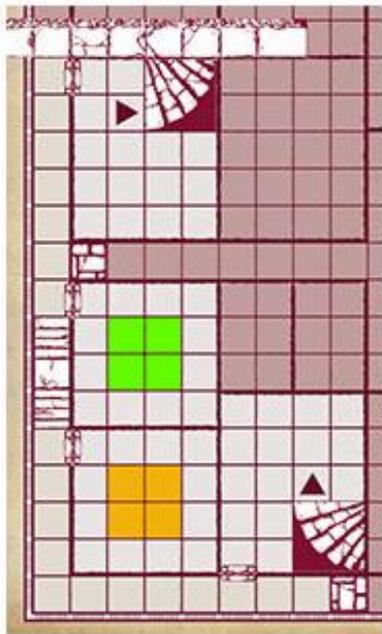
B1



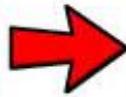
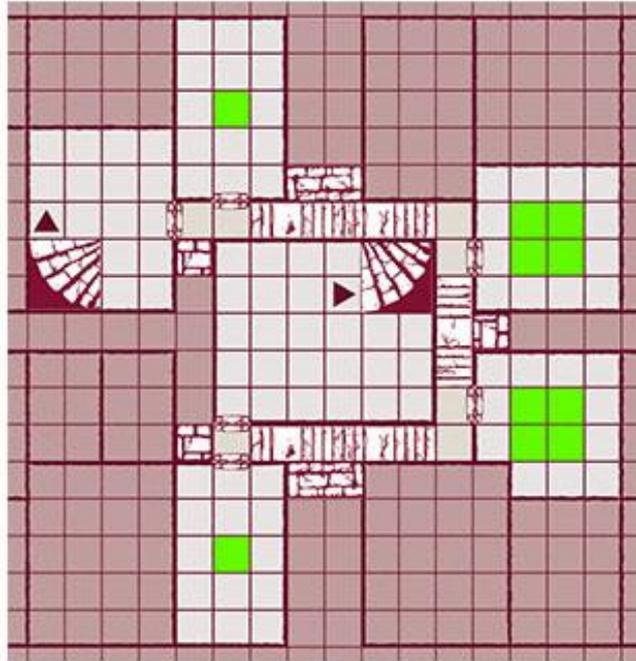
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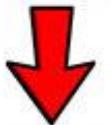
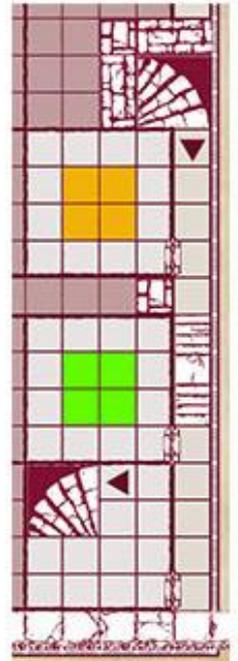
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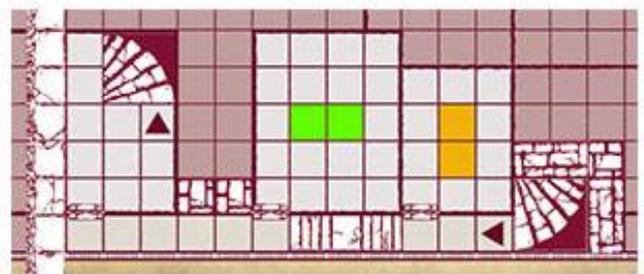
B6



B3



B4



REMADE QUEST #13

REMAKING QUEST 3 OF KK 'THE SPIRAL PASSAGE'

Reasons for the remake: I tweaked this quest so that the rolling boulder trap will not only be used once. Also, I turned the map into a staircase that moves 6 basements below surface. It will require from Zargon to clear the board whenever the heroes go down a level.

Differences from the canon Quest:

Witch's Aid: At the start of the Quest, the heroes can pay 1 Reputation Token for a witch to enchant them. Their Movement on this Quest gets a bonus of 2 squares.

6 Basements: The heroes will be going deeper into the keep. Whenever they use a staircase the board will be cleared. Something to pay notice to is that the heroes come out of a staircase and use another to go further below. The arrows next to the staircases point out which one is for entry and which for exit. Also, this Quest requires the second Staircase Tile from Mage of the Mirror, and the Cultists from Rise of the Dread Moon.

Random Rooms: The content of the rooms will be randomized via a Room Deck. You draw a card from it whenever the heroes enter a room that has orange or green squares on the map. You do not draw a card whenever the heroes are in a room with a staircase, as an entrance or exit.

Treasure Deck: Entrance rooms with staircases and rooms with orange squares on the map do not have treasure. You find treasure only in rooms with green squares on the map and exit rooms with staircases.

Objective: The heroes can't leave this Quest on Basement 6 without having found a piece of the map. The piece of the map will be in the Treasure Deck. The optional side quest is to find the Greensbane mineral, by depleting the Treasure Deck. The Basement 6 rooms exist so that the heroes can search them as a team, without the boulders splitting them. They are also their last chance to find the piece of the map, if they haven't thus far. If all the rooms are searched and the heroes haven't found the piece of the map, the Quest is considered a failure.

Campaign Reminder: A reminder for all Greenskins in this campaign having the Mountain subtype. Greensbane Ore and Glowing Armors are important.

The Treasure Deck will have 10 cards:

1-9: Gold Value cards (in Dwarven Silver)

10: 1 Piece of the map.

If the deck runs out, they automatically find 1 Greensbane mineral during the next search. Further searches will reveal nothing. If applied on the blade of any mundane weapon, the Greensbane mineral turns it into Goblin Slayer.

- When attacking typical Goblins, Black Shields will count at Skulls.
- Goblin enemies will ignore you if there are other valid targets.
- In the Kellar's Keep campaign it takes away the Mountain buff of Goblins to defend with White Shields.
- If you wish to include Alchemy Materials, add 20 Tier 1 cards, 20 Tier 2 cards, and 10 Tier 3 cards.

Rolling Boulder: Unlike the original Quest, there will be 5 rolling boulders, one on every basement, besides the 6th one. The heroes begin at the Entrance Door on the upper left corner. A rolling boulder will come after them on each corridor of every basement. Whenever the heroes go on a new corridor, they will have to outrun the rolling boulder, or take no risk.

- Heroes who take no risk, enter the room with the orange squares on that basement, and draw a Room Card. They do not draw a Treasure Card after the room is safe.

- Heroes who take risk, have a speed test. Each hero and Zargon roll 2 Movement Dice. Modifications based on potions, spells, equipment, or even class features should be applied. If Zargon has a higher number than a hero, then the rolling boulder hits him. He is attacked with 3 Attack Dice that he can't defend against and is thrown in the room with the green squares on that basement. The heroes draw a Room Card, and a Treasure Card after the room is safe.

- Heroes who have a higher number than Zargon, outrun the rolling boulder and enter safely the exit room with the staircase. They do not draw a Room Card. They draw a Treasure Card.

- The rolling boulder continues to roll until it falls off a ledge. It's why the Cliff Corridor is used at the end of the corridor.

- The Short Stairway tile is used on corridors for aesthetic purposes. It's to signify the corridor is descending and that gives the rolling boulder its momentum.

- All doors on this Quest are trapped. Heroes who entered the orange or green rooms can't exit before the danger in those rooms is over.

- Heroes who safely entered the exit room are allowed to come out of the rooms and go back to help their comrades. They can enter the other rooms, but not exit them before the danger in those rooms is over.

- Heroes who safely entered the exit room are not allowed to enter orange or green rooms that do not have other heroes inside. The doors will be shut tight.

- If none of the heroes are hit by a Rolling Boulder during this Quest, you earn 1 Reputation Token.

The Room Deck will have 14 cards: Add the corresponding piece of furniture and deal with the issue.

1) Table with 2 Mountain Orcs.

2) Table with 3 Mountain Goblins.

3) Alchemist's Bench with 1 Dread Sorcerer and 2 Mountain Goblins. The Dread Sorcerer has the statistics of a Gargoyle and casts 1 random Dread Spell on each turn.

4) Wizard's Table with 3 Cultists, who use Channel Dread.

5) Throne with 1 Gargoyle.

6) Cupboard with 1 Abomination and 2 Mountain Goblins.

7) Bookcase with 1 Dread Sorcerer and 1 Mountain Orc. The Dread Sorcerer has the statistics of a Gargoyle and casts 1 random Dread Spell on each turn.

8) Bookcase with 2 Dread Sorcerers. They have the statistics of a Gargoyle and cast 1 random Dread Spell on each turn.

9) Tomb with 1 Mummy and 2 Skeletons.

10) Tombstone with 3 Zombies.

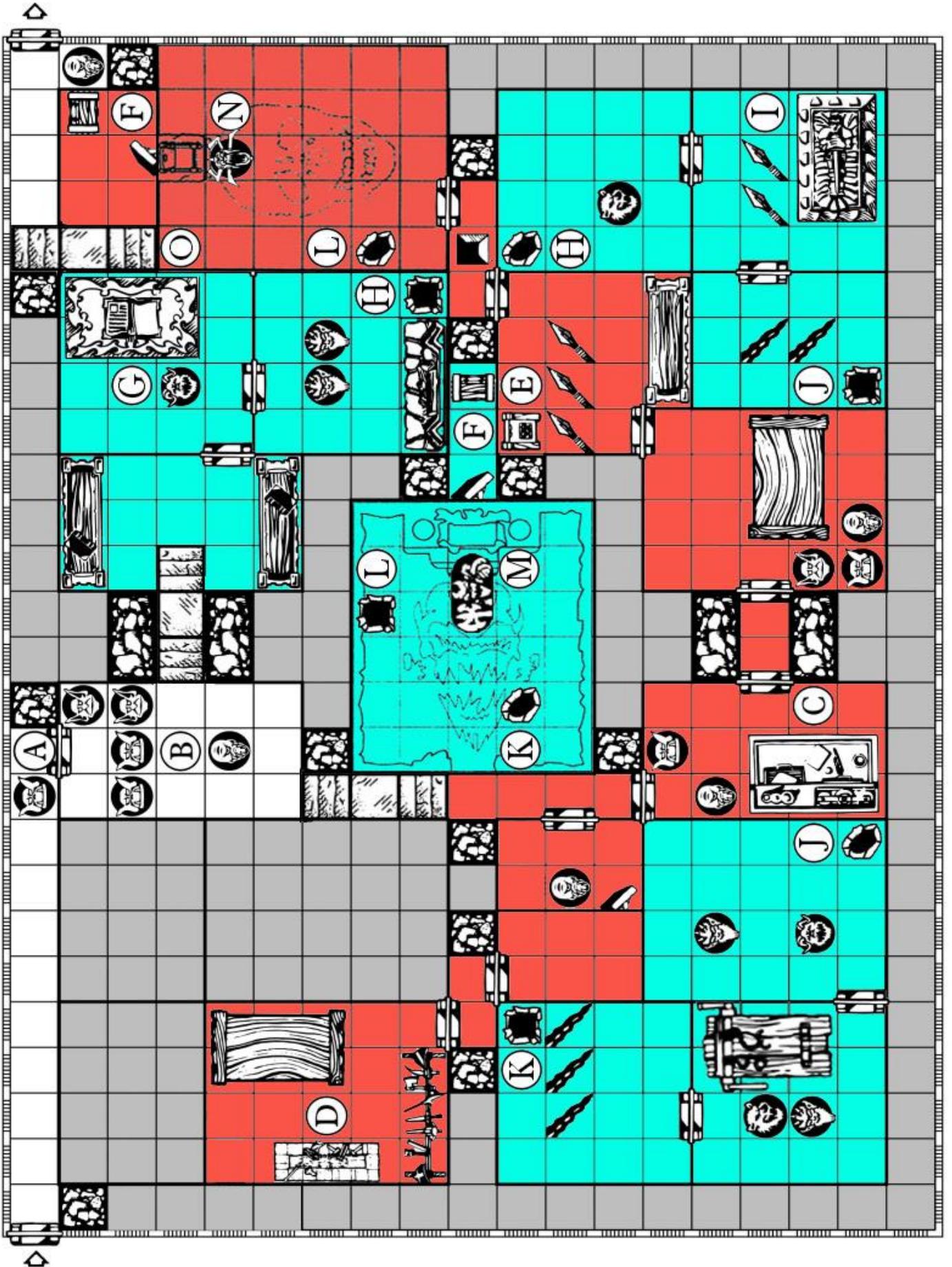
11) Torture Rack with 1 Dread Warrior and 2 Mountain Goblins.

12) Weapon's Rack with 2 Dread Warriors.

13) Fireplace with 1 Dread Warrior and 1 Mountain Orc.

14) Treasure Chest with 1 Dread Warrior and 1 Abomination. The Treasure Chest contains 1 Treasure Card.

No time pressure: On this Quest, there are no patrols, or a Doomtrack.



REMADE QUEST #14

REMAKING QUEST 4 OF KK

'THE DWARVEN FORGE'

Reasons for the remake: I tweaked this quest a lot. The original version is as linear as it gets and has a hazard that only exists in a single room. I added a secondary ice-based dungeon with Frozen Horror miniatures and included two artifacts from the Japanese version of the game.

Differences from the canon Quest:

Witch's Aid: At the start of the Quest, the heroes can pay 1 Reputation Token for a witch to enchant them. Their bodies will be immune against the hazard of the weather for the first 3 times.

A Song of Ice and Fire: This Quest uses 2 different environmental hazards. The heroes have to split up (again). The southern stairs lead up to the Dwarven Forge (red squares), the eastern stairs lead down to the Ice Caverns (blue squares). Both areas have extreme conditions and prolonged exposition can kill the unprepared.

Expansions: This Quest uses components from Return of the Witch Lord and the Frozen Horror.

Campaign Reminder: A reminder for all Greenskins in this campaign having the Mountain subtype. Greensbane Ore and Glowing Armors are important.

The Treasure Deck will have 19 cards:

1-4: Gold Value cards (in Dwarven Silver)

5-7: Ointment (heals 1 Body Point, removes Burning)

8-10: Tonic (heals 1 Body Point, removes Freezing)

11-19: Trap: Weather Manipulation: All heroes in the Dwarven Forge are attacked by 3 Attack Dice and are affected by Burning. All heroes in the Ice Caverns are attacked by 3 Attack Dice and are affected by Freezing.

- If you wish to include Alchemy Materials, add 20 Tier 1 cards, 10 Tier 2 cards, and 10 Tier 3 cards.

If the heroes complete this Quest without using Ointments or Tonics, you earn 1 Reputation Token.

Enemy Patrol: If Zargon has nothing to do on his turn, he controls the weather and attacks all heroes with 3 dice. Aside from damage, the heroes in the Dwarven Forge are affected by Burning (they will lose 1 Body Point at the end of their next turn, unless they roll 2 White Shields with their Defense Dice), while the heroes in the Ice Caverns are affected by Freezing (they lose their next turn, they lose Evade but double Block).

Enemy Preparation: Any enemy who can't attack on his turn will instead prepare an elemental attack. If he injures a hero, he also affects him with a status effect, as above.

Doomtrack: Each time Zargon controls the weather, the Doomtrack increases by 1. If it reaches 20, the Quest is considered a failure.

Notes:

A: When this Mountain Orc is killed, it screams and the door opens. Add the monsters on the board.

B: Mentor informs the heroes that they have to split up (see above for details).

C: You find a random potion from the Alchemy Deck.

D: In the forge you find King Belorn's Fiery Axe. It has a combat power of 2 Attack Dice, plus any creature it hits is set on fire as above. This ability can be used only once per Battle.

E: Above the throne hangs the piece of the map, as decoration on the wall.

F: The chest contains (5 Movement Dice, times 10) gold.

G: You find a random spell scroll from the Spell Deck.

H, J, K, L: Coming inside this tunnel, leads on the other side with the same letter.

I: In the tomb you find Queen Terrellia's Frost Bow. It has a combat power of 2 Attack Dice, but does not inflict damage. Any creature it hits is affected by Freezing as above. This ability can be used only once per Battle.

M: This ice demon has the stats of an Elite Gargoyle (+1 to all its statistics).

- If he injures a hero, he also affects him with Freezing, as above.

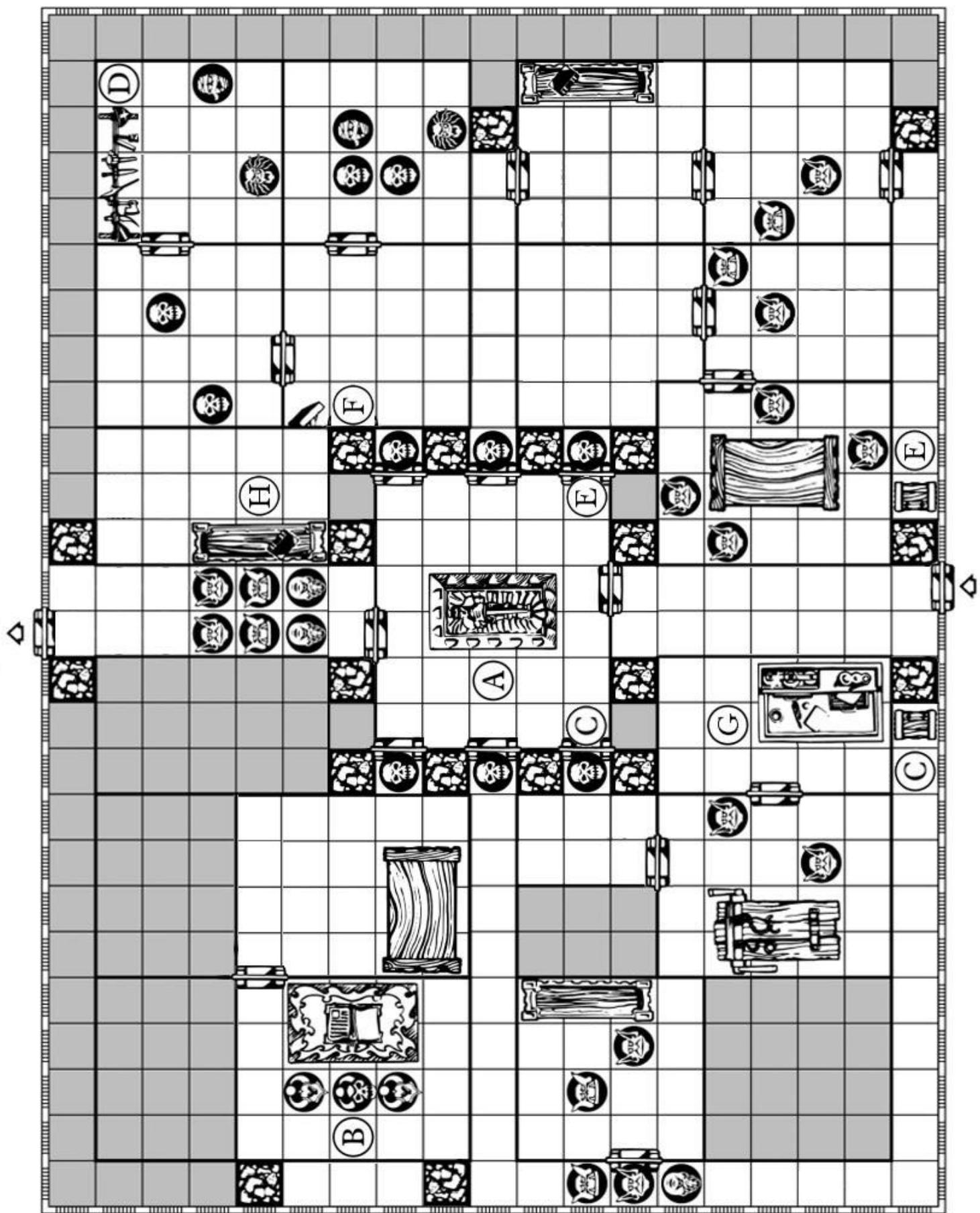
- A single successful damage from the Fiery Axe will immediately destroy the demon.

N: This fire demon has the stats of an (+1 to all its statistics).

- If he injures a hero, he also affects him with Burning, as above.

- A single successful damage from the Freeze Bow will immediately destroy the demon.

O: These stairs lead out of The Dwarven Forge. Do not reveal the secret area next to them.



REMADE QUEST #15

REMAKING QUEST 5 OF KK

'HALL OF THE DWARVEN KINGS'

AND QUEST 6 'THE GREAT CITADEL'

Reasons for the remake: These 2 quests felt a bit too simple, especially after having already used the war party gimmick in an earlier quest. I changed them into an exploration type of quest.

Differences from the canon Quest:

Gragor is a necromancer: He controls the Undead Dwarven Kings. You are incentivized to get rid of this guy.

Exorcist's Aid: At the start of the Quest, the heroes can pay 1 Reputation Token for an exorcist to give them a holy symbol that weakens Gragor's powers. The Dwarven kings will be resurrecting after 5 rounds.

Hello, Borin's Armor: This is where you can get the Artifact from the core game. It fits better if it's in a Dwarven campaign.

Campaign Reminder: A reminder for all Greenskins in this campaign having the Mountain subtype. Greensbane Ore and Glowing Armors are important.

The Treasure Deck will have 17 cards:

1-7: Gold Value cards (in Dwarven Silver)

8-14: Trap (random Dread Spell)

15: Magic Incantation that releases Borin's Armor from the tomb at note A

16: Magic Incantation that unlocks the northern door at note A

17: Notes that reveal the secret door at note F

- If you wish to include Alchemy Materials, add 15 Tier 1 cards, 10 Tier 2 cards, 5 Tier 3 cards, 5 Tier 4 cards and 5 Tier 5 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he resurrects one of the defeated Dwarven King Skeletons. If no Dwarven King Skeletons are defeated, he has Gragor casting a random Dread Spell from afar. If Gragor is defeated, Zargon increases the Doomtrack by 1.

Doomtrack: Each time Zargon can't resurrect a Dwarven King Skeleton, or use Gragor to cast a Dread Spell, the Doomtrack increases by 1. If it reaches 15, 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, Gragor) 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 following text concerns the central room.

- 1) This is King Belorn's tomb. The Artifact named Borin's Armor is placed upon it. It is magically affixed to the lid until the heroes find the magic incantation that releases it in the Treasure Deck.
- 2) The northern door is magically locked, until the heroes find the magic incantation that unlocks it in the Treasure Deck.
- 3) The Skeletons behind these doors belong to ancient Dwarven kings and are more powerful than regular Skeletons. They have the same stats as in the original Quest. They return to un-life after 3 rounds, until Gragor is defeated.
- 4) If all the Dwarven kings are defeated, you earn 1 Reputation Token.
- 5) The walls behind the Skeletons have collapsed. Treat the corridor around the central room as if it connects with the rooms without the need of another door.

B: This is the Dread Warlock Gragor. He has the same stats as in the original Quest. He uses necromancy to control the corpses of the Dwarven kings. Defeating him prevents the Dwarven kings from resurrecting and unlocks the northern door at note A.

C, E: This door is locked and can only be opened with the key found in the chest marked with the same letter.

D: You find a random Equipment Card from the Equipment Deck.

F: This secret passage cannot be found with a typical search. Its location becomes known to the heroes only after they find the notes in the Treasure Deck.

G: You find a random potion from the Alchemy Deck.

H: You find a random spell scroll from the Spell Deck.

REMADE QUEST #16

REMAKING QUEST 7 OF KK

'THE EASTERN PASSAGE'

AND QUEST 8 'BELORN'S MINE'

Reasons for the remake: The creators of the last 4 Quests ran out of ideas. They are all very passable as adventures, so I did another merging of two Quests. A big addition is making the monsters mercenaries that the heroes can bribe.

Differences from the canon Quest:

Ograk, the older brother of Grak: Just when you thought you were done with Ulag's menace, here's another son who wants revenge. When he is down to 1 Body Point, he will be able to open doors and secret doors, and will attempt to flee from the exit door at Note F. If the heroes defeat him when he is at the corridor towards the exit door, you gain 1 Reputation Token.

Gold Fever: As soon as the Quest begins, inform the heroes that they are inside a gold mine, rich in ore. And this is real gold, not fake like in that stupid Quest with Ollar's ghost. The heroes are allowed to search for gold once per corridor strip by rolling a 6-sided die.

- 2-6: You find that many gold nuggets. Any unused gold nuggets at the end of this Quest are converted to 10 Dwarven Silver coins each.

- 1: You cause a rock-fall as you dig for gold. Treat the square on which the hero did the search as a rock-fall trap. Zargon is advised to make sure the heroes don't cut themselves off from the rest of the dungeon by adding, if needed, secret passages that will allow the heroes to continue to the rest of the map.

Swords for hire: Almost all monsters in this Quest are greedy mercenaries and can be bribed with the gold nuggets the heroes dig up from the corridors.

- The bribe happens during the heroes' turn any only at monsters they can see and which they haven't attacked yet. Goblins require 2 gold nuggets, Orcs require 3, and Fimir/Abominations require 4. The Dread Warrior, the Gargoyle, Ograk, and all enemies in line of sight with Ograk are not bribable.

- A bribed monster will be controlled by the heroes for the remainder of the Quest.

- The heroes are not allowed to take back the gold nuggets they paid to a monster if it gets killed.

- If the heroes pay 1 Reputation Token at the end of the Quest, they are allowed to bring 2 of the bribed enemies in the following Quest.

Campaign Reminder: A reminder for all Greenskins in this campaign having the Mountain subtype. Greensbane Ore and Glowing Armors are important.

The Treasure Deck will have 10 cards:

1-5: Gold Value cards (in Dwarven Silver)

6-9: Wandering Monster (Mountain Orc)

10: Greensbane mineral. If applied on the blade of any mundane weapon, it turns it into Fisher.

- When attacking typical Abominations, Black Shields will count at Skulls.

- Abomination enemies will ignore you if there are other valid targets.

- In the Kellar's Keep campaign it takes away the Mountain buff of Abominations to defend with White Shields.

- If you wish to include Alchemy Materials, add 10 Tier 1 cards, 10 Tier 2 cards, and 10 Tier 3 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 1 Mountain Orc, on one explored square where the heroes have no line of sight.

Doomtrack: Each time Zargon adds 1 Mountain Orc, the Doomtrack increases by 1. If it 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, Ograk) 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.

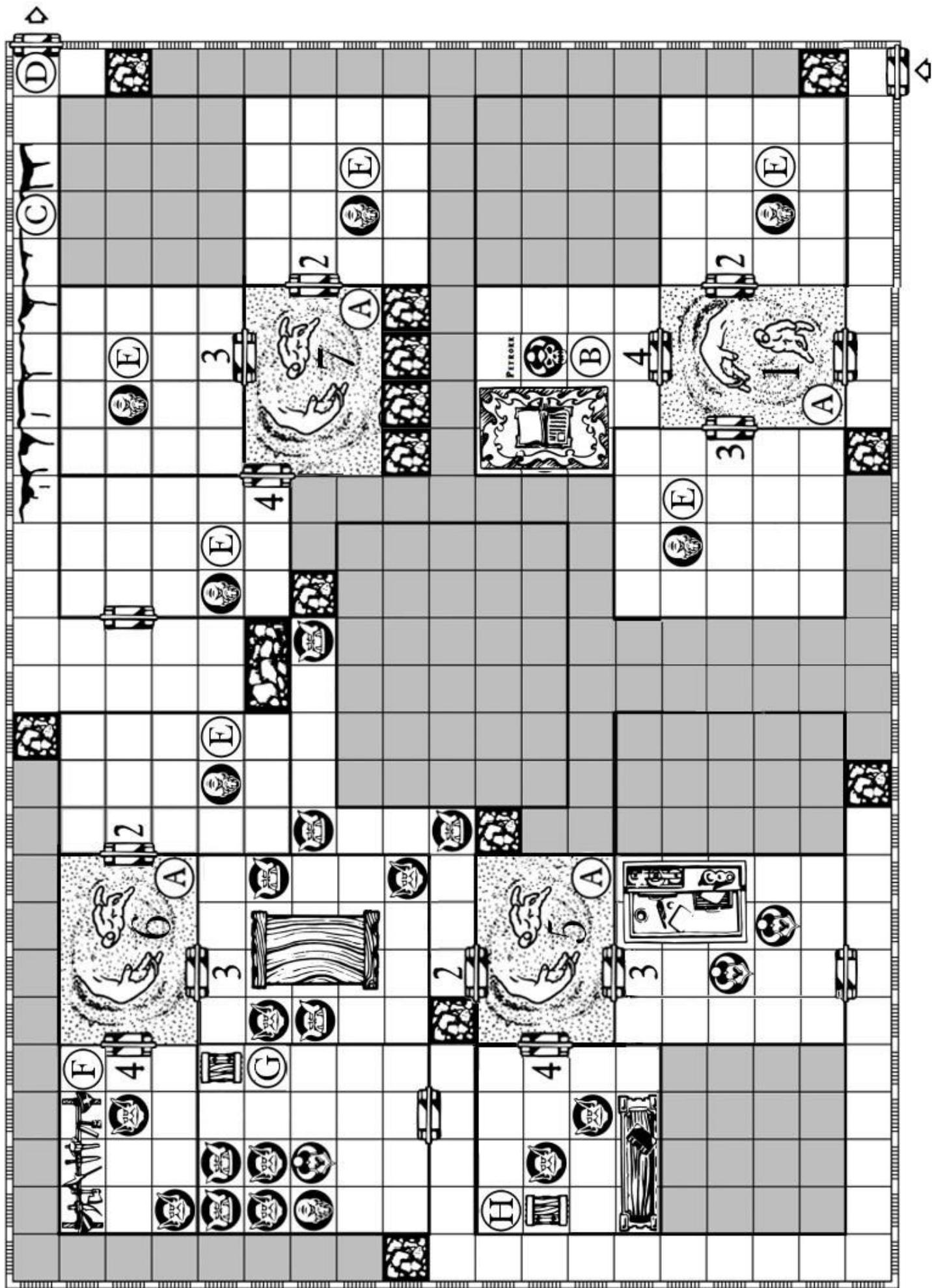
Notes:

A-E: Same notes as in The Eastern Passage of the original Quest. Yes, I am too bored to type the same notes.

F: Inform the heroes that they can't exit before finding the piece of the map.

G: Each chest contains 15 gold nuggets.

H: You find a random Equipment Card from the Equipment Deck.



REMADE QUEST #17

REMAKING QUEST 9 OF KK

'THE EAST GATE'

AND QUEST 10 'GRIN'S CRAG'

Reasons for the remake: The Chaos Cloud was a complete troll in the original quest. You can ignore it and nothing will be lost. I made it part of the quest as a type of teleportation trap. The final boss is also more dangerous.

Campaign Reminder: A reminder for all Greenskins in this campaign having the Mountain subtype. Greensbane Ore and Glowing Armors are important.

Witch's Aid: Before the Quest begins, if you pay a Reputation Token a witch can give you a medallion that allows you to reroll the die when you are inside a Chaos Cloud. Can only be used 5 times.

The Treasure Deck will have 12 cards:

1-5: Gold Reward Cards

6-10: Arrow Traps

11: Magic Incantation that unlocks the northern door at note D.

12: 1 piece of the map.

- If you wish to include Alchemy Materials, add 10 Tier 1 cards, 10 Tier 2 cards, and 10 Tier 3 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he has Petrokk casting his mind-affecting spell from afar. If Petrokk is defeated, Zargon increases the Doomtrack by 1.

Doomtrack: Each time Zargon can't use Petrokk to cast his mind-affecting spell, the Doomtrack increases by 1. If it reaches 15, the Quest is considered a failure.

Enemy Preparation: Any enemy who can't attack on his turn will instead inhale some Chaos Cloud. If he injures a hero on his next attack, he also removes 1 of his Mind Points.

Notes:

A: These rooms are filled with the Chaos Cloud. When a hero steps into one, he rolls an 8-sided die.

- If he rolls 2, 3, or 4, he immediately exits in the room with that number around the Chaos Cloud. He cannot reenter the cloud in the same turn.
- If he rolls 1, 5, 6, 7, he teleports to that specific Chaos Cloud and stays trapped inside for that round, losing 1 Mind Point. During his next round, he can exit from any of the 3 available doors around that Chaos Cloud, or he can roll the 8-sided die.
- If he rolls an 8, he teleports to any room around any revealed Chaos Cloud he wishes.
- If all monsters around a specific Chaos Cloud have been defeated, then the cloud dissipates and if the heroes ever roll its number again they can freely teleport to any revealed room they like (it will be as if they rolled an 8).
- Heroes cannot search rooms which have or had a Chaos Cloud.
- If all 4 Chaos Clouds dissipate, you gain 1 Reputation Token.

B: This is Warlock Petrokk, creator of the Chaos Cloud. Defeating him dissipates 1 revealed Chaos Cloud.

C: The guarding Gargoyle does not leave Grin's Crag, nor it can be damaged by someone who is not on it. The Gargoyle is also immune to magic attacks. Any hero who gets hurt by the Gargoyle, rolls a Combat Die. If the result is a Skull, he falls off the cliff and is considered unconscious for the rest of the Quest.

D: The final door is magically locked, until the heroes find the magic incantation that unlocks it in the Treasure Deck. Also, the heroes are not allowed to cross it until they have all four pieces of the map.

E: These Fimirs/Abominations are shapeshifters. Every time they are defeated, they roll a 6-sided die.

- 1: The monster turns to an Orc
 - 2: The monster turns to a Fimir
 - 3: The monster turns to a Dread Warrior
 - 4: The monster turns to a Gargoyle
 - 5 or 6: The monster turns to goo and dies
- If the monster rolls the same type of monster it currently is, it counts as turning to goo.

F: You find the Artifact called Solidifier. It is a dagger that when you attack typical Shapeshifters it prevents them from changing forms when defeated.

G: You found the last piece of the map.

H: The chest contains a Healing Potion.

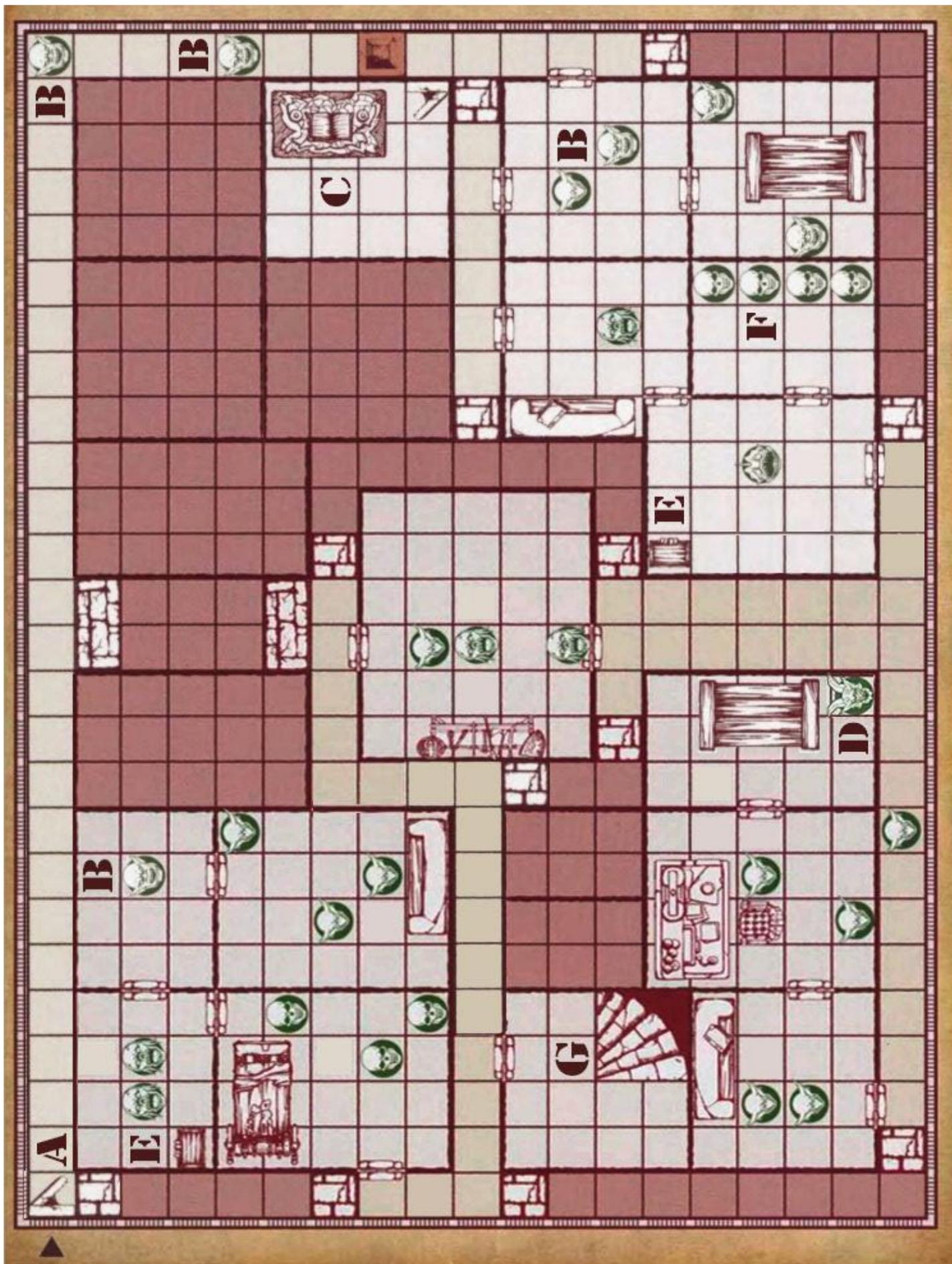
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Assuming you have successfully beaten all missions in Kellar's Keep, you can move to Jungles of Delthrak next, since it briefly mentions the Dwarves of this campaign.

REMADE QUESTS FOR PROPHECY OF TELOR

**13 QUESTS HAVE BEEN
REMADE INTO
3 FAR MORE THRILLING
MISSIONS (ZIPPED TO 25%)**

Notice: This campaign is actually 4 Quests long, if you include the one it branches off from in Gathering Storm.



REMADE QUEST #18

REMAKING QUESTS 1-5 OF POT

'MELAR'S CHAMBERS'

Reasons for the remake:

The Players can move to this campaign after completing the Quest 'Melar's Maze'.

The Prophecy of Telor has some fairly dull Quests with nothing worth homebrewing, so I will skip them entirely.

Quest 1 is the Return to Melar's Maze, which I have already merged with the original Quest.

Quest 2 is a simple chase mission. I made an almost identical variation of it at Kellar's Keep, so this one can be skipped entirely.

Quest 3 is just playing the same room over and over again. Completely boring and also something I made an almost identical variation at Kellar's Keep. I am only keeping the fire demon boss from it.

Quest 4 is where the heroes find out Melar's plan and how he is related to the talisman. Nothing important beyond that.

Quest 5 is where the heroes turn to Orcs. Silly, but has enough material to homebrew, especially if you combine it with the previous Quest.

Differences from the canon Quest:

Hello, Wizard's Cloak: This is where the artifact from the core Quests can be found. It is now Melar's personal attire.

Zargon's Flame: All enemies in this expansion will have the ability to trigger Zargon's Flame. It will not be something that happens only in the last Quest.

Burning: All enemies in this expansion will have the ability to trigger the Burning status effect. Any hero they attack is going to lose 1 Body Point at the end of his next turn, if he rolls a Combat Die and gets a Skull. This can be prevented by using Ointment.

Exorcist's Aid: At the start of the Quest, the heroes can pay 1 Reputation Token for an exorcist to give them a holy symbol that cancels Zargon's Flame and Burning up to 5 times.

Ointment: A special item that heals 1 Body Point, removes Burning, and makes the user immune to Burning for the next 3 rounds. If the heroes finish the Quest without using any Ointment, you gain 1 Reputation Token.

Currency Change: In order to prevent gold from losing its value once all the basic weapons and armor have been bought, this campaign will have different currency. The gold the heroes bring from the core Quests or other campaigns will have half the value on the markets of the Mage Cities. The gold found on Prophecy of Telor Quests will be labeled as Platinum Coins.

Cold Steel: In this variant, Cold Steel is a mineral that negates the effects of Zargon's Flame and the Burning status effect.

- If applied on the blade of any weapon through forging (usually between Quests), defeating an enemy with Zargon's Flame prevents him from returning to life.

- If applied as coating on any piece of armor through forging (usually between Quests), it prevents the Burning status effect once per Quest. Each extra piece of armor with Cold Steel prevents the status effect more times. Meaning, a hero who wears a set of Cold Steel armors (helmet, shield, mail) negates up to 3 Burnings each Quest.

Cold Steel Armory: Heroes can buy Cold Steel weapons and armors from the armory, using Platinum Coins. They have the same value as mundane weapons and armors (in Platinum Coins).

Orc Curse: The mage apprentices of Gor Lethim Kar wait in ambush to curse the heroes. As soon as the heroes see them, they will cast a curse on one hero that is not the bearer of the Talisman of Lore. The curse will turn him into an Orc. An Orc hero has 1 less Attack Die, 1 less Body Point, 1 less Mind Point, defends with Black Shields instead of White Shields, and if he ever sees Gor Lethim Kar he will immediately come under his control.

Gor Lethim Kar will be an indestructible wandering monster: Instead of the heroes looking for the boss, it will be the boss looking for them.

- Whenever they pull a wandering monster from the treasure deck, Gor Lethim Kar will appear (teleported if needed) at the entrance of the room. He has the same stats as a Gargoyle.
- He will not be able to enter rooms (he is too big), and he will be immortal until the heroes find his weak point.
- The weak point will be his statue, made to look like him, kept as a phylactery inside a locked room.
- The heroes can still attack him before finding the statue, but any damage will only result in Gor Lethim Kar disappearing.
- If Gor Lethim Kar is destroyed, all enemies thereafter will be afraid of the heroes and will roll 1 less attack die for the rest of the quest.
- Once the phylactery is found, Gor Lethim Kar will have only 1 Body Point instead of 3.
- All Orc heroes come immediately under Zargon's control and immediately attack a hero. Once Gor Lethim Kar disappears or is killed for good, all Orc heroes are controlled by the heroes again.

Talismans: There are talismans in the Treasure Deck that can undo the curse. Each one removes the Orc Curse, once.

The Treasure Deck will have 15 cards:

1-4: Talismans that each remove the Orc Curse once

5-8: Wandering monster (Gor Lethim Kar)

9: Wizard's Cloak (the Artifact)

10: 1 Cold Steel mineral

11-12: Gold Value cards (in Platinum Coins)

13-15: Ointment

- If you wish to include Alchemy Materials, add 10 Tier 1 cards, 5 Tier 2 cards, 5 Tier 3 cards, 5 Tier 4 cards, 5 Tier 5 cards, and 5 Tier 6 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 1 Goblin with Zargon's Flame, on one explored square where the heroes have no line of sight. The Goblin will move and attack as normal, or prepare for battle if it can't, and gain Burning. 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 a Goblin with Zargon's Flame is added because of the above Patrol rule, the chambers become 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 gain Zargon's Flame.

Notes:

A: Inform the bearer of the Talisman of Lore that he hears voices calling out to him.

B: These Orcs are mage apprentices of Gor Lethim Kar that wait in ambush to curse the heroes.

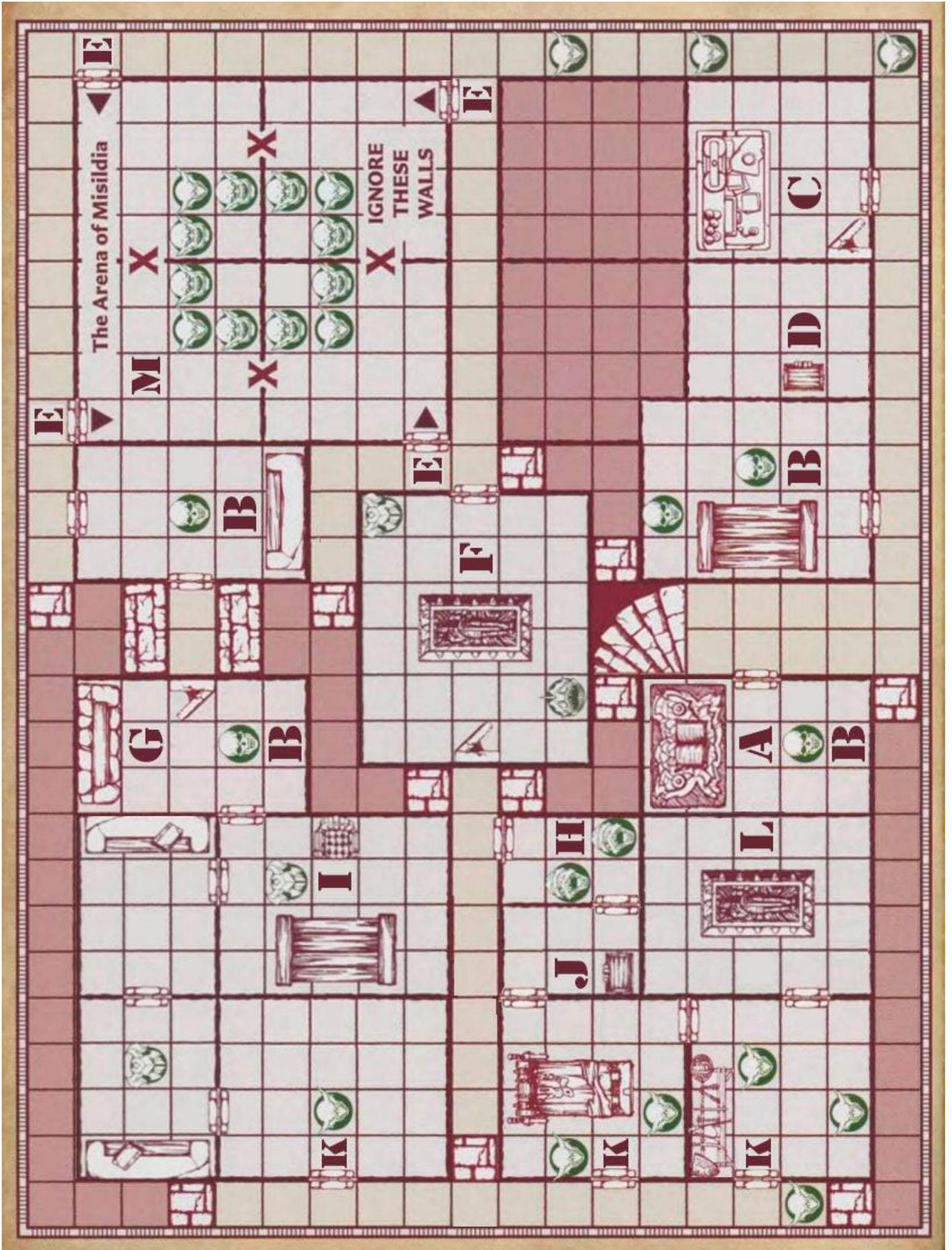
C: The bearer of the Talisman of Lore learns a random Dread Spell.

D: The door to this room is locked and requires 2 Demon Keys to open. This room contains Gor Lethim Kar's statue. A single strike is enough to kill the demon for good the next time he appears.

E: The Treasure Chest contains 1 Demon Key.

F: The Skeletons will bow before the bearer of the Talisman of Lore and come under his control for the rest of the Quest.

G: The heroes can't leave until the threat of the demon has been dealt with.



REMADE QUEST #19

REMAKING QUESTS 6-10 OF POT

'TELOR'S TOMB'

& QUEST 1 OF WOM

'THE TOWER OF THE HIGH MAGE'

Reasons for the remake:

This campaign continues to be full of dull Quests.

- Quest 6 is when Melar attempts to take control of the bearer. I already used this gimmick with the Orc Curse, which actually still allows the heroes to have agency. Thus it has nothing else worth going over.
- Quest 7 is just about looking for a map in an empty temple.
- Quest 8 is going to Telor's tomb. Important as far as the plot goes, but the quest itself is dull.
- Quest 9 is just about finding the area where you can remove Melar.
- Quest 10 is where you remove Melar from the talisman.
- A small change you can optionally use here is to replace the boss with Zanrath from The Tower of the High Mage and to use his spells and stats. The reason is a simple one. This Dread Sorcerer has no name or lore, while Zanrath is one of Zargon's four elite mages. Also, I am seeding the four mages in other Quests, since I don't intend to use that campaign.

Differences from the canon Quest:

Objective: Remove Melar from the Talisman of Lore as he attempts to take control of you.

Hello, Wizard's Staff: This is where the artifact from the core Quests can be found. It is now Telor's personal weapon.

Campaign Reminder: A reminder for all enemies in this campaign having the chance to get Zargon's Flame and Burning. Cold Steel weapons and armors are important.

Melar's influence: On each Zargon turn, Melar attempts to control the bearer of the Talisman of Lore. If nobody wears it, he targets a hero randomly. There will be a Mind versus Mind Duel and if he wins the hero comes under the control of Zargon for 1 turn. Melar rolls 1 Combat die and each turn he rolls an extra die. When he manages to control someone, his mental attack resets to 1 die and begins to increase once again. If the bearer manages to never injure another ally, even under Zargon's control, during this Quest, you gain 1 Reputation Token.

Exorcist's Aid: At the start of the Quest, the heroes can pay 1 Reputation Token for an exorcist to give them a holy symbol that cancels Zargon's control over the bearer up to 3 times.

The Treasure Deck will have 20 cards:

1-7: Alchemy ingredients

8-10: Ointment

11-15: Spike Pit Trap

16-20: Orc with Zargon's Flame.

- If you wish to include Alchemy Materials, add 10 Tier 1 cards, 5 Tier 2 cards, 5 Tier 3 cards, 5 Tier 4 cards, 5 Tier 5 cards, and 5 Tier 6 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 1 Orc with Zargon's Flame, on one explored square where the heroes have no line of sight. The Orc will move and attack as normal, or prepare for battle if it can't, and gain Burning. If the heroes do not defeat it after it attacks once, it will retreat and yell for reinforcements, causing 2 more Orcs with Zargon's Flame to appear.

Doomtrack: Every time an Orc with Zargon's Flame 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 it reaches 10, instead of 1 Orc with Zargon's Flame Zargon will be summoning 2 Orcs 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 gain Zargon's Flame.

Notes:

A: A book will glow on the Wizard's Table only if the Dread Sorcerer is defeated. It will have the incantation that summons Telor's spirit before his tomb at note L.

B: These Skeletons were once high mages and wear wizard robes (use Cultists if you prefer). They have Cultist statistics with 1 extra Body Point, and cast a random Dread spell.

C: The bearer of the Talisman of Lore learns a random Dread Spell.

D: The treasure chest contains a charm that prevents the fake tomb from exploding at note F.

E: These are the entrances into the arena. They are locked and will unlock when the heroes speak to Telor's spirit at note L. Only one hero can pass from each entrance.

F: This appears to be Telor's tomb. When a hero searches the room, it will explode (remove it from the board), attacking everyone in the room with 3 dice and inflicting them with Burning. Then 3 Specters will appear. This can be prevented if a hero has found the charm at note D. In this case, the tomb simply disappears.

G: The portrait above this fireplace resembles the bearer of the talisman. He hears Zargon attempting to lure him to his side. He immediately comes under Zargon's control during this round.

H: These Mummies are used for training against magic. They are immune to magic and roll 1 extra Defense Die.

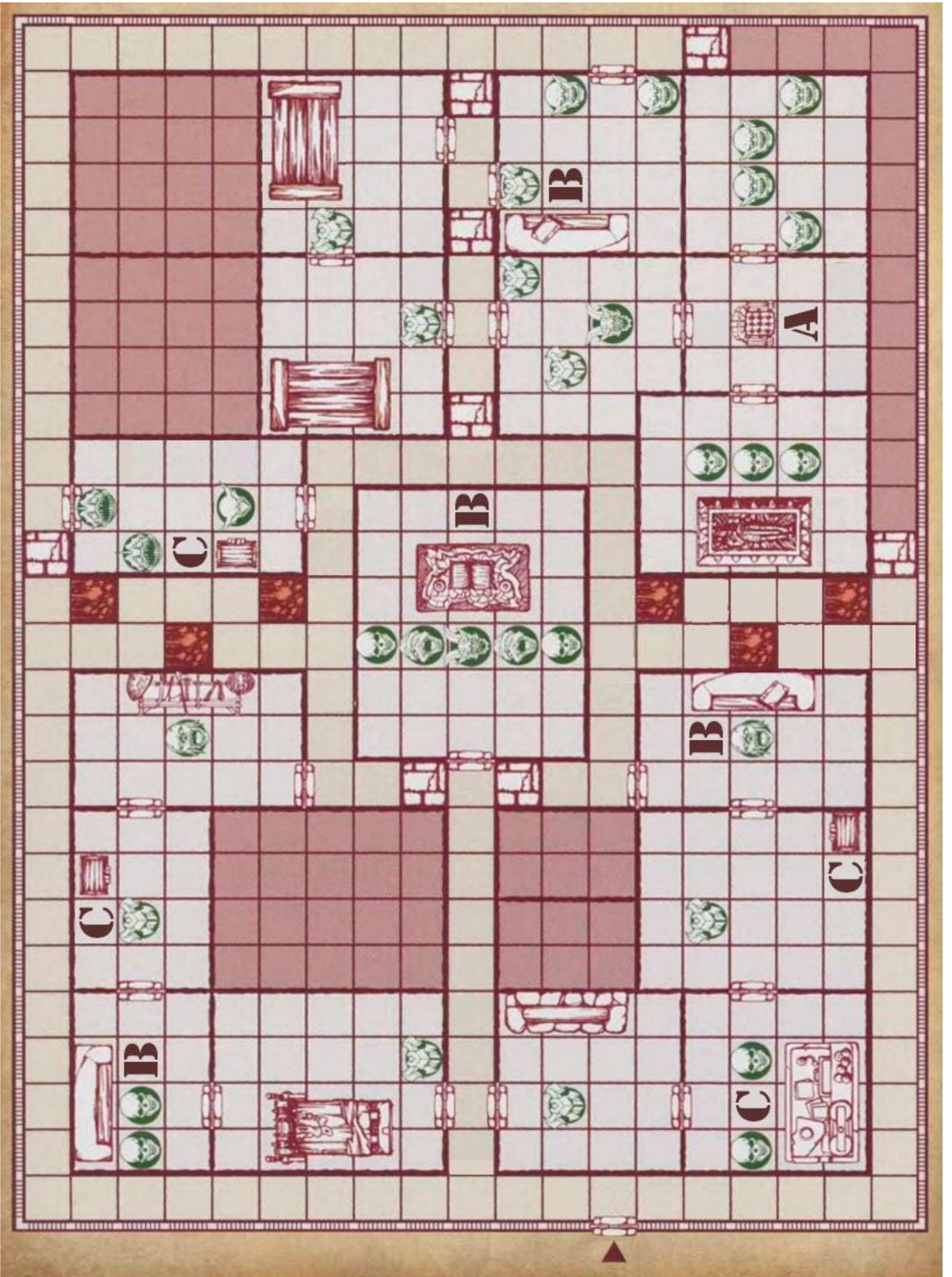
I: A Dread Sorcerer (Zanrath) is inside this room (see the normal Quest for his stats at Wizards of Morcar). When defeated, a book on the Wizard's Table will glow at note A.

J: The Treasure Chest is magically locked and will open only when the Mummies are defeated at note H. It contains Telor's Artifact, the Wizard's Staff.

K: Opening one door with this letter, immediately opens all 3.

L: This is the real Telor's tomb. His spirit will appear when someone reads the incantation from the book at note A.

M: No magic, weapons, or armor, are allowed inside the arena. Potions are allowed. All monsters in the arena are illusions. They have the statistics of the normal monsters, but disappear as soon as they are attacked (Zargon's Flame still applies). If the heroes defeat all the monsters, Melar's spirit leaves the talisman and the bearer loses the Dread Spells he has learned.



REMADE QUEST #20

REMAKING QUESTS 11-13 OF POT

'THE RISE OF FELLMARAK'

Reasons for the remake: There is little reason to chase around the same villain for 3 lukewarm quests, so I merged them in one mission.

Differences from the canon Quest:

Melar's Body Possession: On this Quest Melar's spirit possesses the body of mundane enemies. In order to be defeated permanently, he has to be defeated 5 times.

- Whenever the heroes encounter a specific type of enemy for the first time (Goblin, Orc, Abomination, Dread Warrior, Gargoyle) one of them will be possessed by Melar. If there already is a possessed enemy present, then this effect takes place in the next enemy of that type.
- A possessed enemy will have 2 extra Body Points and will be able to magically open any closed doors in the room, during his turn, and the contents will be added immediately.
- A possessed enemy has an inspiring presence. All monsters that have line of sight with him get 1 extra attack die.
- When a possessed enemy is defeated, the spirit leaves the body to possess a different type of enemy (a different one each time). Also, all present enemies will be afraid of the heroes and will roll 1 less attack die for the rest of the quest.

Exorcist's Aid: At the start of the Quest, the heroes can pay 1 Reputation Token for an exorcist to give them a holy symbol that prevents Melar from opening doors up to 3 times.

Zargon's Flame: All enemies on this Quest have Zargon's Flame right from the start.

Campaign Reminder: A reminder for all enemies in this campaign having the chance to get Zargon's Flame and Burning. Cold Steel weapons and armors are important.

The Treasure Deck will have 17 cards:

1: Ring of Fortitude (the Artifact)

2-6: Gold Value cards (in Platinum Coins)

7-9: Ointment

10-17: Fireblast Trap (3 Attack Dice on everyone in the room, and he is affected by Burning)

- If you wish to include Alchemy Materials, add 10 Tier 1 cards, 5 Tier 2 cards, 5 Tier 3 cards, 5 Tier 4 cards, 5 Tier 5 cards, and 5 Tier 6 cards.

Enemy Patrol: On this Quest, patrol enemies appear by rolling a Movement die: 1= Goblin, 2= Orc, 3= Abomination, 4= Dread Warrior, 5= Gargoyle, 6= Heroes' choice. After the 10th time you get the same die result (keep a record of the die rolls), that enemy type switches to Heroes' choice. If Zargon has nothing to do on his turn, he adds 1 enemy with Zargon's Flame, on one explored square where the heroes have no line of sight. The enemy will move and attack as normal, or prepare for battle if he can't, and gain Burning. If the heroes do not defeat him after it attacks once, he will retreat and yell for reinforcements, causing 2 more enemies with Zargon's Flame to appear.

Doomtrack: Every time an enemy with Zargon's Flame is added because of the above Patrol rule, the area becomes more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 1 enemy with Zargon's Flame Zargon will be summoning 2 enemies 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 gain Burning.

Notes:

A: The door of this room is magically shut and will open only if Melar has been defeated in all 5 forms. Melar is now a frail old man, who can magically open all doors and cast a random Dread Spell each turn. He cannot be harmed until all the monsters on the left and right rooms have been defeated. Then he is killed for good as soon as he is attacked. If the heroes defeat him without being injured once by his attacks, you gain 1 Reputation Token.

B: You find a random Magic Scroll from the Spell Deck.

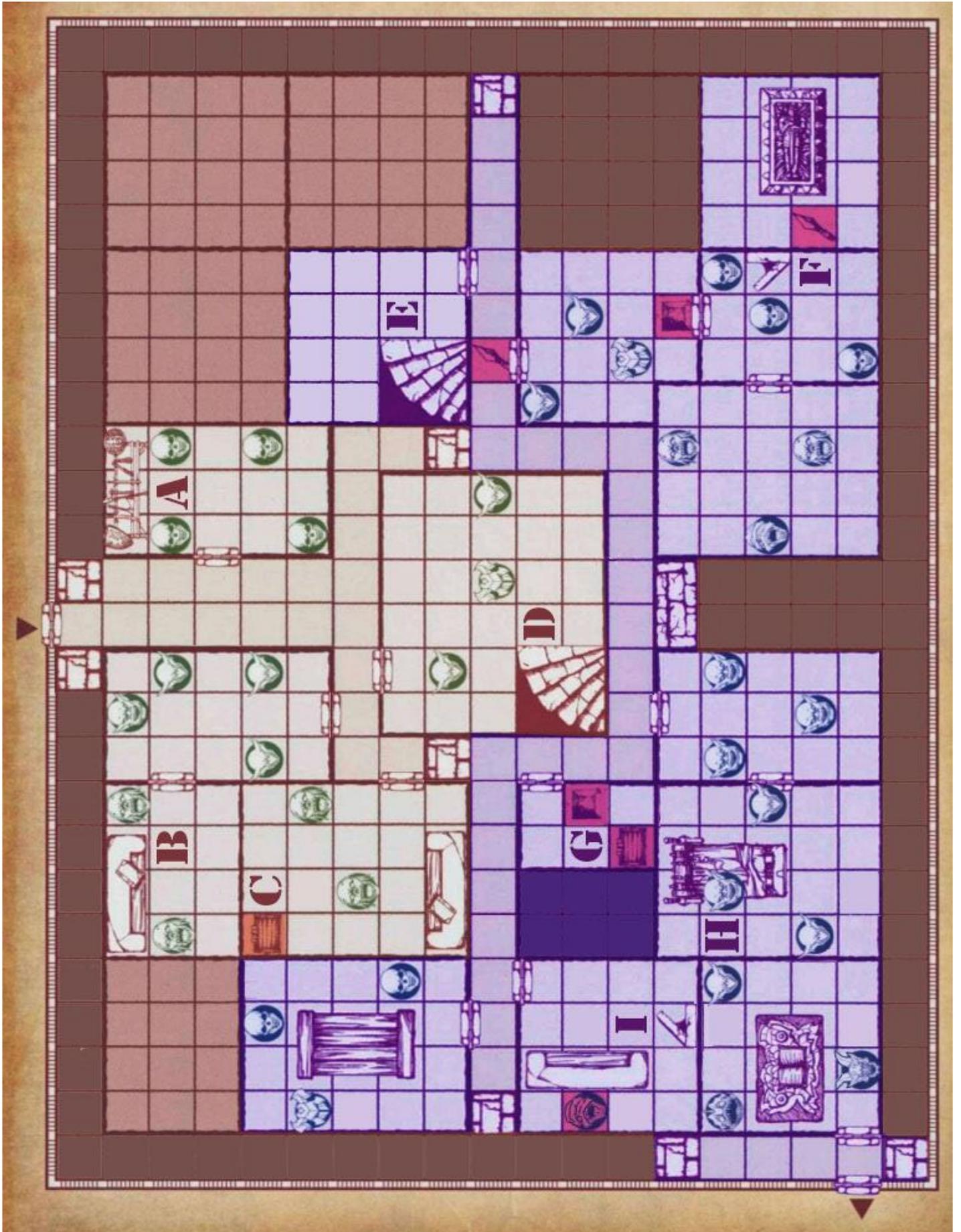
C: You find a random Potion from the Alchemy Deck.

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Assuming you have successfully beaten all missions in Prophecy of Telor, you can move to Against the Ogre Horde next, since it is also about a mage influencing others, just like Melar on this campaign.

**REMADE QUESTS
FOR THE
SPIRIT QUEEN'S TORMENT**

**14 QUESTS HAVE BEEN
REMADE INTO
4 FAR MORE THRILLING
MISSIONS (ZIPPED TO 28%)**



REMADE QUEST #21

REMAKING QUESTS 1-3 OF SQT

'NELATH'S TOMB'

Reasons for the remake:

The Players can move to this campaign after completing the Quest 'Castle of Mystery'.

The Spirit Queen's Torment has some fairly dull Quests with nothing worth homebrewing, so I will merge them.

Quest 1 is defined by its alarm trap mechanic. If the players set off traps they also lure monsters. It's similar to what I homebrewed in 'The Rescue of Sir Ragnar'.

Quest 2 is only defined by a room with a jammed door that you can optionally open for treasure.

Quest 3 has a few mini ideas.

- A fleeing Goblin that opens doors. This has already been incorporated into the Patrol mechanic.
- An ally that joins you after you rescue him from a torture rack. I already homebrewed this on 'The Trial'.
- A hidden Mummy that attacks if you don't search for it. This is a typical Ambush trap doesn't have something worth fussing about.

Differences from the canon Quest:

Elemental Challenges: You can only find the Spirit Queen if you pass the four Elemental Challenges. This is the Challenge of Earth and it's about finding Nelath's Tomb.

Darkness: The Bandit Lair is covered in darkness.

- Each hero will have a torch that will allow him to see only up to 3 squares ahead of him. He will also not be able to hold 2 items at the same time.
- The enemies will never be ambushed by the heroes because they will be seeing the light of the torches from afar, or even at the cracks of doors.
- A hero who is down to 1 Body Point is allowed to use the torch and block 1 damage. This will keep him alive, but the torch gets destroyed. If all heroes have their torches destroyed, they will have to continue in complete darkness. A hero who fights in the dark has 1 less Attack and Defense Die, and he can't search a room for treasure. He can still find and open treasure chests.



Gnome's Aid: At the start of the Quest, the heroes can pay 1 Reputation Token for a Gnome to join. He will have 3 Body Points, will not be able to fight, and will be holding a torch for the other heroes to see in the dark.

The Treasure Deck will have 16 cards:

1: Fortune's Longsword (the Artifact)

2: Library Key

3: Treasure Chest Key

4: Tomb Notes

5: Lair Key

6-9: Antidote Potion

10-12: Gold Value Cards

13-16: Wandering Monster (Skeleton respawn at Note A)

- If you wish to include Alchemy Materials, add 20 Tier 1 cards, and 20 Tier 2 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 1 Skeleton in the room with Note A. The enemy will move and attack as normal, or prepare for battle if he can't.

Doomtrack: Every time a Skeleton 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 it reaches 10, instead of 1 Skeleton, Zargon will be summoning 2 Skeletons. When the Doomtrack reaches 15, 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: Do not add the Skeletons in the room. Zargon tells the heroes the room is littered with the corpses of the defenders of the keep. If they search the room, they will find 1 random Equipment card from the Equipment Deck. This also triggers the Skeletons to appear. They are the defenders of the keep. Even if all of them are defeated, whenever the heroes trigger a trap, another Skeleton will respawn from this room and will run after them. He will be able to go down the stairs.

B: The door of this room is locked until the heroes have found the Library Key in the Treasure Deck. The Zombies are dressed as scholars. Searching the room reveals a random spell scroll from the Spell Deck.

C: The Zombies are dressed as scholars. The Treasure Chest is trapped. Searching it or the room releases poison gas that makes everyone in the room to lose 1 Body Point and to be unable to heal themselves until they have drunk an antidote. The Treasure Chest is also locked until the heroes have found the Treasure Chest Key in the Treasure Deck. Inside the Treasure Chest there is a random Potion from the Alchemy Deck.

D: Going down the staircase leads to note E.

E: This staircase leads to the Bandits' Lair below the keep. Remind the heroes it is covered in darkness (see above for details).

F: This Hidden Door cannot be found via search until the heroes have found the Tomb Notes in the Treasure Deck. Beyond the door is Nelath's Tomb and it's empty.

G: The Treasure Chest is trapped. Searching it or the room releases poison gas that makes everyone in the room to lose 1 Body Point and to be unable to heal themselves until they have drunk an antidote. The Treasure Chest is also locked until the heroes have found the Lair Key in the Treasure Deck. Inside the Treasure Chest there is a random Potion from the Alchemy Deck.

H: This is Sigill, the allied Orc. Releasing him reveals the location of the Secret Door at note I.

I: Do not add the Mummy in the room. This Hidden Door cannot be found via search until the heroes have rescued Sigil from note H. Searching the room causes the Mummy to appear and attack immediately.

- The Gargoyle in the next room represents Karva. He is immune to magic, has the same stats as a Gargoyle, and knows the spells Lighting Bolt and Ball of Flame.

- Karva also has an inspiring presence. All monsters that have line of sight with him get 1 extra attack die.

- If Karva is destroyed, both exit doors unlock. Also, all monsters thereafter will be afraid of the heroes and will roll 1 less attack die for the rest of the quest.

- If the heroes defeat Karva without being injured by his attacks, you gain 1 Reputation Token.

REMADE QUEST #22

REMAKING QUESTS 8 OF SQT

'THE FLOODED CATACOMBS'

AND QUEST 9 OF SQT 'THE SAGE'S EXILE'

Reasons for the remake:

Many Spirit Queen's Torment Quests are nothingsause, so I will skip many of them.

Quest 4 has an Alchemist's Table with random results. That became a typical alchemy check since Rise of the Dread Moon. Beyond that it's a passable mission. More monsters that open doors, and more trapped chests which you have seen a hundred times already.

Quest 5 is again about rescuing a monster, so nothing new. Also doors that open for more monsters, we've seen that before.

Quest 6 is about combining a key so you can escape and a monster horde that chases the heroes, both of which I have already used.

Quest 7 is again about combining 3 gems so you can proceed, something I have already used before.

Quests 8 and 9 are worthy to homebrew. It's about a flooded temple and spirits. Only I am not going to use spirits. They get a proper introduction in Rise of the Dread Moon. I will instead use Lizardmen!

Differences from the canon Quest:

Elemental Challenges: This is the Elemental Challenge of Water. The goal is to find the exit of the temple.

Environmental Hazard: The temple is flooded. Half the areas are half-covered in water (light blue areas on the map), the other half are submerged (dark blue areas on the map). Because there are no tiles to visually depict the water on the board, Zargon has to point it out every time the water level changes.

- Half-flooded areas halve movement and the heroes roll 1 less Attack and Defense Die. Enemies are immune to this.
- Submerged areas force the heroes to swim in them with movement dropped to a third, and they roll 2 less Attack and Defense Dice. Enemies are immune to this. Also every turn a hero who is underwater loses 1 Temporal Body Point. This counts as temporal damage that goes away once he is out of the water, 1 point each turn.

Witch' Aid: At the start of the Quest, the heroes can pay 1 Reputation Token for a witch to enchant a hero. He will not be rolling less dice due to the water.

Lizardmen Enemies (optional): Replace Goblins and Skeletons with Skinks, Orcs and Zombies with Kroxigors, Abominations and Mummies with Saurus. They have the same stats.



Flood traps replace common traps in the treasure deck: Whenever the heroes draw a trap card, water fills the area. If it's flooded it becomes submerged. If it's submerged, a violent sea current hits all heroes making them lose a Body Point. The water recedes after 2 rounds.

The high priest of this flooded temple: He is a powerful Slann. The heroes have no way to bypass its magical field or best it in combat, so they can only fulfill its whims. It is currently looking for the four pages that are missing from a spellbook it was reading. They are scattered around this temple. When you return them all, the high priest will thank you by letting you pass the magic doors that lead out of the temple. If the heroes make the mistake of telling it they pretty much killed its followers, they are instantly killed by the Slann.

The Treasure Deck will have 14 cards:

1-5: Flood Trap cards

6-10: Gold Value cards (they count as holy relics; if the heroes refuse to take any gold during this Quest, you earn 1 Reputation Token)

11-14: Missing Pages

- If you wish to include Alchemy Materials, add 10 Tier 1 cards, 5 Tier 2 cards, 5 Tier 3 cards, 5 Tier 4 cards, 5 Tier 5 cards, and 5 Tier 6 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 1 Skeleton on one explored square where the heroes have no line of sight. The enemy will move and attack as normal, or prepare for battle if he can't. If the heroes do not defeat him after it attacks once, he will retreat and yell for reinforcements, causing 2 more Skeletons to appear.

Doomtrack: Every time a Skeleton is added because of the above Patrol rule, the exile becomes more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 1 Skeleton, Zargon will be summoning 2 Skeletons. 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: The flames of the fireplace are blue and magical, and are not affected by water. This is the Artifact known as Blue Embers. They heal up to 5 temporal Body Point damage from swimming, per Quest.

B: You find (2 Movement Dice, times 20) Gold coins.

C: You find a random piece of equipment from the Equipment Deck.

D: You find a random magic scroll from the Spell Deck.

E: You find a random potion from the Alchemy Deck.

F: These doors lead to the sea. Water floods in, sweeping the heroes out of the corridor, attacking them with 3 Attack Dice.

G: The exit staircase is blocked by a magical field. Only the high priest can dispel it.

H: This is the high priest (See details above).

REMADE QUEST #23

REMAKING QUESTS 12 OF SQT

'THE TOWER OF AIR'

& QUEST 3 OF WOM 'EYERIE OF THE STORM MASTER'

Reasons for the remake:

The next Quests are all about elemental towers which are overall dull to play.

- The 10th Quest is the Tower of Earth, which I replaced with the Challenge of Earth as the first Quest in this homebrew.
- I did the same with the 11th Quest, the Tower of Water, by replacing it with the Challenge of Water.
- The 12th Quest follows a similar pattern and I will replace the Tower of Air with the Challenge of Air.
- The Quest I use for that will be the 3rd Quest from Wizards of Morcar which happen to be about the storm master using strong wings to send the heroes onto traps. The difficulty has been adjusted by replacing scores of enemies with Hurricane Traps.

Differences from the canon Quest:

Elemental Challenges: This is the Elemental Challenge of Air. Defeat the Storm Master.

Environmental Hazard: Towers and strong winds.

- Each cloister of rooms on the board counts as a different floor. The Entrance Room is on the ground floor. The walls of the rooms on each cloister of this Quest are mostly bereft of a ceiling. The heroes cannot jump over the walls, but can see what exists on some of the rooms, and so can the enemies (they have line of sight).
- Whenever the heroes cross a colored door (according to the map) all doors of the same color are instantly open. This is done to indicate they have no walls. Rooms with hidden doors will of course remain hidden.
- There are no walls at the edges of the rooms and the strong winds can push a hero down. He will have to get back inside using the straight stairs tile.
- All enemies will be able to prepare a ranged attack when they are on a different room. They will not leave their room.

Hurricane Trap: Trap Cards will be a hurricane that pushes a hero over the edge of a room. The arrow will point the square he falls down at. Whenever that happens the hero will be losing 1 Body Point and will have to get back inside by walking around the cloister.

The Storm Master: Boroush (M:7, A:6, D:5, BP:5, MP:6) will be at the fourth floor, corresponding to the central room. There are no walls around the room. He will have cast a flight spell that lets him remain in the air indefinitely. He cannot be attacked with melee weapons. He will also not come down, until he has lost all his Body Points. He will be casting only spells. Once Boroush is on the ground, he will continue to fight, now only in melee. The heroes will have to push him over the edge. Each point of damage will be pushing him 2 squares away from the hero.

Witch' Aid: At the start of the Quest, the heroes can pay 1 Reputation Token for a witch to enchant a hero. He will be pushing away 1 square any enemy he attacks, regardless of injuring him. This applies even on Boroush.

The Treasure Deck will have 17 cards:

1-5: Treasure Map, each with a different letter (A, B, C, D, E). Each one points the location of a hidden door.

6-10: Gold Value cards

11-17: Hurricane Trap

- If you wish to include Alchemy Materials, add 10 Tier 1 cards, 10 Tier 2 cards, 10 Tier 3 cards, 5 Tier 4 cards, 5 Tier 5 cards, and 5 Tier 6 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, Boroush casts a Hurricane Trap on 1 hero.

Doomtrack: Every time Boroush casts a Hurricane Trap, the eyerie becomes more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 1 Hurricane Trap, Boroush casts 2 Hurricane Traps. 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 his ranged weapon. It will have the same Attack value as his melee weapon.

Inspiring Presence: All enemies that have line of sight with the Boss of the Quest (in this case, Boroush) 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: This hidden door cannot be found via search. The heroes will first need to find the Treasure Map A. The Treasure Chest in the room contains the Rod of Telekinesis (the Artifact).

B: This hidden door cannot be found via search. The heroes will first need to find the Treasure Map B. The Treasure Chest in the room contains (3 Movement Dice, times 20) Gold Coins.

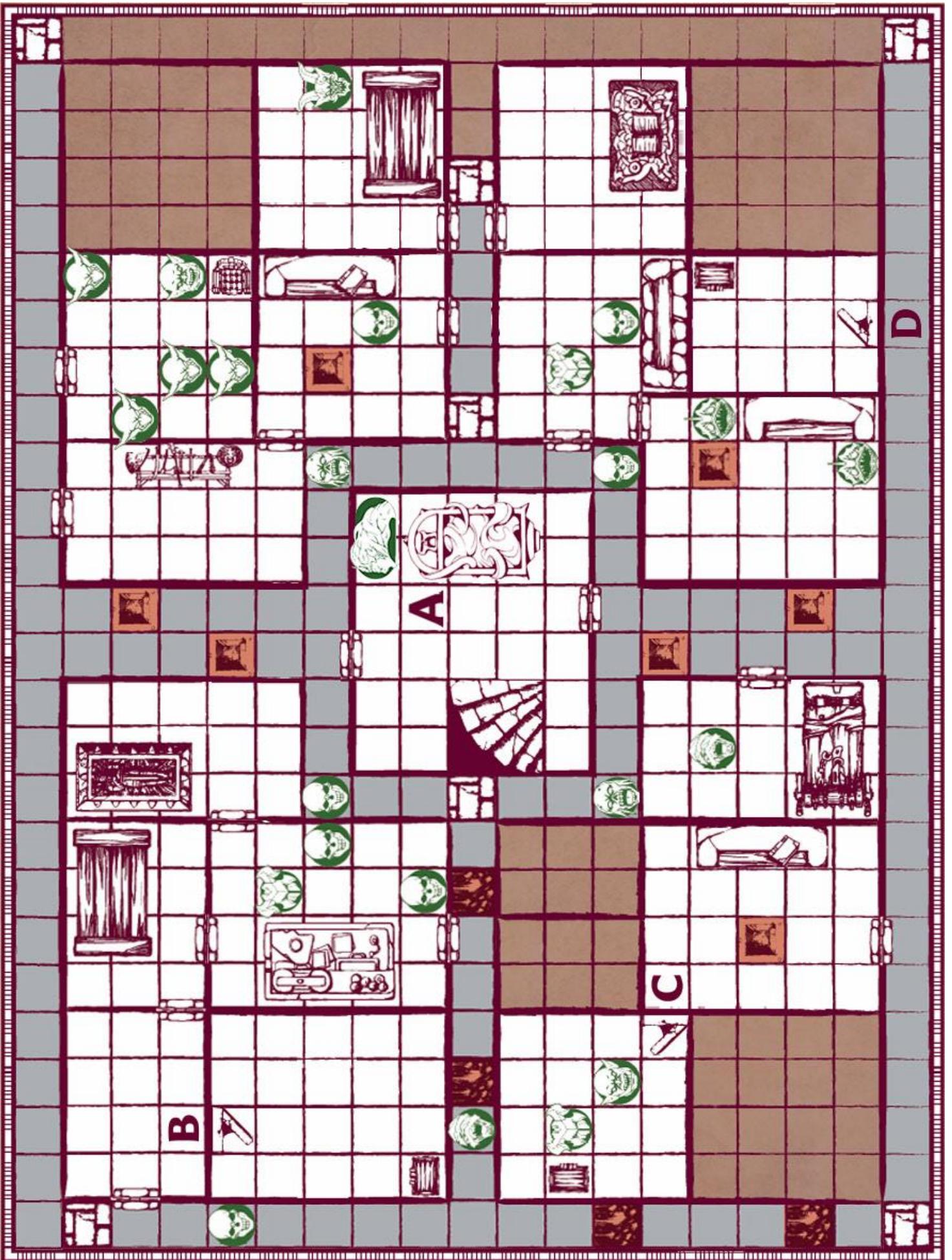
C: This hidden door cannot be found via search. The heroes will first need to find the Treasure Map C. The Bookcase in the room contains 3 random magic scrolls from the Spell Deck.

D: This hidden door cannot be found via search. The heroes will first need to find the Treasure Map D. The Alchemist's Bench in the room contains 3 random potions from the Alchemy Deck.

E: This hidden door cannot be found via search. The heroes will first need to find the Treasure Map E. The Bookcase in the room contains 3 random magic scrolls from the Spell Deck.

F: Boroush is in this room (see above for details about this battle).

If the heroes find all 5 of the hidden rooms, you gain 1 Reputation Token.



REMADE QUEST #24

REMAKING QUESTS 13 OF SQT

'THE TOWER OF FIRE'

& QUEST 14 OF SQT 'THE SPIRE OF SPIRITS'

Reasons for the remake: The last 2 towers don't have much worth homebrewing, so I merged them.

Differences from the canon Quest:

Elemental Challenges: This is the Elemental Challenge of Fire and the last in this campaign. The goal is to send the Spirit Queen to the afterlife.

Environmental Hazard: Ghosts and fires.

- All enemies on this Quest are tortured souls (use the blue translucent miniatures if you can). They can pass through walls, they are immune to Burning, and whenever they inflict damage to the heroes, anything beyond the first Body Point is taken from the heroes' Mind Points.

- All rooms with furniture are on fire. The fire can be put out the same way as deactivating traps. Any character that ends his turn in such a room gets affected by Burning.

Exorcist's Aid: At the start of the Quest, the heroes can pay 1 Reputation Token for an exorcist to give them a holy symbol that weakens Gragor's powers. The Dwarven kings will be resurrecting after 5 rounds.

The Spirit Queen: She is represented by a Dread Wraith, if possible.

- At the start of the Quest, she remains still in the Arcane Prison (if you have it). She is released when the first Wandering Monster card is drawn. Just like the other spirits she can move through walls and, when damaging in melee, remove Mind Points past the first Body Point of damage.

- She has an inspiring presence. All monsters that have line of sight with her get 1 extra attack die.

- She can't be bested in battle for good. Damaging her only causes her to return to the Arcane Prison until released again. The heroes need to find her personal belongings.

Personal Belongings: The Spirit Queen's personal items are inside the 3 Treasure Chests. Finding them and presenting them to her will end her suffering.

Burning: The Burning status effect is caused by the Fireblast Trap, from Wizards of Morcar. A hero is going to lose 1 Body Point at the end of his next turn, if he rolls a Combat Die and gets a Skull. This can be prevented by using Ointment.

Ointment: A special item that heals 1 Body Point, removes Burning, and makes the user immune to Burning for the next 3 rounds. If the heroes complete this Quest without using it once, they earn 1 Reputation Token.

The Treasure Deck will have 17 cards:

1-3: Stone Tablet, each with a different letter (A, B, C). Each one points the location of a hidden door.

4: Phantom Blade (the Artifact)

5-8: Ointment

9-12: Trap cards (all the heroes are affected by Burning)

13-17: Wandering Monster cards (The Spirit Queen)

- If you wish to include Alchemy Materials, add 5 Tier 1 cards, 5 Tier 2 cards, 5 Tier 3 cards, 5 Tier 4 cards, 5 Tier 5 cards, and 5 Tier 6 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, 1 hero is affected by Burning and he adds 1 Spirit Goblin on one explored square where the heroes have no line of sight. The enemy will move and attack as normal, or prepare for battle if he can't. If the heroes do not defeat him after it attacks once, he will retreat and yell for reinforcements, causing 2 more Spirit Goblins to appear.

Doomtrack: Every time a Spirit Goblin is added because of the above Patrol rule, the tower becomes more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 1 Spirit Goblin, Zargon will be summoning 2 Spirit 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, affecting the hero he attacks next with Burning.

Notes:

A: Place the Spirit Queen here (see above for details)

B, C, D: These secret Doors can only be found with the Stone Tablets.

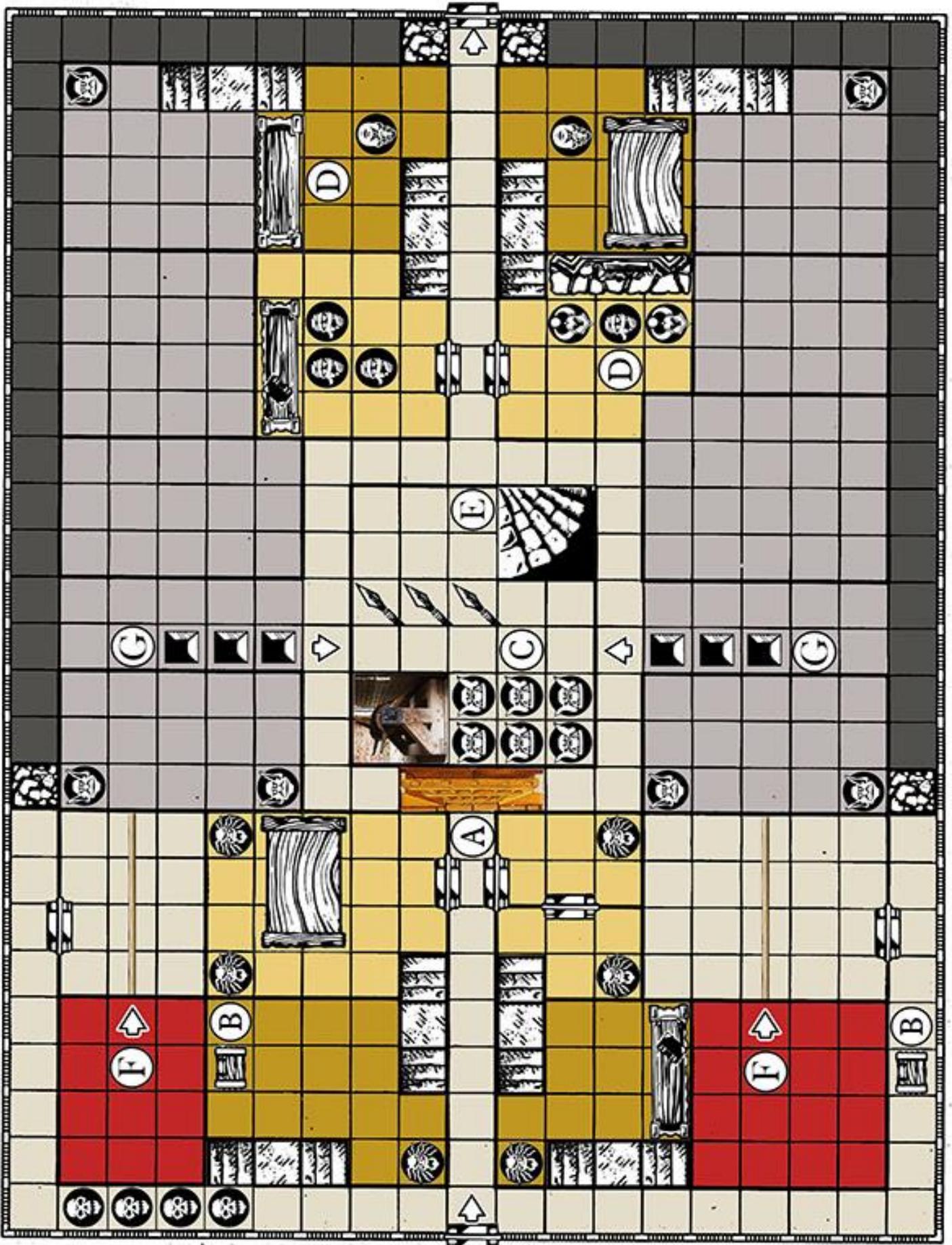
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Assuming you have successfully beaten all missions in Spirit Queen's Torment, you can move to Rise of the Dread Moon next, since it is also about spirits.

**REMADE QUESTS
FOR
RETURN OF THE WITCH LORD**

**10 QUESTS HAVE BEEN
REMADE INTO
5 FAR MORE THRILLING
MISSIONS (ZIPPED TO 50%)**

Notice: This campaign is actually 7 Quests long, if you include the two it branches off from in Gathering Storm.



REMADE QUEST #25

REMAKING QUEST 1 OF ROTWL

'THE GATE OF DOOM'

Reasons for the remake:

The Players can move to this campaign after completing the Quest 'Quest for the Spirit Blade'.

This quest is thrilling only during the ambush that takes place right in the beginning. If the heroes have gotten all the mundane equipment from the core game, then the mobs of mundane monsters won't pose much threat. Besides that ambush the rest of the Quest is nothing much, so I turned the gate into a mini fortress. The map has different colors that change the typical layout of the board and creates different types of terrain. Zargon will have to explain it to the heroes, since there are no official overlay tiles for that.

- Beige is sandy ground. The outside part of the fortress.
- Light brown is wooden floor. The ground level of rooms.
- Dark brown is also wooden floor, but this time it's the first floor.
- Red is rooftops and also the second floor.
- Light grey is the ramparts of the fortress surrounding the Gate of Doom. The players have to be told there are no rooms there. All grey areas are connected and they have no walls separating them. Meaning, they can see past those areas and can be seen by other enemies.
- Dark grey is areas the heroes can't go to.
- The heroes can go up and down a floor through the stairs (using the tile from Kellar's Keep).

Differences from the canon Quest:

Objective: Although the heroes still have to find the door that leads inside the Witch Lord's stronghold, they also have to help the king's army. It can't march in and secure the area because a large portcullis keeps the main gate locked. The heroes have to find a way around the walls and lift the portcullis through the mechanism behind it, inside the yard.

Only Undead: All Enemies on this Quest are Undead. An Enemy that gains the Undead Template loses all its Mind Points, has halved movement, is immune to mind-affecting abilities, and rolls 1 extra Defense die.

Exorcist's Aid: At the start of the Quest, the heroes can pay 1 Reputation Token for an exorcist to give them a holy symbol that keeps Undead away from a hero for 1 round. This can be used once per hero.

Greater subtype: All Undead in this expansion have the Greater subtype that makes them more durable and stronger than their mundane counterparts.

- They defend with White Shields instead of Black Shields. The Holy Runes negate this effect.
- They hit harder as well. When they are attacking, Black Shields count as Skulls. This can be prevented with holy armors. Greater Undead hate all that is holy, and the sight of these armors makes it harder to attack.

Currency Change: In order to prevent gold from losing its value once all the basic weapons and armor have been bought, this campaign will have different currency. The gold the heroes bring from the core Quests or other campaigns will have half the value on the markets of the Deadlands. The gold found on Return of the Witch Lord Quests will be labeled as Ivory.

Holy Runes: In this variant, mundane weapons can be empowered with magic runes that Undead are weak against. They can be grafted on the blade of any weapon through forging (usually between Quests) and can make that weapon to count Black Shields as Skulls when attacking mundane Undead of a specific type. When attacking Greater Undead, it only negates their defense bonus and makes them block Skulls only with Black Shields as normal.

Holy Armors: Heroes can buy holy armors from the armory using Ivory. Holy armors have the same value as mundane armors (in Ivory) and each of them negates 1 Black Shield from the attacks of Greater Undead. Meaning, a hero who wears a set of holy armors (helmet, shield, mail) negates up to 3 Black Shields.

Reinforcements as Wandering Monsters: Wandering Monster cards on this Quest will cause an Undead Goblin to come out from the Staircase and to head towards the closest hero. If none of the heroes is on the ramparts or in the inner yard, the Undead Goblin will only linger in the yard.

The Treasure Deck will have 9 cards:

Zargon must tell the players which rooms do not have walls on this Quest, and thus cannot be searched. Only areas on the map with light brown or dark brown color can be searched.

1-4: Gold Value cards (in Ivory)

5: Hearthkin Horn (the Artifact)

6-9: Wandering Monster cards (Undead Goblin at the Staircase tile)

- If you wish to include Alchemy Materials, add 20 Tier 1 cards, and 10 Tier 2 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 1 Undead Goblin on one explored square where the heroes have no line of sight. The enemy will move and attack as normal, or prepare for battle if he can't. If the heroes do not defeat him after it attacks once, he will retreat and yell for reinforcements, causing 2 more Undead Goblins to appear.

Doomtrack: Every time an Undead Goblin is added because of the above Patrol rule, the gate becomes more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 1 Undead Goblin, Zargon will be summoning 2 Undead 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, by poisoning his weapon. If he injures a hero thereafter, he makes it impossible to heal unless he has the antidote from an Anti-poison Quill.

Notes:

A: A portcullis keeps the gate closed. The heroes can see through it all the contents in the main yard. The heroes have to find a way around the walls and if possible to lift the portcullis from the mechanism behind it, inside the yard.

B: Both treasure chests contain an Anti-poison Quill.

C: These Undead Orcs can't attack the heroes unless they are inside the yard or are attacked. They are holding shortbows. They can attack heroes on the ramparts with 2 Combat dice. The heroes can attack them back if they have long-range weapons. If a hero ends up on the yard with them, they attack him with their fists, which have the power of only 1 Combat dice.

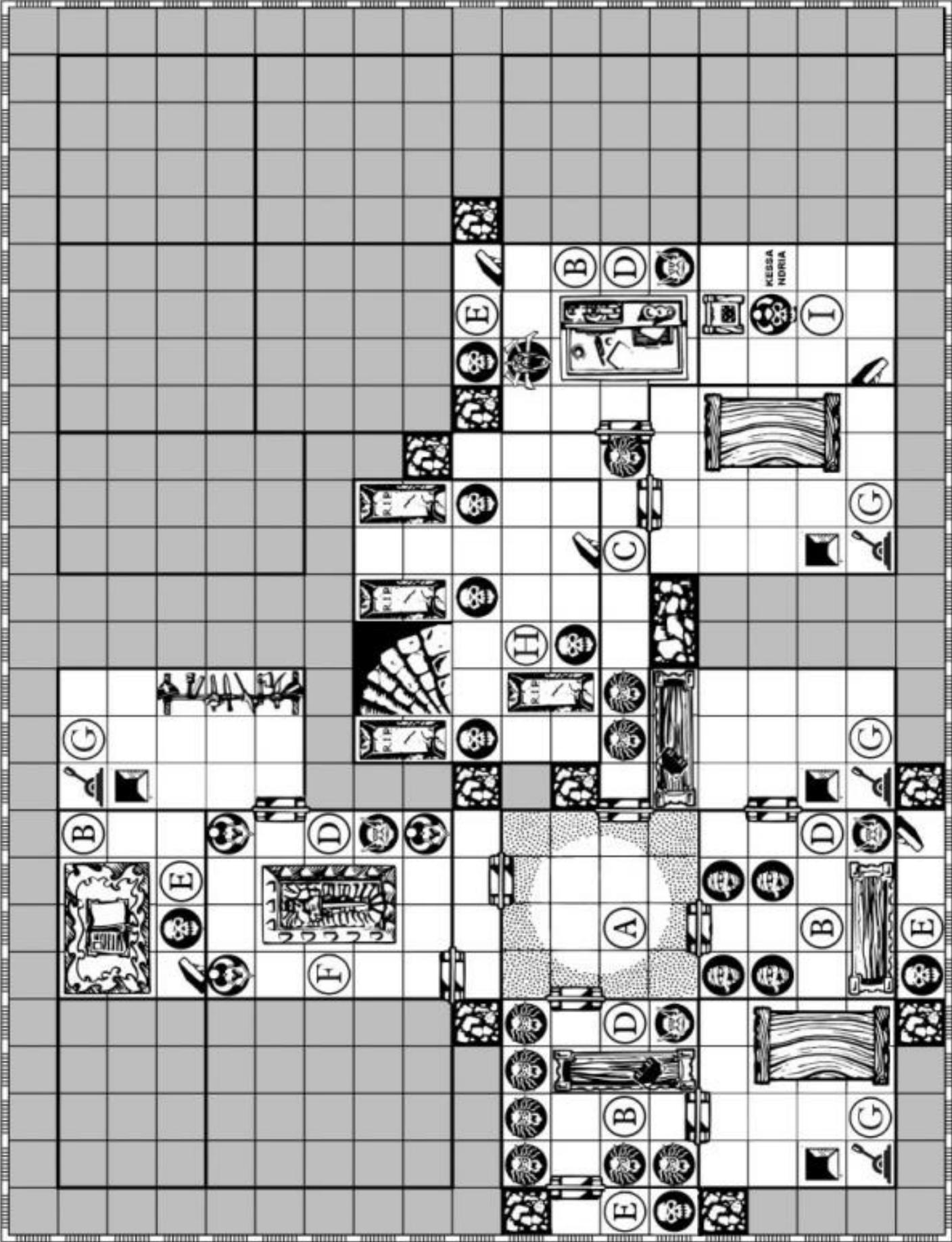
D: Both these pieces of furniture have a pouch of Disappearing Dust.

E: This is a basement from where reinforcements arrive. Each time the heroes draw a Wandering Monster card, an Undead Goblin comes out.

F: The heroes can get to the ramparts by crossing the gap using a rope with a hook secured on both sides. While balancing on the rope, each square takes 3 normal squares to cross. A creature that gets injured while crossing the rope, falls down to the ground floor, loses 1 Body Point, and has to go around the building and try again to cross.

G: Remind the heroes that the ramparts are treated as one area and not as separate rooms. A hero who falls in a pit trap ends up on the arrow, in the yard of the fortress.

If the heroes find all the Anti-poison Quill and Disappearing Dust treasures, you gain 1 Reputation Token.



REMADE QUEST #26

REMAKING QUEST 2 OF ROTWL

'THE COLD HALLS'

AND QUEST 9 OF ROTWL 'THE LAST GATE'

Reasons for the remake:

Quest 2 has 2 issues.

- The rotating room takes you at a random location, and you can be stuck returning to the same place over and over again.
- You can finish this quest in a few minutes without ever encountering the Spirit Riders, which are the main hook of the mission.

Quest 9 introduces the Doomguard, which is a buff ability you can give to any monster (make it defend on white shields instead of black shields). It also has a boss that doesn't really offer anything if you defeat her, so it comes off as pointless to chase after her.

For these reasons I propose the following changes:

Differences from the canon Quest:

Objective: Find the Exit Room (staircase), which lies in a mausoleum. The entrance is shut with magic and the only way to open it is by defeating the four Spirit Riders. Optionally, you can find Kessandria the Witch Queen and take the artifact from her.

Campaign Reminder: A reminder for all Undead in this campaign having the Greater subtype. Holy Runes and Holy Armors are important.

The Rotating Room is also the starting room: Yes, the heroes start right away in the Rotating Room, so the fourth side of the damn thing can be put to use.

- The heroes can control the side it rotates to, meaning you don't roll a die to determine it.
- The mechanism of the Rotating Room works only once from inside the room. The heroes will have to turn a lever if they want to move it to a different position.
- There will be levers that can make the Rotating Room move from afar. Someone has to be next to it for operating it, and the rest have to be back inside the room when that happens.
- If the heroes manage to use a Goblin for the task (without letting it be killed by the Spirit Rider or falling into the Pit Trap next to the lever (yes, that is possible in this Quest) then the Goblin will turn the lever when the other heroes are back in the Rotating Room.
- If the Goblin dies, then one of the heroes will have to be the one to turn the lever, meaning there will be one less hero in the team when the room rotates. That hero can return to the room when the next lever turns (by a Goblin or a different hero).

The Treasure Deck will have 12 cards:

1-3: Gold Value cards (in Ivory)

4-6: Anti-poison Quill

7-9: Wandering Monster cards (Greater Skeleton)

11-12: Trap: Plague Rat: The hero is bitten and becomes poisoned. If he is already Poisoned, he loses 1 Body Point.

- If you wish to include Alchemy Materials, add 20 Tier 1 cards, 10 Tier 2 cards, and 10 Tier 3 cards.



Enemy Patrol: If Zargon has nothing to do on his turn, he adds 1 Greater Skeleton on one explored square where the heroes have no line of sight. The enemy will move and attack as normal, or prepare for battle if he can't. If the heroes do not defeat him after it attacks once, he will retreat and yell for reinforcements, causing 2 more Greater Skeletons to appear.

Doomtrack: Every time a Greater Skeleton is added because of the above Patrol rule, the mausoleum becomes more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 1 Greater Skeleton, Zargon will be summoning 2 Greater Skeletons. 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, by poisoning his weapon. If he injures a hero thereafter, he makes it impossible to heal unless he has the antidote from an Anti-poison Quill.

Notes:

A: This is the Rotating Room and it's also the starting room.

B: These four pieces of furniture contain a vial of Holy Water (I increased them from 1 to 4 for a gimmick).

C: This secret passage will not be found or opened until all four Spirit Riders have been defeated. Yes, you will have to fight them, you won't bypass them.

D: These Goblins are slave-servants of Kessandria the Witch Queen. They will not attack you and will cover while the heroes fight other monsters. When they are the last monster remaining in a room, they will agree to help the heroes by turning the lever on the next room. After the Quest is over, if the heroes pay 1 Reputation Token, the surviving Goblins join then on the next Quest, this time armed as typical Goblins.

E: These are the Spirit Riders. Each one of them is hiding in a chamber that you have to reveal by opening a secret passage. Compared to the original quest, they have the following differences:

- They are not all in the same space, next to their coffins. You will have to find them where they are hiding.
- They can pass through walls, once per round. This is done so they can fight any hero Zargon wants, and not be stuck in the narrow chamber. Also, this puts their title of Spirit to use.
- They will attack the Goblin servant first, since it's the weakest as well as the one who will help the heroes with the lever. This is not possible if there is no free space they can stand next to it and attack.
- Since they are Spirits, the Spirit Blade makes them defend with Black Shields as normal.
- When defeated, the Spirit Riders turn to mist and return to their coffins to recover. You will have to fight them a second time there.
- Although purely aesthetic, you can use Skeleton Rider miniatures, for putting their title of Rider to use. Other than taking up 2 spaces instead of 1, they fight the same. The steed evaporates when they are defeated and does not return.



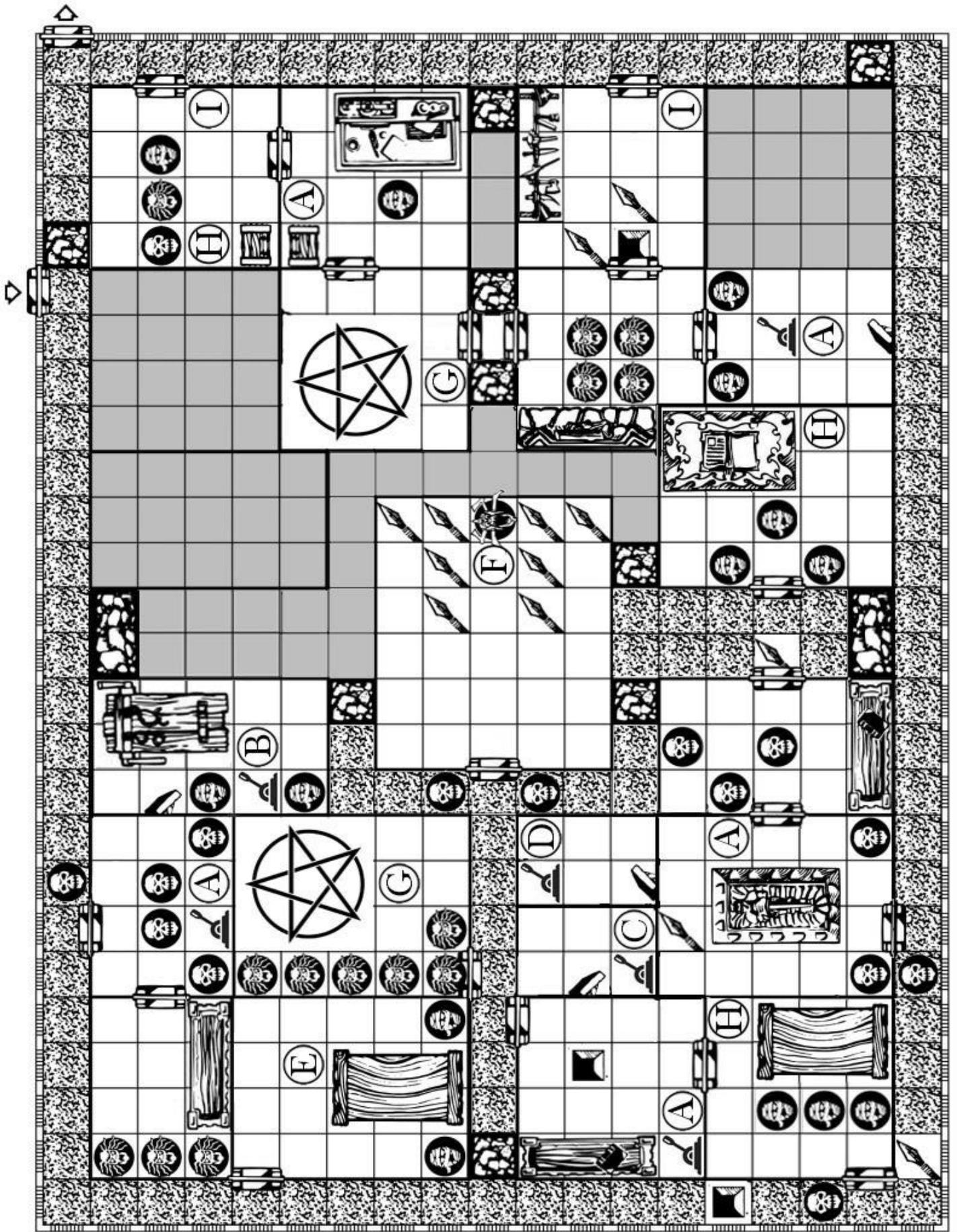
F: If the lid of this tomb is opened, a Rust Gas will come out and destroy all metallic weapons and armor the heroes in the room are using.

G: These are levers that can make the Rotating Room move from afar. Someone has to be next to it for operating it, and the rest have to be back inside the room when that happens. The Goblins can mindlessly fall in the pit traps and be killed if they are not discovered in time.

H: This is the mausoleum where the physical remains of the Spirit Riders are at. They will come out of their tombstones for one last fight, this time with only 1 Body Point remaining (and on foot in case you used horses). The heroes can defeat them, run past them to the exit, or pour Holy Water in their tombstones, destroying them instantly. If the heroes use all 4 vials of Holy Water on the tombstones, you gain 1 Reputation Token.

I: This is the secret lair of Kessandria the Witch Queen, an ally of the Witch Lord. Her stats can be found in the quest The Last Gate. She will be casting 2 random Dread spells on her turn instead of attacking physically. When defeated, the heroes find the Holy Rune named **Bone Breaker** on her corpse. When grafted on a weapon, it makes it holy.

- When attacking typical Skeletons, Black Shields will count at Skulls.
- Skeleton enemies will ignore you if there are other valid targets.
- In the Return of the Witch Lord campaign it takes away the Greater Undead ability of Skeletons to defend with White Shields.



REMADE QUEST #27

REMAKING QUEST 3 OF ROTWL

'THE SILENT PASSAGES'

4TH QUEST 'HALLS OF VISION'

AND 5TH QUEST 'THE GATE OF BELLTHOR'

Reasons for the remake:

The next missions in this campaign are too simple, so I merged their ideas.

- The worthy idea in The Silent Passages is the Death Mist which got renamed to Bellthor gas.
- The worthy idea in The Halls of Vision is the keys that prevent the Mummies from attacking. I already incorporated that effect in the Holy Rune Artifacts.
- The Gate of Bellthor is a troll Quest, since it's unbeatable. You are meant to lose no matter what. I changed that detail to 'defeated heroes in this Quest are automatically teleported away and become prisoners of the Witch Lord.' Basically, you can defeat Bellthor and escape the dungeon, but there needs to be at least 1 hero who gets captured. Since the Bellthor gas hits Mind Points, the odds of the Barbarian losing in this Quest are high.

Differences from the canon Quest:

Objective: Defeat Bellthor and escape the dungeon. You can optionally find the Beak Helmet.

Campaign Reminder: A reminder for all Undead in this campaign having the Greater subtype. Holy Runes and Holy Armors are important.

Bellthor Gas: On this Quest all corridors are filled with Bellthor gas. A hero who ends his turn in them he rolls a Combat Die. If he gets a Skull, he gets poisoned (he can't heal). If he is already poisoned, he loses 1 Mind Point.

- The central room contains Bellthor and is also filled with Bellthor Gas. There is no air duct or lever to remove it.
- A hero who wears the Beak Helmet is immune to the gas hazard.
- All enemies in this Quest are Greater Undead and have immunity to the gas.
- The corridors are divided into 5 areas. The four outer ones (north, south, east, west), and the inner one (anything past the outer corridors). Most corridor areas have an air duct that will suck the gas and end the hazard if the proper lever is pulled.
- Not all levers will be safe to pull. Five of them will be traps that fill the room with Bellthor Gas. Same rules will apply as above.
- Any hero who is defeated, instantly turns to gas and is captured by Zargon. He can be rescued in the next Quest of this campaign.
- If no heroes are defeated during this Quest, you earn 1 Reputation Token.

Medicine Woman's Aid: At the start of the Quest, the heroes can pay 1 Reputation Token for a medicine woman to give them 4 medical pills. Each pill cures 4 Mind Points of damage.

The Treasure Deck will have 19 cards:

1-5: Gold Value cards (in Ivory)

6-8: Anti-poison Quill

9-13: Wandering Monster cards (Greater Zombie)

14-19: Trap (Bellthor Gas)

- If you wish to include Alchemy Materials, add 15 Tier 1 cards, 15 Tier 2 cards, 10 Tier 3 cards, and 5 Tier 4 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 1 Greater Zombie on one explored square where the heroes have no line of sight. The enemy will move and attack as normal, or prepare for battle if he can't. If the heroes do not defeat him after it attacks once, he will retreat and yell for reinforcements, causing 2 more Greater Zombies to appear.

Doomtrack: Every time a Greater Zombie is added because of the above Patrol rule, the passages become more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 1 Greater Zombie, Zargon will be summoning 2 Greater Zombies. 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, by poisoning his weapon. If he injures a hero thereafter, he makes it impossible to heal unless he has the antidote from an Anti-poison Quill.

Notes:

A: This feature is trapped. Interacting with it fills the room with Bellthor Gas.

B: This lever sucks the Bellthor Gas from the north corridor.

C: This lever sucks the Bellthor Gas from the west corridor.

D: This lever sucks the Bellthor Gas from the south corridor.

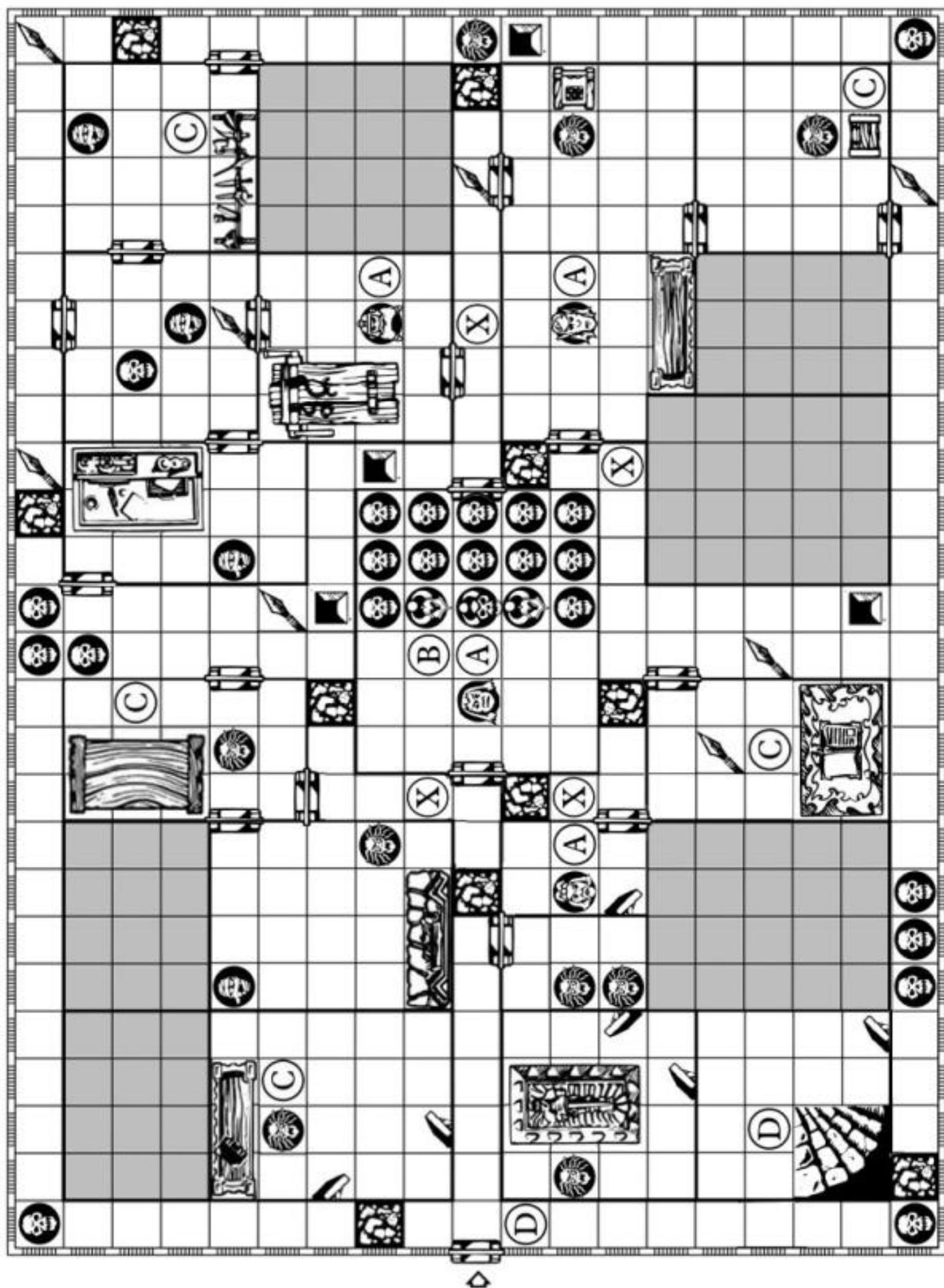
E: You find the Beak Helmet. A filter clears the air as it passes through the beak. The hero who wears it on his head becomes immune to the effects of gas traps and gas hazards. It can't be combined with any other Helmet.

F: The room is filled with Bellthor Gas. Bellthor is immune to magic.

G: The pentagram on the floor teleports the heroes to the other pentagram.

H: You find a random spell scroll from the Spell Deck.

I: The door is magically shut until Bellthor is defeated.



REMADE QUEST #28

REMAKING QUEST 6 OF ROTWL

'HALLS OF THE DEAD'

AND QUEST 7 'THE FORGOTTEN LEGION'

Reasons for the remake:

Quest 6 (Halls of the Dead) begins like Legacy of the Orc Warlord. You are once again trapped and you have to escape, which is not a fun thing to do while you don't have your equipment. It's also way worse because:

- It comes after a mission you could not win no matter what you did (see Bellthor), so it feels forced.
- You manage to get out of the cell in a very cheap way (Mentor just happens to be able to open the door from afar).
- You don't have to look for your equipment, since both pairs of heroes find it right next to them. The villains come off as complete morons.
- The Witch Lord acts like a total wuss and teleports away, something he has no reason to do. All of a sudden Grak comes off as a braver villain.
- There is no boss battle and 75% of the map is filler.

Quest 7 (The Forgotten Legion) is just one long battle in a single room. The rest of the map is filler. At least it has a boss battle and an artifact. The 'frozen enemies' gimmick is used better in The Frozen Horror.

Differences from the canon Quest:

- 1) Since you can defeat Bellthor and escape without getting caught, in this Quest the only trapped characters will be those who lost all Body Points or Mind Points in the previous Quest. The heroes who managed to get away will be free and with all their equipment intact.
- 2) Instead of Mentor's deus ex machina, there will be 4 other heroes (consider those from First Light) who act as stand-ins for the trapped or free heroes. They will either have the role of the captives, or they will be aiding the trapped heroes to escape.
- 3) The equipment of the trapped heroes will be scattered around the map, thus giving the heroes a reason to explore.

Objective: Escape the dungeon. You can optionally find the Holy Rune named Brain Smasher.

Witch's Aid: At the start of the Quest, the heroes can pay 1 Reputation Token for a witch to turn the 4 rescuing heroes invisible. The spell lasts until they attack an enemy or an enemy bumps onto them.

Campaign Reminder: A reminder for all Undead in this campaign having the Greater subtype. Holy Runes and Holy Armors are important.

The Treasure Deck will have 17 cards:

1-5: Gold Value cards (in Ivory)

6-8: Anti-poison Quill

9-12: Wandering Monster cards (Greater Mummy)

13-17: Trap (Poisoned Spear Trap - The hero also becomes Poisoned)

- If you wish to include Alchemy Materials, add 10 Tier 1 cards, 5 Tier 2 cards, 5 Tier 3 cards, and 5 Tier 4 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 1 Greater Mummy on one explored square where the heroes have no line of sight. The enemy will move and attack as normal, or prepare for battle if he can't. If the heroes do not defeat him after it attacks once, he will retreat and yell for reinforcements, causing 2 more Greater Mummies to appear.

Doomtrack: Every time a Greater Mummy is added because of the above Patrol rule, the halls become more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 1 Greater Mummy, Zargon will be summoning 2 Greater Mummies. 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, by poisoning his weapon. If he injures a hero thereafter, he makes it impossible to heal unless he has the antidote from an Anti-poison Quill.

Notes:

A: If the hero was defeated in the previous Quest, he begins in this square without his equipment. He will be tied and unable to move until one of the secondary heroes walks next to him and releases him.

X: If the hero survived in the previous Quest, he begins in any of these four squares with his equipment. His secondary mission will be to rescue one of the secondary heroes, occupying the space of a defeated primary hero. If no heroes are defeated during this Quest, you gain 1 Reputation Token.

B: This is Skullmar, the Witch Lord's second in command. He has the same stats and while the Barbarian is inside the room he will be sending only one Greater Skeleton at a time to fight the hero. After the hero has left the room, Skullmar will vow before his master to kill the heroes in person. He will then chase after the heroes, taking as many Greater Skeletons as Zargon wants with him.

If he is defeated, the heroes find the Holy Rune named **Brain Smasher** on his corpse. When grafted on a weapon, it makes it holy.

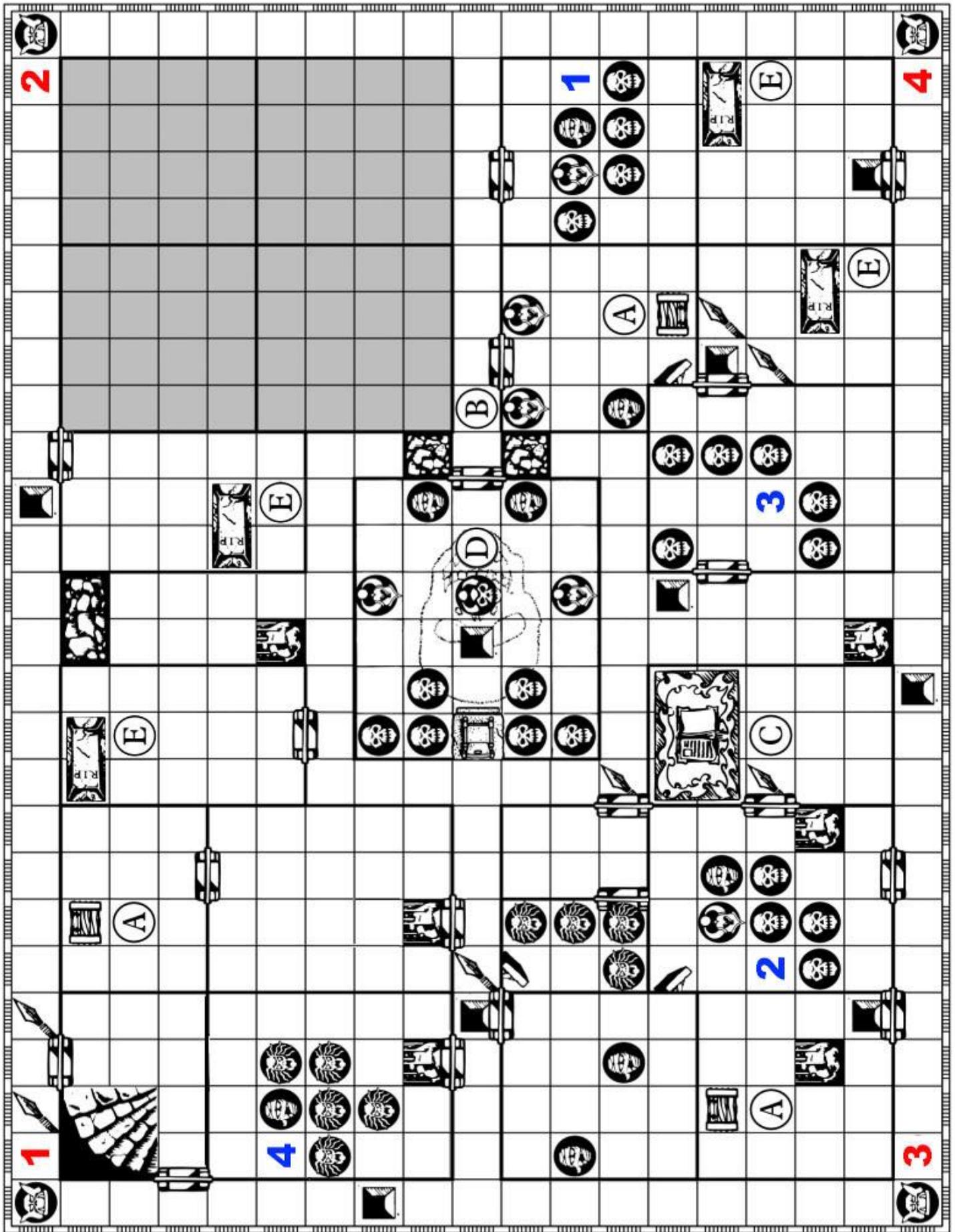
- When attacking typical Zombies, Black Shields will count at Skulls.
- Zombie enemies will ignore you if there are other valid targets.
- In the Return of the Witch Lord campaign it takes away the Greater Undead ability of Zombies to defend with White Shields.

The Witch Lord will be finding this chase amusing and will not attack or move from his position during the whole Quest. If he is ever injured, he will immediately teleport away.

C: These pieces of furniture hold a hero's equipment.

- Weapon's Rack: The Barbarian's if captured, or the Knight's if not captured.
- Table: The Dwarf's if captured, or the Druid's if not captured.
- Bookcase: The Elf's if captured, or the Rogue's if not captured.
- Wizard's Table: The Wizard's if captured, or the Warlock's if not captured.
- Treasure Chest: The sum of all the gold of the captured heroes. If none was defeated last in the previous Quest, the chest is empty.

D: The door is the entrance to this dungeon. The heroes do not start there; they are placed in one of the locations of A or X. The exit room is the staircase that leads to the Court of the Witch Lord.



REMADE QUEST #29

REMAKING QUEST 8 OF ROTWL

'THE FORBIDDEN CAVERNS'

9TH QUEST 'THE LAST GATE'

AND 10TH QUEST 'THE COURT OF THE WITCH LORD'

Reasons for the remake:

Quest 8 (The Forbidden Caverns) introduces respawn points, an idea that I already use as Enemy Patrols. They also reuse the collapsing ceiling gimmick from the Quest for the Spirit Blade, only this time they are just for inflicting damage instead of trapping heroes and are thus not as interesting.

Quest 9 introduces the Doomguard, which is a buff ability you can give to any monster and which I already used for the Greater subtype.

Quest 10 (The Court of the Witch Lord) has a troll-trap that will break your weapons just for the heck of it. Beyond that it's just about fighting the Witch Lord one last time. I made it deliberately harder, just so it will feel like a proper final showdown.

Differences from the canon Quest:

Objective: Defeat the Witch Lord. You can optionally find the Holy Rune named Wrap Cutter.

Campaign Reminder: A reminder for all Undead in this campaign having the Greater subtype. Holy Runes and Holy Armors are important.

Disgruntled Orcs: At the start of the Quest, the heroes can pay 1 Reputation Token to convince 2 Orcs that hate how their kin is being turned to Undead, to join them during this Quest.

The Witch Lord is vulnerable only against 4 specific weapons:

- The Spirit Blade, once owned by Fellmarg, the knight who defeated him. Can be found in the Quest called 'Quest for the Spirit Blade'.
- The Wizard Staff, once owned by Telor, the wizard who defeated him. Can be found in the Quest called 'Telor's Tomb'.
- The Fiery Axe, once owned by King Belorn, the dwarf who defeated him. Can be found in the Quest called 'Dwarven Forge'.
- The Frost Bow, once owned by Queen Terrellia, the elf who defeated him. Can be found in the Quest called 'Ice Caverns'.

The Witch Lord's lieutenants: In case you failed to defeat Kessandria or Skullmar, they will be in the same room as him, replacing the Dread Knights. They will no longer have the Holy Runes on them.

The Treasure Deck will have 18 cards:

1-5: Gold Value cards (in Ivory)

6-8: Anti-poison Quill

9-12: Wandering Monster cards (Undead Dread Knight or Doomguard)

13-17: Trap (Falling Boulder Trap)

18: The Holy Rune named **Wrap Cutter**. When grafted on a weapon, it makes it holy.

- When attacking typical Mummies, Black Shields will count at Skulls.

- Mummy enemies will ignore you if there are other valid targets.

- In the Return of the Witch Lord campaign it takes away the Greater Undead ability of Mummies to defend with White Shields.

- If you wish to include Alchemy Materials, add 10 Tier 1 cards, 10 Tier 2 cards, 10 Tier 3 cards, 10 Tier 4 cards, 5 Tier 5 cards, and 5 Tier 6 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 1 Undead Dread Knight or Doomguard on one explored square where the heroes have no line of sight. The enemy will move and attack as normal, or prepare for battle if he can't. If the heroes do not defeat him after it attacks once, he will retreat and yell for reinforcements, causing 2 more Undead Dread Knights or Doomguards to appear.

Doomtrack: Every time a Undead Dread Knight or Doomguard is added because of the above Patrol rule, the count becomes more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 1 Undead Dread Knight or Doomguard, Zargon will be summoning 2 Undead Dread Knights or Doomguards. 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, by poisoning his weapon. If he injures a hero thereafter, he makes it impossible to heal unless he has the antidote from an Anti-poison Quill.

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 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:

Red Numbers: These are indestructible magical statues, made to look like Orcs. The heroes will be unable to attack them before they are animated. They become animated and begin to move only when all magical monsters in specific rooms have been defeated. The Orc statues will then be able to move and be attacked. They have the same statistics as typical Orcs, but are immune to magic and because of their stone bodies they also have 1 extra Defense Die and 1 extra Body Point. Destroying all 4 magical statues unlocks the door to the Witch Lord's throne room.

Blue Numbers: The monsters in these rooms are magical. When they are all defeated, the Orc statue with the corresponding blue number as the red number in this room will become animated.

A: You find a random potion from the Alchemy Deck.

B: The door to the Witch Lord's throne room is magically sealed and will not open until all 4 magical statues have been destroyed.

C: You find a random magic scroll from the Spell Deck.

D: Along with the statistics provided in the original Quest, the Witch Lord can be harmed only by 4 specific weapons and is guarded by his lieutenants if they are still alive (see above for details). The door to his throne room is locked until all the Orc statues are destroyed.

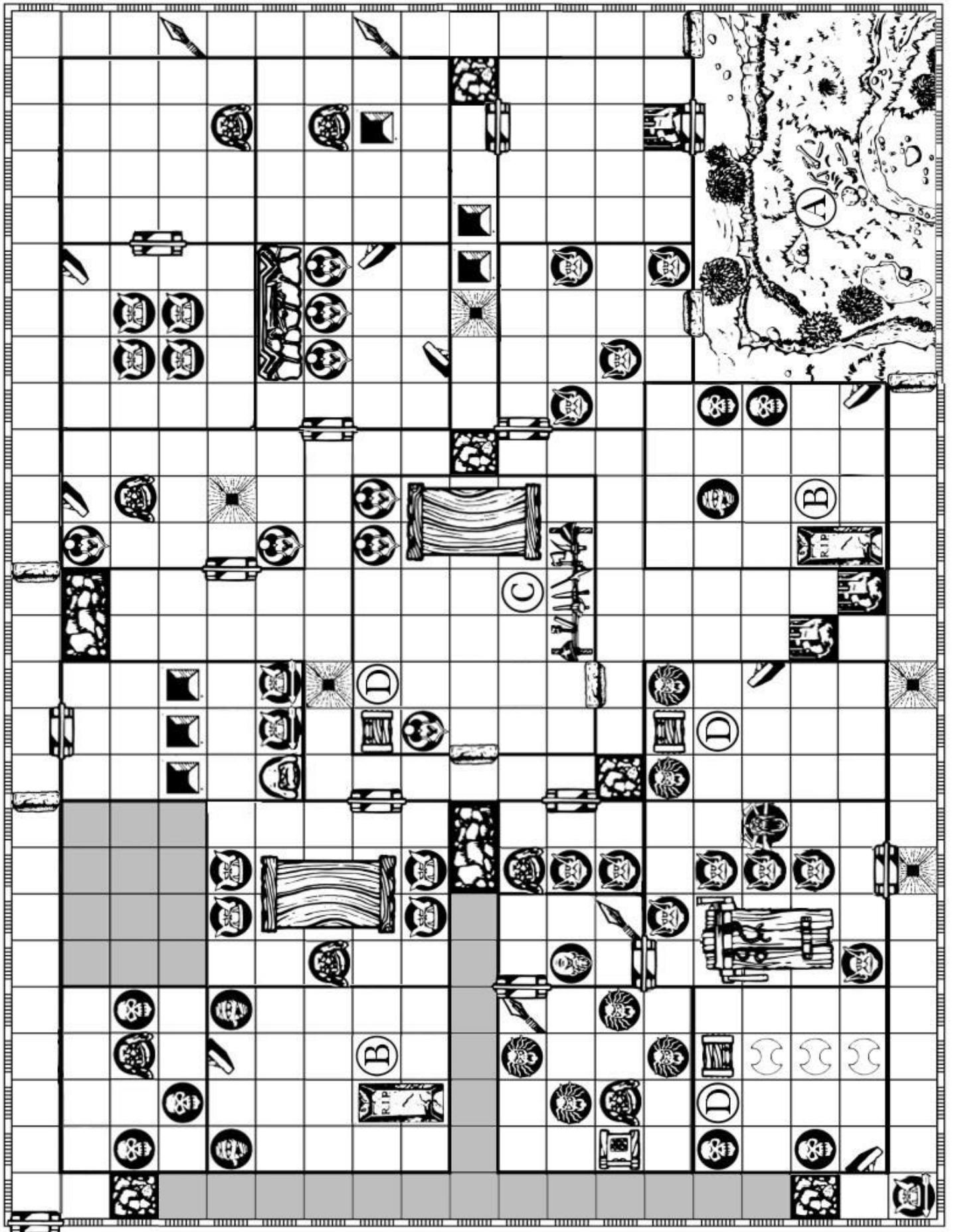
E: There is a good spirit trapped within each of these tombstones. By releasing it, it will show its gratitude by teleporting once any one hero or revealed monster to any revealed square on the dungeon. If all the good spirits are released, you gain 1 Reputation Token.

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Assuming you have successfully beaten all missions in Return of the Witch Lord, you can move to The Frozen Horror next, since it is also about an ancient evil waking up.

REMADE QUESTS FOR AGAINST THE OGRE HORDE

**6 QUESTS HAVE BEEN
REMADE INTO
4 FAR MORE THRILLING
MISSIONS (ZIPPED TO 66%)**



REMADE QUEST #30

REMAKING QUESTS 4&5 OF ATOH

'THE FORTRESS OF OGRES'

Reasons for the remake: The Against the Ogre Horde campaign consists mostly of endurance Quests for fully equipped heroes who have at least 3 Artifacts each. Its missions tend to be dull and come down to monsters with lots of Body Points and Combat Dice. It's a mindless hack and slash that can take forever. The first 4 Quests take place in the arena and don't have anything worth homebrewing. The following homebrew is a merging of the next two Quests and aims to make things more interesting without overstuffing each room with monsters and traps.

Differences from the canon Quest:

Stone Slabs: Heroes can't move stone slabs. They will have to use a stone key. Each Ogre in this Quest carries one stone key that unlocks any one slab.

Subtypes:

- All Greenskins in this expansion have the Mountain subtype that makes them more durable and stronger than their mundane counterparts (see Kellar's Keep for details).
- All Undead in this expansion have the Greater subtype that makes them more durable and stronger than their mundane counterparts (see Return of the Witch Lord for details).
- All Ogres in this expansion have the Cave subtype that makes them more durable and stronger than their mundane counterparts.
 - They defend with White Shields instead of Black Shields. The Stone Weapons negate this effect.
 - They hit harder as well. When they are attacking, Black Shields count as Skulls. This can be prevented with stone armors.

Friendly Ogre: At the start of the Quest, the heroes can pay 1 Reputation Token for a friendly Ogre to join them during this Quest.

Endurance Test: If no heroes are defeated during this Quest, you gain 1 Reputation Token.

Currency Change: In order to prevent gold from losing its value once all the basic weapons and armor have been bought, this campaign will have different currency. The gold the heroes bring from the core Quests or other campaigns will have half the value on the markets of the Ogre Caves. The gold found on Against the Ogre Horde Quests will be labeled as Ogre Rubies.

Ogre Grog: In this variant, all potions found or bought on this campaign will have a dose of Ogre Grog in them (the Ogres love it). Drinking them will have a chance to affect the mind of a hero. Whenever heroes drink a potion, they will roll 1 Combat Die. If they get a Skull, they will lose 1 Mind Point. This can be prevented by finding Neutralizing Pills that work as an antidote. Each pill can return up to 3 Mind Points lost to the intoxication of Ogre Grog.

Prepared Food: In this variant, all Tables will always have food on them (the Ogres love to eat). The heroes can take a Ration that heals 1 Body Point.

Stone Weapons: In this variant, all weapons found or bought on this campaign will be made of stone instead of metal. Their cost will be the same (in Ogre Rubies).

- When attacking typical Ogres, Black Shields will count at Skulls.
- Ogre enemies will ignore you if there are other valid targets.
- In the Against the Ogre Horde campaign it takes away the Cave buff of Ogres to defend with White Shields.

Stone Armors: In this variant, all armors found or bought on this campaign will be made of stone instead of metal. Their cost will be the same (in Ogre Rubies). Each of them negates 1 Black Shield from the attacks of Cave Ogres. Meaning, a hero who wears a set of stone armors (helmet, shield, mail) negates up to 3 Black Shields.

The Treasure Deck will have 21 cards:

1-7: Gold Value cards (in Ogre Rubies)

8-10: Neutralizing Pill

11: Armband of Healing (the Artifact)

12-16: Wandering Monster (2 Mountain Goblins)

17-21: Trap (Spiked Pit Trap - The hero also becomes Poisoned)

- If you wish to include Alchemy Materials, add 10 Tier 1 cards, 10 Tier 2 cards, 10 Tier 3 cards, 10 Tier 4 cards, and 10 Tier 5 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 2 Mountain Goblins. 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 Mountain Goblins to appear.

Doomtrack: Every time Goblins are added because of the above Patrol rule, the caves become more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 2 Mountain Goblins Zargon will be summoning 3 Mountain 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, coating his weapon with Ogre Grog. If he injures a hero, there is a 50% chance he also loses 1 Mind Point.

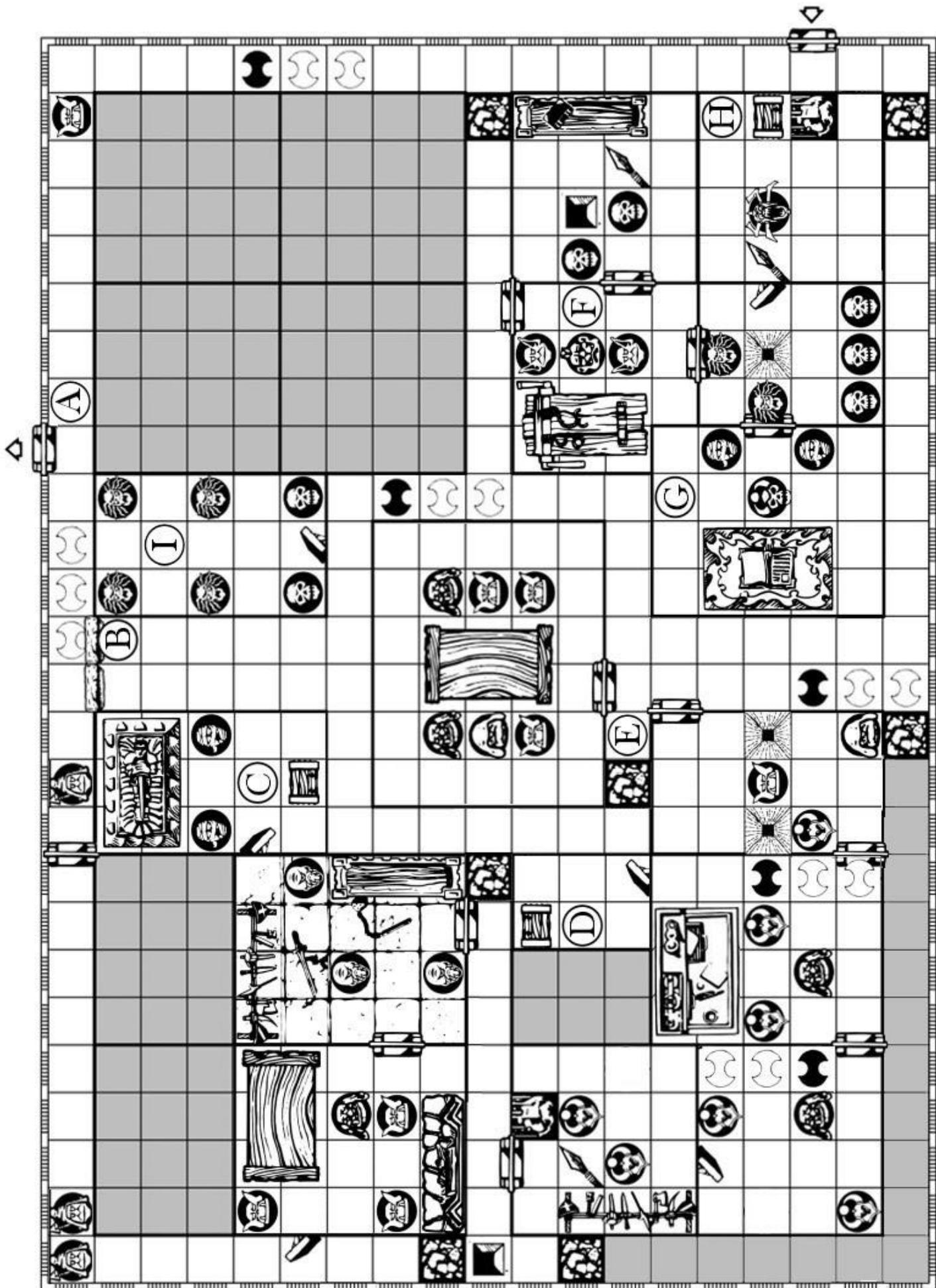
Notes:

A: Inform the players that they can't move these stone slabs. They will have to use a stone key. Each Ogre in this Quest carries one stone key that unlocks any one slab.

B: There is an underground passage inside these tombstones that connects them.

C: You find a random equipment card from the Equipment Deck (it is made of stone).

D: You find a random potion from the Alchemy Deck (it contains Ogre Grog).



REMADE QUEST #31

REMAKING QUESTS 6 & 7 OF ATOH 'TUMULTUOUS HALLS'

Reasons for the remake: I merged the simple Quests 2 and 3, and added a small side Quest.

Differences from the canon Quest:

The dining table is supposed to be full of monsters that the heroes cannot defeat: The heroes have to poison the monsters inside by finding a set of slave clothes, a steak, and a poison. Once they go inside and leave the three items, they can move to the exit door.

Campaign Reminder: A reminder for everything that has been described in the previous Quest (Mountain Greenskins, Greater Undead, Cave Ogres, Stone Equipment, Ogre Rubies, Ogre Grog Potions)

Endurance Test: If no heroes are defeated during this Quest, you gain 1 Reputation Token.

The Treasure Deck will have 15 cards:

1-4: Gold Value cards (in Ogre Rubies)

5-7: Neutralizing Pill

8: Rabbit Boots (the Artifact)

9-12: Wandering Monster (2 Mountain Orcs)

13-15: Trap (Falling Boulder Trap)

- If you wish to include Alchemy Materials, add 10 Tier 1 cards, 10 Tier 2 cards, 10 Tier 3 cards, 10 Tier 4 cards, and 5 Tier 5 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 2 Mountain Orcs. The Orcs 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 Mountain Orcs to appear.

Doomtrack: Every time Orcs are added because of the above Patrol rule, the halls become more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 2 Mountain Orcs Zargon will be summoning 3 Mountain 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, coating his weapon with Ogre Grog. If he injures a hero, there is a 50% chance he also loses 1 Mind Point.

Notes:

A: This is the exit door, but the heroes are not allowed to leave until they have dealt with the dining table at note E.

B: These stone slabs are both locked and trapped. They require a key to open.

C: You find a random potion from the Alchemy Deck (it contains Ogre Grog).

D: This chest contains a set of slave's clothes.

E: This door is open. The monsters inside are preoccupied with eating and ignore the heroes. If a hero comes inside dressed as a slave, they will not suspect him.

F: This is Togral, chieftain of the Ogres. He has the stone key that unlocks the stone slabs.

G: This is Nexrael, a sorcerer apprentice. On his table you find 3 random potions from the Alchemy Deck (they contain Ogre Grog).

H: This chest contains a vial of deadly poison.

I: This is the servant room. All the Undead inside are former unarmed slaves and are dressed in tattered clothes. They will not fight back. In this room the heroes find several cooked steaks. If they pay 1 Reputation Token, they take control of the Undead (they only roll 1 Attack Die).

REMADE QUEST #32

REMAKING QUEST 8 OF ATOH

'THE PIT OF DREAD'

Reasons for the remake: Not all Quests are in need of heavy homebrewing. The map of this Quest is fine and gives the heroes plenty of thrilling challenges. I will only make additions to the rules than changes to the map.

Differences from the canon Quest:

The Ring of Power: It is not in Festral's atelier but in the Treasure Deck. This way the heroes can find it at a different location each time they play the Quest. On each Zargon's turn, he rolls a Combat Die. If he gets a Black Shield, the bearer of the ring comes under his control for that round. If no heroes are injured during this Quest because of the mind control, you gain 1 Reputation Token.

Exorcist's Aid: At the start of the Quest, the heroes can pay 1 Reputation Token for an exorcist to give them a holy symbol that negates the mind control of the Ring of Power up to 3 times.

Festral is not beaten permanently until the Ring of Power is thrown in the Pit of Dread: If the heroes defeat him before that, he respawns after 3 rounds at the Alchemist's Bench at the north side with 1 Body Point. Zargon can add the room contents if the heroes haven't gotten there yet.

Campaign Reminder: A reminder for everything that has been described in the previous Quest (Mountain Greenskins, Greater Undead, Cave Ogres, Stone Equipment, Ogre Rubies, Ogre Grog Potions)

The Treasure Deck will have 13 cards:

1-3: Gold Value cards (in Ogre Rubies)

4-6: Neutralizing Pill

7: The Ring of Power (it needs to be thrown into the Pit of Chaos)

8-10: Wandering Monster (2 Mountain Abominations)

11-13: Trap (Dominate Dread Spell)

- If you wish to include Alchemy Materials, add 10 Tier 1 cards, 10 Tier 2 cards, 10 Tier 3 cards, 10 Tier 4 cards, and 10 Tier 5 cards.

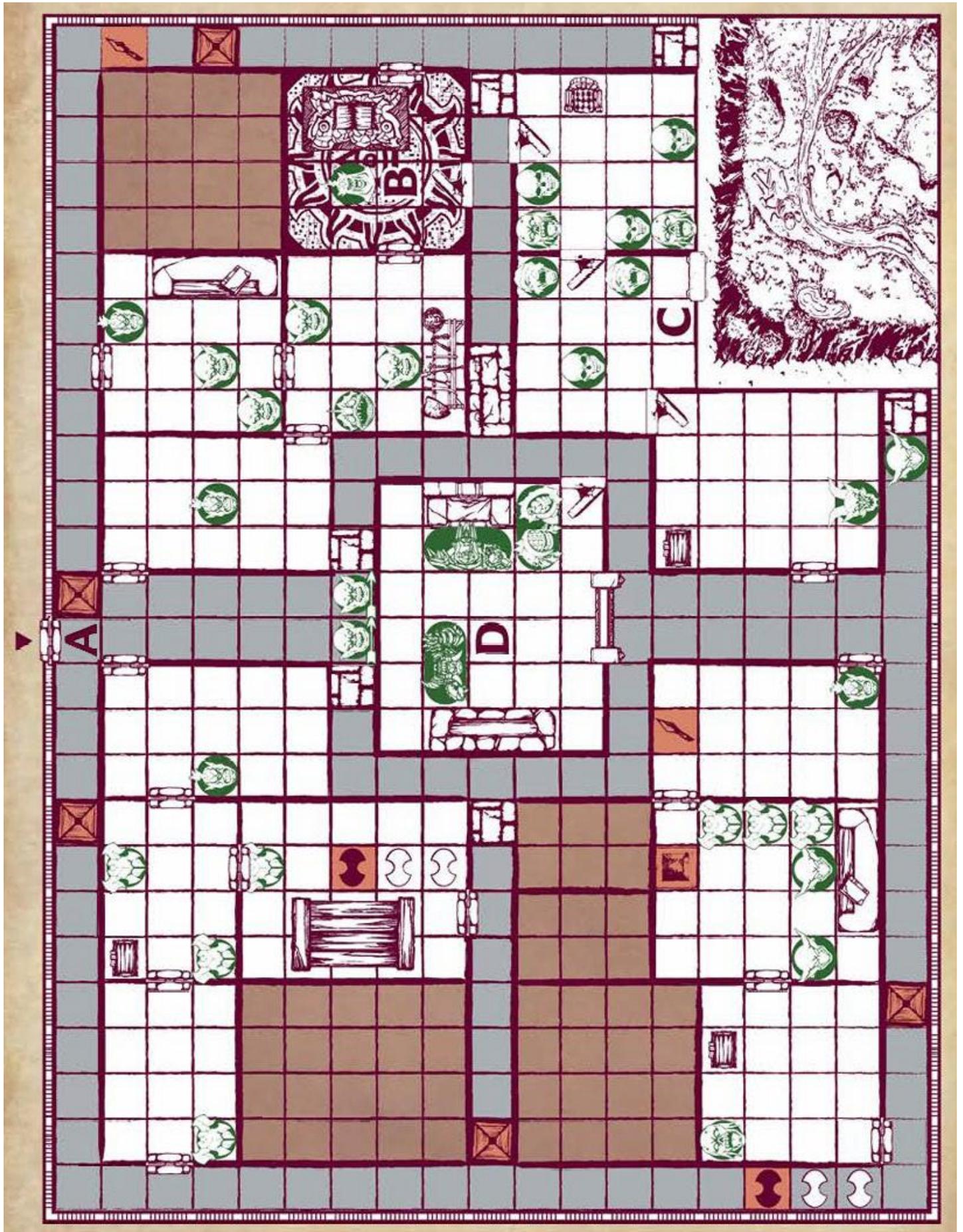
Enemy Patrol: If Zargon has nothing to do on his turn, he adds 2 Mountain Abominations. The Abominations will move and attack as normal, or prepare for battle if they can't (see Enemy Preparation). If the heroes do not defeat them after they attack once, they will retreat and yell for reinforcements, causing 2 more Mountain Abominations to appear.

Doomtrack: Every time Abominations are added because of the above Patrol rule, the halls become more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 2 Mountain Abominations Zargon will be summoning 3 Mountain Abominations. 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, coating his weapon with Ogre Grog. If he injures a hero, there is a 50% chance he also loses 1 Mind Point.

Inspiring Presence: All enemies that have line of sight with the Boss of the Quest (in this case, Festral) 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: They are the same as in the original Quest, aside from note B where the heroes find the Warhorn of Command (the Artifact from the Frozen Horror). In this variant, the horn increases all heroes' attack by 1 die for 1 round.



REMADE QUEST #33

REMAKING QUESTS 9 & 10 OF ATOH

'FORTRESS OF THE OGRE LORD'

Reasons for the remake: The showdown with the Ogre Lord is very straightforward and it's actually the escape to the exit the actual fun part. This merging focuses on making the Quest to feel like a chase.

Differences from the canon Quest:

Disguise: You can optionally pay 1 Reputation Token during the start of the Quest, so you can convince a disgruntled Orc to give you Orc uniforms and full helmets. A disguised hero will not be attacked by enemies until he attacks them first.

Endurance Test: If no heroes are defeated during this Quest, you gain 1 Reputation Token.

Secret Doors serve as an ambush: When heroes first enter a room via a secret room, the enemies inside are caught off guard and roll half their Defense Dice during the first round of combat.

All Treasure Chests: They contain a Potion of Healing (with Ogre Grog).

Campaign Reminder: A reminder for everything that has been described in the previous Quest (Mountain Greenskins, Greater Undead, Cave Ogres, Stone Equipment, Ogre Rubies, Ogre Grog Potions)

The Treasure Deck will have 17 cards:

1-5: Gold Value cards (in Ogre Rubies)

6-8: Neutralizing Pill

9-12: Wandering Monster (2 Greater Skeletons)

13-16: Trap: Giant Plague Rat: The hero is bitten, loses 1 Body Point and becomes Poisoned. If he is already Poisoned, he loses another 1 Body Point.

17: Rock Crusher (Artifact): It is a war hammer that allows you to roll 2 Attack Dice.

- When attacking typical Ogres, Black Shields will count as Skulls.

- Ogre enemies will ignore you if there are other valid targets.

- In the Against the Ogre Horde campaign after the first attack it takes away the Cave buff of Ogres to defend with White Shields.

- If you wish to include Alchemy Materials, add 10 Tier 1 cards, 10 Tier 2 cards, 5 Tier 3 cards, 5 Tier 4 cards, 5 Tier 5 cards, and 5 Tier 6 cards.



Enemy Patrol: If Zargon has nothing to do on his turn, he adds 2 Greater Skeletons. The Skeletons 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 Greater Skeletons to appear.

Doomtrack: Every time Greater Skeletons are added because of the above Patrol rule, **or Wandering Monsters, or the spawn mechanic**, the fortress becomes more aware of the heroes' presence. When it reaches 10, instead of 2 Greater Skeletons Zargon will be summoning 3 Greater Skeletons. When the Doomtrack reaches 30, the Quest is considered a failure.

Enemy Preparation: Any enemy who can't attack on his turn will instead prepare for battle, coating his weapon with Ogre Grog. If he injures a hero, there is a 50% chance he also loses 1 Mind Point.

Inspiring Presence: All enemies that have line of sight with the Boss of the Quest (in this case, the Ogre Lord) 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: After the heroes open their first door on this Quest, on his turn Zargon will be spawning 2 Greater Skeletons on the entry door each of his turns, unless there are no more Skeleton miniatures left. The Skeletons will know where the heroes are.

B: This is Xenloth (same stats)

C: The heroes can't open the slab until the Ogre Lord and Xenloth are defeated.

D: This is the Ogre Lord (same stats)

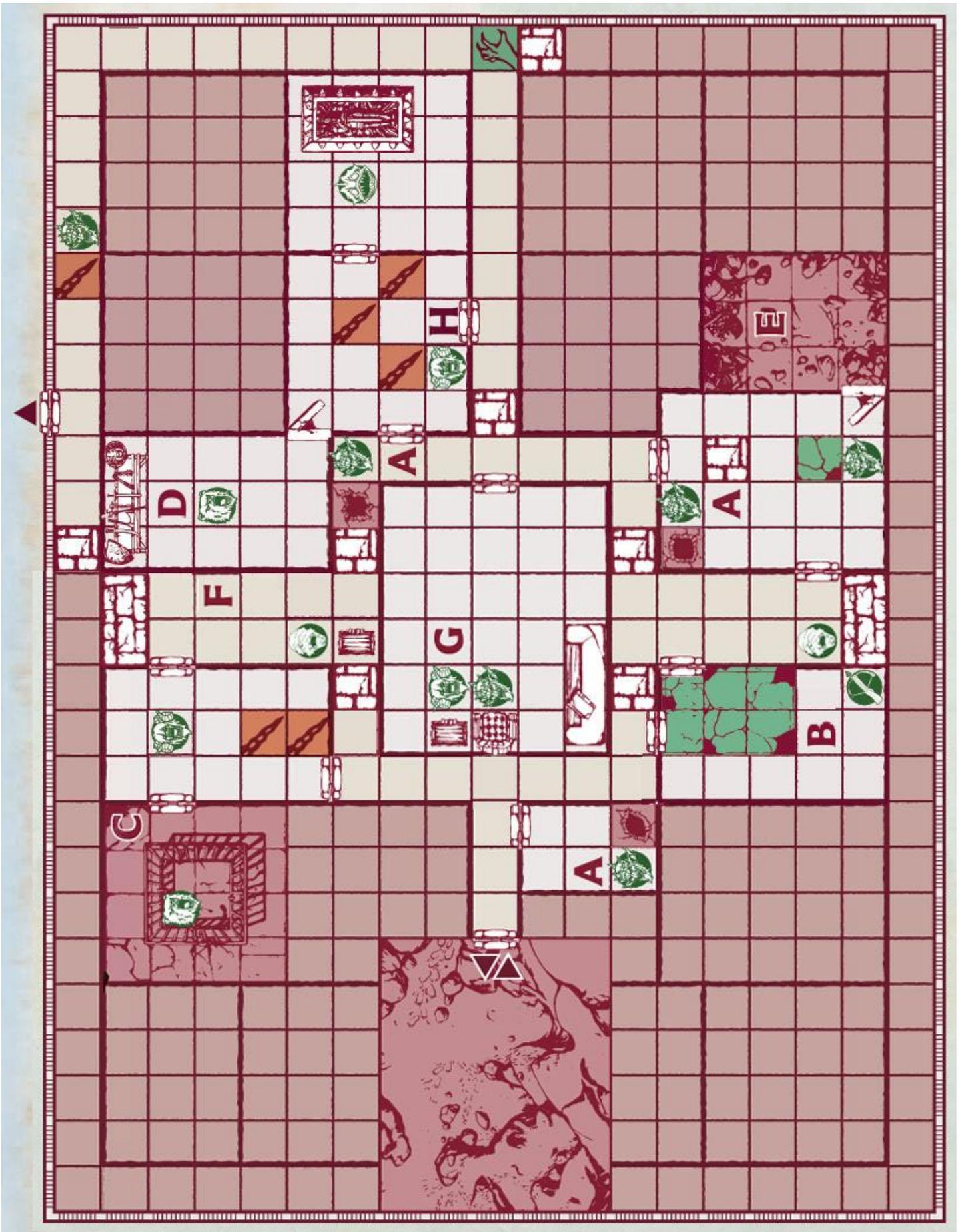
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Normally, after this campaign comes Wizards of Morcar, which I will not bother with, since it doesn't have much worth homebrewing. Those missions will still be seeded in other Quests for flavor.

- **The Tower of the High Mage was merged with Telor's Tomb**
- **The Eyerie of the Storm Master was merged with Tower of Air.**
- **The Crypt of the Necromancer was merged with The Sunken City.**

REMADE QUESTS FOR THE FROZEN HORROR

**10 QUESTS HAVE BEEN
REMADE INTO
5 FAR MORE THRILLING
MISSIONS (ZIPPED TO 50%)**



REMADE QUEST #34

REMAKING ONLINE QUEST 2

'INTO THE NORTHLANDS'

AND QUEST 1 OF TFH 'XANON PASS'

Reasons for the remake: Solo Quests suck. HeroQuest was never meant to be a one-hero game. As such, I am turning Solo Quests into group Quests.

Differences from the canon Quest:

Artifact Removal: Some of the Artifacts found on this campaign are removed.

- The Armband of Ice is pretty much a Ring of Warmth, and is never found officially.
- The Amulet of the North is Barbarian-exclusive and a cheap way to empower him, when this is not an option for all heroes.
- The Cold Steel Mail and Spiked Shield are ability-specific and ruin the special flavor of monsters.

Subtypes:

- All non-campaign exclusive enemies in this expansion (Greenskins, Undead, Dread Warriors) have the Frost subtype that makes them more durable and stronger than their mundane counterparts.
 - They defend with White Shields instead of Black Shields. The Red Steel Weapons negate this effect.
 - They hit harder as well. When they are attacking, Black Shields count as Skulls. This can be prevented with Red Steel Armors.

Currency Change: In order to prevent gold from losing its value once all the basic weapons and armor have been bought, this campaign will have different currency. The gold the heroes bring from the core Quests or other campaigns will have half the value on the markets of the Cyberian Range. The gold found on Frozen Horror Quests will be labeled as Ice Diamonds.

Chilling: In this variant, all potions found or bought on this campaign will be ice-cold. Drinking them will have a chance to affect the mind and body of a hero. Whenever heroes drink a potion, they will roll 2 Combat Dice. For each Skull, they will lose 1 Mind Point or lose a turn. This can be prevented by finding Flintstones.

Flintstone: It warms up a potion. Each Flintstone can be used up to 3 times. If the heroes do not use it once during this Quest, you gain 1 Reputation Token.

Freezing: Prepared enemies will gain the Freezing attack which traps their target in ice. A frozen character loses his turn.

Red Steel Weapons: In this variant, all weapons found or bought on this campaign will be made of Red Steel instead of a common metal. Their cost will be the same (in Ice Diamonds). They take away the Frost buff of enemies to defend with White Shields.

Red Steel Armors: In this variant, all armors found or bought on this campaign will be made of Red Steel instead of a common metal. Their cost will be the same (in Ice Diamonds). Each of them negates 1 Black Shield from the attacks of Frost enemies. Meaning, a hero who wears a set of Red Steel armors (helmet, shield, mail) negates up to 3 Black Shields.

The Treasure Deck will have 10 cards:

- 1: Armory Map. It reveals the location of the hidden door at note D.
 - 2: Storage Map. It reveals the location of the hidden door at note E.
 - 3: Flintstone
 - 4-5: Gold Value cards (in Ice Diamonds)
 - 6-8: Wandering Monster (2 Frost Skeletons)
 - 9-10: Trap (Stalactite Trap)
- If you wish to include Alchemy Materials, add 10 Tier 1 cards, and 5 Tier 2 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 2 Frost Skeletons. The Skeletons 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 Frost Skeletons to appear.

Doomtrack: Every time Skeletons are added because of the above Patrol rule, the pass becomes more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 2 Frost Skeletons Zargon will be summoning 3 Frost Skeletons. 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, coating his weapon with magic ice that will inflict Freezing to the hero it attacks.

Notes:

A: These Ice Gremlins rush and steal an item (priority is given to small ones) from the hero who opens the door. Then they jump in the tunnel and vanish. The tunnel is too small for the heroes to come inside.

B: This archer attacks as soon as the door opens. He says he is forced to obey the monsters or they will kill him. If the heroes pay a Reputation Token, he is convinced to join the heroes. Otherwise, he remains an enemy.

C: The trapped Polar Warbear is sleeping in the cage. The heroes can open the door freely. The bear will wake up and attack them immediately, unless they have found the Juicy Steak. If they give it the Juicy Steak, it will follow them as an ally during this Quest.

D: The secret door cannot be found via search. Its location is found in the Armory Map. Inside you find the Ice Queen's Spear (the Artifact).

E: The secret door cannot be found via search. Its location is found in the Storage Map. Here the heroes will find every item the Ice Gremlins stole from them, plus a random potion from the Alchemy Deck (it is chilly).

F: This Mummy is actually an Undead Giant Wolf. Use a Giant Wolf miniature if you like. It has the stats of a Mummy, but 5 Body Points. The Treasure Chest contains a Juicy Steak.

G: This is Jacksfoot. When he is defeated, the magic ice at note H melts.

H: This door is covered in magic ice which will melt only when Jacksfoot is defeated.

REMADE QUEST #35

REMAKING QUESTS 2-4 OF TFH

'THE GLACIAL GATE'

Reasons for the remake: Quest 2 is a generic "kill the boss" mission. Quest 3 is a generic rescue mission. Quest 4 is just gimmicky. By combining all 3, we get a decent Quest.

Campaign Reminder: A reminder for everything that has been described in the previous Quest (Frost Subtype, Red Steel Equipment, Ice Diamonds, Freezing status effect)

The Treasure Deck will have 18 cards:

- 1: Atelier Map. It reveals the location of the hidden door at note C.
 - 2: Tomb Map. It reveals the location of the hidden door at note G.
 - 3: Flintstone
 - 4: Anti-poison Quill
 - 5-9: Gold Value cards (in Ice Diamonds)
 - 10-14: Wandering Monster (2 Frost Zombies)
 - 15-18: Trap (Poison Needle Trap - The hero loses 1 Body Point and becomes Poisoned)
- If you wish to include Alchemy Materials, add 20 Tier 1 cards, 10 Tier 2 cards, and 10 Tier 3 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 2 Frost Zombies. The Zombies 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 Frost Zombies to appear.

Doomtrack: Every time Zombies are added because of the above Patrol rule, the gate becomes more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 2 Frost Zombies Zargon will be summoning 3 Frost Zombies. 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, coating his weapon with magic ice that will inflict Freezing to the hero it attacks.

Notes:

A: These tunnels are connected.

B: The trapped Ice Gremlin begs to be released. The heroes can open the door freely. The Ice Gremlin will immediately steal from them an item and vanish in a narrow tunnel, unless they have found the Ragged Doll. If they give it the Ragged Doll, it will follow them as an ally during this Quest.

C: The secret door cannot be found via search. Its location is found in the Atelier Map. Inside you find 3 random Ice-based magical scrolls from the Spell Deck.

D: The Treasure Chest is trapped. If the heroes open the chest or the trap is not deactivated on the first try, poison needles will hit everyone in the room, inflicting 1 Body Point of damage and poisoning them (they can't heal without an antidote). The chest contains 1 random potion from the Alchemy Deck (it is chill).

E: This is Krag. Same stats as in the Quest.

F: You find the Ragged Doll.

G: The secret door cannot be found via search. Its location is found in the Tomb Map. Inside you find the Snowshoes of Speed (the Artifact).

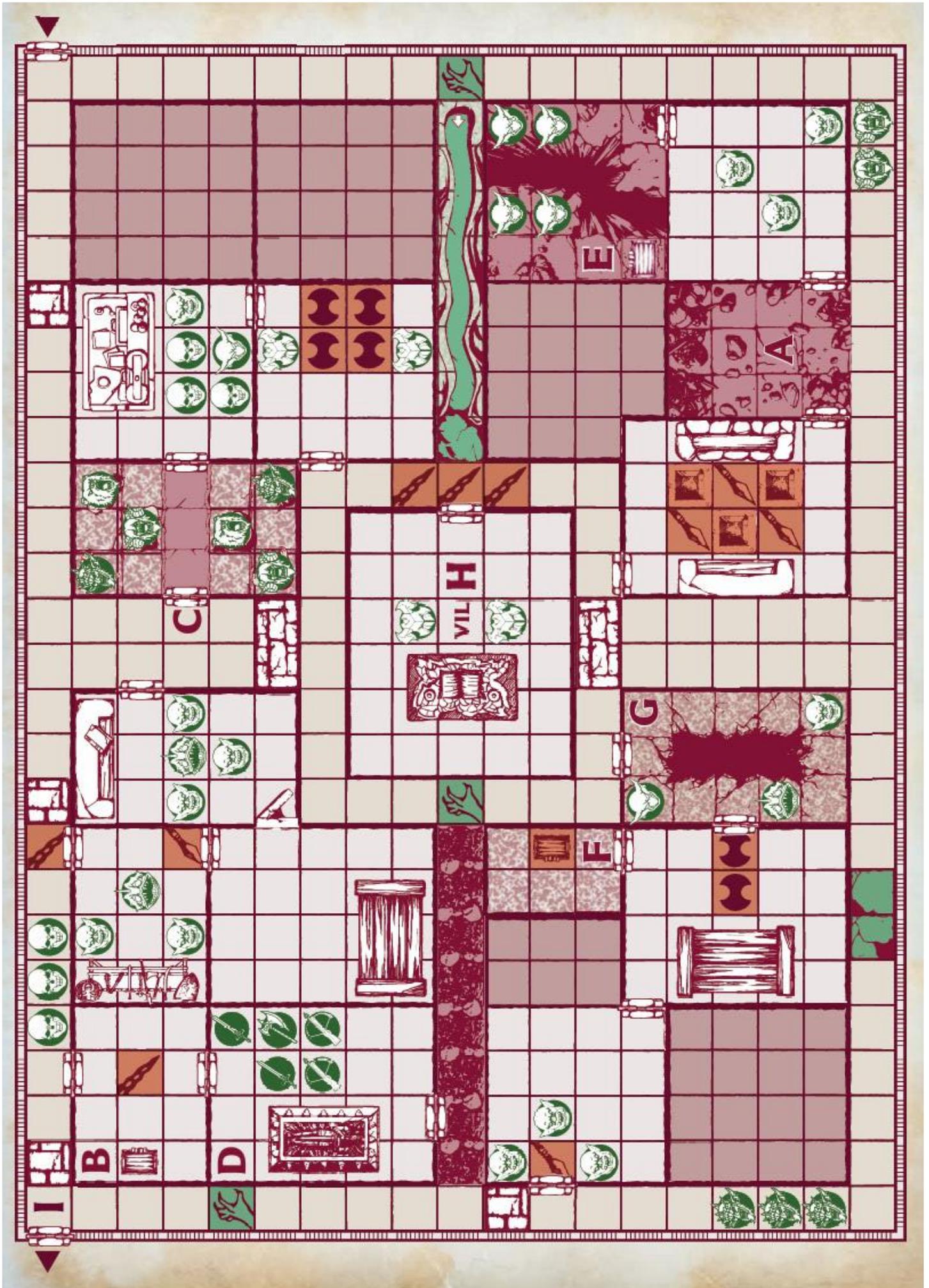
H: Gothar is trapped on the Torture Rack until all the enemies in the room are defeated. Same stats as in the Quest. If Gothar is not killed or harmed by the time he gets to the entrance, you gain 1 Reputation Token.

I: These mercenaries can be bribed to join the heroes on this Quest. The heroes roll a Combat Die for every 30 Gold they offer. If they get at least 1 Black Shield, one mercenary joins the heroes. Otherwise, he remains an enemy. Repeat this for each mercenary individually. Optionally, the heroes can pay 1 Reputation Token for 1 of the mercenaries to join then willingly.

J: You find 3 random potions from the Alchemy Deck (they are chill).

K: The heroes cannot leave without first defeating Krag and bringing Gothar to the exit door.

L: Any creature that is attacked in this room, rolls a Combat Die. If the result is a Skull, the creature falls in the gap and loses 2 Body Points.



REMADE QUEST #36

REMAKING QUESTS 5-6 OF TFH

'THE FROSTED PATH'

Reasons for the remake: By combining 2 Quests, we get a decent Quest.

Campaign Reminder: A reminder for everything that has been described in the previous Quest (Frost Subtype, Red Steel Equipment, Ice Diamonds, Freezing status effect)

The Treasure Deck will have 17 cards:

1: Flintstone

2: Anti-poison Quill

3-9: Gold Value cards (in Ice Diamonds)

10-13: Wandering Monster (2 Frost Mummies)

14-17: Trap (Poison Gas Trap - All heroes in the area become Poisoned)

- If you wish to include Alchemy Materials, add 20 Tier 1 cards, 20 Tier 2 cards, and 10 Tier 3 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 2 Frost Mummies. The Mummies 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 Frost Mummies to appear.

Doomtrack: Every time Mummies are added because of the above Patrol rule, the path becomes more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 2 Frost Mummies Zargon will be summoning 3 Frost Mummies. 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, coating his weapon with magic ice that will inflict Freezing to the hero it attacks.

Inspiring Presence: All enemies that have line of sight with the Boss of the Quest (in this case, Vilor) 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: Here the heroes will find every item the Ice Gremlins stole from them, plus a random potion from the Alchemy Deck (it is chilly).

B: You find the Ring of Warmth (the Artifact)

C: The monsters in this room do not appear until this door opens. They have the Freezing ability. If the heroes defeat them all without getting injured, you gain 1 Reputation Token.

D: These mercenaries can be bribed to join the heroes on this Quest. The heroes roll a Combat Die for every 30 Gold they offer. If they get at least 1 Black Shield, one mercenary joins the heroes. Otherwise, he remains an enemy. Repeat this for each mercenary individually. Optionally, the heroes can pay 1 Reputation Token for 1 of the mercenaries to join then willingly.

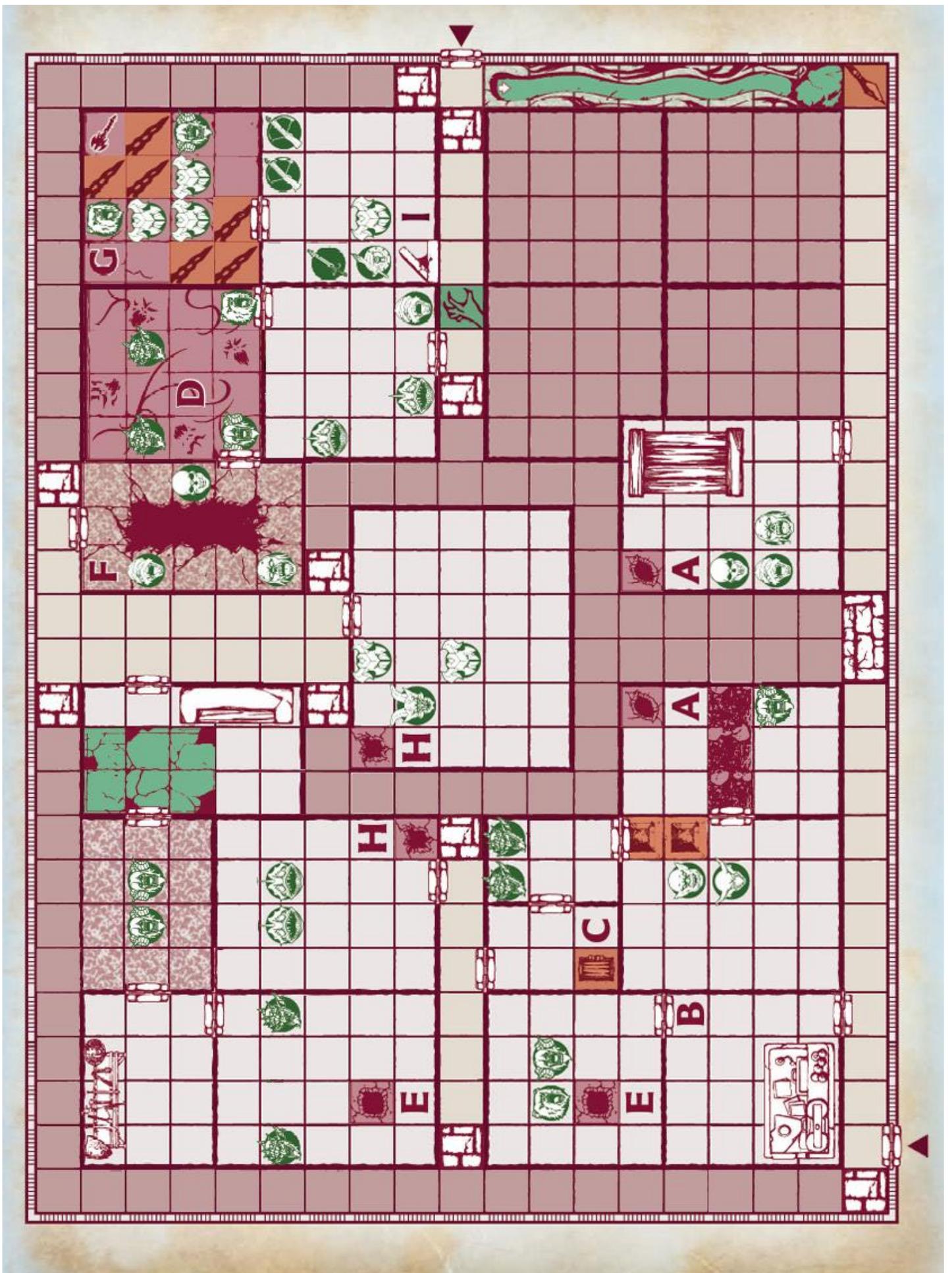
E: You need to jump over the chasm as if it were a Pit of Darkness trap. In the chest you find the Study Key.

F: The Treasure Chest is trapped. If the heroes open the chest or the trap is not deactivated on the first try, poison gas will hit everyone in the room, inflicting 2 Body Points of damage and poisoning them (they can't heal without an antidote). The chest contains the Exit Key.

G: Any creature that is attacked in this room, rolls a Combat Die. If the result is a Skull, the creature falls in the gap and loses 2 Body Points.

H: The door to this room is locked. Heroes can't enter without the Study Key. Inside is Warlock Vilor. Same stats as in the Quest.

I: The heroes can't leave this Quest without first defeating Warlock Vilor and having found the Exit Key.



REMADE QUEST #37

REMAKING QUESTS 7-8 OF TFH

'THE HALLS OF KELVINOS'

Reasons for the remake:

- Quest 7 is only defined by the Boss, which doesn't do something special. I don't like that. It also has a buff for the Barbarian. I don't like that.
 - Quest 8 is only defined by the Artifact that you don't even get to use. I don't like that.
- By combining 2 Quests and making the above elements more active, we get a decent Quest.

Differences from the canon Quest:

Two teams: The heroes are separated into two teams and meet along the way.

Kelvinos is an invincible enemy: He will be chasing and attacking two of the heroes. He can be defeated permanently after the Scepter of Glacial Majesty is freed from ice. If the heroes lose no more than 5 Body Points because of him, you gain 1 Reputation Token.

The Scepter of Glacial Majesty: It is not destroyed. It can be used as a weapon for the Wizard. It allows him to roll 3 Attack Dice and stores an Ice spell per Quest.

Campaign Reminder: A reminder for everything that has been described in the previous Quest (Frost Subtype, Red Steel Equipment, Ice Diamonds, Freezing status effect).

The Treasure Deck will have 18 cards:

1: Flintstone

2: Anti-poison Quill

3-9: Gold Value cards (in Ice Diamonds)

10-14: Wandering Monster (2 Frost Goblins)

15-18: Trap (Falling Boulder Trap)

- If you wish to include Alchemy Materials, add 10 Tier 1 cards, 10 Tier 2 cards, 10 Tier 3 cards, and 10 Tier 4 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he increases the Doomtrack by 2.

Doomtrack: 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, coating his weapon with magic ice that will inflict Freezing to the hero it attacks.

Notes:

A: These two tunnels are connected. Monsters can go through if nobody stands atop the other end.

B: When this door opens, add Kelvinos at the entrance door to the south. He will be invincible and chasing the heroes.

C: The Treasure Chest is trapped. If the heroes open the chest or the trap is not deactivated on the first try, poison gas will hit everyone in the room, inflicting 2 Body Points of damage and poisoning them (they can't heal without an antidote). The chest contains 3 random potions from the Alchemy Deck (they are chill).

D: Skull results during attack in this room will be rerolled. Monsters are immune.

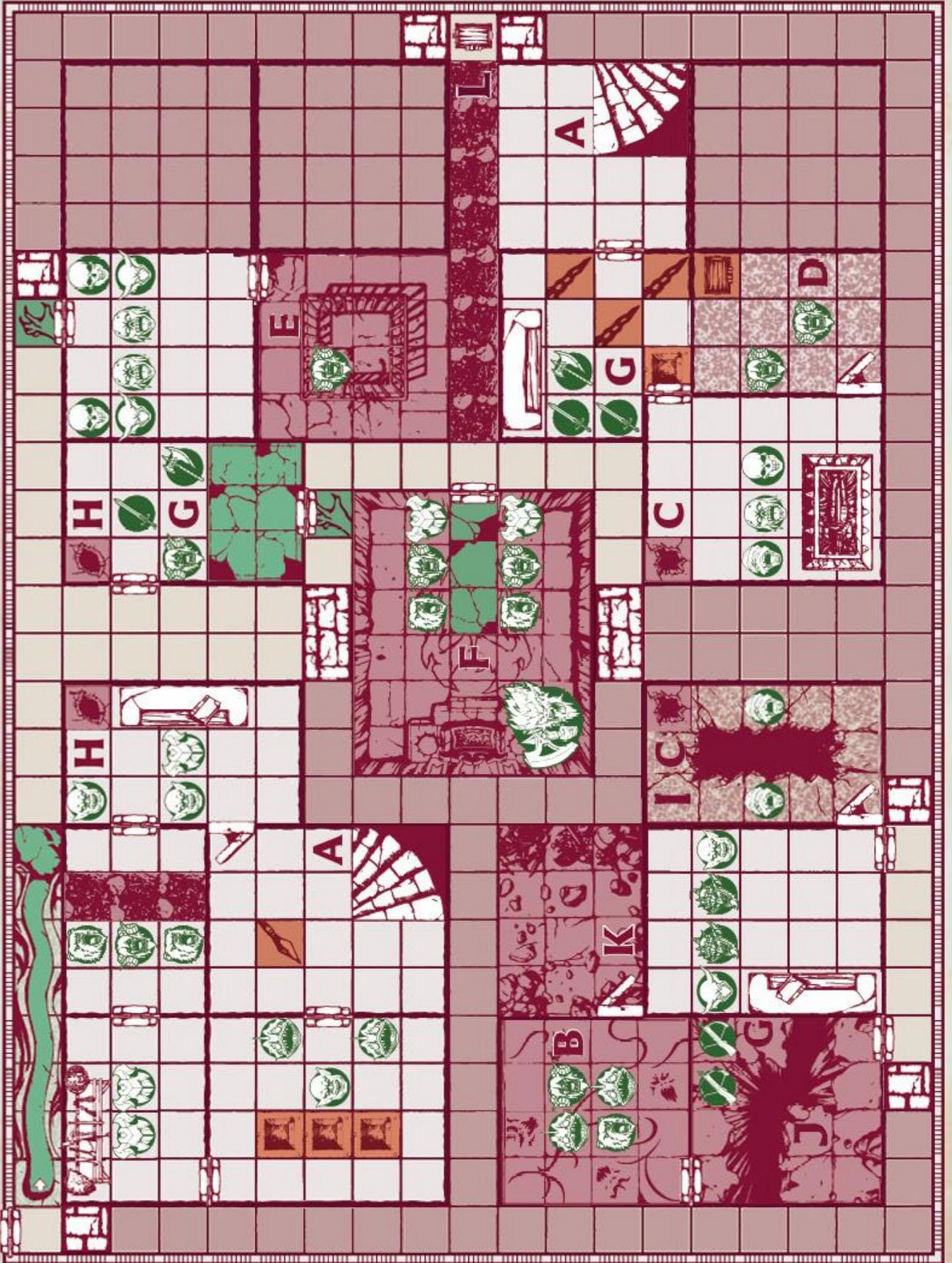
E: These two tunnels are connected. Monsters can go through if nobody stands atop the other end.

F: Any creature that is attacked in this room, rolls a Combat Die. If the result is a Skull, the creature falls in the gap and loses 2 Body Points.

G: Attacking the ice, breaks it and releases the Scepter of Glacial Majesty.

H: These two tunnels are connected. Monsters can go through if nobody stands atop the other end.

I: These mercenaries can be bribed to join the heroes on this Quest. The heroes roll a Combat Die for every 30 Gold they offer. If they get at least 1 Black Shield, one mercenary joins the heroes. Otherwise, he remains an enemy. Repeat this for each mercenary individually. Optionally, the heroes can pay 1 Reputation Token for 1 of the mercenaries to join then willingly.



REMADE QUEST #38

REMAKING QUESTS 9-10 OF TFH

'THE HEART OF ICE'

Reasons for the remake: There is no point to have a double board for this Quest. It's all a dull endurance test. I turned it into 1 board and added past challenges.

Differences from the canon Quest:

The Frozen Horror is vulnerable only against 4 specific weapons:

- The Scepter of Glacial Majesty (his Phylactery, basically).
- The Fortune's Longsword, once owned by Kelvinos, the barbarian who defeated him. Can be found in the Quest called 'Nelath's Tomb'.
- The Fiery Axe, once owned by King Belorn, the dwarf who defeated him. Can be found in the Quest called 'Dwarven Forge'.
- The Rock Crusher, once owned by the Ogre Lord. Can be found in the Quest called 'Fortress of the Ogre Lord'.

Campaign Reminder: A reminder for everything that has been described in the previous Quest (Frost Subtype, Red Steel Equipment, Ice Diamonds, Freezing status effect).

The Treasure Deck will have 19 cards:

1: Flintstone

2: Anti-poison Quill

3-9: Gold Value cards (in Ice Diamonds)

10-14: Wandering Monster (2 Frost Orcs)

15-19: Trap (Pit of Darkness Trap)

- If you wish to include Alchemy Materials, add 10 Tier 1 cards, 10 Tier 2 cards, 10 Tier 3 cards, 10 Tier 4 cards, 5 Tier 5 cards, and 5 Tier 6 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 2 Frozen Orcs. The Orcs 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 Frost Orcs to appear.

Doomtrack: Every time Orcs are added because of the above Patrol rule, the heart becomes more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 2 Frost Orcs Zargon will be summoning 3 Frost 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, coating his weapon with magic ice that will inflict Freezing to the hero it attacks.

Inspiring Presence: All enemies that have line of sight with the Boss of the Quest (in this case, the Frozen Horror) 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: These staircases are connected.

B: Skull results during attack in this room will be rerolled. Monsters are immune.

C: These two tunnels are connected. Monsters can go through if nobody stands atop the other end.

D: This Hidden Door cannot be found via search until the heroes have found the Ice Vault Key in the Treasure Chest at Note K. The Treasure Chest is trapped. If the heroes open the chest or the trap is not deactivated on the first try, poison gas will hit everyone in the room, inflicting 2 Body Points of damage and poisoning them (they can't heal without an antidote). The chest contains the Crystal Key that unlocks the door at Note F.

E: The trapped Yeti is sleeping in the cage. The heroes can open the door freely. The Yeti will wake up and attack them immediately, unless they have Snowdasher (his friend) with them. If they do, it will follow them as an ally during this Quest.

F: Here the heroes will fight the Frozen Horror. The door to his lair is locked and requires the Crystal Key from Note D to open.

G: These mercenaries can be bribed to join the heroes on this Quest. The heroes roll a Combat Die for every 30 Gold they offer. If they get at least 1 Black Shield, one mercenary joins the heroes. Otherwise, he remains an enemy. Repeat this for each mercenary individually. Optionally, the heroes can pay 1 Reputation Token for 1 of the mercenaries to join then willingly.

H: These two tunnels are connected. Monsters can go through if nobody stands atop the other end.

I: Any creature that is attacked in this room, rolls a Combat Die. If the result is a Skull, the creature falls in the gap and loses 2 Body Points.

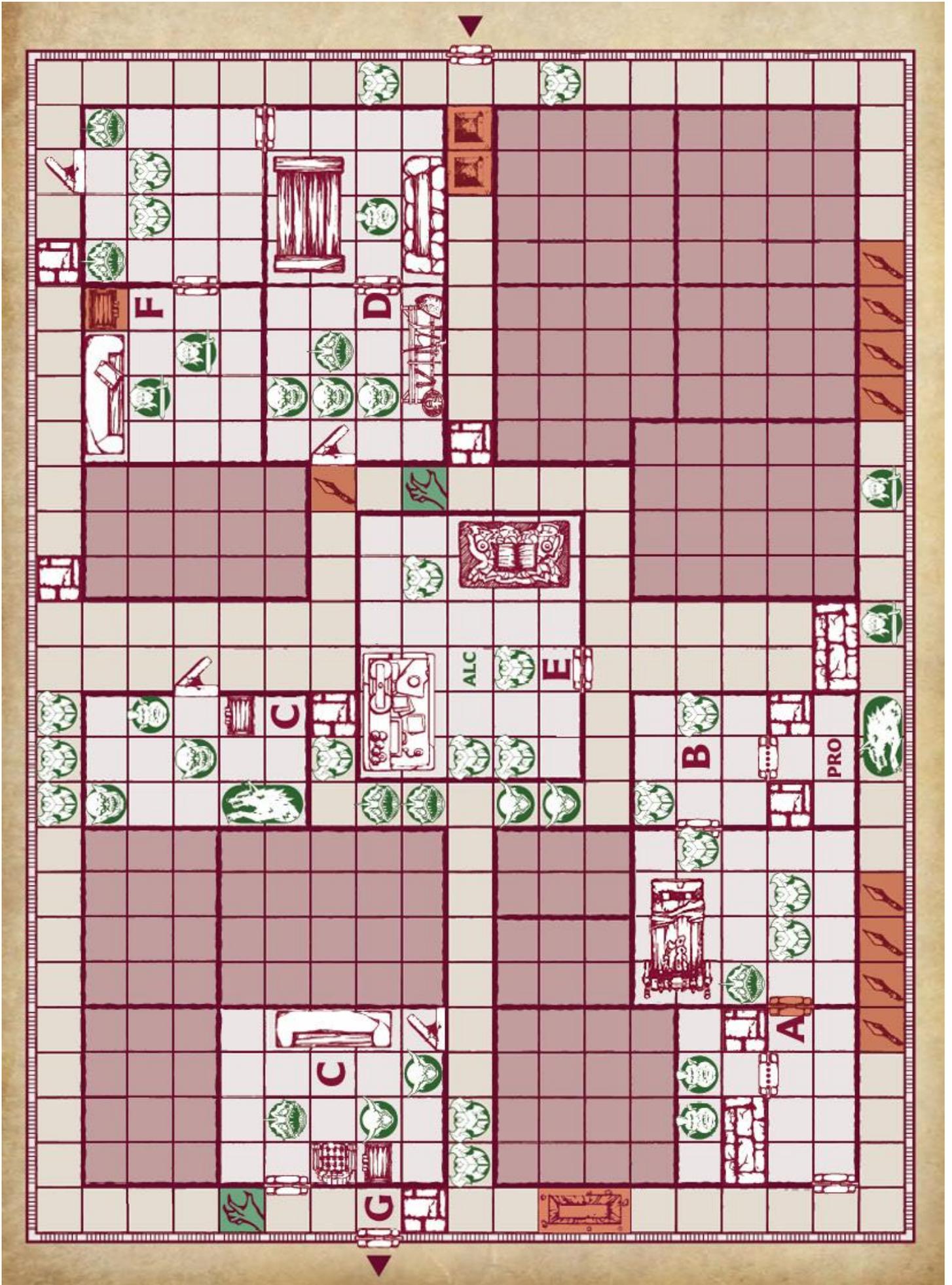
J: You need to jump over the chasm as if it were a Pit of Darkness trap.

K: Here the heroes will find every item the Ice Gremlins stole from them (including previous Quests), plus the Ice Vault Map that reveals the hidden door at Note D. If no items were stolen from them, you gain 1 Reputation Token.

L: You find the Wolf Whistle (Artifact, summons Showdasher, the wolf from Into the Northlands, once per Quest).

**REMADE QUESTS
FOR
MAGE OF THE MIRROR**

**10 QUESTS HAVE BEEN
REMADE INTO
3 FAR MORE THRILLING
MISSIONS (ZIPPED TO 30%)**



REMADE QUEST #39

REMAKING QUESTS 1-5 OF MOTM

'THE ALCHEMIST'S LABORATORY'

Reasons for the remake: The solo Quests are completely boring and are not worth playing, much less homebrewing. Even the first 2 group Quests are kinda simple so I merged them into 1 Quest.

Differences from the canon Quest:

Artifact Removal: Some of the Artifacts found on this campaign are removed.

- The Elven Bracers are Elf-exclusive and a cheap way to empower him, when this is not an option for all heroes.
- The Sky Orb is fairly useless.
- The Bow of Vindication is instant death and you don't get to keep it, so what's the point?

Mercenary Aid: If the heroes pay 1 Reputation Token at the start of the Quest, an Elven Swordsman is convinced to join them on this Quest.

Subtypes:

All Greenskins and Dread Warriors in this expansion have the Bestial subtype (lycanthropy) that makes them more durable and stronger than their mundane counterparts.

- They defend with White Shields instead of Black Shields. Silver Weapons negate this effect.
- They hit harder as well. When they are attacking, Black Shields count as Skulls. This can be prevented with Silver Armors because Lycanthropes hate silver.

All Undead in this expansion have the Greater subtype that makes them more durable and stronger than their mundane counterparts.

- They defend with White Shields instead of Black Shields. The Holy Runes negate this effect.
- They hit harder as well. When they are attacking, Black Shields count as Skulls. This can be prevented with holy armors. Greater Undead hate all that is holy, and the sight of these armors makes it harder to attack.

Currency Change: In order to prevent gold from losing its value once all the basic weapons and armor have been bought, this campaign will have different currency. The gold the heroes bring from the core Quests or other campaigns will have half the value on the markets of the Elven lands. The gold found on Mage of the Mirror Quests will be labeled as Elven Ebony.

Lycanthropy Curse: Many enemies will be inflicting the Lycanthropy status effect, which causes a hero to lose his equipment. Drinking a Wolfsbane Potion negates the curse and offers immunity from it for the next 3 rounds.

Silver Weapons: In this variant, the markets have weapons that Lycanthropes are weak against. They cost the same, but remove the Bestial buff.

Silver Armors: Heroes can buy silver armors from the armory using Elven Ebony. Silver armors have the same value as mundane armors (in Elven Ebony) and each of them negates 1 Black Shield from the attacks of Bestial enemies. Meaning, a hero who wears a set of silver armors (helmet, shield, mail) negates up to 3 Black Shields.

The Treasure Deck will have 10 cards:

1: Brass Key: Unlocks the door at Note B.

2: Gold Key: Unlocks the door at Note E.

3: Vial of Lunarium. Needed for completing the Quest.

4-6: Wolfsbane Potion.

7-10: Wandering Monster (2 Bestial Goblins)

1: Brass Key: Unlocks the door at Note B.

2: Gold Key: Unlocks the door at Note E.

3: Vial of Lunarium. Needed for completing the Quest.

4-6: Wolfsbane Potion.

7-10: Wandering Monster (2 Bestial Goblins)

- If you wish to include Alchemy Materials, add 10 Tier 1 cards, 10 Tier 2 cards, 10 Tier 3 cards, 5 Tier 4 cards, and 5 Tier 5 cards.

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

Doomtrack: Every time Bestial Goblins are added because of the above Patrol rule, the laboratory becomes more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 2 Bestial Goblins, Zargon will be summoning 3 Bestial 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, by exposing his claws or teeth. If he injures a hero thereafter, he curses him with Lycanthrope until he drinks a Wolfsbane Potion.

Inspiring Presence: All enemies that have line of sight with the Boss of the Quest (in this case, the Evil Alchemist) 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 portcullis in this room is locked. The normal door is trapped. Opening it without disarming the trap releases the portcullis in the same room.

B: The Prospector is locked behind the portcullis. Only the Brass Key can open in. When released, the Prospector moves like a regular character (use any miniature). The Brass Key is in the Treasure Deck. If no enemy grabs the Prospector and runs for the exit, you gain 1 Reputation Token.

C: The Treasure Chest contains 3 random potions from the Alchemy Deck (they might be Cursed).

D: On the Weapons' Rack you find 1 random equipment card from the Equipment Deck (it's made of Silver).

E: The door to the Evil Alchemist's atelier is locked. Only the Gold Key can open in. The Gold Key is in the Treasure Deck.

F: The Treasure Chest is trapped. Opening it without disarming the trap releases is trapped. Opening it without disarming the trap releases poison gas that makes everyone in the room to lose 2 Body Points and get poisoned (they can't heal until they drink an Antidote). The Treasure Chest contains the Elven Boots (the Artifact).

G: The heroes are not allowed to leave this Quest without the Prospector, the Vial of Lunarium, and before defeating the Evil Alchemist.

REMADE QUEST #40

REMAKING QUESTS 6-7 OF MOTM

'GLINESS FEN'

Reasons for the remake: Quest 6 feels like filler, but the mind-controlled gimmick is cool. It is combined with the rather typical Quest 7 for a better experience.

Differences from the canon Quest:

Campaign Reminder: A reminder for everything that has been described in the previous Quest (Bestial Subtype, Greater Undead, Silver Equipment, Elven Ebony, Lycanthropy status effect).

Mercenary Aid: If the heroes pay 1 Reputation Token at the start of the Quest, an Ogre is convinced to join them on this Quest.

The Mind-Controlled Elves: They will be 8 in total and will not be in specific rooms. Whenever the heroes reveal a new room, they will draw a Room Card from the Room Deck. If they get an Elf, it will be at the far end of the room.

Room Deck

1-4: Elven Swordsman

5-8: Elven Archer

9-15: Nothing

Mind Crystals: The Elves will not recover if all monsters are defeated. They will return to normal if the heroes use a Mind Crystal on them (one use item). The Mind Crystals will be inside Treasure Chests and in the Treasure Deck.

Reward for the rescue: In the original Quest the heroes gain nothing by saving the Elves. In this variant, the heroes will gain 1 Reputation Token if they rescue alive at least 4 Elves. One of the Elves will also accompany the heroes on the next Quest as well, for free.

The Treasure Deck will have 15 cards:

1: Brass Key (used at Note A)

2: Gold Key A (used at Note B)

3: Gold Key B (used at Note D)

4: Gold Key C (used at Note E)

5: Ancient Staff (the Artifact)

6: Antidote Potion

7: Wolfsbane Potion

8-11: Mind Crystal (if it remains unused, it can be sold for 100 Gold after this Quest)

12-15: Trap (Cursed Spear Trap - The hero is also affected by Werewolf Curse)

- If you wish to include Alchemy Materials, add 15 Tier 1 cards, 10 Tier 2 cards, 5 Tier 3 cards, and 10 Tier 4 cards.

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

Doomtrack: Every time Bestial Orcs are added because of the above Patrol rule, the swamp becomes more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 2 Bestial Orcs, Zargon will be summoning 3 Bestial 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, by exposing his claws or teeth. If he injures a hero thereafter, he curses him with Lycanthrope until he drinks a Wolfsbane Potion.

Notes:

A: The portcullis is locked and can only be opened with the Brass Key.

B: The Treasure Chest is locked and can only be opened with the Gold Key A. It is also trapped. Opening it without disarming the trap releases poison gas that makes everyone in the room to lose 2 Body Points and get poisoned (they can't heal until they drink an Antidote). The Treasure Chest contains (2 Movement Die, times 30) Gold and a Mind Crystal.

C: On the Weapons' Rack you find 1 random equipment card from the Equipment Deck (it's made of Silver).

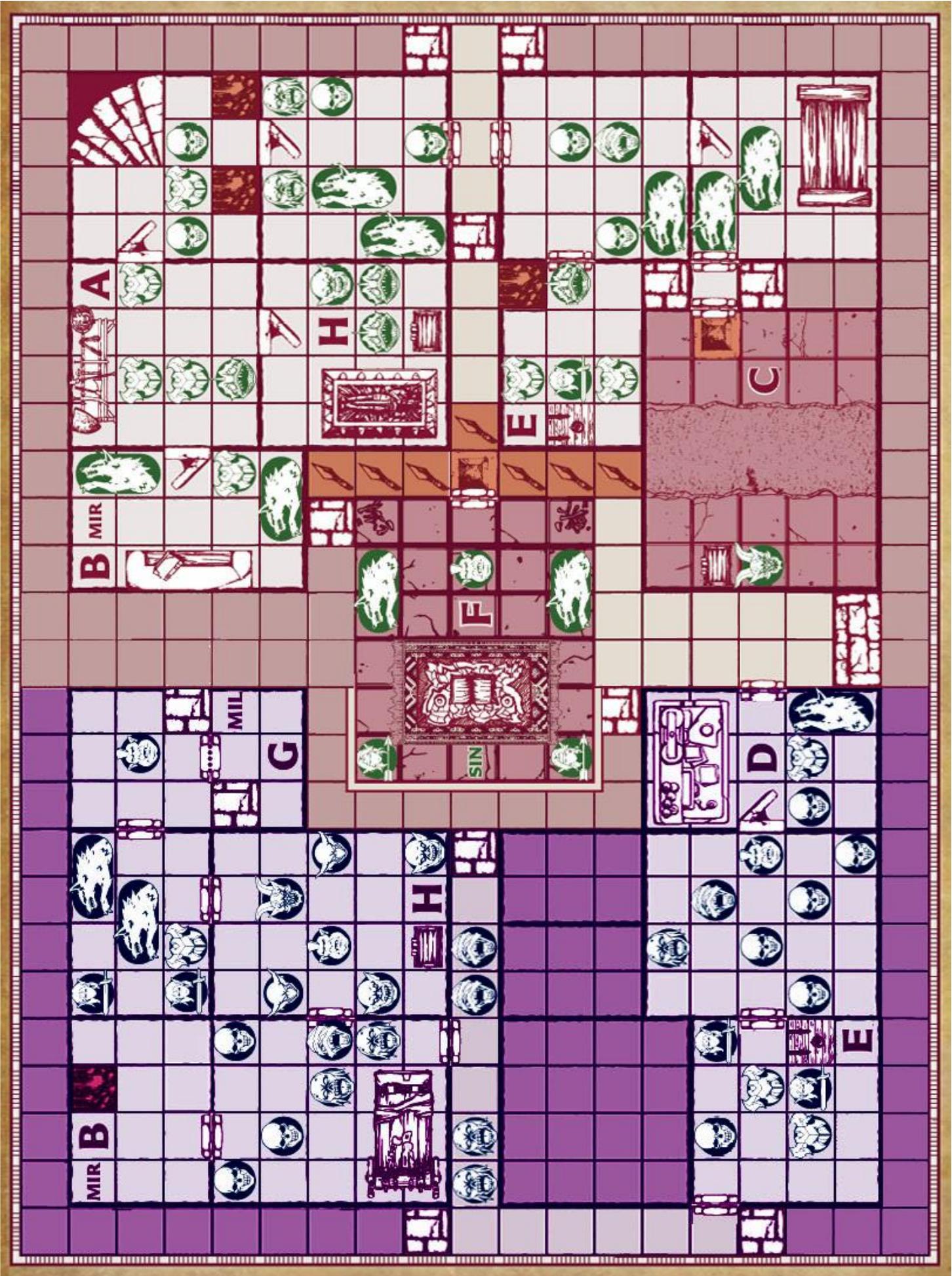
D: The Treasure Chest is locked and can only be opened with the Gold Key B. It is also trapped. Opening it without disarming the trap releases poison gas that makes everyone in the room to lose 2 Body Points and get poisoned (they can't heal until they drink an Antidote) The Treasure Chest contains (2 Movement Die, times 30) Gold and a Mind Crystal.

E: The Treasure Chest is locked and can only be opened with the Gold Key C. It is also trapped. Opening it without disarming the trap releases poison gas that makes everyone in the room to lose 2 Body Points and get poisoned (they can't heal until they drink an Antidote). The Treasure Chest contains (2 Movement Die, times 30) Gold and a Mind Crystal.

F: These trap doors are connected.

G: This is Tormuk. Same stats as in the normal Quest. He carries a Mind Crystal.

H: The heroes are not allowed to leave this Quest without having found all the Elves and before defeating Tormuk.



REMADE QUEST #41

REMAKING QUESTS 8-10 OF MOTM

'SILVERMANE'S LAIR'

Reasons for the remake: The rest of the Quests can easily be zipped into one, thus avoiding the needless endurance battles.

Differences from the canon Quest:

Campaign Reminder: A reminder for everything that has been described in the previous Quest (Bestial Subtype, Greater Undead, Silver Equipment, Elven Ebony, Lycanthropy status effect).

Mercenary Aid: If the heroes pay 1 Reputation Token at the start of the Quest, an Elven Archer is convinced to join them on this Quest.

The Mirror World: On this Quest the left side of the board (see the different color on the map) represents the Mirror World. In it, all enemies have their statistics swapped (Attack with Defense, and Body Points with Mind Points). Only exceptions are the Undead who still have 1 Body Point even after the swap.

Mirror Curse: Some Treasure cards will have a curse that will swap a hero's Body Points and Mind Points until he drinks an antidote.

The Treasure Deck will have 18 cards:

1: Bone Wand (the Artifact)

2-4: Antidote Potion

5-7: Wolfsbane Potion

8-9: Gold value cards (in Elven Ebony)

10-14: Wandering Monster (2 Bestial Abominations)

12-15: Trap (Mirror Curse, swaps the hero's Body Points and Mind Points until he drinks an antidote)

- If you wish to include Alchemy Materials, add 15 Tier 1 cards, 15 Tier 2 cards, 10 Tier 3 cards, 10 Tier 4 cards, 10 Tier 5 cards, and 10 Tier 6 cards.

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

Doomtrack: Every time Bestial Abominations are added because of the above Patrol rule, the lair becomes more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 2 Bestial Abominations, Zargon will be summoning 3 Bestial Abominations. 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, by exposing his claws or teeth. If he injures a hero thereafter, he curses him with Lycanthrope until he drinks a Wolfsbane Potion.

Inspiring Presence: All enemies that have line of sight with the Boss of the Quest (in this case, Sinestra) 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: On the Weapons' Rack you find 1 random equipment card from the Equipment Deck (it's made of Silver).

B: These mirrors are connected and teleport the heroes to the Mirror World (see above for details).

C: Quicksand room and magical Gargoyle. Same details as in the original Quest. If no hero is affected by the room's trap, you gain 1 Reputation Token.

D: You find the Brass Key that unlocks the Portcullis at Note G.

E: These trap doors are connected and teleport the heroes to the Mirror World (see above for details).

F: This is Sinestra. Same details as in the original Quest.

G: This is princess Millandriel. Same details as in the original Quest.

H: The Treasure Chest contains a random potion from the Alchemy Deck.

REMADE QUESTS FOR RISE OF THE DREAD MOON

**10 QUESTS HAVE BEEN
REMADE INTO
6 FAR MORE THRILLING
MISSIONS (ZIPPED TO 60%)**

Notice: Not all Quests require a revamping of the map. This campaign is full of maps that are randomized enough thanks to the Reputation mechanic and do not require further tempering.

REMADE QUEST #42

REMAKING QUEST 1 OF ROTDM

'ANCIENT WATERWAYS WITHIN'

It is fine the way it is, thanks to the waterway gimmick. I only propose one change that will make the Quest harder, but also more memorable.

Drainage Hazard: On each Zargon turn, Zargon assigns a number to each waterway on the map from 1 to 6. If he rolls a Movement Die and gets an area with heroes in, a small flood hits them. They lose 1 Body Point each and the water carries them through a pipe to a different area on the map. Zargon rolls another Movement Die to determine at which waterway they wash out (if it's the same one they are currently in, nothing happens).

If you want to implement more changes that will apply to the entirety of this campaign, apply the following as well:

High Subtype: All Elf enemies in this expansion (Warriors, Archers, Cultists, Assassins, Mage Guards) have the High subtype (they are High Elves) that makes them more durable and stronger than their mundane counterparts.

- They defend with White Shields instead of Black Shields. Enchanted Weapons negate this effect.
- They hit harder as well. When they are attacking, Black Shields count as Skulls. This can be prevented with Enchanted Armors.

Currency Change: In order to prevent gold from losing its value once all the basic weapons and armor have been bought, this campaign will have different currency. The gold the heroes bring from the core Quests or other campaigns will have half the value on the markets of the Elven lands. The gold found on Rise of the Dread Moon Quests will be labeled as Elven Ebony (the same currency as in Mage of the Mirror).

Invisibility: Many enemies will be able to become invisible, which makes them impossible to target for an attack, and also force a hero to lose half his Defense Dice when attacked by an invisible enemy. Then the enemies become visible again.

Enchanted Weapons: In this variant, the markets have weapons that High Elves are weak against. They cost the same, but remove the High buff.

Enchanted Armors: Heroes can buy enchanted armors from the armory using Elven Ebony. Enchanted armors have the same value as mundane armors (in Elven Ebony) and each of them negates 1 Black Shield from the attacks of High Elf enemies. Meaning, a hero who wears a set of enchanted armors (helmet, shield, mail) negates up to 3 Black Shields.

REMADE QUEST #43

REMAKING QUEST 2 OF ROTDM

'A SMUGGLER'S RUN'

The second Quest is also fine in terms of map, and only needs its disguise gimmick to become more elaborate.

Disguises: On this Quest each enemy can be fooled by one disguised hero.

- The hero rolls Combat Dice equal to his Mind Points. If he gets at least as many Skulls as the Mind Points of the enemy, then he can get past him without a battle.

- If an area has more than one enemy, a different hero has to trick a different enemy. All enemies have to be tricked so there won't be a battle.

- If there is battle, on each Zargon turn Zargon rolls a Combat Die. If he gets a Skull, he can open a non-locked closed door that the enemies have line of sight with. This is done to signify the guards warning others in neighboring room.

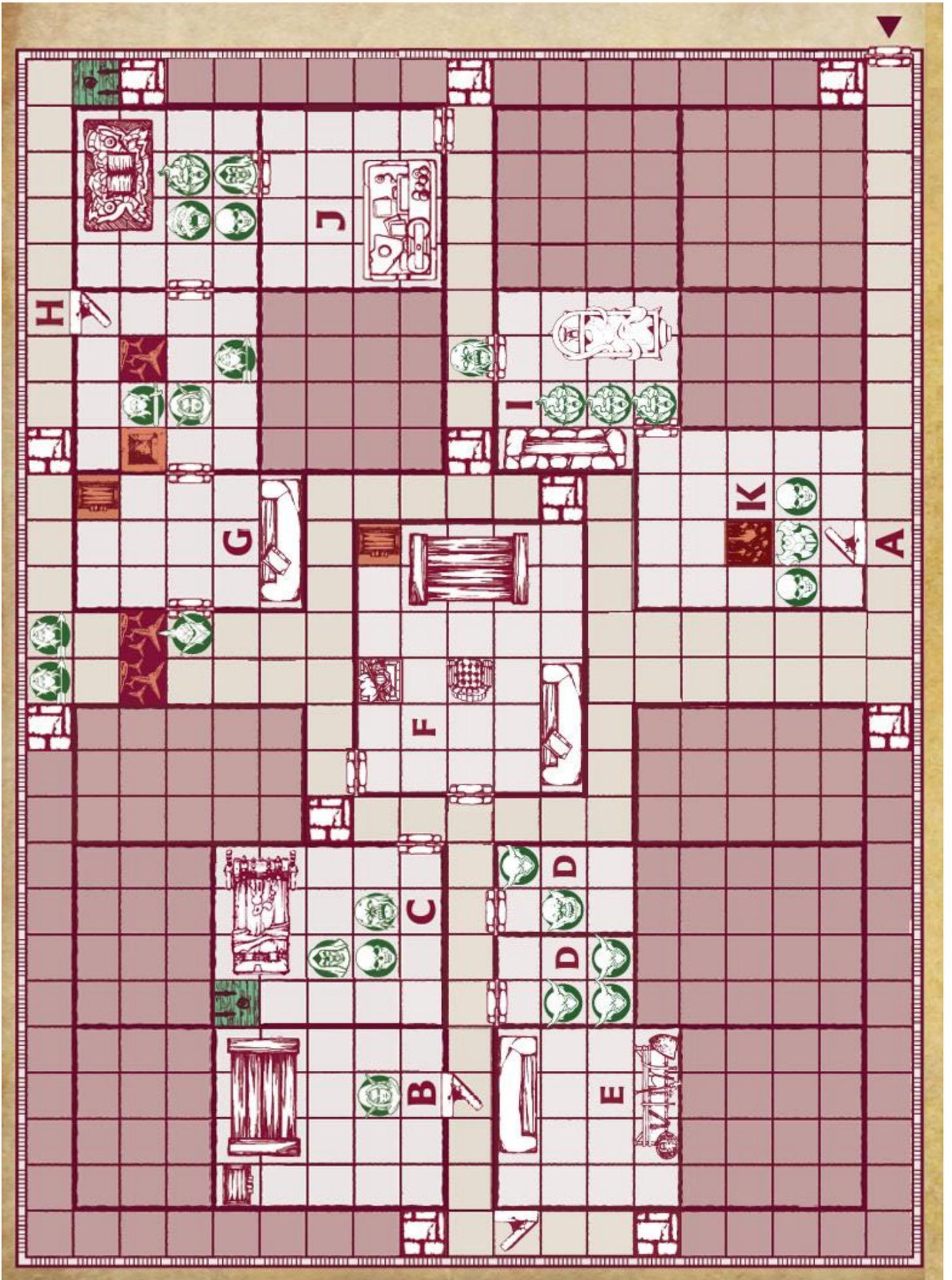
- If there is no battle, the heroes can move to the next area, while locking the door behind them so that those enemies won't be able to come running if they hear the alarm.

Campaign Reminder: A reminder for everything that has been described in the previous Quest (High Subtype, Enchanted Equipment, Elven Ebony, Invisibility ability).

REMADE QUEST #44: QUEST 3 OF ROTDM

This Quest is fine the way it is thanks to the information gathering gimmick. No tempering is required.

Campaign Reminder: A reminder for everything that has been described in the previous Quest (High Subtype, Enchanted Equipment, Elven Ebony, Invisibility ability).



REMADE QUEST #45

REMAKING ONLINE QUEST 3 'KNIGHT FALL' AND QUESTS 4-5 OF ROTDM

Reasons for the remake: The Online Quest takes place in a prison, just like Quest 4. Also, the heroes get captured again in a silly way when they had spent a whole Quest trying to stay hidden. Also, they get freed by the same guy who got them imprisoned in the first place. Yeah, to hell with that nonsense, they are not captured. Also, Quests 4 and 5 use the exact same gimmick of paying Reputation Tokens for an easier mission, so let's merge those as well.

Differences from the canon Quest:

Campaign Reminder: A reminder for everything that has been described in the previous Quest (High Subtype, Enchanted Equipment, Elven Ebony, Invisibility ability).

Strangers: On this Quest, Strangers are Elves that were imprisoned for resisting the takeover of the city. They are found in the Room Deck. Each one has a helping tip for the heroes.

Room Deck: Draw a card whenever the heroes reveal a new room. If they get a Prisoner, add a token or miniature at the far end of the room.

- 1: Prisoner A
- 2: Prisoner B
- 3: Prisoner C
- 4: Prisoner D
- 5-12: Nothing

The Treasure Deck will have 12 cards:

- 1-5: Gold value cards (in Elven Ebony)
- 6: Antidote Potion
- 7-9: Wandering Monster (High Elven Swordsman - jailer)
- 10-12: Poisoned Arrow Trap: The hero also becomes Poisoned
- If you wish to include Alchemy Materials, add 20 Tier 1 cards, and 15 Tier 2 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 1 High Elven Swordsman on an explored square where the heroes have no line of sight. The Elven Swordsman will move and attack as normal, or prepare for battle if he can't. If the heroes do not defeat him after he attacks once, he will retreat and yell for reinforcements, causing 1 more High Elven Swordsman to appear.

Doomtrack: Every time a High Elven Swordsman 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 High Elven Swordsman, Zargon will be summoning 2 High Elven Swordsmen. 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, by turning himself invisible (see above for details).

Notes:

A: This secret door cannot be found via search.

B: This secret door cannot be found via search. Only Prisoner B can point its location. The Elf inside is a jailer that hides from the monsters. If you pay a Reputation Token he will not attack you and instead join you for the rest of this journey. The Treasure Chest contains 1 random potion from the Alchemy Deck.

C: This trap door cannot be found via search. Only Prisoner C can point its location.

D: Ambush! When one of these doors opens, so does the other. The monsters attack immediately. Goblins have Combat Mobility and force the heroes to roll half their Defense Dice during the first round of combat. This can be prevented if the heroes have found Prisoner D.

E: This secret door cannot be found via search. Only Prisoner A can point its location. On the Weapon's Rack you find Raven's Talon (the Artifact).

F: The corpse of the warden is sitting on the throne. The Treasure Chest contains 1 random potion from the Alchemy Deck. When opened, the statue turns into a Gargoyle and attacks immediately.

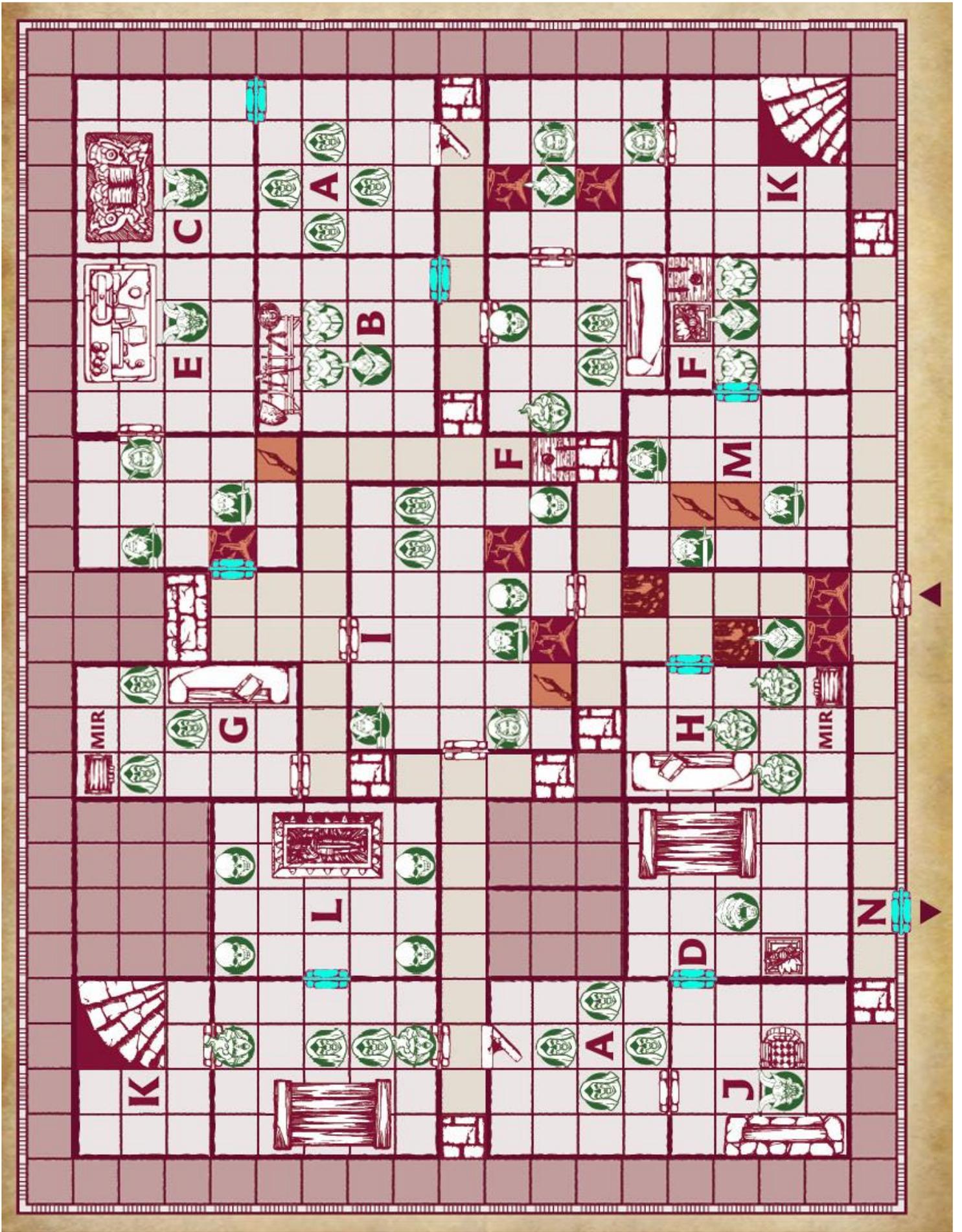
G: The Treasure Chest is trapped. If not disarmed, a poison needle causes 3 Body Points of damage and poisons the hero (he can't heal without an antidote). The Treasure Chest contains 1 random potion from the Alchemy Deck.

H: This secret door can only be found and opened from the corridor side. When opened, all enemies in the room roll half their Defense Dice during the first round of combat.

I: Sir Ragnar has freed Specters and Skullmar. He is already in the next room (the door is immediately open). On their turn Ragnar and Skullmar will open the hidden door and escape via the entrance door.

J: You find 2 random potions from the Alchemy Deck.

K: These Skeletons are dead jailers and cast a random Dread Spell each. If all the enemies in this room are defeated without any hero getting injured, you gain 1 Reputation Token.



REMADE QUEST #46

REMAKING QUESTS 6-7 OF ROTDM

'ELVEN TEMPLE OF THE MOON'

Reasons for the remake: Both Quests have to do with Lunar Charms and the Realm of Reflection, which I will rename to Mirror World, as a callback to Mage of the Mirror.

Differences from the canon Quest:

Campaign Reminder: A reminder for everything that has been described in the previous Quest (High Subtype, Enchanted Equipment, Elven Ebony, Invisibility ability).

Priest's Aid: If the heroes pay 1 Reputation Token at the start of the Quest, an Elven Priest of the Moon is convinced to join them on this Quest. He has the statistics of a Cultist, but his spells are replaced with 3 Elven Spells.

Mirror Doors: Blue doors on the map represent mirrors. Until the heroes enter the Mirror World from a specific location, these doors are just plain mirrors and they have no rooms behind them. Zargon will not place them on the board and will only mention they are there. Once in the Mirror World, Zargon will be placing blue doors whenever the heroes have line of sight with them.

The Mirror World: Just like in Mage of the Mirror, the heroes enter the Mirror World with the use of a Lunar Charm. When they do, remove any enemies that still remain on the board. In the Mirror World, all enemies have their statistics swapped (Attack with Defense, and Body Points with Mind Points). Only exceptions are the Undead who still have 1 Body Point even after the swap.

Mirror Curse: Some Treasure cards will have a curse that will swap a hero's Body Points and Mind Points until he drinks an antidote.

Objective: Find 4 Lunar Charms and optionally the Dawn Shield.

The Treasure Deck will have 19 cards:

1-6: Gold value cards (in Elven Ebony)

7-9: Antidote Potion

10-13: Wandering Monster (Elven Archer)

14-19: Trap (Mirror Curse)

- If you wish to include Alchemy Materials, add 15 Tier 1 cards, 15 Tier 2 cards, 15 Tier 3 cards, 10 Tier 4 cards, and 10 Tier 5 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 1 High Elven Archer on an explored square where the heroes have no line of sight. The Elven Archer will move and attack as normal, or prepare for battle if he can't. If the heroes do not defeat him after he attacks once, he will retreat and yell for reinforcements, causing 1 more High Elven Archer to appear.

Doomtrack: Every time a High Elven Archer is added 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 it reaches 10, instead of 1 High Elven Archer, Zargon will be summoning 2 High Elven Archers. 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, by turning himself invisible (see above for details).

Notes:

A: These Cultists do not move and are summoning Specters. On their turn, they attack, if possible, and summon 1 Specter. As long as 1 Cultist remains alive, the Specters are still summoned. If the heroes do not lose more than 4 Body Points during this Quest, due to the summoned Specters, you gain 1 Reputation Token.

B: On the Weapon's Rack you find a random Equipment card from the Equipment Deck (it is made of Silver), and 1 Lunar Charm.

C: On the Wizard's Table you find a random magic scroll from the Spell Deck, and 1 Lunar Charm.

D: The statue is holding the Dawn Shield (the Artifact).

E: On the Alchemist's Bench you find a random potion from the Alchemy Deck, and 1 Lunar Charm.

F: These two trap doors are connected.

G: The Treasure Chest contains (2 Movement Dice, times 20) Gold. Passing through the mirror leads into the Mirror World. The heroes appear on Note H.

H: The Treasure Chest contains (2 Movement Dice, times 20) Gold. Heroes appear here when they pass through the mirror on Note G. Here on the blue doors are added whenever they see them.

I: This door is locked and requires the Brass Key to open.

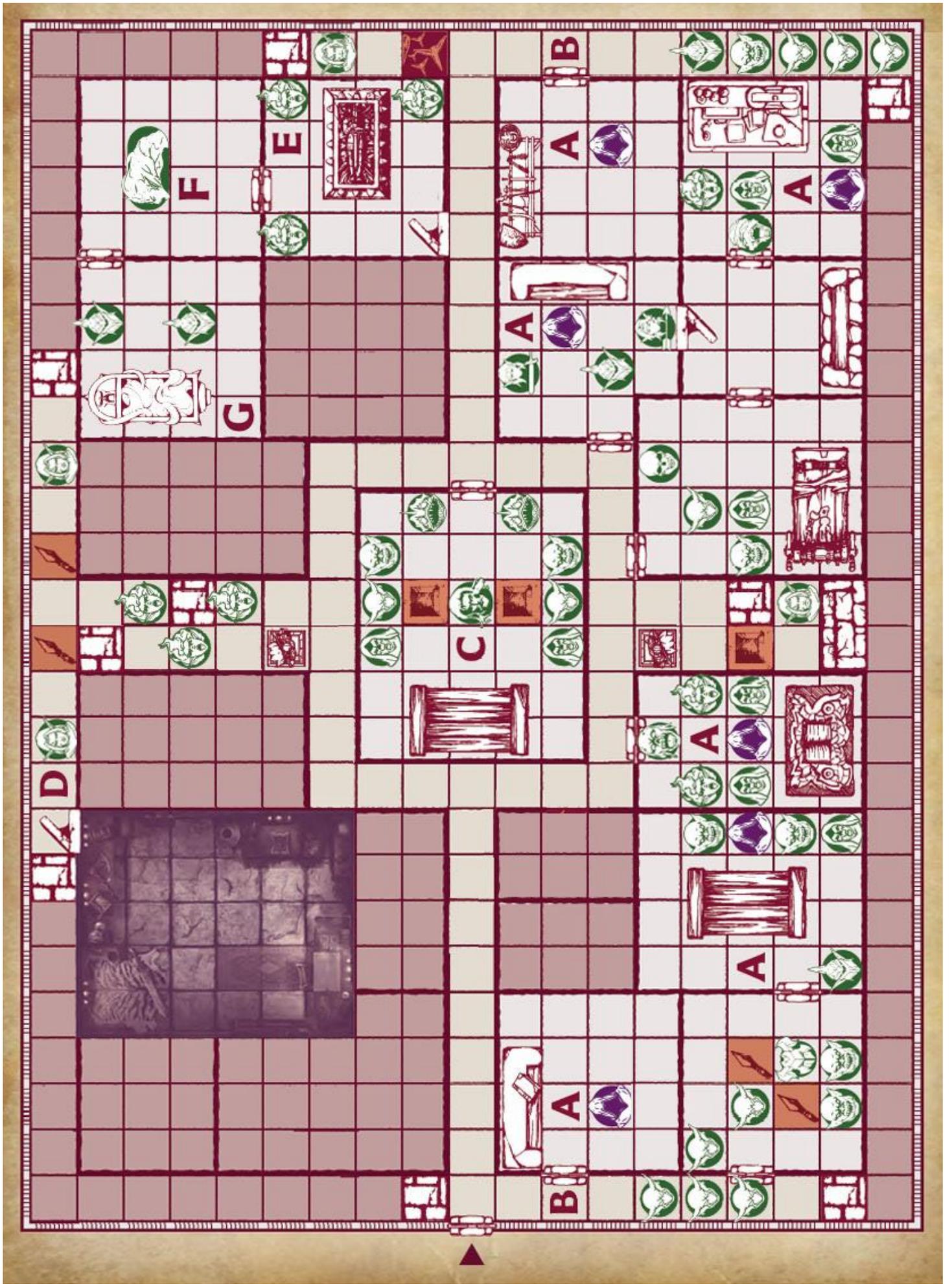
J: You find the Brass Key.

K: These staircases are connected.

L: These Skeletons are dead priests and cast a random Dread Spell each. You find 1 Lunar Charm.

M: You find a Lunar Charm.

N: The heroes are not allowed to leave until they have found 4 Lunar Charms (not including the one they start with).



REMADE QUEST #47

REMAKING QUESTS 8-10 OF ROTDM

'THE ROYAL PALACE AWAITS'

Reasons for the remake: The last Quests don't have enough gimmicks to be played separately, so I merged them into one.

Differences from the canon Quest:

Campaign Reminder: A reminder for everything that has been described in the previous Quest (High Subtype, Enchanted Equipment, Elven Ebony, Invisibility ability).

Ghost's Aid: If the heroes pay 1 Reputation Token at the start of the Quest, the ghost of an Elven Royal is convinced to join them on this Quest. He has the statistics of a Specter, but his spells are replaced with 3 Elven Spells.

Dread Resurrection: On this Quest, the corpses of non-Undead enemies and Strangers need to be marked with a token or by laying down the miniatures. On each Zargon's turn, he rolls a Combat Die. If he gets a Skull, one of the corpses becomes a Zombie and attacks immediately.

Strangers: On this Quest, the Strangers are random Elven Mercenaries or citizens who have to be escorted to the refuge.

The Treasure Deck will have 13 cards:

1-6: Gold value cards (in Elven Ebony)

7: Scales of Elethorn (the Artifact)

8-10: Wandering Monster (3 random corpses turn to Zombies)

11-13: Trap (The Dread Wraith casts 2 random Dread spells from afar)

- If you wish to include Alchemy Materials, add 10 Tier 1 cards, 10 Tier 2 cards, 10 Tier 3 cards, 10 Tier 4 cards, 5 Tier 5 cards, and 5 Tier 6 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 1 High Elven Assassin on an explored square where the heroes have no line of sight. The Elven Assassin will move and attack as normal, or prepare for battle if he can't. If the heroes do not defeat him after he attacks once, he will retreat and yell for reinforcements, causing 1 more High Elven Assassin to appear.

Doomtrack: Every time a High Elven Assassin is added because of the above Patrol rule, the palace becomes more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 1 High Elven Assassin, Zargon will be summoning 2 High Elven Assassins. 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, by turning himself invisible (see above for details).

Inspiring Presence: All enemies that have line of sight with the Bosses of the Quest (in this case, Sir Ragnar and Magrian) get 1 extra attack die. When Sir Ragnar is arrested, all enemies besides Magus Guards 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 Stranger is a random Elven Mercenary. He will be fighting the enemies in the area and the enemies will be targeting him first. He will follow the heroes during this Quest but he will never be idle. If all Mercenaries are already on the board, the Stranger is instead a defenseless citizen with 2 Body Points and 2 Defense Dice who has to be escorted to Note D.

B: This door opens as soon as a hero steps in front of it.

C: This is Sir Ragnar. Same statistics as in the Quest.

D: All Elf citizens need to be escorted to the refuge. If no more than 3 Elves are killed during this Quest, you gain 1 Reputation Token.

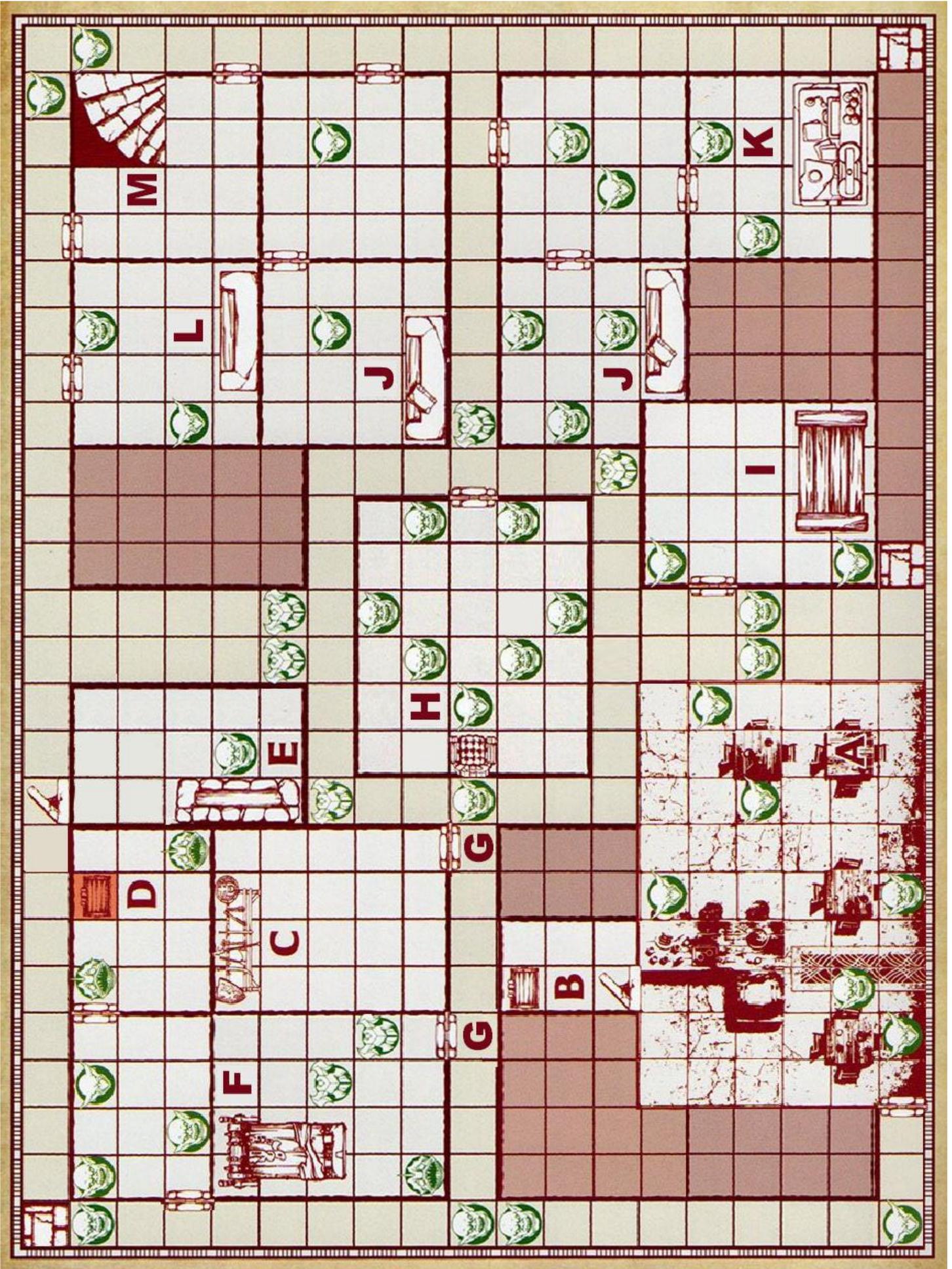
E: This door is magically shut until all 6 Strangers have been found, the citizens have been escorted to the refuge at Note D, and Sir Ragnar has been apprehended at Note C.

F: This is Dread Wraith Magrian. She will have Body Points equal to 1, plus 1 for every Stranger (Mercenary or citizen) who has been killed. She will never go below 1 Body Point until Queen Terrellia is free from the Arcane Prison.

G: The door of this room is already open. The Magus Guards do not move outside the room. A hero who interacts with the Arcane Prison, frees Queen Terrellia (she is never attacked) and makes Dread Wraith Magrian possible to be defeated.

**REMADE QUESTS
FOR
CRYPT OF
PERPETUAL DARKNESS**

**10 QUESTS HAVE BEEN
REMADE INTO
5 FAR MORE THRILLING
MISSIONS (ZIPPED TO 50%)**



REMADE QUEST #48

REMAKING QUESTS 1,2&5 OF COPD

'THE RAT AND CANDLE TAVERN'

Reasons for the remake: Quests 1 and 2 both take place in the town and their objective is fairly similar, so for a more cinematic feel, I merged them. The only worthy element of Quest 5 is the Goblin Queen, everything else is a dull linear path. I added her here as the leader of the invading force, so that there will be a boss battle.

Differences from the canon Quest:

Black Subtype: All Greenskins in this expansion have the Black subtype (their skin is dark green and stone-like) that makes them more durable and stronger than their mundane counterparts.

- They defend with White Shields instead of Black Shields. Dragon Bone Weapons negate this effect.
- They hit harder as well. When they are attacking, Black Shields count as Skulls. This can be prevented with Dragon Scale Armors.

Currency Change: In order to prevent gold from losing its value once all the basic weapons and armor have been bought, this campaign will have different currency. The gold the heroes bring from the core Quests or other campaigns will have half the value on the markets of the Dragon Marshes. The gold found on Crypt of Perpetual Darkness Quests will be labeled as Copper Ingots.

Burning: The Burning status effect is caused by the Fireblast Trap, from Wizards of Morcar. A hero is going to lose 1 Body Point at the end of his next turn, if he rolls a Combat Die and gets a Skull. This can be prevented by using Ointment.

Ointment: A special item that heals 1 Body Point, removes Burning, and makes the user immune to Burning for the next 3 rounds.

Dragon Bone Weapons: In this variant, the markets have weapons that Black Greenskins are weak against. They cost the same, but remove the Black buff.

Dragon Scale Armors: Heroes can buy dragon scale armors from the armory using Copper Ingots. Dragon scale armors have the same value as mundane armors (in Copper Ingots) and each of them negates 1 Black Shield from the attacks of Black Greenskins. Meaning, a hero who wears a set of dragon scale armors (helmet, shield, mail) negates up to 3 Black Shields.

The Treasure Deck will have 17 cards:

1-6: Gold value cards (in Copper Ingots)

7-9: Ointment (if the heroes don't use this item during this Quest, you gain 1 Reputation Token)

10-13: Wandering Monster (Black Goblin)

14-17: Trap (Burning Spear Trap that inflicts Burning)

- If you wish to include Alchemy Materials, add 15 Tier 1 cards, 10 Tier 2 cards, 10 Tier 3 cards, and 10 Tier 4 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 1 Black Goblin on an explored square where the heroes have no line of sight. The Black Goblin will move and attack as normal, or prepare for battle if it can't. If the heroes do not defeat it after he attacks once, it will retreat and yell for reinforcements, causing 1 more Black Goblin to appear.

Doomtrack: Every time a Black Goblin is added because of the above Patrol rule, the town becomes more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 1 Black Goblin, Zargon will be summoning 2 Black 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, by setting his weapon on fire and inflicting Burning.

Inspiring Presence: All enemies that have line of sight with the Boss of the Quest (in this case, the Goblin Queen) 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 start at the tavern.

B: The tavern owner is hiding here. If he is escorted alive to the exit, he rewards the heroes with a random potion from the Alchemy Deck. The Treasure Chest contains (2 Movement Dice, times 15) Gold.

C: The blacksmith is hiding here. If he is escorted alive to the exit, he rewards the heroes with a random equipment card from the Equipment Deck (it will be made of Dragon Bone or Dragon Scales).

D: This is a storeroom. The chest is trapped with a poison dart that inflicts 2 Body Points of damage. In it there is a random Potion from the Alchemy Deck.

E: This is a thief's hideout. When you search for treasure you find (2 Movement Dice, times 30) Gold.

F: This is the town jail where Vander the Elf is held captive. If he is escorted alive to the exit, he rewards the heroes by deciphering the map. If the heroes pay 1 Reputation Token, he will join them on their next Quest. He has the statistics of an Arbalist.

G: These doors are locked and require a key to open.

H: This is the Goblin Queen, leading the attack on the town. On her corpse you find the key that unlocks the door to the blacksmith.

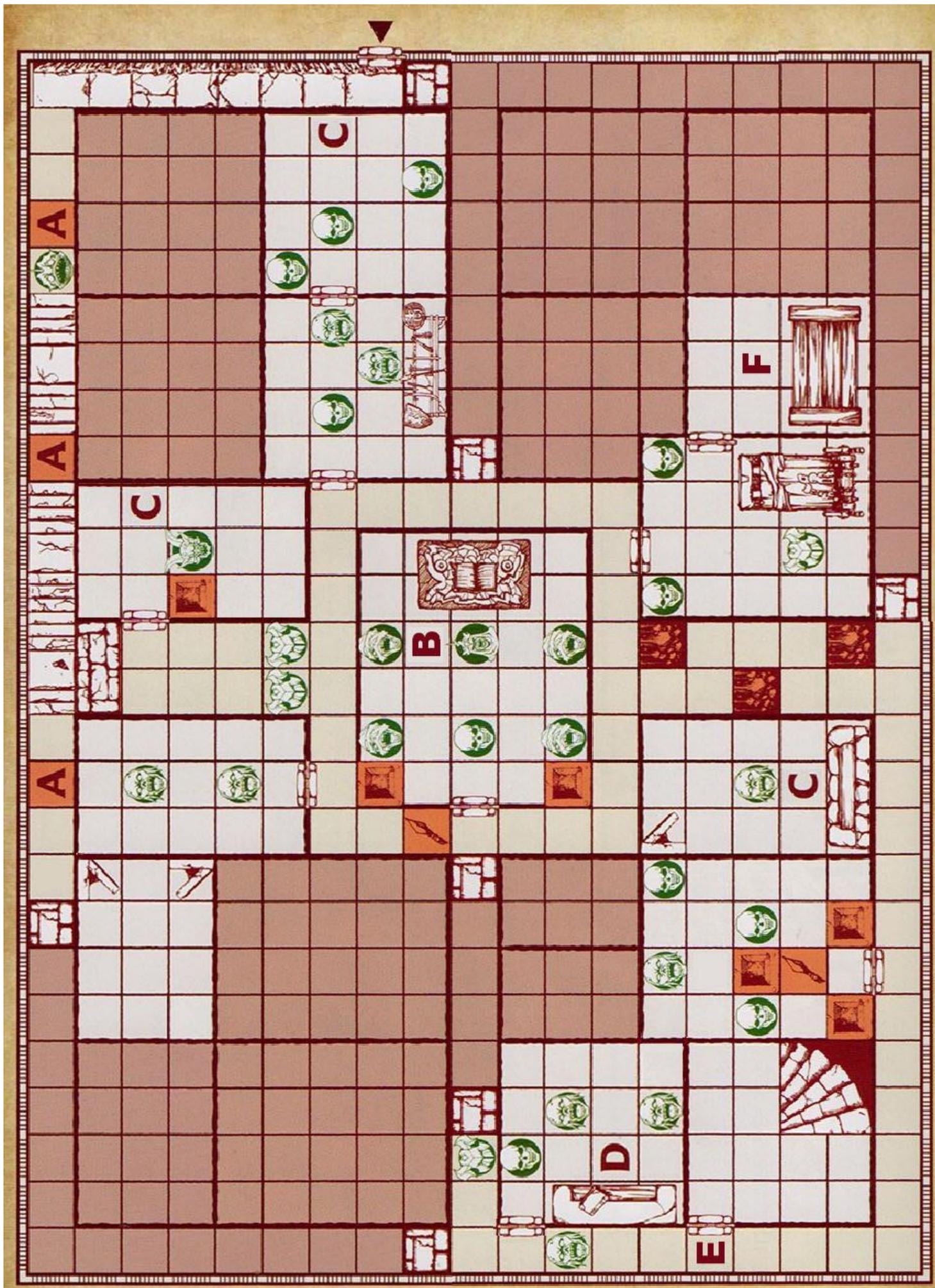
I: On the table you find the key that unlocks the door of the jail.

J: You find a random Magic Scroll from the Spell Deck.

K: This is the town's alchemist shop. You find a random Potion from the Alchemy Deck.

L: This is the town's magic shop. You find a Wizard's familiar. At a cost of any one Spell per Quest, it can bond with a spellcaster, and be used to walk in corridors or under doors and reveal what is there. It doesn't reveal traps or secret passages. Mundane monsters will not take notice of it. Magic monsters will sense it and will instantly kill it on their turn. The familiar returns to life during the next Quest if the spellcaster sacrifices a spell.

M: The heroes cannot leave without Vander the Elf.



REMADE QUEST #49

REMAKING QUESTS 3&5 OF COPD

'THE MARSH OF SORROWS'

Reasons for the remake: I merged these Quests because they were too plain to play individually. The setting of a marsh or a sunken city is cool, but the game does nothing interesting with it. I added a quicksand hazard to spice things up.

Differences from the canon Quest:

Campaign Reminder: A reminder for everything that has been described in the previous Quest (Black Subtype, Dragon Bone Weapons, Dragon Scale Armors, Copper Ingots, Burning status effect).

Mercenary Aid: If the heroes pay 1 Reputation Token at the start of the Quest, a Glaive is convinced to join them on this Quest.

Marsh Hamlet: All rooms in this Quest count as wooden huts. All corridors in this Quest are a marsh. Movement is halved when walking on them.

Quicksand: On each Zargon turn, if there is at least 1 hero on a corridor without a tile on it (meaning, it's a marsh) Zargon rolls a Combat Die. If the result is a Skull, Zargon chooses a hero to lose his turn, trying to get unstuck. His Defense Dice will also be halved until his next turn.

The Treasure Deck will have 12 cards:

1-3: Gold value cards (in Copper Ingots)

4-6: Ointment

7-9: Wandering Monster (1 Black Orc)

11-13: Trap (Grasping Vine that also inflicts Burning)

- If you wish to include Alchemy Materials, add 15 Tier 1 cards, 10 Tier 2 cards, and 10 Tier 3 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 1 Black Orc on an explored square where the heroes have no line of sight. The Black Orc will move and attack as normal, or prepare for battle if it can't. If the heroes do not defeat it after he attacks once, it will retreat and yell for reinforcements, causing 1 more Black Orc to appear.

Doomtrack: Every time a Black Orc is added because of the above Patrol rule, the marsh becomes more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 1 Black Orc, Zargon will be summoning 2 Black Orc. 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, by setting his weapon on fire and inflicting Burning.

Inspiring Presence: All enemies that have line of sight with the Boss of the Quest (in this case, the Swamp Hag) 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: There are Grasping Vine traps on these tiles. They contain acidic poison that causes serious rashes akin to inflicting Burning.

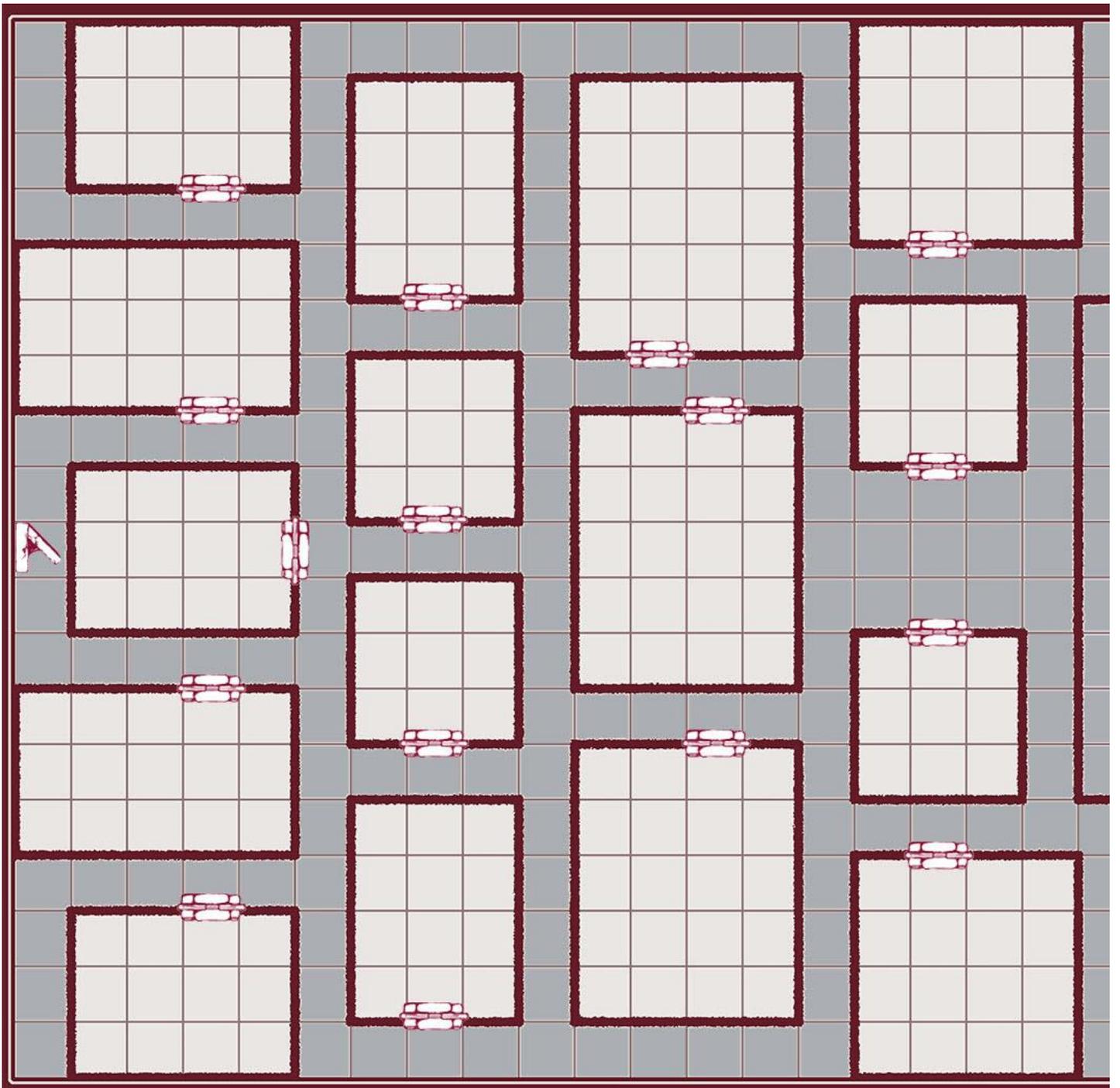
B: This Swamp Hag and her guards never leave this room, and are protected by powerful Dread magic. Attempts to enter the room without owning a bone charm will result in the hero losing 1 Body Point and getting tossed outside. When defeated, the heroes can open the door at Note E. If the heroes do not lose more than 6 Body Points from the enemies in this room, you gain 1 Reputation Token.

C: Searching these rooms will result in finding a charm made of bones. When all three parts are found, the heroes can deal with the Swamp Hag.

D: You find a random Magic Scroll on the shelf.

E: This door is magically shut and will not open until the Swamp Hag is defeated.

F: On the table you find the artifact called Frog Boots. It allows a hero to walk normally on shallow waters.



REMADE QUEST #50

REMAKING QUESTS 4&8 OF COPD

'THE LOST MINE'

Reasons for the remake: Many Quests in this campaign are just very dull to play individually.

- Quest 4 has an Undead Minotaur that just pops out of nowhere, but it's otherwise a cool idea.
- Quest 8 has a nameless mummy dwarf and his bear, and they are nothing special.
- The maps for these Quests are linear and boring to play. I will not use them or even merge them. I will instead use a blank cavern board from First Light, so there can be something special.

Differences from the canon Quest:

Campaign Reminder: A reminder for everything that has been described in the previous Quest (Black Subtype, Dragon Bone Weapons, Dragon Scale Armors, Copper Ingots, Burning status effect).

Cavern Board: Use the board of First Light (because the setting is a mine).

Darkness: The Lost Mine is deep underground and has no lightning.

- Each hero will have a torch that will allow him to see only up to 3 squares ahead of him. He will also not be able to hold 2 items at the same time.
- The enemies will never be ambushed by the heroes because they will be seeing the light of the torches from afar, or even at the cracks of doors.
- A hero who is down to 1 Body Point is allowed to use the torch and block 1 damage. This will keep him alive, but the torch gets destroyed. If all heroes have their torches destroyed, they will have to continue in complete darkness. A hero who fights in the dark has 1 less Attack and Defense Die, and he can't search a room for treasure. He can still find Quest-important items.



Room Deck: The contents of each room are randomized. Every time the heroes open a door, they draw a Room Card that will define what lies inside. Zargon will be responsible to arrange the furniture as he likes.

1: Forge: Use the Forge Tile from Kellar's Keep, otherwise use the Fireplace. This will be the forge of the Dwarven hero Tyjit Shaleaxe. Something seems to be stuck into the now solidified metal in the forge. The heroes will not be able to get it until the Dwarf's spirit has been released. Once they do, they release from the forge his greatest creation, the Dragon Spear (the Artifact).

2: Torture Rack: Something had been imprisoned here long ago. The heroes find the bones of a Minotaur. They can choose to take them with them or leave them there. When the bones come in sight with the bones of the Dwarf or his Bear Mount, they come to life. The heroes will have to beat the Minotaur, who has the statistics of an Ogre. If the Minotaur is defeated without injuring the Dwarf or his Bear Mount, you gain 1 Reputation Token.

3: Tomb: The Dwarf's beloved Bear Mount is buried here. The heroes find the bones of a Bear. They can choose to take them with them or leave them there. If the bones come in sight with the bones of the Dwarf, they dissolve and its spirit moves to the afterlife. This can be prevented if the heroes pay 1 Reputation Token. The Bear Mount will instead follow them in their next Quest. If the bones come in sight with the bones of the Minotaur, they come to life. The bear will assist the heroes in beating the Minotaur, and has the statistics of a Polar War Bear.

4: Throne: This is where the Dwarven hero Tyjit Shaleaxe died, protecting the mine from the forces of Dread. The heroes find the bones of a Dwarf. They can choose to take them with them or leave them there. If the bones come in sight with the bones of the Bear, they dissolve and its spirit moves to the afterlife. This can be prevented if the heroes pay 1 Reputation Token. The Dwarf will instead follow them in their next Quest. If the bones come in sight with the bones of the Minotaur, they come to life. The dwarf will assist the heroes in beating the Minotaur, and has the statistics of a Gargoyle.

5: Staircase: This is the exit room. The heroes can't leave until they have defeated the Undead Minotaur.

6: Weapon's Rack: This is a Dwarven armory. The heroes find a random equipment card from the Equipment Deck (it's made of Dragon Bone or Dragon Scales).

7: Alchemist's Bench: The heroes find a random potion card from the Alchemy Deck.

8: Treasure Chest: The heroes find (2 Movement Dice, times 40) Gold.

9-16: The room is featureless.

Enemy Deck: The contents of each room are randomized. Every time the heroes open a door, they draw an Enemy Card that will define the enemies inside. Zargon will be responsible to arrange the enemies as he likes. If they are 3 squares away from the door, the heroes don't see them even with the torches and they attack immediately. If there is not enough room to place them all because of a piece of furniture, they are discarded from the board.

1: 4 Black Goblins

2: 3 Black Orcs

3: 2 Black Abominations

4: 4 Skeletons

5: 3 Zombies

6: 2 Mummies

7: 2 Dread Warriors

8: 1 Gargoyle

9-16: The room has no enemies

The Treasure Deck will have 16 cards:

1-5: Gold value cards (in Copper Ingots)

6-8: Ointment

9-12: Wandering Monster (1 Black Abomination)

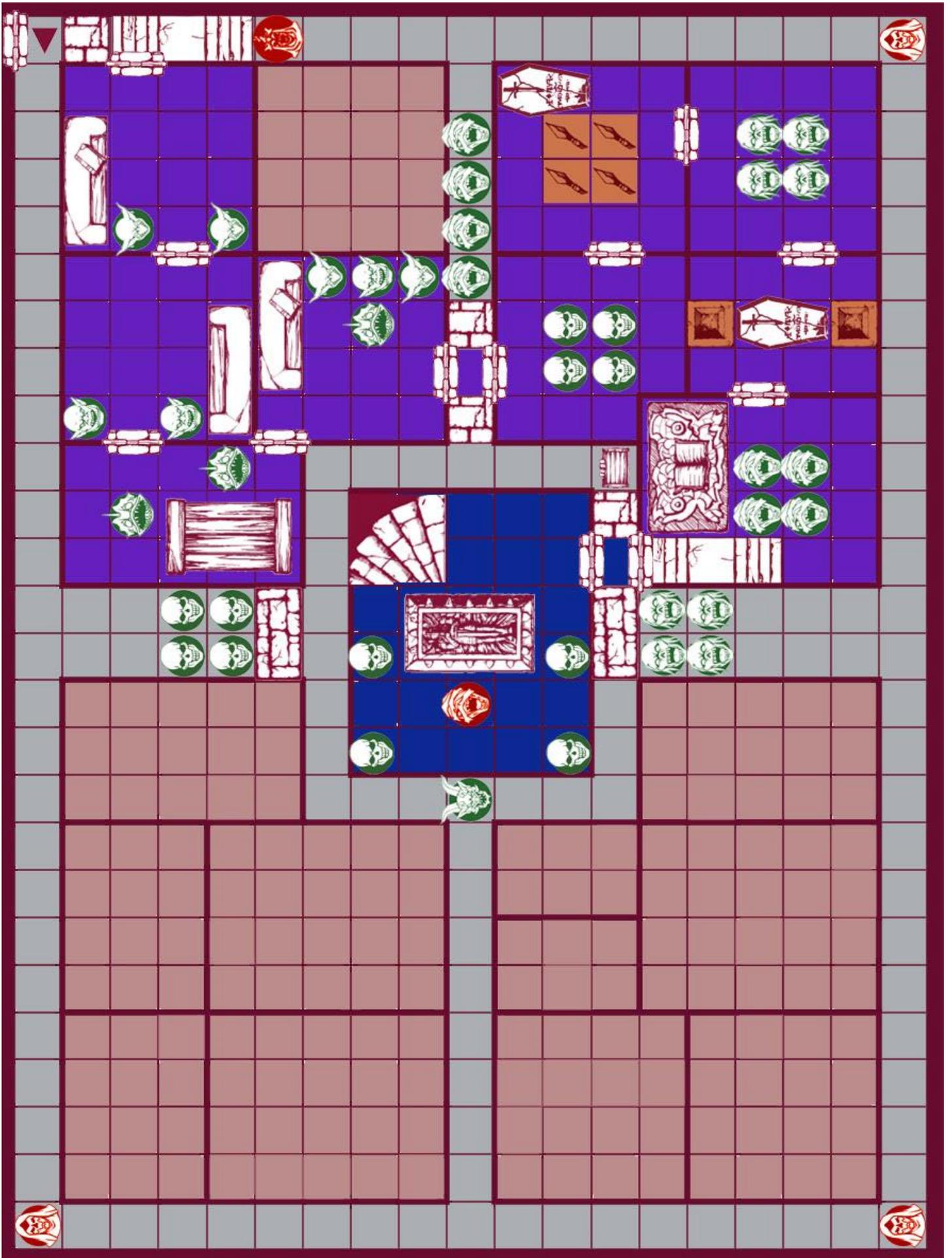
13-16: Trap (Fireblast, everyone in the area loses 1 Body Point and gains Burning)

- If you wish to include Alchemy Materials, add 10 Tier 1 cards, and 10 Tier 2 cards. Each cave chamber will have only 1 material.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 1 Black Abomination on an explored square where the heroes have no line of sight. The Black Abomination will move and attack as normal, or prepare for battle if it can't. If the heroes do not defeat it after he attacks once, it will retreat and yell for reinforcements, causing 1 more Black Abomination to appear.

Doomtrack: Every time a Black Abomination is added because of the above Patrol rule, the city becomes more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 1 Black Abomination, Zargon will be summoning 2 Black Abominations. 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, by setting his weapon on fire and inflicting Burning.



REMADE QUEST #51

REMAKING QUESTS 5-6 OF COPD

'THE SUNKEN CITY'

& QUEST 2 OF WOM

'CRYPT OF THE NECROMANCER'

Reasons for the remake: Many Quests in this campaign are just very dull to play individually.

- Quest 5 has a sunken city with no gimmicks.
- Quest 8 has a mummy lord who does nothing special.
- Quest 2 of Wizards of Morcar has a necromancer, who fits nicely on this Quest. The lore switches to the Sunken City belonging to the Goblin Queen after the Mummy Lord slept in his tomb for eons. Then Fenrax the Necromancer came, on behalf of Zargon, to awaken him and seek alliance. This forced the Goblin Queen to leave and seek new land to conquer.
- The maps for these Quests are linear and boring to play. I will not use them and will instead make one of my own.

Differences from the canon Quest:

Campaign Reminder: A reminder for everything that has been described in the previous Quest (Black Subtype, Dragon Bone Weapons, Dragon Scale Armors, Copper Ingots, Burning status effect).

Gnome's Aid: At the start of the Quest, the heroes can pay 1 Reputation Token for a Gnome to join. He will have 3 Body Points, will not be able to fight, and will be holding a torch for the other heroes to see in the dark.

Flooded Streets: All corridors in this Quest are flooded streets. Movement is halved when walking on them.

Red Cultists: They are the disciples of Fenrax the Necromancer. Each of them knows one random Dread Spell he uses.

The Treasure Chest: It contains The Crown of Darkness (the Artifact).

Red Dread Sorcerer: He is Fenrax the Necromancer. He has the same statistics as in the normal Quest. The 4 Mummies close to him are added on the board as soon as his turn comes up. He is allowed to retreat and open doors.

Darkness: All rooms with purple color on the map are chambers of The Tomb of Hate and are still over water, but covered in darkness.

- Each hero will have a torch that will allow him to see only up to 3 squares ahead of him. He will also not be able to hold 2 items at the same time.

- The enemies will never be ambushed by the heroes because they will be seeing the light of the torches from afar, or even at the cracks of doors.

- A hero who is down to 1 Body Point is allowed to use the torch and block 1 damage. This will keep him alive, but the torch gets destroyed. If all heroes have their torches destroyed, they will have to continue in complete darkness. A hero who fights in the dark has 1 less Attack and Defense Die, and he can't search a room for treasure. He can still find Quest-important items.



The Tomb of Hate: The dark blue room on the map is The Tomb of Hate. It is both flooded and covered in darkness. Archalonus, The Mummy Lord, guards the exit. He has the same statistics as in the normal Quest. If the heroes do not lose more than 4 Body Points from the enemies in this room, you gain 1 Reputation Token.

The Treasure Deck will have 10 cards:

1-2: Gold value cards (in Copper Ingots)

3-5: Eye Drops (they cure blurry eyesight)

6-8: Wandering Monster (2 Black Goblins)

9-10: Trap (Toxic Gas. Everyone in the area loses 1 Body Point and has blurry eyesight, making it impossible to see in the dark even with a torch. The Crown of Darkness and the Eye Drops negate this effect.)

- If you wish to include Alchemy Materials, add 10 Tier 1 cards, 10 Tier 2 cards, 5 Tier 3 cards, 5 Tier 4 cards, and 5 Tier 5 cards.

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

Doomtrack: Every time a Black Goblin 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 it reaches 10, instead of 2 Black Goblins, Zargon will be summoning 3 Black 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, by setting his weapon on fire and inflicting Burning.

Inspiring Presence: All enemies that have line of sight with the Boss of the Quest (in this case, Archalonus) 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.

REMADE QUEST #52

REMAKING QUESTS 9-10 OF COPD

'THRONE OF THE DEATH KNIGHT'

Reasons for the remake: No reason to have 2 mostly empty Quests. I merged them into 1 for a more epic adventure.

Differences from the canon Quest:

Campaign Reminder: A reminder for everything that has been described in the previous Quest (Black Subtype, Dragon Bone Weapons, Dragon Scale Armors, Copper Ingots, Burning status effect).

Mercenary Aid: If the heroes pay 1 Reputation Token at the start of the Quest, a Striker is convinced to join them on this Quest.

The Treasure Deck will have 10 cards:

1: Cloak of Shadows (the Artifact)

2: Dragon Map: Reveals the location to the Dragon Altar at Note E.

3-5: Ointment

6-10: Dread Skull (hovers and range-attacks heroes with 2 Attack Dice)

- If you wish to include Alchemy Materials, add 10 Tier 1 cards, 5 Tier 2 cards, 5 Tier 3 cards, 5 Tier 4 cards, 5 Tier 5 cards, and 5 Tier 6 cards.

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

Doomtrack: Every time a Black Orc 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 it reaches 10, instead of 2 Black Orcs, Zargon will be summoning 3 Black 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, by setting his weapon on fire and inflicting Burning.

Inspiring Presence: All enemies that have line of sight with the Bosses of the Quest (in this case, Kedrik Gilbane and DragonVenim) get 1 extra attack die.

Notes:

A: You find a random Magic Scroll from the Spell Deck.

B: You find a random Potion from the Alchemy Deck.

C: This is Kedrik Gilbane. He has the same statistics as in the original Quest. When the room is searched, the throne can be pushed to the side and reveal the secret door. If the heroes do not lose more than 6 Body Points from the enemies in this room, you gain 1 Reputation Token.

D: This is the dragon's treasure hoard. Each Treasure Chest contains (1 Movement Die, times 100) Gold.

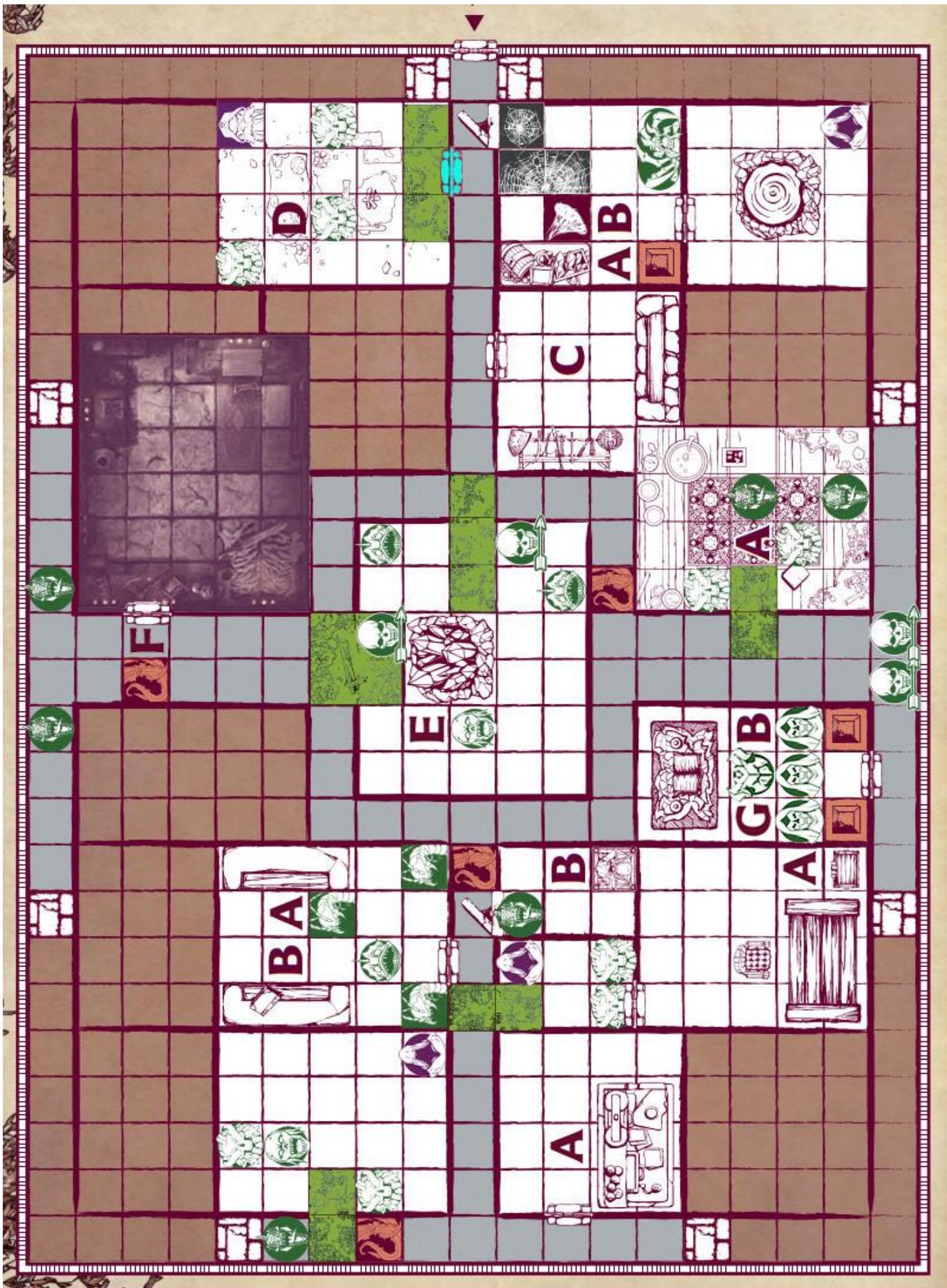
E: This is a fake wall that can be pushed to the side so the heroes can get to the dragon's altar. The secret is revealed only if the heroes have found the Dragon Map in the Treasure Deck. The Dragon has the same statistics as in the original Quest. If the heroes do not lose more than 10 Body Points from the enemies in this room, you gain 1 Reputation Token.

F: You find a random equipment card from the Equipment Deck (it will be made of Dragon Bone or Dragon Scales).

REMADE QUESTS FOR JUNGLES OF DELTHRAK

**16 QUESTS HAVE BEEN
REMADE INTO
8 FAR MORE THRILLING
MISSIONS (ZIPPED TO 50%)**

Notice: There are 7 Quests in actuality, since 1 of them is used in the Gathering Storm.



REMADE QUEST #53

REMAKING QUESTS 1, 2 & 4 OF JOD

'DURLAN'S OUTPOST'

Reasons for the remake: The first Quest only has loot and a scout you have to rescue. It can be combined with the second Quest which takes place in an outpost where you do pretty much the same thing. Because Quest 4 is passable and Quest 1 does not have a Boss, I added Voldrung on Quest 1.

Differences from the canon Quest:

Subtypes:

- All non-campaign exclusive enemies in this expansion (Greenskins, Undead, Dread Warriors) have the Thorn subtype that makes them more durable and stronger than their mundane counterparts.

- They defend with White Shields instead of Black Shields. The Red Steel Weapons negate this effect.
- They hit harder as well. When they are attacking, Black Shields count as Skulls. This can be prevented with Red Steel Armors.

Currency Change: In order to prevent gold from losing its value once all the basic weapons and armor have been bought, this campaign will have different currency. The gold the heroes bring from the core Quests or other campaigns will have half the value on the markets of the Delthrak Jungle. The gold found on Delthrak Quests will be labeled as Jungle Emeralds.

Venomous: In this variant, all potions found or bought on this campaign will be venomous. Drinking them will have a chance to affect the mind and body of a hero. Whenever heroes drink a potion, they will roll 2 Combat Dice. For each Skull, they will lose 1 Mind Point or lose a turn. This can be prevented by drinking a Potion of Serpent's Blood.

Potion of Serpent's Blood: It removes venom from a potion. In addition to curing Paralysis, it also makes the one who drinks it immune to Paralysis for 3 rounds.

Paralysis: Prepared enemies will gain the Paralysis attack which immobilizes their target. A paralyzed character loses his turn.

Red Steel Weapons: In this variant, all weapons found or bought on this campaign will be made of Red Steel instead of a common metal. Their cost will be the same (in Jungle Emeralds). They take away the Thorn buff of enemies to defend with White Shields.

Red Steel Armors: In this variant, all armors found or bought on this campaign will be made of Red Steel instead of a common metal. Their cost will be the same (in Jungle Emeralds). Each of them negates 1 Black Shield from the attacks of Thorn enemies. Meaning, a hero who wears a set of Red Steel armors (helmet, shield, mail) negates up to 3 Black Shields.

Spider Cocoons: Instead of having fixed contents, they will have random contents. There might be something good inside them if someone comes close to search. Roll a 6-sided die to determine what the contents are.

1-2: Just a shriveled up corpse.

3: A corpse that animates into a Zombie and attacks immediately. It won't be armed so it rolls 1 Attack Die.

4: Spider Spawnling.

5-6: There is a still living villager inside. He can't fight and only has 1 Body Point and Defense Die.

The Treasure Deck will have 13 cards:

1-3: Gold Value cards (in Jungle Emeralds)

4-6: Potion of Serpent's Blood.

7: Bracers of the Wild (the Artifact)

8-10: Wandering Monster (Thorn Goblin)

11-13: Trap (Spawning)

- If you wish to include Alchemy Materials, add 10 Tier 1 cards, 10 Tier 2 cards, 10 Tier 3 cards, and 10 Tier 4 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 1 Thorn 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 1 more Thorn Goblin to appear.

Doomtrack: Every time 1 Thorn Goblin is added because of the above Patrol rule, the outpost becomes more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 1 Thorn Goblin, Zargon will be summoning 2 Thorn 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, coating his weapon with venom that will Paralyze the hero it attacks.

Inspiring Presence: All enemies that have line of sight with the Boss of the Quest (in this case, Voldrung) 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: You find a random potion from the Alchemy Deck (it may contain Venom).

B: You find a random spell scroll from the Spell Deck.

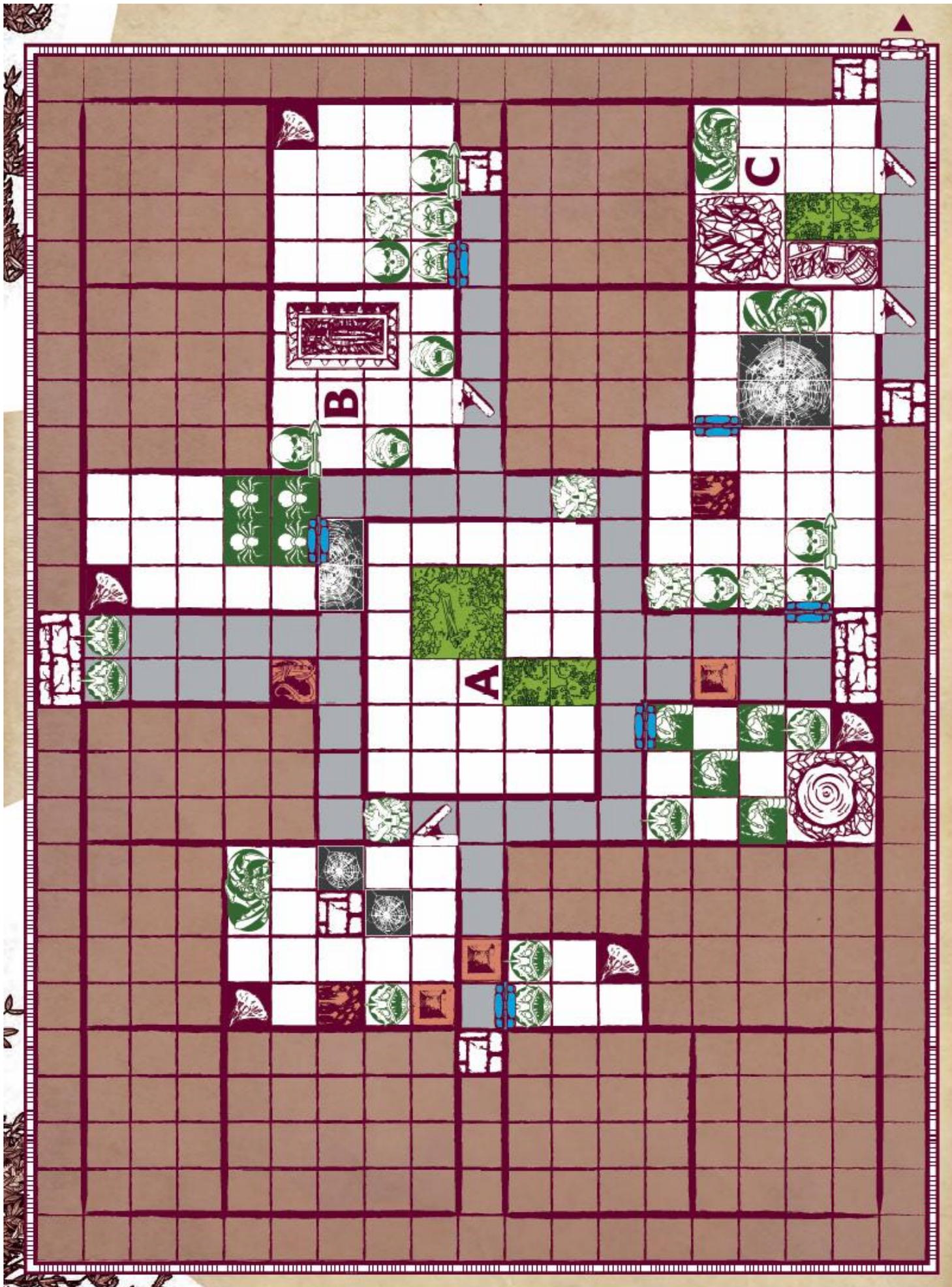
C: You find a random equipment card from the Equipment Deck (it is made of Red Steel).

D: The door of this room is already open. Inside is Tharn, a Dwarven Scout, under attack. He fights with the stats of a Scout and thanks the heroes if they rescue him. Then he explains the situation and how they have to save 3 townfolk that didn't make it to the refuge. He follows them for the rest of the Quest. If the heroes pay 1 Reputation Token, he agrees to follow them on the next Quest.

E: The Crystal Cluster empowers all enemies in this room, offering them 1 extra Attack and Defense Die, until it is destroyed.

F: This is a refuge where the Dwarven townfolk (Strangers) have to be escorted to, so the Quest can be completed. If the heroes manage to save all 3, you gain 1 Reputation Token.

G: This is the corrupted hero Voldrung, leading the attack on the village. He has the same stats as in Quest 4.



REMADE QUEST #54

REMAKING QUEST 3 OF JOD

'THE SPIDER CAVE'

Reasons for the remake: Quest 3 has a dumb name. Down we go? What kind of crap is this? It's The Spider Cave! It also doesn't have a gimmick that makes the mission memorable, so I added a hunt for the cocoons and the Spider Queen.

Differences from the canon Quest:

Campaign Reminder: A reminder for everything that has been described in the previous Quest (Thorn Subtype, Red Steel Equipment, Jungle Emeralds, Paralysis status effect, Venomous Potions, Cocoon Contents).

Hunt for the Spider Queen: The heroes have to break the 5 cocoons in hopes of saving previous heroes that fell victims to the spiders, and then defeat the Spider Queen. She will be the Trap of the Quest, but will be retreating after getting injured by shooting a web at the cave ceiling.

- If the heroes rescue at least 1 living hero from a cocoon, you gain 1 Reputation Token.
- If the heroes pay 1 Reputation Token to a rescued hero, he agrees to follow them on the next Quest as a mercenary Glaive.

The Treasure Deck will have 10 cards:

1-2: Gold Value cards (in Jungle Emeralds)

3-4: Potion of Serpent's Blood.

5: Tomb Map

6-7: Wandering Monster (Thorn Skeleton)

8-10: Trap (Spider Queen)

- If you wish to include Alchemy Materials, add 10 Tier 1 cards, 10 Tier 1 cards, and 10 Tier 3 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 1 Thorn Skeleton on one of the explored corridors (at a corner where the heroes have no line of sight). The Skeleton 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 1 more Thorn Skeleton to appear.

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

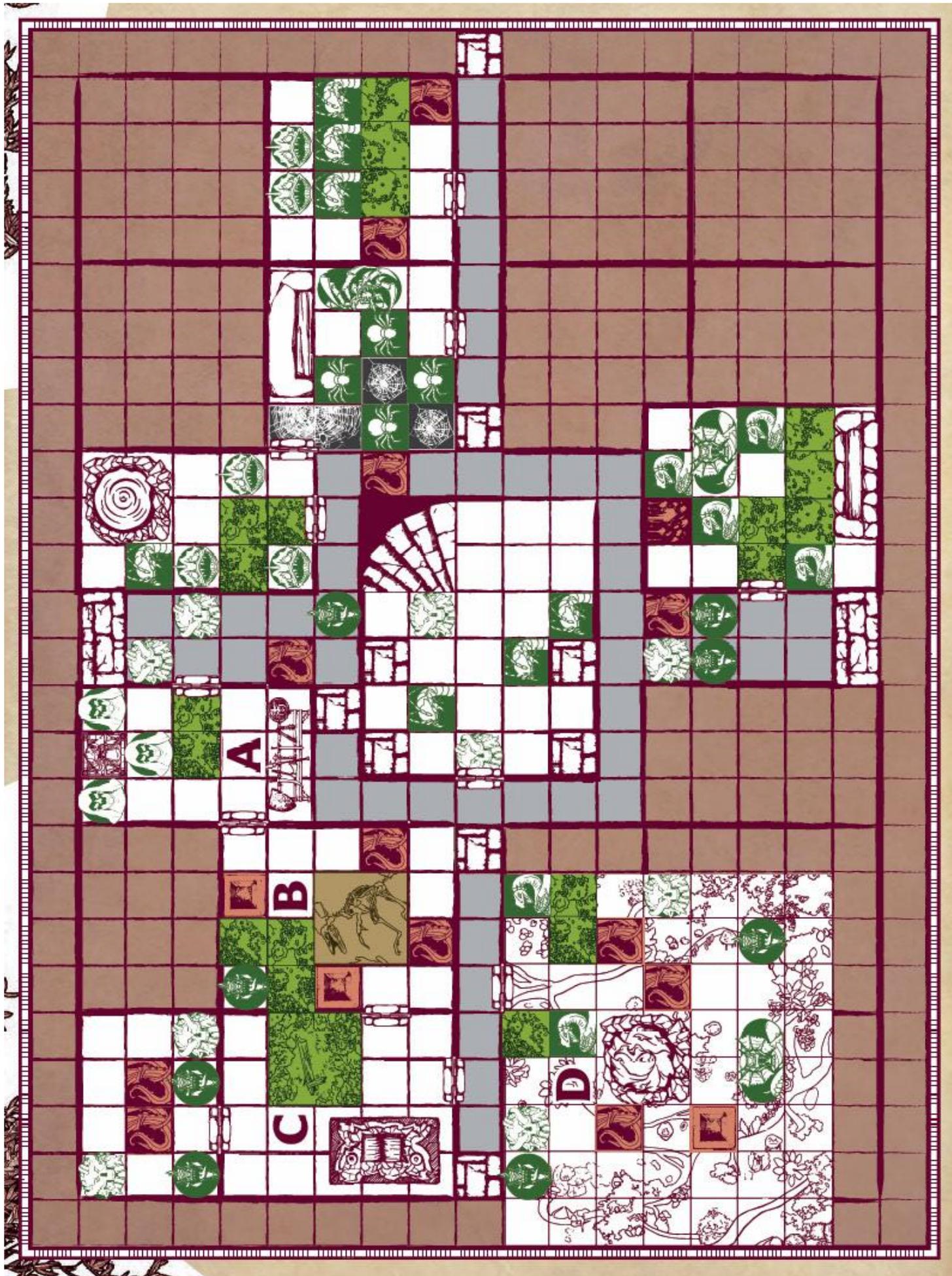
Enemy Preparation: Any enemy who can't attack on his turn will instead prepare for battle, coating his weapon with venom that will Paralyze the hero it attacks.

Notes:

A: The heroes begin the Quest here, by dropping down from a cave opening.

B: The secret door cannot be found via search. The heroes have to find the Tomb Map in the Treasure Deck. Inside the tomb you find the Emberwrought Diadem (the Artifact).

C: The secret door cannot be found via search. It opens automatically once the heroes are at the corridor and have broken all 5 cocoons. The Spider Queen will come out, fully healed for a final showdown.



REMADE QUEST #55

REMAKING QUESTS 5 & 7 OF JOD

'A DWELLING IN PERIL'

Reasons for the remake: Quest 5 is only defined by saving the sentient plant. I combined it with Quest 7 where the plant needs your help.

Differences from the canon Quest:

Campaign Reminder: A reminder for everything that has been described in the previous Quest (Thorn Subtype, Red Steel Equipment, Jungle Emeralds, Paralysis status effect, Venomous Potions, Cocoon Contents).

Revelroot and Raptor: The sentient plant will not be at the starting room, but in the Treasure Deck. The Raptor can only be rescued with Revelroot's assistance (he commands the vines to release the Raptor).

The Treasure Deck will have 10 cards:

1: Revelroot (he is needed for rescuing the Raptor at Note B). If the heroes pay 1 Reputation Token, he convinces a small Trent to join you on your next Quest (same stats as a Skullblight).

2: Fangwarden Armlet (the Artifact)

3-4: Gold Value cards (in Jungle Emeralds)

5: Potion of Serpent's Blood

6-7: Wandering Monster (2 Raptors)

8-10: Trap (Venomous Spear Trap - It also inflicts Paralysis)

- If you wish to include Alchemy Materials, add 15 Tier 1 cards, 15 Tier 2 cards, and 15 Tier 3 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 1 Thorn 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 1 more Thorn Orc to appear.

Doomtrack: Every time 1 Thorn Orc is added because of the above Patrol rule, the jungle becomes more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 1 Thorn Orc, Zargon will be summoning 2 Thorn 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, coating his weapon with venom that will Paralyze the hero it attacks.

Notes:

A: You find a random equipment card from the Equipment Deck (it is made of Red Steel).

B: A Raptor is trapped in the vines. Only Revelroot can remove the vines and rescue him. If the heroes have found the Fangwarden Armlet when he is freed, you gain 1 Reputation Token.

C: You find a random spell scroll from the Spell Deck. Then you are immediately attacked by a Giant Ape that drops from the trees above.

D: This is Cadmila the Serpent. Despite being a Boss, she was not given special abilities. In this variant, she has 2 extra Body Points and a second action that lets her coil around a Paralyzed characters, constricting him. He will lose 1 Body Point and remain paralyzed for another round.

REMADE QUEST #56

REMAKING QUESTS 8-10 OF JOD

'THE RUINED TEMPLE OF AA THALORE'

Reasons for the remake: Quest 6 became part of Gathering Storm (The Quest for the Spirit Blade). Quests 8, 9 and 10 are too simple to play individually.

Differences from the canon Quest:

Campaign Reminder: A reminder for everything that has been described in the previous Quest (Thorn Subtype, Red Steel Equipment, Jungle Emeralds, Paralysis status effect, Venomous Potions, Cocoon Contents).

Arcane Mummies: All Dread Warriors on this Quest are Arcane Mummies (same stats as in the original Quest).

The Treasure Deck will have 14 cards:

1: Magic Talisman (needed for unlocking the door at Note A).

2: Sapphire Skull (the Artifact)

3-5: Gold Value cards (in Jungle Emeralds)

6-7: Potion of Serpent's Blood

8-11: Wandering Monster (Arcane Mummy)

12-14: Trap (Spinning Blade Trap – Roll dice equal to your Mind Points, get a 6 or lose 3 Body Points, Explorers can also dodge with 5)

- If you wish to include Alchemy Materials, add 15 Tier 1 cards, 10 Tier 2 cards, 10 Tier 3 cards, and 10 Tier 4 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 1 Thorn Zombie on one of the explored corridors (at a corner where the heroes have no line of sight). The Zombie 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 1 more Thorn Zombie to appear.

Doomtrack: Every time 1 Thorn Zombie is added 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 it reaches 10, instead of 1 Thorn Zombie, Zargon will be summoning 2 Thorn Zombies. 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, coating his weapon with venom that will Paralyze the hero it attacks.

Notes:

A: The door to the Witch of the Wyrd is locked. The heroes need to find a magic talisman in the Treasure Deck. She gives them 1 of the 3 available choices for the following Quests. If the heroes pay 2 Reputation Tokens, she allows them to choose all the Quests.

B: These hidden doors cannot be found via search. They open automatically when a hero reaches the square with the letter X.

C: This is Gruulob. Same stats as in the original Quest. If the heroes manage to defeat him without suffering more than 6 Body Points of total damage from him, you gain 1 Reputation Token.

D: This hidden door can only be found with the Library Key.

E: You find a random potion from the Alchemy Deck (it may contain Venom).

REMADE QUEST #57

REMAKING QUESTS 4, 11 & 12 OF JOD 'THE CAVERN OF GLIMMERING SKULLS'

Reasons for the remake: No need to have 2-part Quests for the finale. I also use the transforming gimmick from Quest 4.

Differences from the canon Quest:

Campaign Reminder: A reminder for everything that has been described in the previous Quest (Thorn Subtype, Red Steel Equipment, Jungle Emeralds, Paralysis status effect, Venomous Potions, Cocoon Contents).

Reservoir Guardians: Instead of appearing only at the end and having no special powers, on this Quest they will be part of the Blight that affects the area. On every Zargon turn, if there is no Reservoir Guardian on the board, he can turn any monster into 1 (use a Skullblight miniature). He will have the same stats, and will also be empowering other monsters in the same area with 1 extra Attack Die.

- If the heroes receive no more than 4 Body Points of damage from Reservoir Guardians during this Quest, you gain 1 Reputation Token.
- If the heroes pay 1 Reputation Token, a Reservoir Guardian agrees to join them on the next Quest.

The Treasure Deck will have 10 cards:

1: Girdle of Might (the Artifact)

2-4: Gold Value cards (in Jungle Emeralds)

5: Potion of Serpent's Blood

6-8: Wandering Monster (Reservoir Guardian)

9-10: Trap (Spinning Blade Trap – Roll dice equal to your Mind Points, get a 6 or lose 3 Body Points, Explorers can also dodge with 5)

- If you wish to include Alchemy Materials, add 10 Tier 1 cards, 10 Tier 2 cards, 10 Tier 3 cards, 5 Tier 4 cards, and 5 Tier 5 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 1 Thorn Mummy on one of the explored corridors (at a corner where the heroes have no line of sight). The Mummy 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 1 more Thorn Mummy to appear.

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

Enemy Preparation: Any enemy who can't attack on his turn will instead prepare for battle, coating his weapon with venom that will Paralyze the hero it attacks.

Notes:

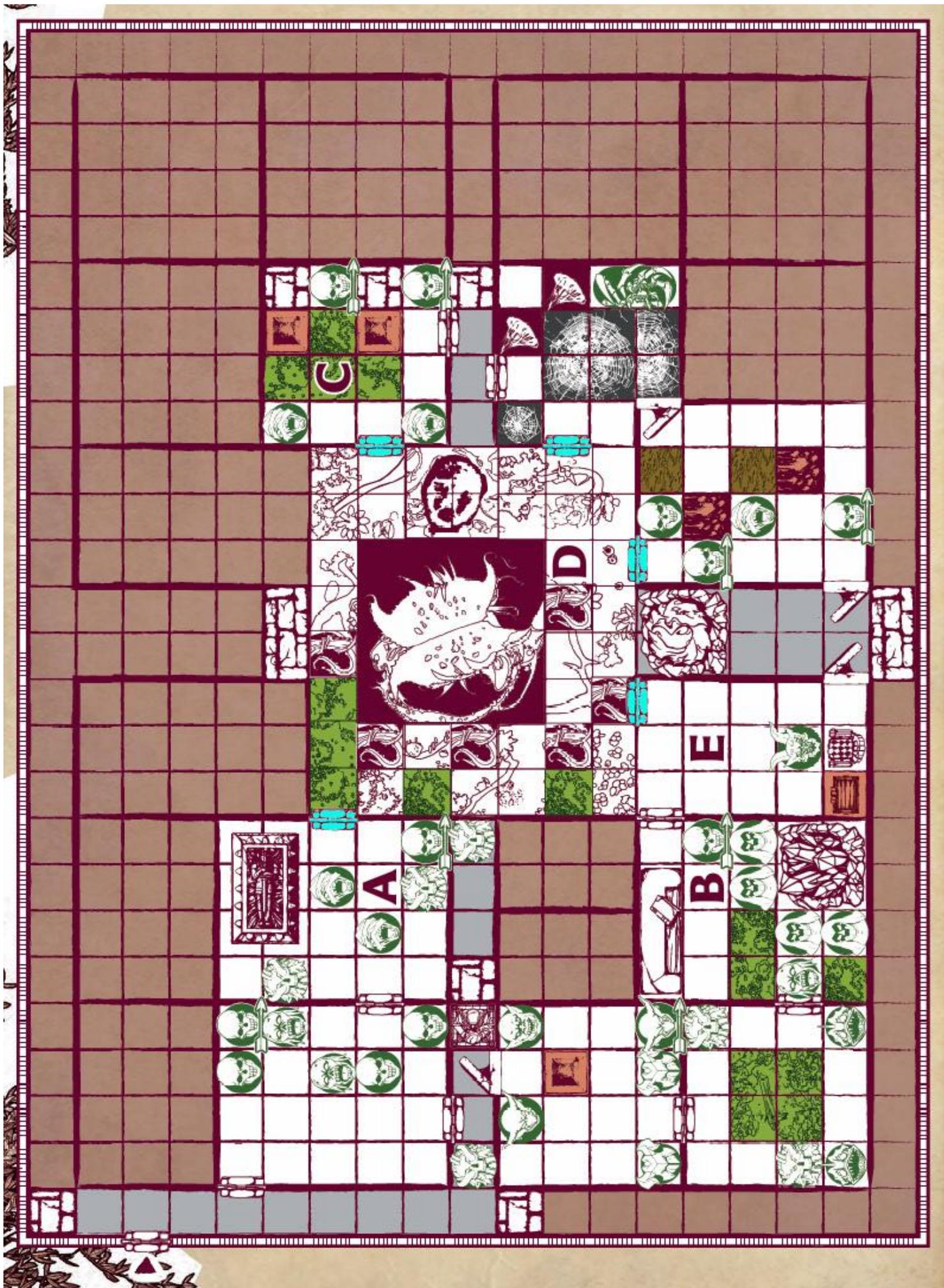
A: You find a random equipment card from the Equipment Deck (it is made of Red Steel).

B: Spinning Blade Trap – Roll dice equal to your Mind Points, get a 6 or lose 3 Body Points, Explorers can also dodge with 5. On the statue's bowl you find 3 random potions from the Alchemy Deck (they may contain Venom).

C: You find a random spell scroll from the Spell Deck.

D: Glimmering Pool. Same options as in the 11th Quest.

E: This is Gretzl. Same stats as in the 12th Quest.



C

D

E

A

B

REMADE QUEST #58

REMAKING QUESTS 13 & 14 OF JOD

'THE BLOOMROT SCION'

Reasons for the remake: No need to have 2-part Quests for the finale.

Differences from the canon Quest:

Campaign Reminder: A reminder for everything that has been described in the previous Quest (Thorn Subtype, Red Steel Equipment, Jungle Emeralds, Paralysis status effect, Venomous Potions, Cocoon Contents).

Blue Doors and Toxic Pollen: The blue doors on the map are already open. On Zargon's turn, any hero who is inside a room with a blue door is attacked with as many dice as there are tendrils around the Bloomrot Scion. All damage he receives is removed from Mind Points.

The Treasure Deck will have 10 cards:

1: Revelroot Ring (Artifact, once per Quest it summons a friendly small Trent with Skullblight stats)

2-4: Gold Value cards (in Jungle Emeralds)

5: Potion of Serpent's Blood

6-8: Wandering Monster (Tendril)

9-10: Trap (Spinning Blade Trap – Roll dice equal to your Mind Points, get a 6 or lose 3 Body Points, Explorers can also dodge with 5)

- If you wish to include Alchemy Materials, add 10 Tier 1 cards, 10 Tier 2 cards, 10 Tier 3 cards, 5 Tier 4 cards, and 5 Tier 5 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 1 Tendril on one of the explored corridors (at a corner where the heroes have no line of sight). The Tendril 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 1 more Tendril to appear.

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

Enemy Preparation: Any enemy who can't attack on his turn will instead prepare for battle, coating his weapon with venom that will Paralyze the hero it attacks.

Notes:

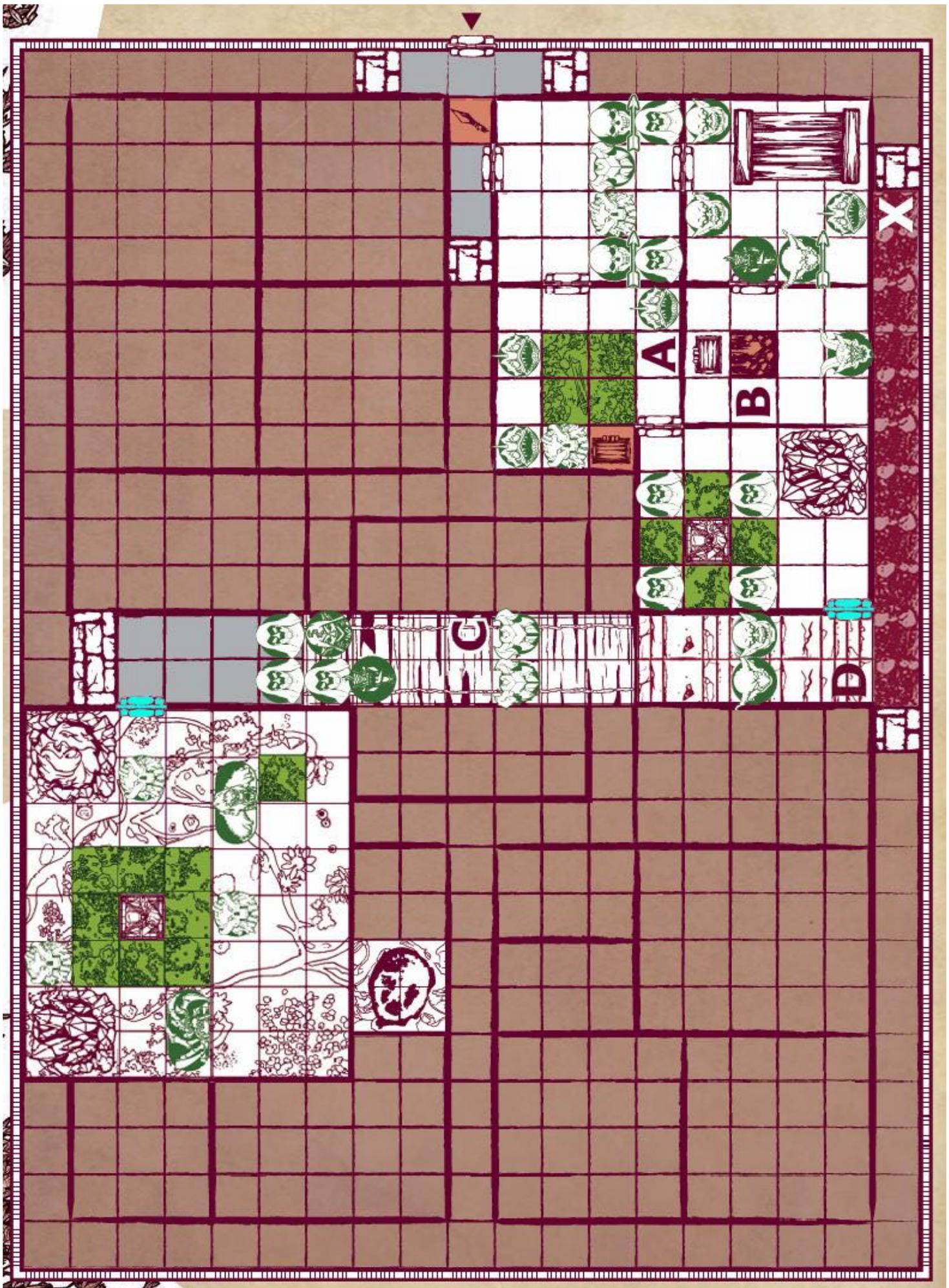
A: You find a random equipment card from the Equipment Deck (it is made of Red Steel).

B: You find a random spell scroll from the Spell Deck.

C: The Undead in this room are not fully controlled by Dread yet. If the heroes pay 1 Reputation Token, they move and attack the Tendrils in the central area. The pit traps are graves with burial treasure, equal to (2 Movement Dice, times 40) Gold. If the heroes return them to the Dwarves after the Quest is over, you gain 1 Reputation Token.

D: This is the Bloomrot Scion. Same stats as in the 14th Quest.

E: The Treasure Chest is trapped with a Spinning Blade Trap – Roll dice equal to your Mind Points, get a 6 or lose 3 Body Points, Explorers can also dodge with 5. In the Treasure Chest you find 3 random potions from the Alchemy Deck (they may contain Venom).



REMADE QUEST #59

REMAKING QUESTS 15 & 16 OF JOD

'THE CROWNING'

Reasons for the remake: No need to have 2-part Quests for the finale.

Differences from the canon Quest:

Campaign Reminder: A reminder for everything that has been described in the previous Quest (Thorn Subtype, Red Steel Equipment, Jungle Emeralds, Paralysis status effect, Venomous Potions, Cocoon Contents).

Extra Tiles: This Quest uses the straight steps from Kellar's Keep and the Roaring River tiles from The Frozen Horror.

Serpent Respawn: The respawn point at the planar rift creates major enemies, if they are not on the board yet (Serpent, then Giant Ape, then Spider). If they are all on the board, it creates a Skullblight. If the heroes pay 2 Reputation Token in front of the planar rift, the forces of Dread inside panic and no longer respawn.

The Treasure Deck will have 6 cards:

1: Climbing Boots (Artifact, when you climb or balance on an uneven surface, you roll an extra die)

2-3: Gold Value cards (in Jungle Emeralds)

4: Potion of Serpent's Blood

5: Wandering Monster (Skullblight)

6: Trap (Spinning Blade Trap – Roll dice equal to your Mind Points, get a 6 or lose 3 Body Points, Explorers can also dodge with 5)

- If you wish to include Alchemy Materials, add 5 Tier 1 cards, 5 Tier 2 cards, 5 Tier 3 cards, 5 Tier 4 cards, and 5 Tier 5 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds 1 Skullblight on one of the explored corridors (at a corner where the heroes have no line of sight). The Skullblight 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 1 more Skullblight to appear.

Doomtrack: Every time 1 Skullblight is added because of the above Patrol rule, the Crowning becomes more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 1 Skullblight, Zargon will be summoning 2 Skullblights.

When the Doomtrack reaches 10, the Quest is considered a failure.

Enemy Preparation: Any enemy who can't attack on his turn will instead prepare for battle, coating his weapon with venom that will Paralyze the hero it attacks.

Notes:

A: The Treasure Chest is trapped with a Spinning Blade Trap – Roll dice equal to your Mind Points, get a 6 or lose 3 Body Points, Explorers can also dodge with 5. In the Treasure Chest you find 3 random potions from the Alchemy Deck (they may contain Venom).

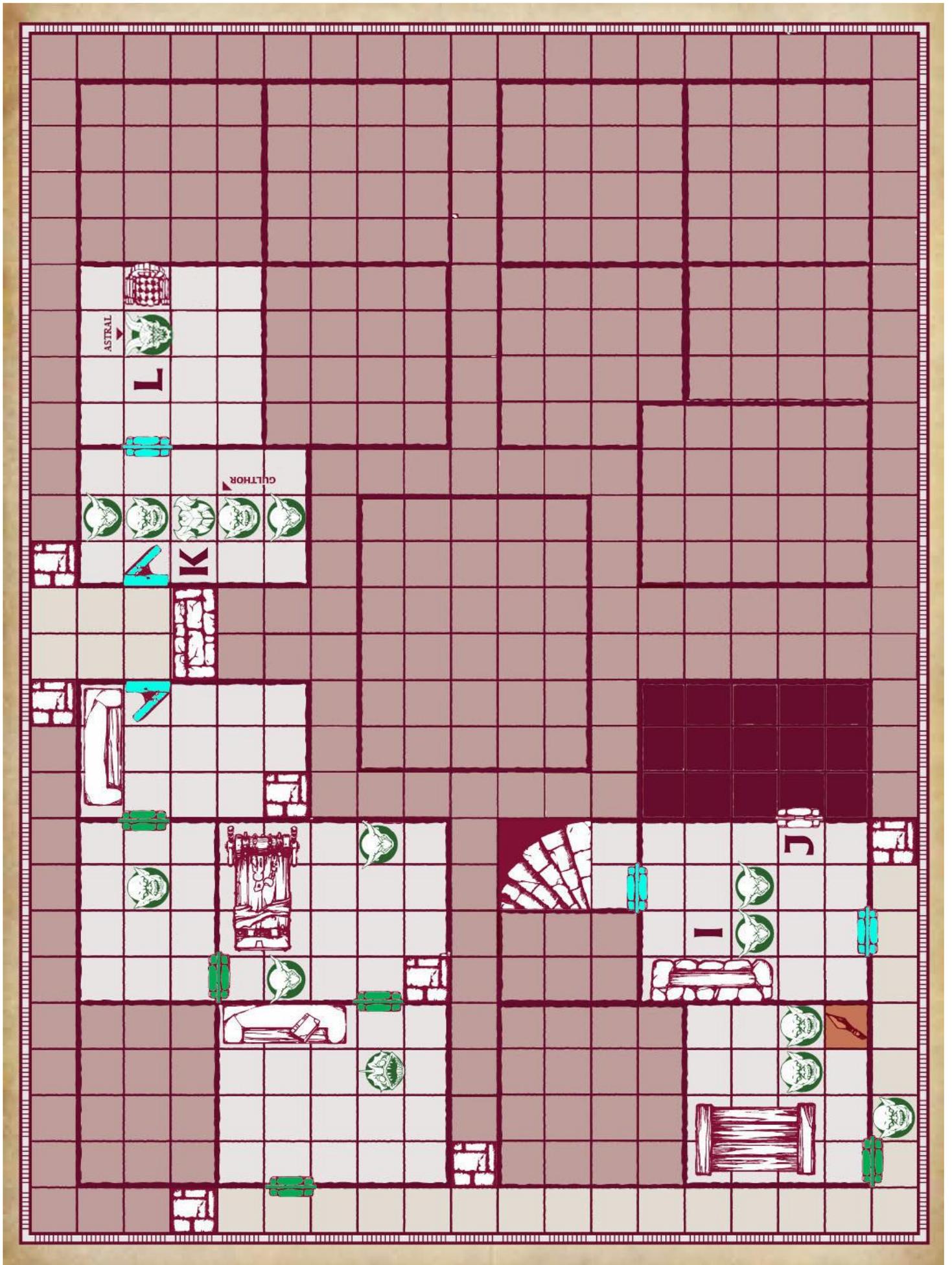
B: In the Treasure Chest you find 1 random potion from the Alchemy Deck (it may contain Venom).

C: Bakabri is guarding the bridge. He has the same stats as in the normal Quest. Anyone who is attacked while on the rope bridge, rolls dice equal to his current Body Points. If he doesn't roll a 6, he falls off the bridge, loses 2 Body Points, and washes up on the river tile at X. If the heroes cross the bridge without any of them falling, you gain 1 Reputation Token.

D: The river is full of toxic water. Movement is halved and any creature that ends its turn on it loses 1 Body Point. Washed up bodies pile up at the right side, one for each square, making it safe to step on them as well as to end your Movement there without getting injured.

Proposed continuity among the expansions





REVISITED QUEST #1

REMAKING 'THE GATHERING STORM'

Reasons for the remake:

It is fun to revisit older Quests once the heroes have powered up. By going back to known places, new challenges can be made in familiar places.

Differences from the canon Quest:

Continuity: This Quest merges the first 3 remade Quests of the Gathering Storm campaign. They are meant to be played all at once, after the Witch Lord has been defeated and Sir Ragnar has been arrested (meaning, after you have completed Return of the Witch Lord and Rise of the Dread Moon).

Astral, the Cult Leader: She will be the Boss of this Quest, seeking revenge for the destruction of her cult and its demonic deity, Verag. She filled the 3 areas with Dread Magic, turning to Undead all the fallen foes.

Greater Undead Subtype: All enemies on this Quest are Greater Undead. Compared to their mundane counterparts, they have no Mind Points, their Movement lowers by 2, and they roll 1 extra Defense Die. They also have the buff of the Greater Subtype (see the Return of the Witch Lord campaign for the details).

Blue Doors and Blue Secret Doors: They will be open immediately, and heroes will have line of sight to what exists behind them (they are supposed to have been opened during the first time the heroes were here).

Green Doors: They will be Jammed. The heroes have 1 attempt to open them without making noise. They roll 1 Combat Die and if they get a Black Shield, they succeed. Failure means the door opens regardless but the noise both alerts the monsters beyond (they attack immediately) and a Greater Undead Ogre spawns at a certain location, slowly coming towards them. If the heroes have Thief's Tools, they roll an extra die. If one of the heroes is trained at Lock-Picking, they roll an extra die.

The Treasure Deck will have 21 cards.

1-7: Gold Value Cards.

8-10: Antidote.

11-20: A Greater Undead Mummy spawns from the ground and attacks immediately. Add a Pit Trap on a free square.

21: Demon Slayer: A Rune that when it gets grafted on a mundane weapon, makes it more effective against demons (in this Quest, Gargoyles).

- If you wish to include Alchemy Materials, add 10 Tier 1 cards, 10 Tier 2 cards, 10 Tier 3 cards, 40 Tier 4 cards, and 5 Tier 5 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds a Greater Undead 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 Greater Undead Goblins to appear.

Doomtrack: Every time a Greater Undead Goblin is added because of the above Patrol rule, Astral becomes more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 1 Greater Undead Goblin Zargon will be summoning 2 Greater Undead 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, by poisoning his weapon. If he injures a hero thereafter, he makes it impossible to heal unless he drinks an Antidote.

Inspiring Presence: All enemies that have line of sight with the Boss of the Quest (in this case, Astral) 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:

Verag's Catacombs:

A: The spirit of Fellmarg appears in front of the tomb and thanks the heroes for defeating the Witch Lord. He then blesses one of their weapons (preferably the Spirit Blade) so they will be able to hurt Astral. Optionally, if the heroes pay 1 Reputation Token they convince Fellmarg to rise from his grave for one last adventure. He will have the statistics of a Knight and his sword will be the only weapon that can make Astral vulnerable.

B: This was the lair of the cult. The cultists are still here, now as Undead, but there is no trace of Verag's remains.

C: This was Astral's study. The room is empty.

D: These revealed Secret Doors lead to Ulag's Fort. It's also where a Greater Undead Ogre appears whenever the heroes make noise when they open a jammed door. The heroes cannot pass through them until they have entered at least 1 of the rooms with the Notes A, B, or C.

Ulag's Fort:

E: This is where the heroes defeated Ulag. He is back, now as a mindless Undead.

F: This is the cell that contained Sir Ragnar. At the time, the heroes didn't know he was a traitor.

G: There is a large pile of bones inside this cell. The heroes cannot enter or search this room. It's where a Greater Undead Ogre appears whenever the heroes make noise when they open a jammed door.

H: This is the normal entrance to the fort, leading directly to Gulthor's Lair. The heroes cannot pass through them until they have entered at least 1 of the rooms with the Notes E or F.

Gulthor's Lair:

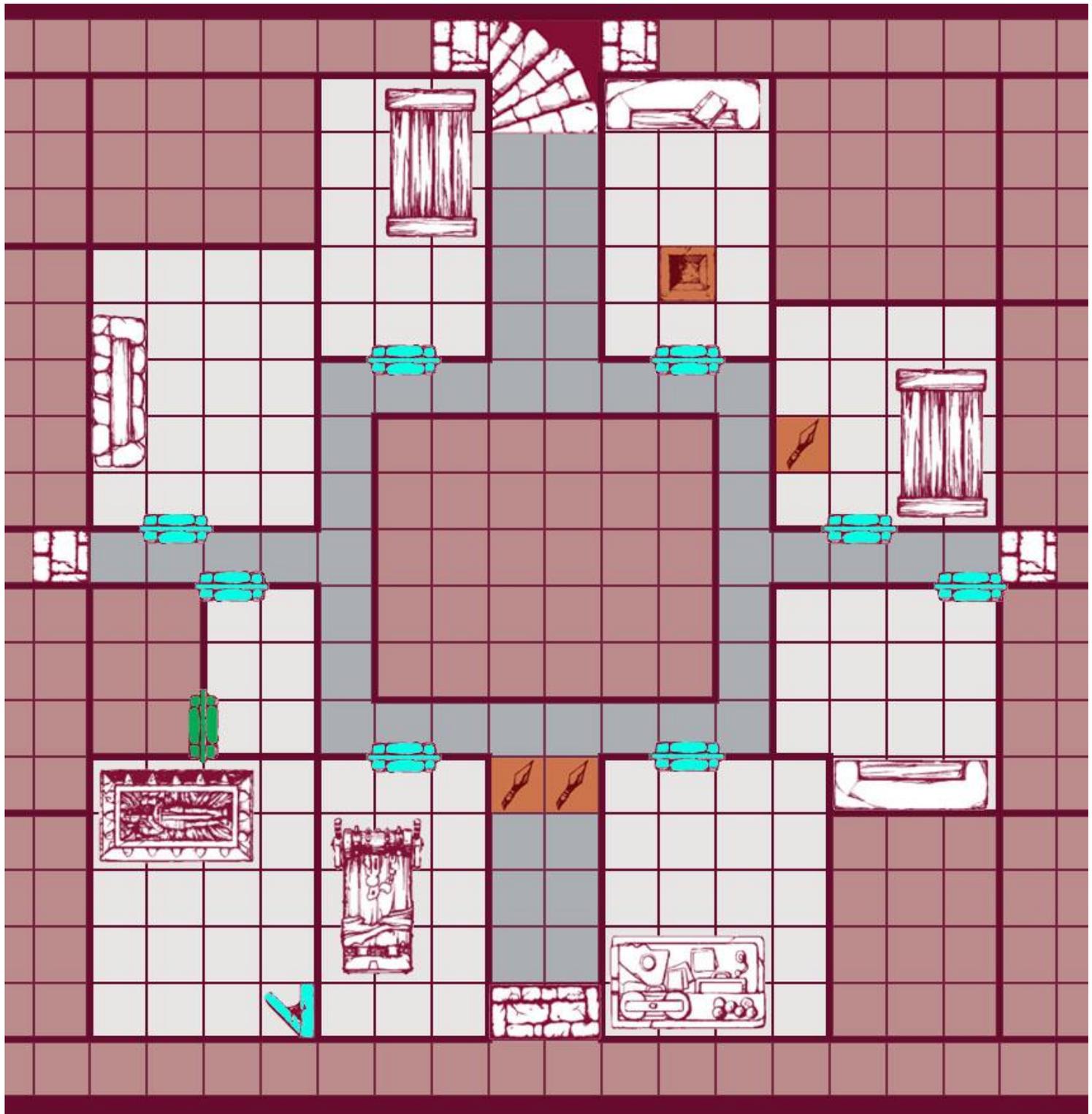
I: This is the fireplace from where Gulthor returned to life. Its green flames are gone.

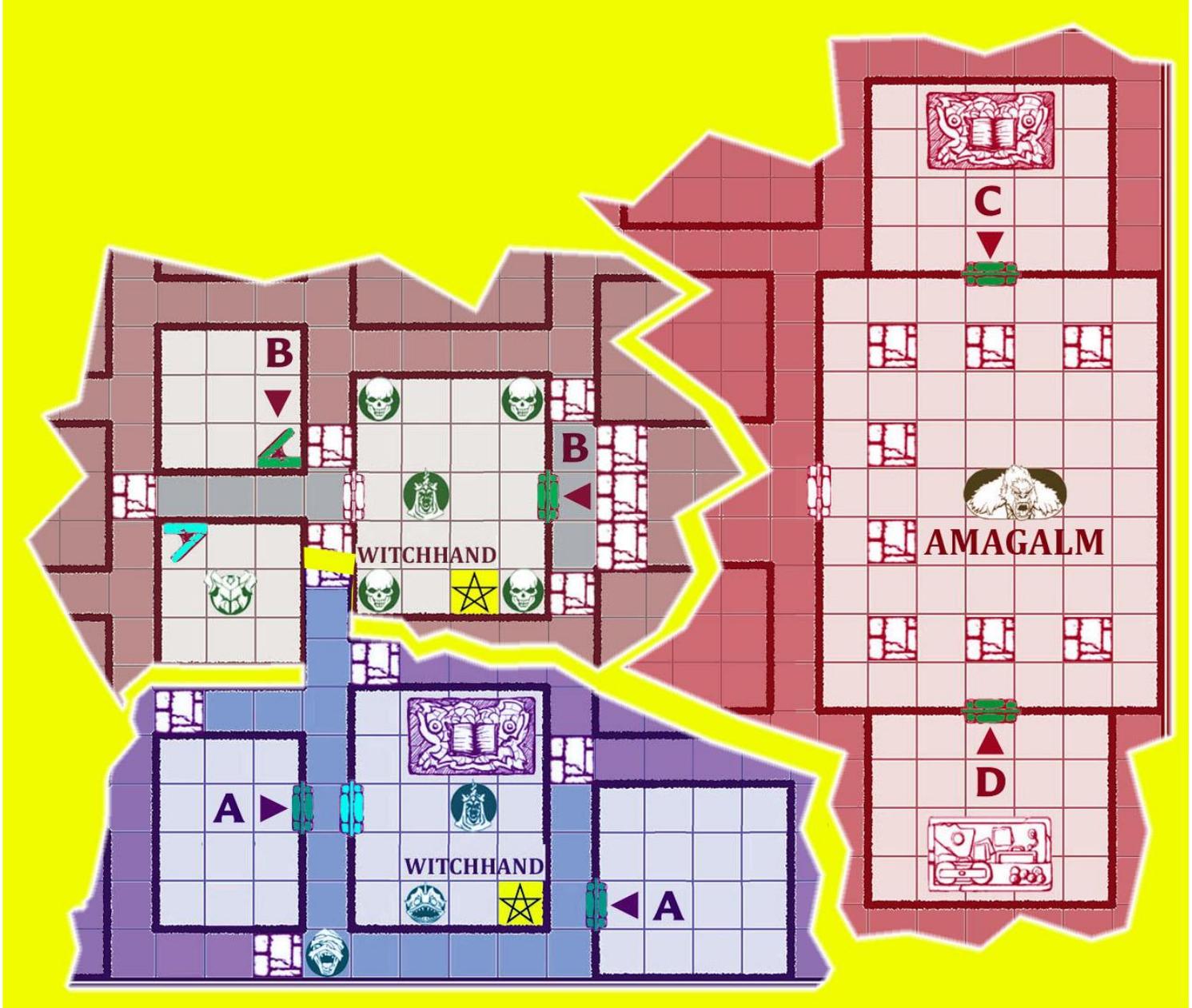
J: There is a large pile of bones inside this room. The heroes cannot enter or search this room. It's where a Greater Undead Ogre appears whenever the heroes make noise when they open a jammed door.

K: This is Gulthor. He is back, now as a mindless Undead.

L: Astral, the Cult Leader sits on this throne. She taunts the heroes and vows to destroy them. She has absorbed Verag's powers and has transformed into a stronger version of him.

- She has the statistics of a Gargoyle, is immune to magic, and casts 1 random Dread Spell each turn.
- She cannot be killed, until a hero with a blessed weapon, or the Demon Slayer rune, or Fellmarg, attack and injure her.





REVISITED QUEST #2

REMAKING 'FIRST LIGHT'

Reasons for the remake:

It is fun to revisit older Quests once the heroes have powered up. By going back to known places, new challenges can be made in familiar places.

Differences from the canon Quest:

Continuity: This Quest merges the 3 remade Quests of the First Light campaign. They are meant to be played all at once, after the Witch Lord has been defeated and Kessandria had been killed (meaning, after you complete the Return of the Witch Lord campaign).

Witch Hands: The original campaign had 3 Witch Hands but I only used one, because there weren't many interesting situations where they could be used. In this Revisit, they are present, trying to perfect Qwindrak's experiments and avenging their queen. The fabric of reality is at stake, as the teleportation doors went haywire because of their meddling with forces beyond their power. All 4 areas are filled with Dread Magic, making everything unstable.

Dread Magic: All areas are filled with Dread Magic. The heroes are forced to reroll 1 successful Skull result, since their attacks sometimes phase through their enemies.

Blue Doors and Blue Secret Doors: They will be open immediately, and heroes will have line of sight to what exists behind them (they are supposed to have been opened during the first time the heroes were here).

Green Doors: They will be teleporters, sending the heroes to different locations.

The Treasure Deck will have 18 cards.

1-4: Gold Value Cards.

5-8: Potion of Unforeseeable Fate.

9: Phase Stabilizer: A Rune that when it gets grafted on a mundane weapon, it no longer forces the hero to reroll a successful die.

10-18: A Gargoyle manifests and attacks immediately. If there is none available, a Dread Warrior takes its place.

- If you wish to include Alchemy Materials, add 5 Tier 3 cards, 5 Tier 4 cards, 5 Tier 5 cards, and 5 Tier 6 cards.

Enemy Patrol: If Zargon has nothing to do on his turn, he adds a Gargoyle on one of the explored corridors (at a corner where the heroes have no line of sight). The Gargoyle 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 1 more Gargoyle to appear. If no figures are available, a Dread Warrior takes its place.

Doomtrack: Every time a Gargoyle or Dread Warrior is added because of the above Patrol rule, the Witch Hands becomes more aware of the heroes' presence. Keep a track of the patrols with a D20. When it reaches 10, instead of 1 Gargoyle or Dread Warrior Zargon will be summoning 2 Gargoyles or Dread Warriors. 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, by phasing further out of reality. The hero he attacks will be forced to reroll a successful blocked hit.

Inspiring Presence: All enemies that have line of sight with the Bosses of the Quest (in this case, the Witch Hands) get 1 extra attack die. When the Witch Hands are 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:

Fort In-Gulden: The first of the two maps is a revisit to Fort In-Gulden. There are no enemies and all doors besides 1 are already open. The Dread Magic has animated all the furniture and now they move in the rooms, but are too big to leave outside. There is only one teleporting door still functional (the green one on the map) but it's protected by magic. The incantation that removes the protection is inscribed on one of the animated furniture. The heroes can search for it only after having incapacitated the furniture. Each piece of furniture has the statistics of a Gargoyle. To determine whether a piece of furniture has the incantation, create a Furniture Deck with 8 cards. The heroes draw one when they search the room. Only one of them will be the Incantation, the others will be Nothing. If the heroes dismantle all the furniture in Fort In-Gulden, you gain 1 Reputation Token.

When the heroes find the Incantation, they can cross the teleporter. But because there is very little time before reality unravels, they have to split into 2 teams, with each one going to a different location to stop a Witch Hand.

Tuel-Vor: The first team goes to Tuel-Vor (blue area marked with A). Each hero appears on an arrow. When they defeat the Witch Hand, they can step on a second teleporter (the yellow pentagram) that will send them to the next location.

King Forgrin's Tomb: The first team goes to King Forgrin's Tomb (brown area marked with B). Each hero appears on an arrow. When they defeat the Witch Hand, they can step on a second teleporter (the yellow pentagram) that will send them to the next location.

Fortress of the Fire King: Both teams teleport to the Fortress of the Fire King (red area). The first team appears on door C and the second team appears on door D. In the main room they find the experiment the Witch Hands were trying to perfect. It's called Amagalm, a shape-shifting monstrosity that is out of control. Shuffle the 8 Monster Cards of the core game and draw one. Those will be its statistics. Whenever it is defeated, draw another card. It assumed those statistics and attacks immediately. When all 8 cards are drawn, it turns to its final form, a fully powered-up Dragon. When the heroes defeat the Amagalm, the mission is over.