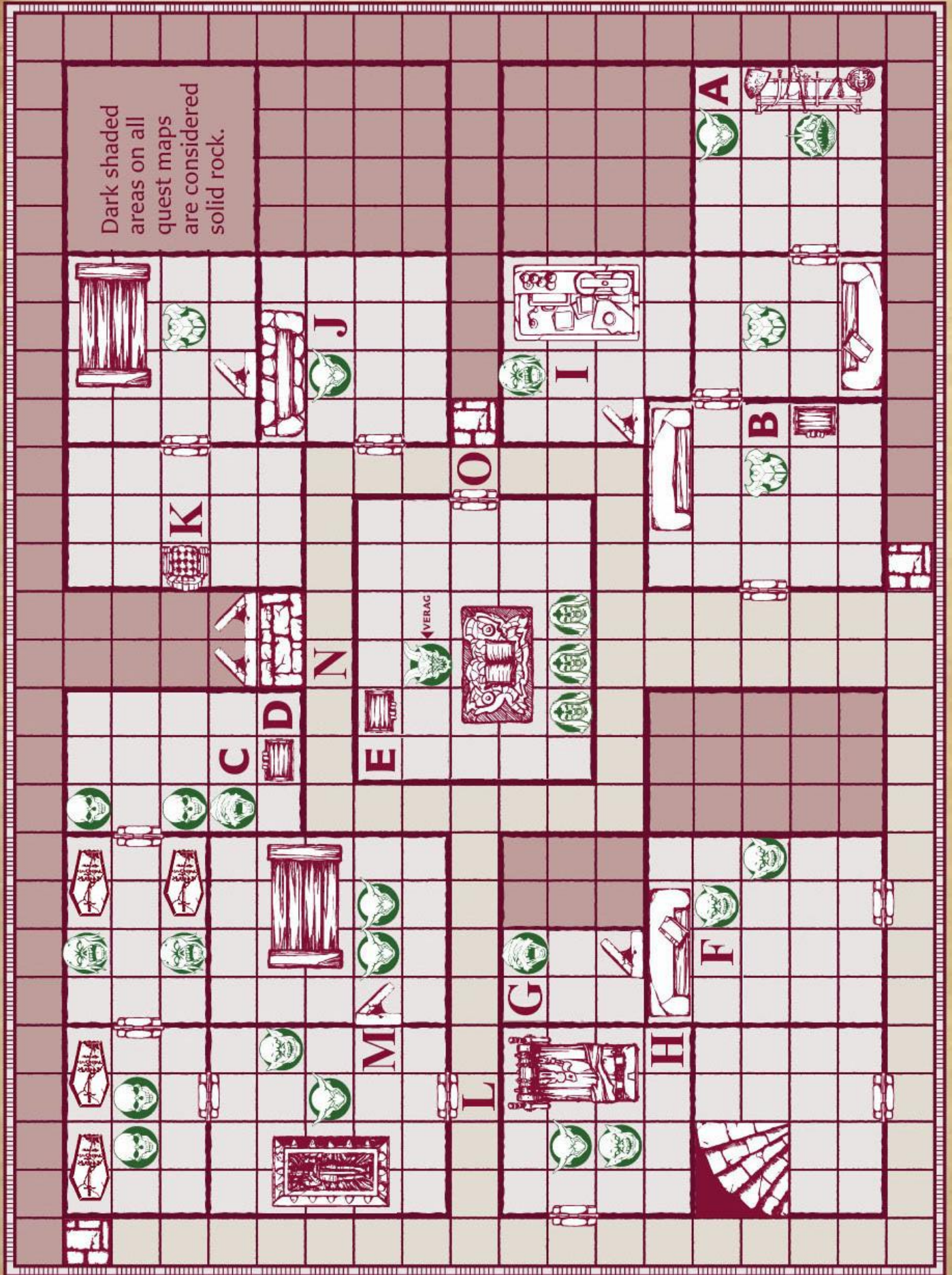


REMADE QUESTS FOR GATHERING STORM (THE CORE QUESTS)

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

Dark shaded
areas on all
quest maps
are considered
solid rock.



REMADE QUEST #1

REMAKING QUEST 1 'THE TRIAL'

Reasons for the remake:

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

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

Differences from the canon Quest:

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

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

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

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

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

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

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

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

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

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

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

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

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

13-17: Gold Cards of the lowest value.

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

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

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

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

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

Notes:

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

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

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

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

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

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

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

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

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

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

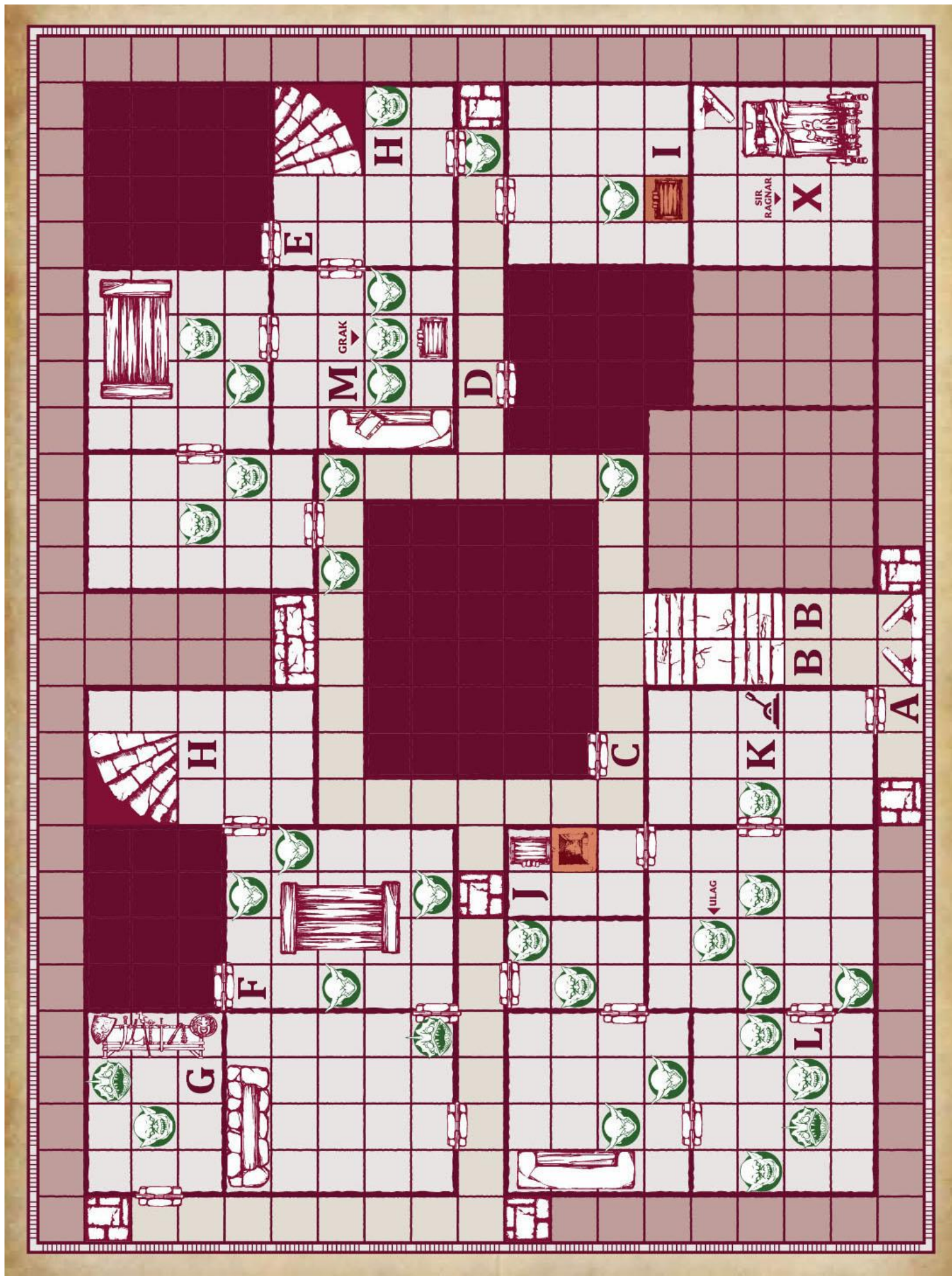
K: The leader of the Cultists sits on this throne. He surrenders immediately and swears he will not harm anyone hereafter. Hereon all trap cards have no effect.

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

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

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

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



REMADE QUEST #2

REMAKING QUEST 2 OF GS

'THE RESCUE OF SIR RAGNAR'

AND QUEST 3 OF GS

'LAIR OF THE ORC WARLORD'

Reasons for the remake:

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

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

Differences from the canon Quest:

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

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

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

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

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

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

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

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

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

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

Notes:

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

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

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

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

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

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

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

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

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

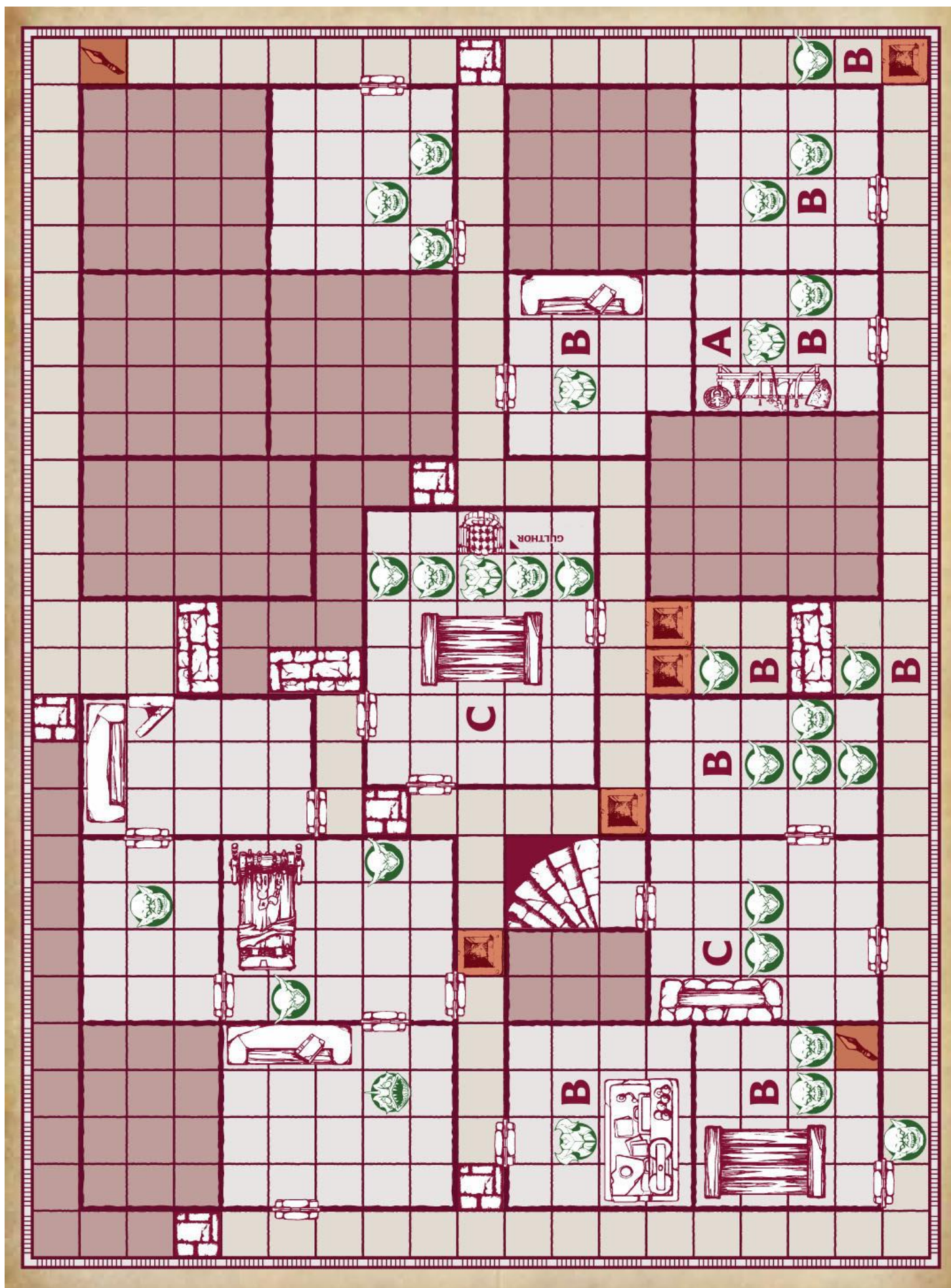
I: This treasure chest is trapped with a poison needle that inflicts 1 Body Point of damage and prevents the hero from healing for the rest of the Quest. It also contains a random Potion from the Alchemy Deck. The secret door can't be found until all three prisoners have been rescued.

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

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

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

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



REMADE QUEST #3

REMAKING QUEST 4 OF GS

‘PRINCE MAGNUS’ GOLD’

AND QUEST 11 OF GS

‘BASTION OF 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:

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

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

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

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

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

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

The Treasure Deck will 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.

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

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

13-14: Gold Cards of the lowest value.

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

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

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

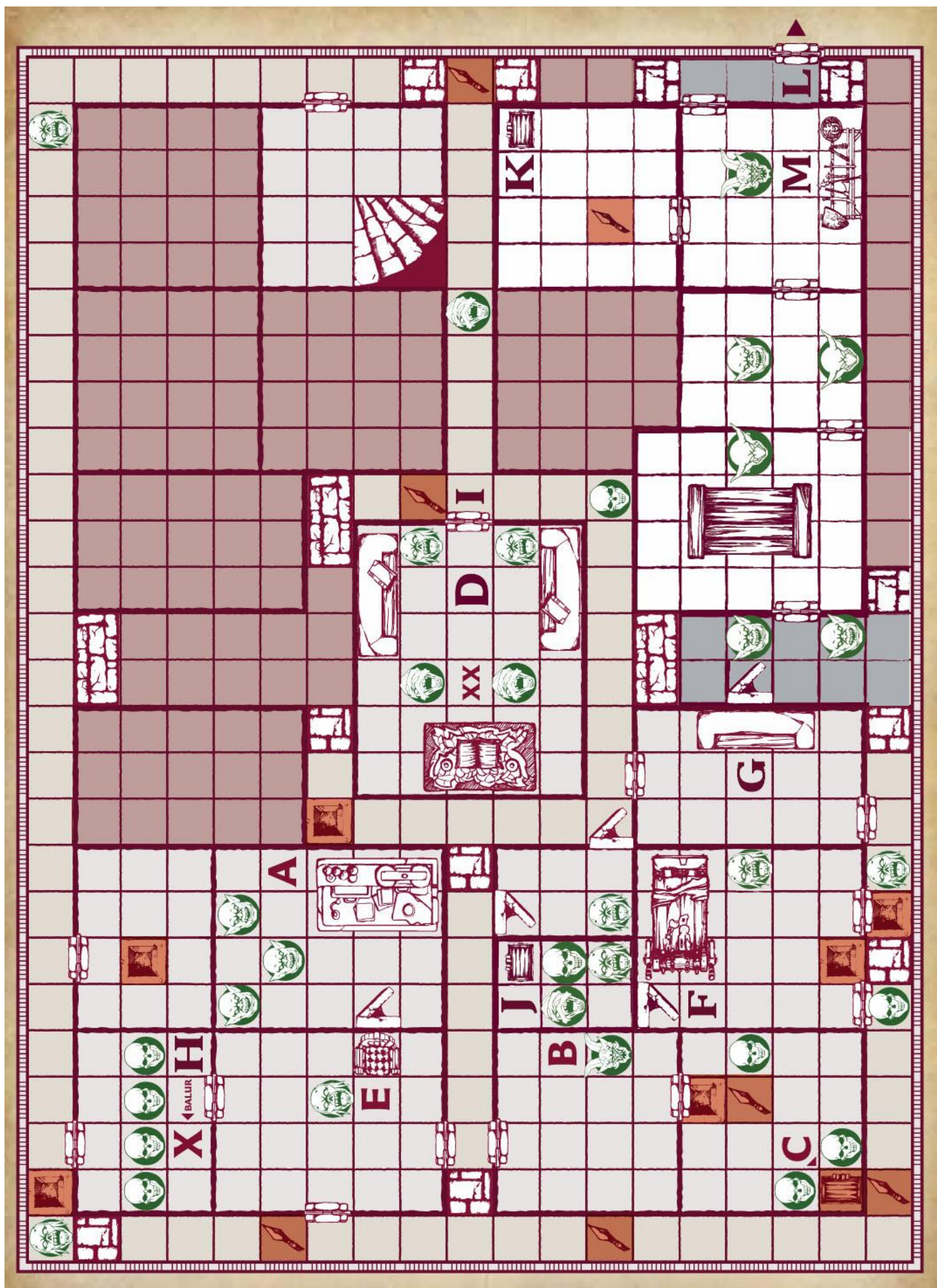
Inspiring Presence: All enemies that have line of sight with the Boss of the Quest (in this case, Gulthor) get 1 extra attack die. When the Boss is killed, all enemies thereafter (even those that don't have line of sight) will be afraid of the heroes and will roll 1 less attack die for the rest of the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

Notes:

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

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

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



REMADE QUEST #4

REMAKING QUEST 5 OF GS 'MELAR'S MAZE'

QUEST 8 OF GS 'THE FIRE MAGE'

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

Reasons for the remake:

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

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

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

Differences from the canon Quest:

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

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

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

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

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

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

The Treasure Deck will 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: Gold Cards of the lowest value.

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

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

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

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

Notes:

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

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

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

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

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

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

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

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

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

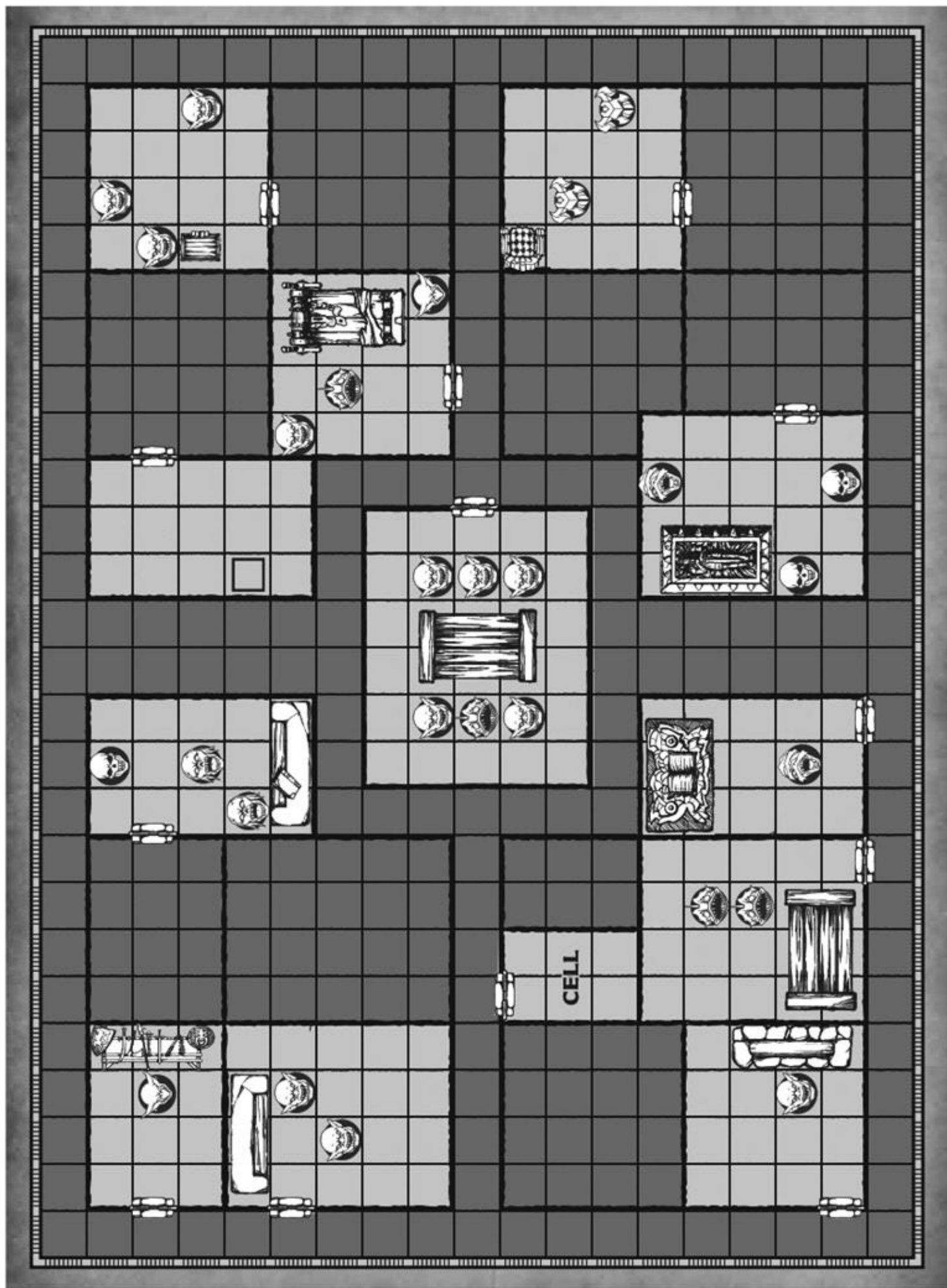
(If the heroes get locked out and can't continue because they didn't find any of the needed Treasure Cards, Zargon informs them of a sudden sound somewhere far and adds one of the hidden doors.)

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

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

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

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



REMADE QUEST #5

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

QUEST 9 OF GS 'RACE AGAINST TIME'

AND QUEST 10 OF GS 'CASTLE OF MYSTERY'

Reasons for the remake:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

2: Armory (room with Weapon Rack)

3: Treasury (room with Treasure Chest)

4: Meeting Room (room with Fireplace)

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

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

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

1: The captured Barbarian's weapons and armor.

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

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

4: The captured Dwarf's weapons and armor.

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

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

6-8: Ollar's ghost.

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

7: The room with a Square is a cave opening that leads to 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.

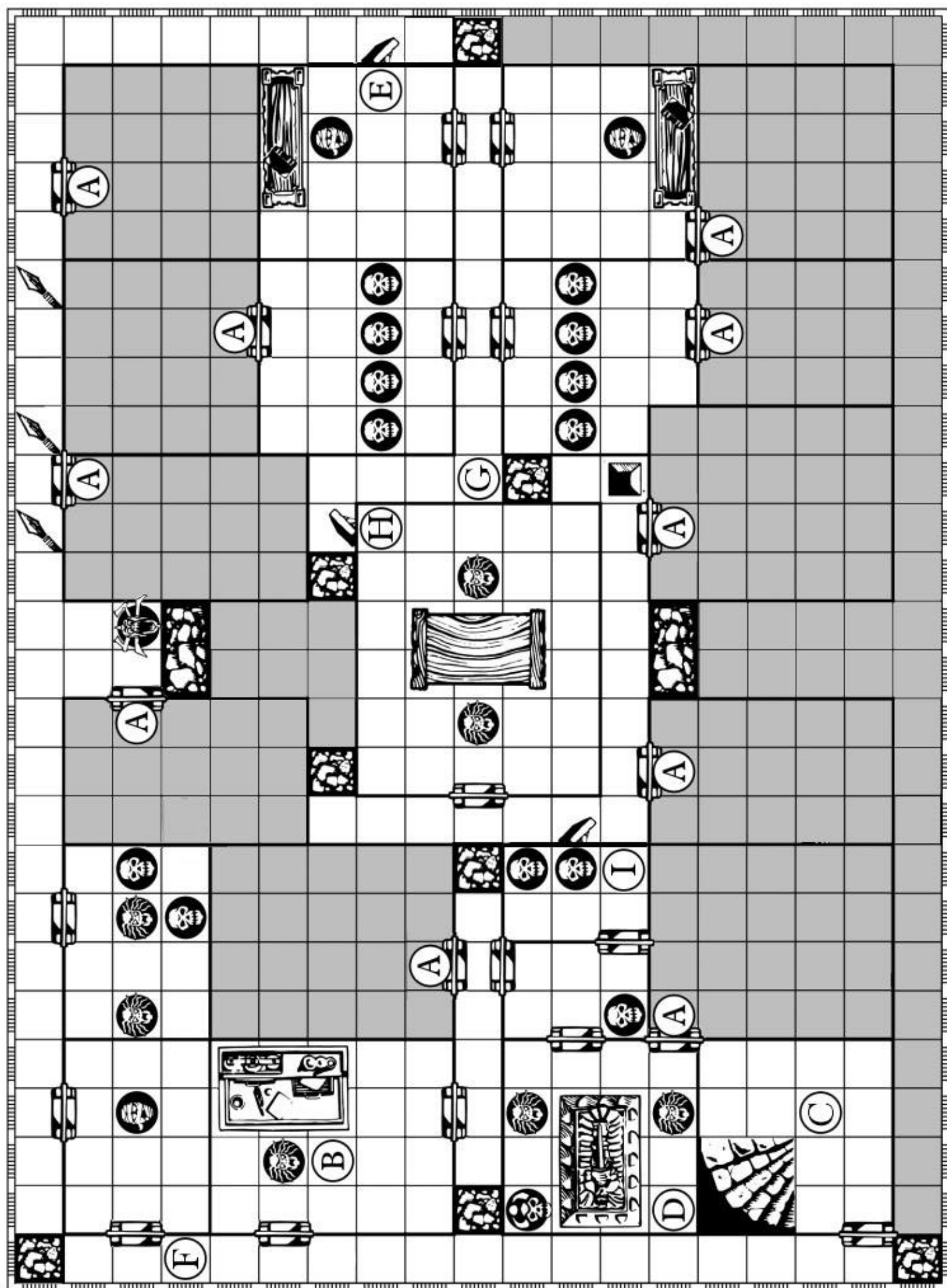
10: Vial of Holy Water. Can be used on Ollar's Tomb to exorcise him.

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

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

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

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



REMADE QUEST #6

REMAKING QUEST 7 OF GS 'THE LOST WIZARD'

QUEST 12 OF GS 'BARAK TOR'

AND QUEST 14 OF GS 'RETURN TO BARAK TOR'

Reasons for the remake:

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

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

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

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

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

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

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

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

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

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

Differences from the canon Quest:

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

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

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



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



The Treasure Deck will have 12 cards:

1: Spell Ring (the Artifact)

2-6: Regent Cards, used for alchemy (define how many you want of each kind)

7-12: Skeleton Hand traps

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

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



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



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

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

Notes:

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

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

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

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



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

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

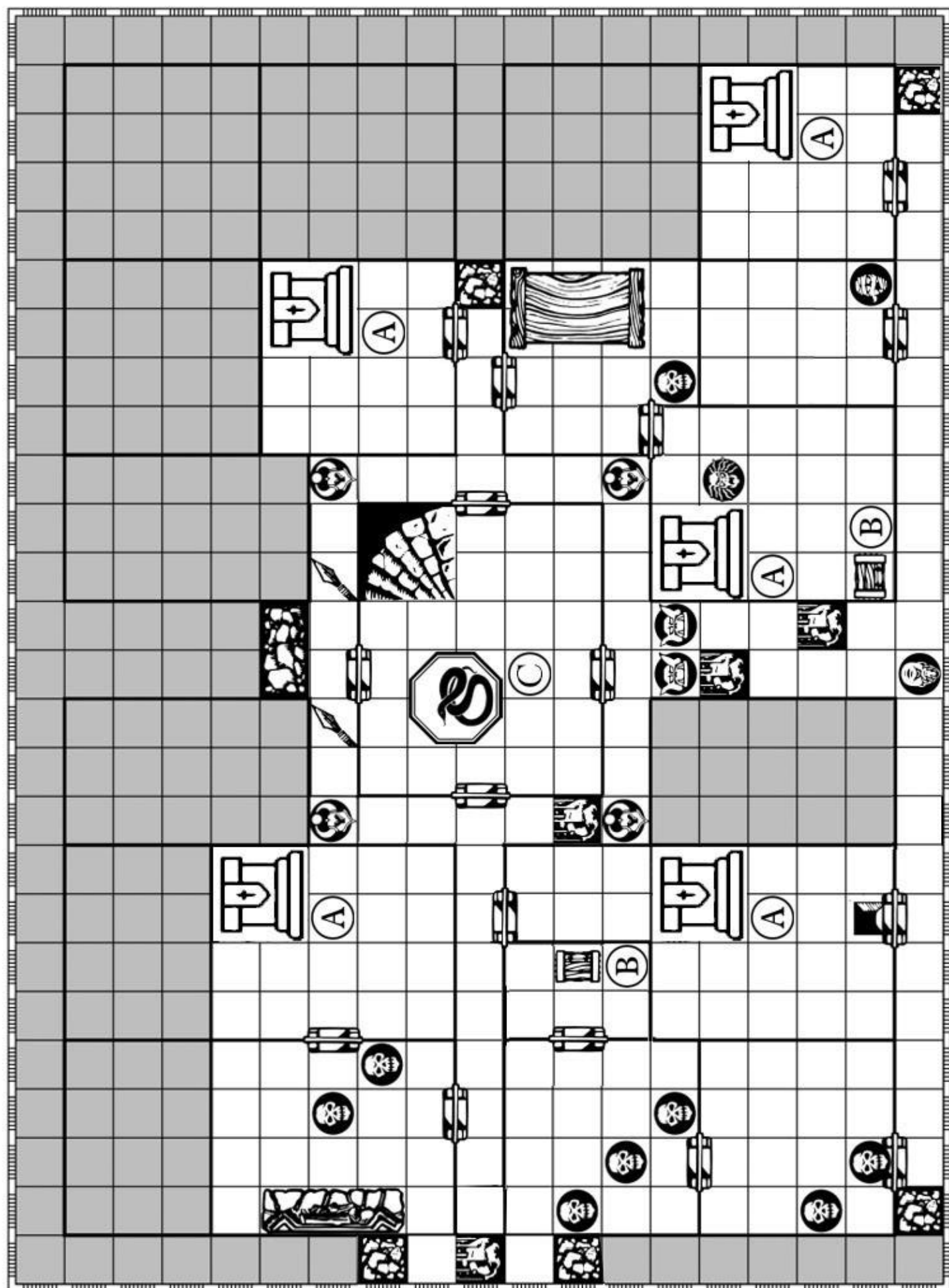
E: This hidden door cannot be found via search. It appears only when the heroes find a sigil in one of the 3 rooms with a Vanishing Door, between this room and the one with the hidden door at note H. Or, if needed, it appears when all 3 rooms with a Vanishing Door have been searched.

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

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

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

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



REMADE QUEST #7

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

Reasons for the remake:

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

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

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

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

- In that campaign, it's a shortsword that allows you to hit Undead even if you roll a black shield. Also, incorporeal monsters will ignore you if there are other valid targets.
- In any other campaign it's just a typical shortsword that can cause Blinding the enemy it attacks (makes him hit only with White Shields instead of Skulls during his next attack).

Differences from the canon Quest:

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

The remains of the archpriest: Monsters attacked the temple many years ago, killing all the priests. The archpriest's remains were scattered across the rooms. Gathering them will allow the spirit of the archpriest to deem you worthy, and the Spirit Blade will appear on the altar at the bottom right corner. The remains can be found via search in the Treasure Deck. Every time the heroes find remains, the spirit of the archpriest appears and asks how he can help. A single hero can request one of the following benefits:

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

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

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

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

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

The Treasure Deck will have 8 cards:

1-4 Archpriest remains

5-6: Petrifying Gas Trap

7-8: Falling Boulder Trap

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

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

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

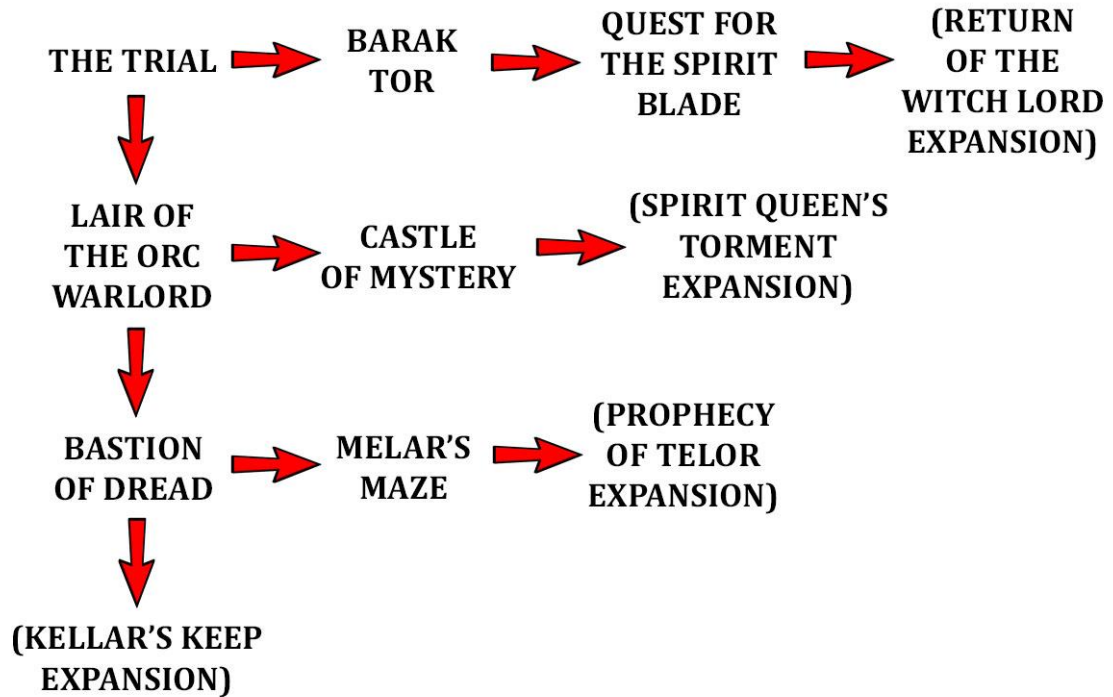
Notes:

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

B: The chests contain a healing potion.

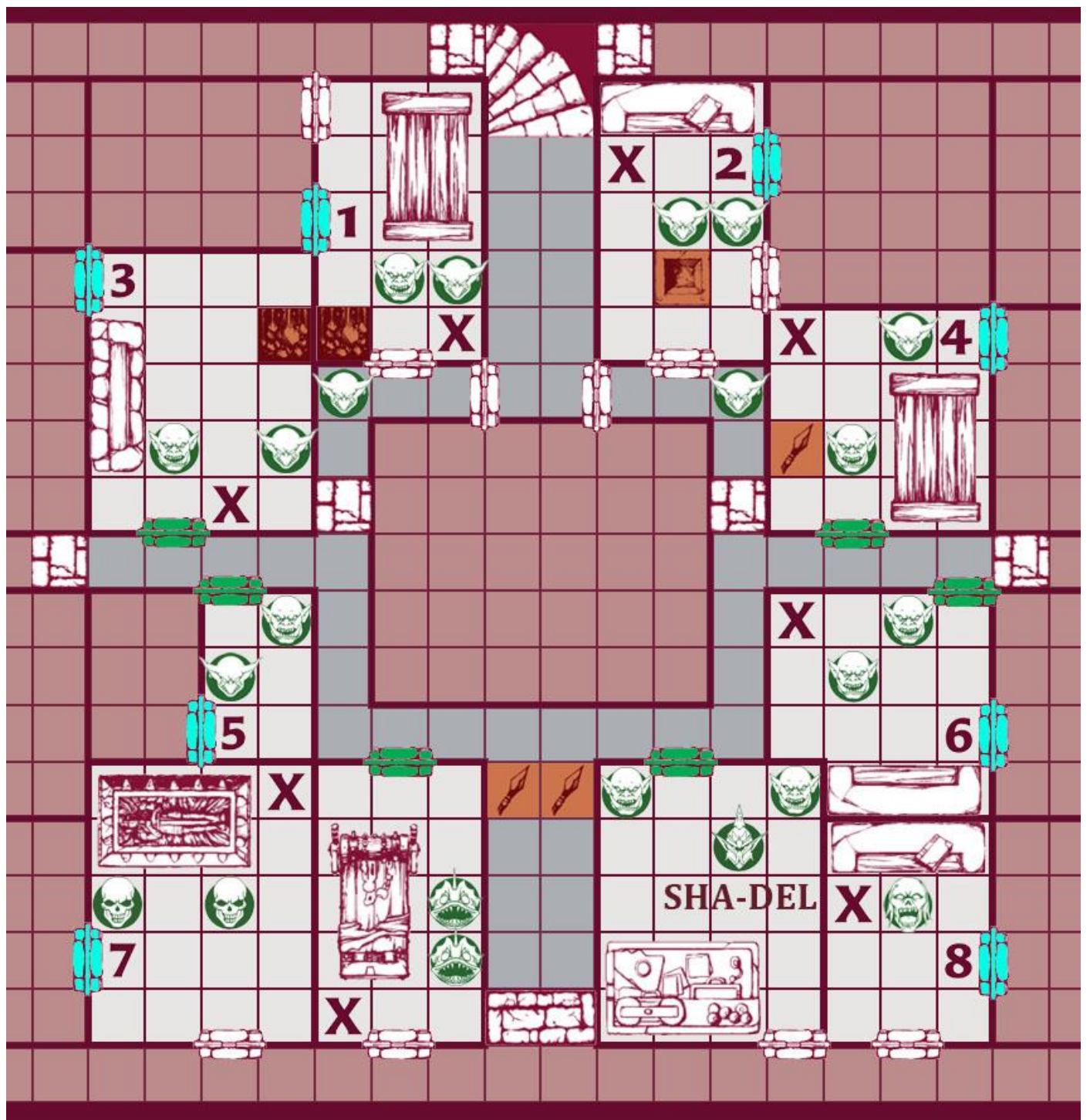
C: This is the Snake Guardian (see notes above).

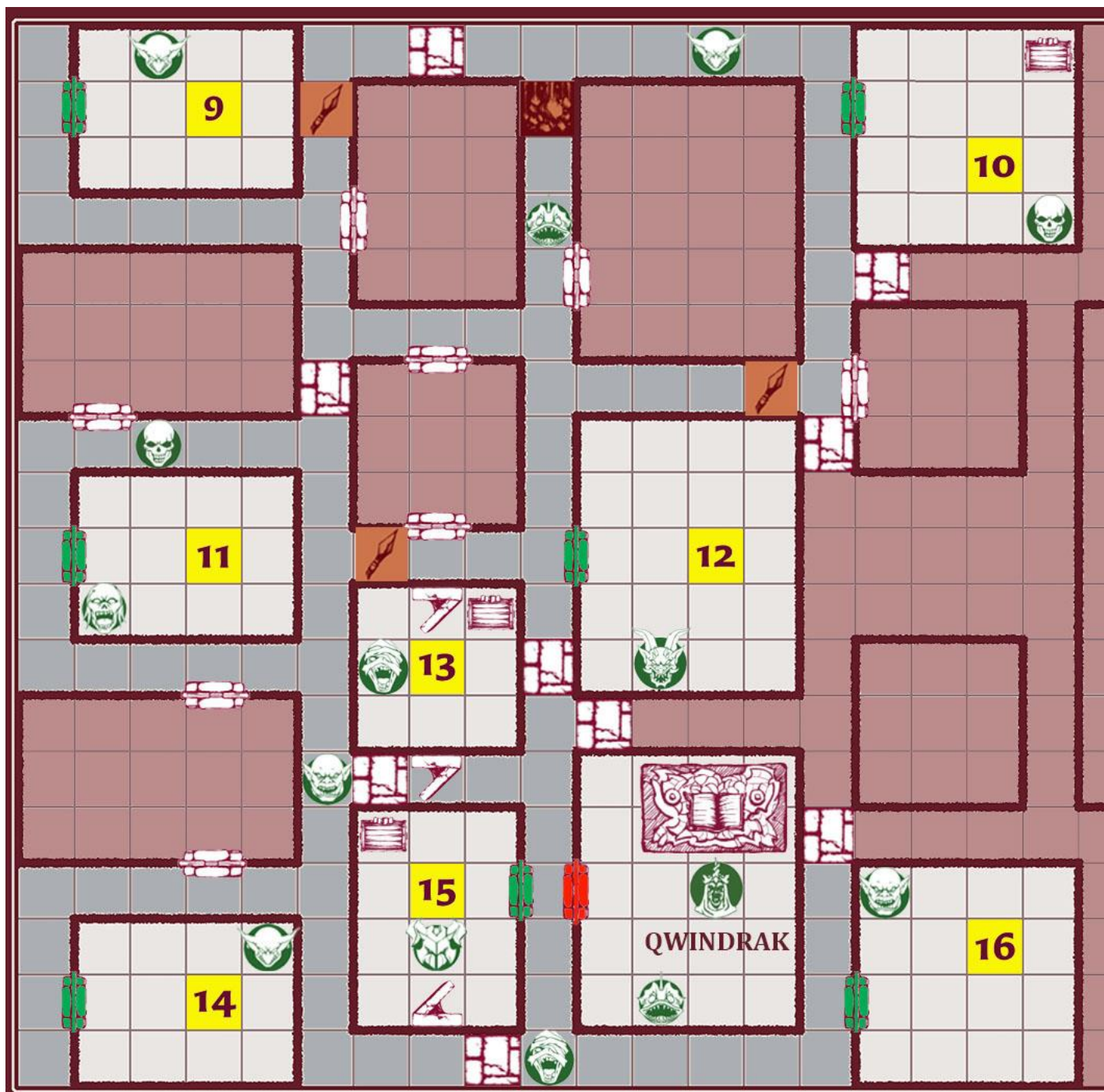
Proposed order of play for the 7 remade Quests of the Gathering Storm



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 (Spiked Pit)

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.

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.

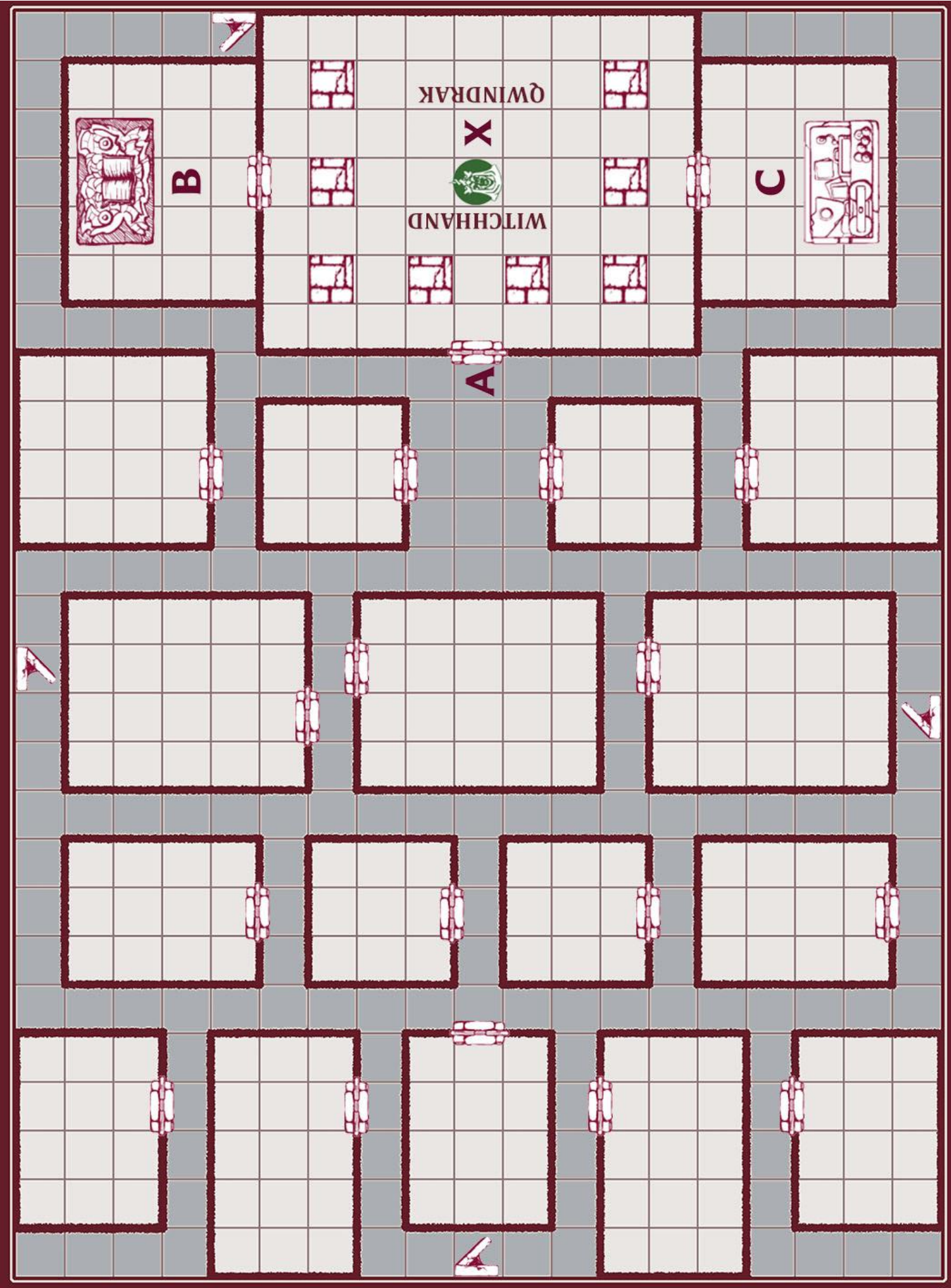
White doors: They are magical and teleport the first hero who passes through them to In-Gulden (the classic board). Such a door is removed from the board when a hero passes through it.

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 Kassandria 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).

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: Kassandria's Skeleton
- 2: Kassandria's Zombie
- 3: Kassandria'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 Kassandria, 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 they don't, they are considered Cursed.

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.

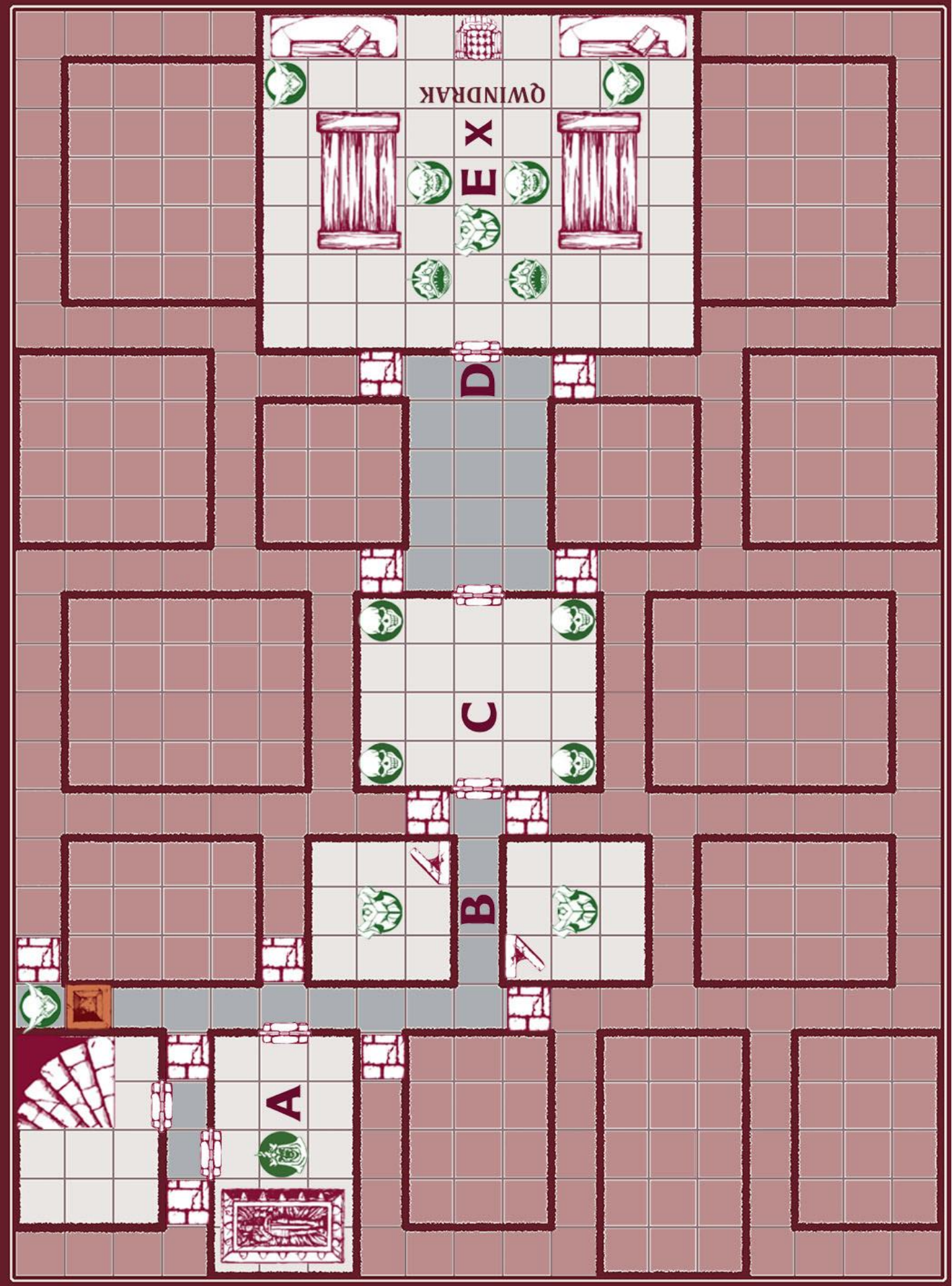
Enemy Preparation: Any enemy who can't attack on his turn will instead prepare for battle, adding 1 Attack Die and 1 Defense Die to his statistics.

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, Kassandria proposes a boon to the heroes. If they accept her power, the damage they will inflict upon Qwindrak will double and they will become immune to Burning. At the same time, whenever they damage him they roll a Combat Die. If they get a Skull they come under Zargon's control during their following turn. The players are free to choose who wants the boon.

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)

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.

Notes:

A: This is King Forgrin's Tomb. It's where Kassandria 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.

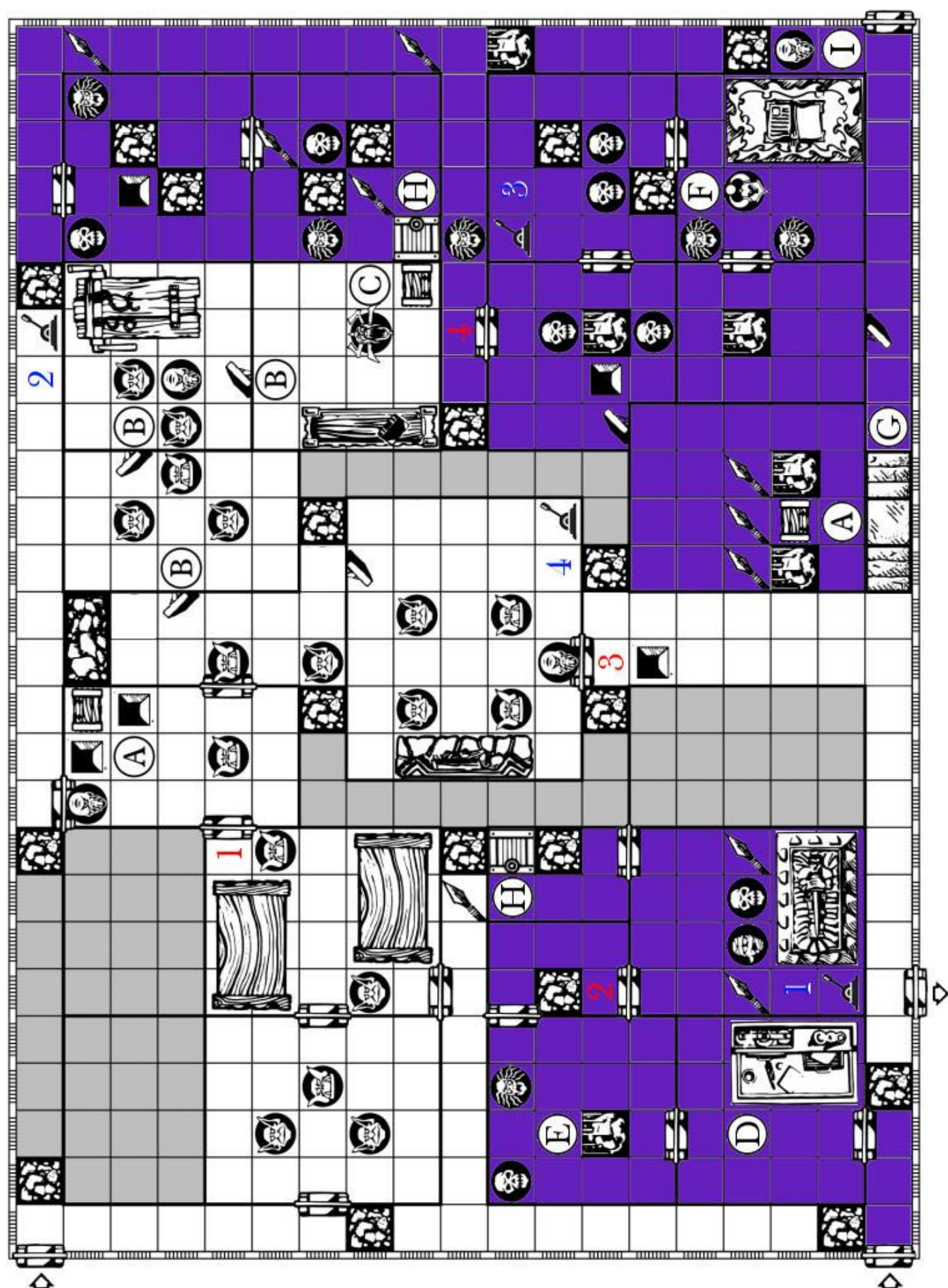
E: Qwindrak will have 10 Body Points and his attacks will be causing Burning. His minions in the room will be immune to the effect.

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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.

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 Orcsbane 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 a mineral that Greenskins are allergic to. It can be applied 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 Greenskins. When attacking 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: 9 Gold Value cards, 9 Wandering Monster cards, and 1 Orcsbane mineral.

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.

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

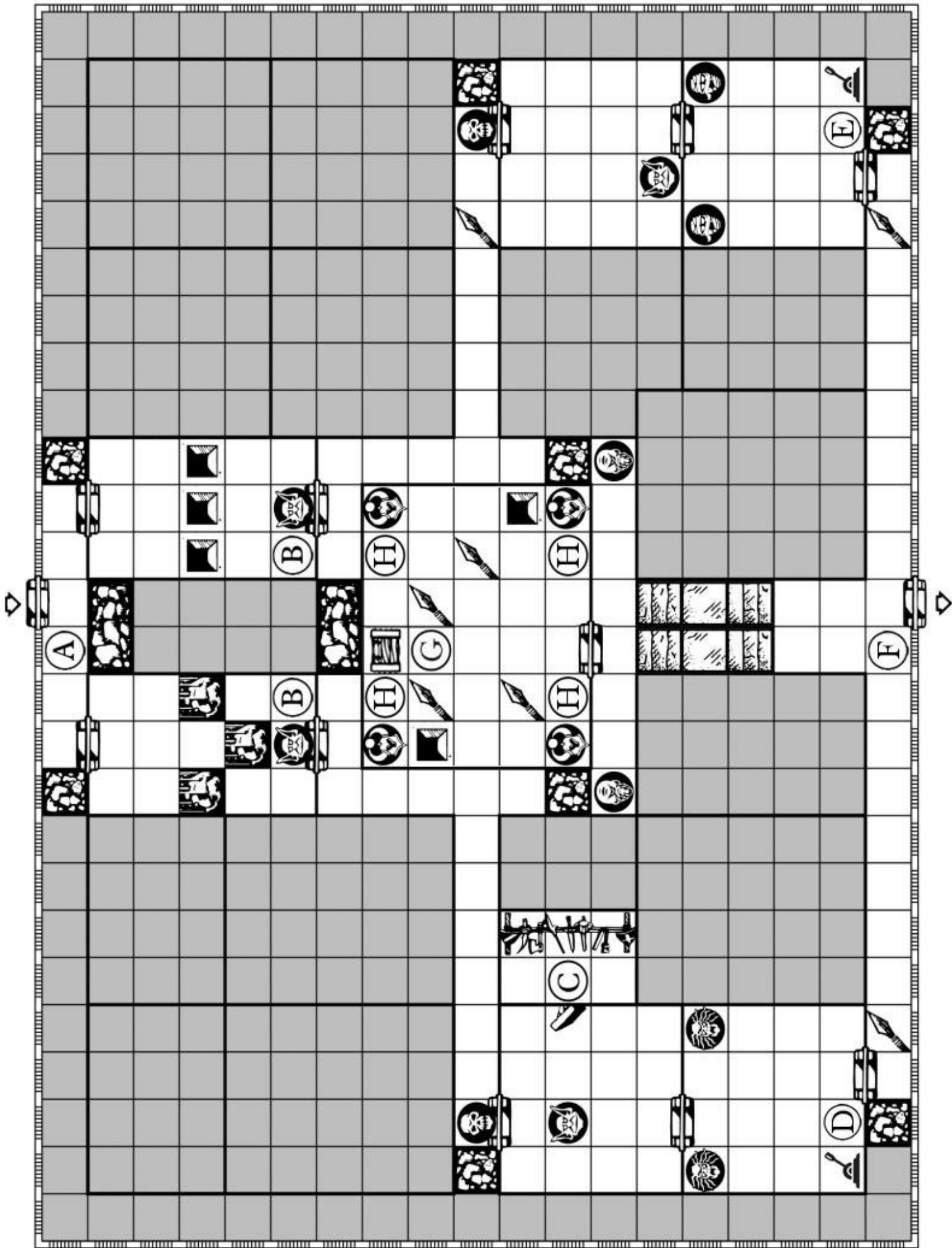
H: Entering one hatch, leads directly to the other hatch.

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.

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.

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.

Subquests: Find the Magical Throwing Dagger (it's no longer in the Weapons' Rack) and the Orcsbane Ore.

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

The Treasure Deck will have 8 cards:

1-6: Gold Value cards

7: Magical Throwing Dagger (the Artifact)

8: Orcsbane mineral.

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.

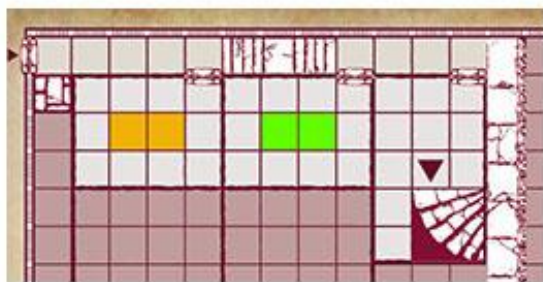
E: A portcullis prevents the heroes from continuing. The lever lifts the portcullis at note D.

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

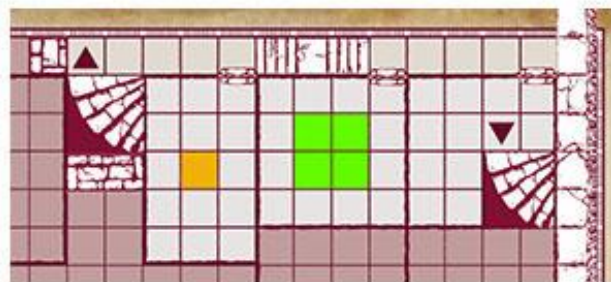
G: The Treasure Chest contains the piece of the map.

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.

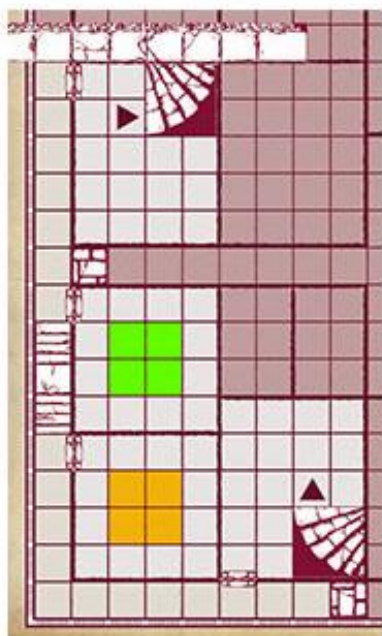
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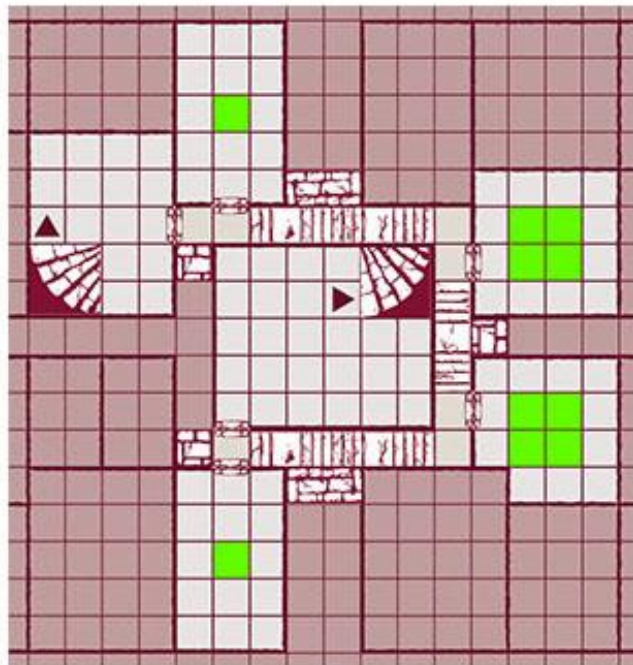
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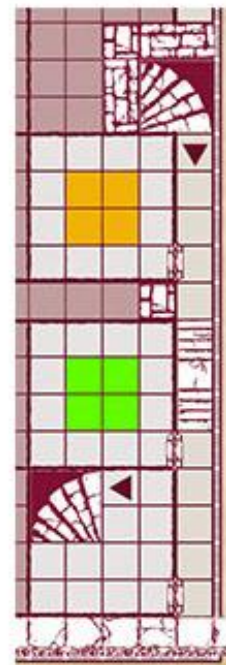
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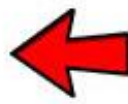
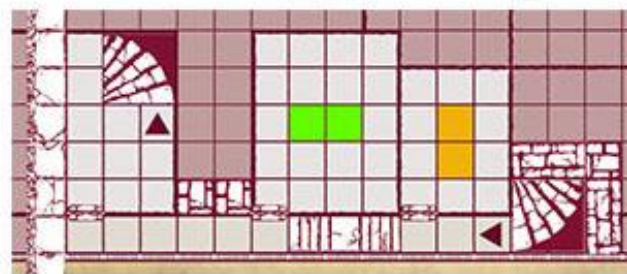
B6



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:

6 Basements: The heroes keep getting 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.

Rolling Boulder: Unlike the original Quest, there will be 5 rolling boulders, one on every basement. 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.

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 Orcsbane 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. Orcsbane Ore and Glowing Armors are important.

The Treasure Deck will have 10 cards:

1-9: Gold Value cards

10: 1 Piece of the map.

If the deck runs out, they automatically find 1 Orcsbane mineral during the next search. Further searches will reveal nothing.

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.

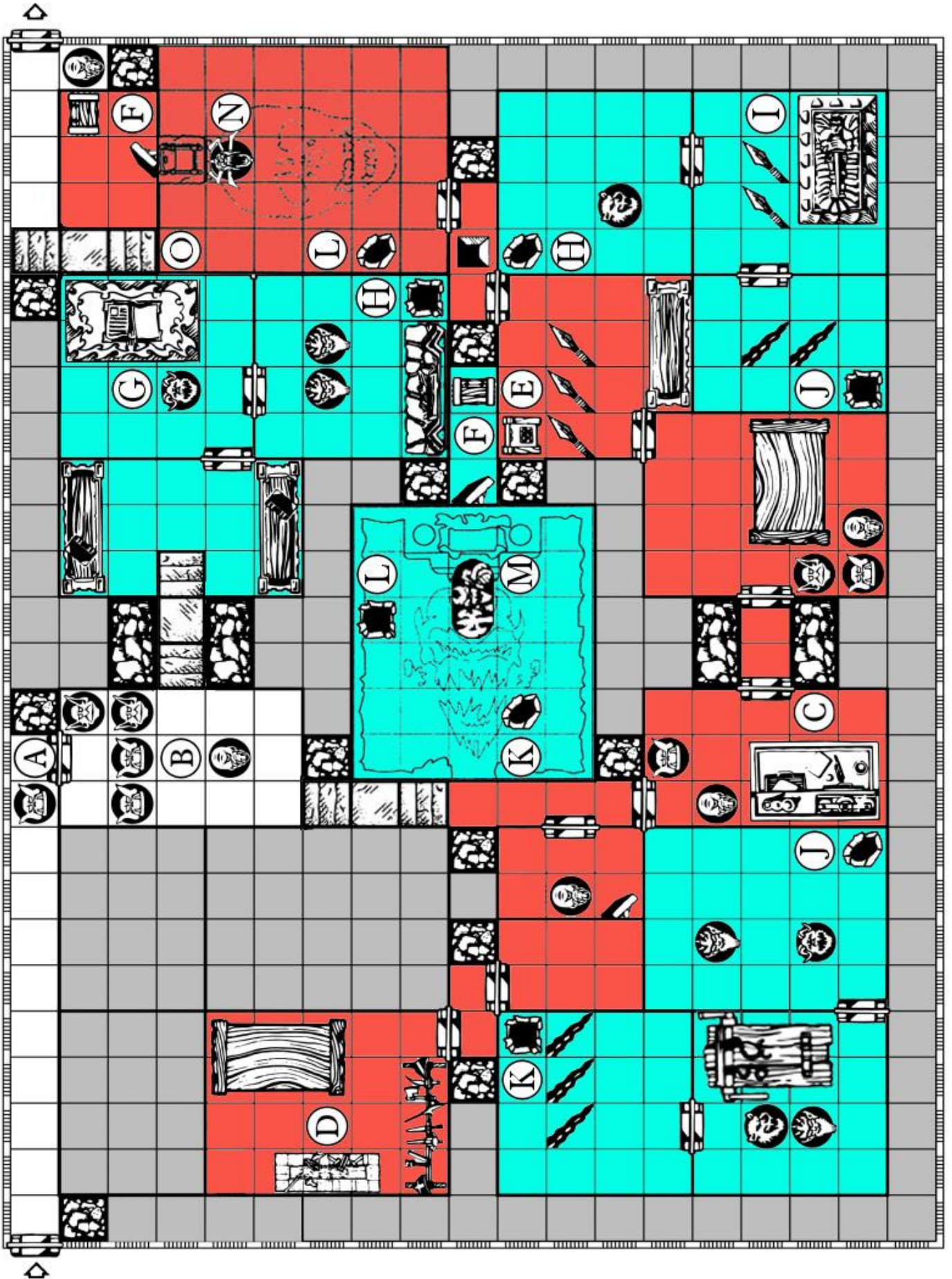
11) Torture Rack with 1 Dread Warrior and 2 Mountain Goblins.

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:

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, the Frozen Horror, and Rise of the Dread Moon.

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

The Treasure Deck will have 19 cards:

1-18: Gold Value cards

19: 1 Orcsbane mineral

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.

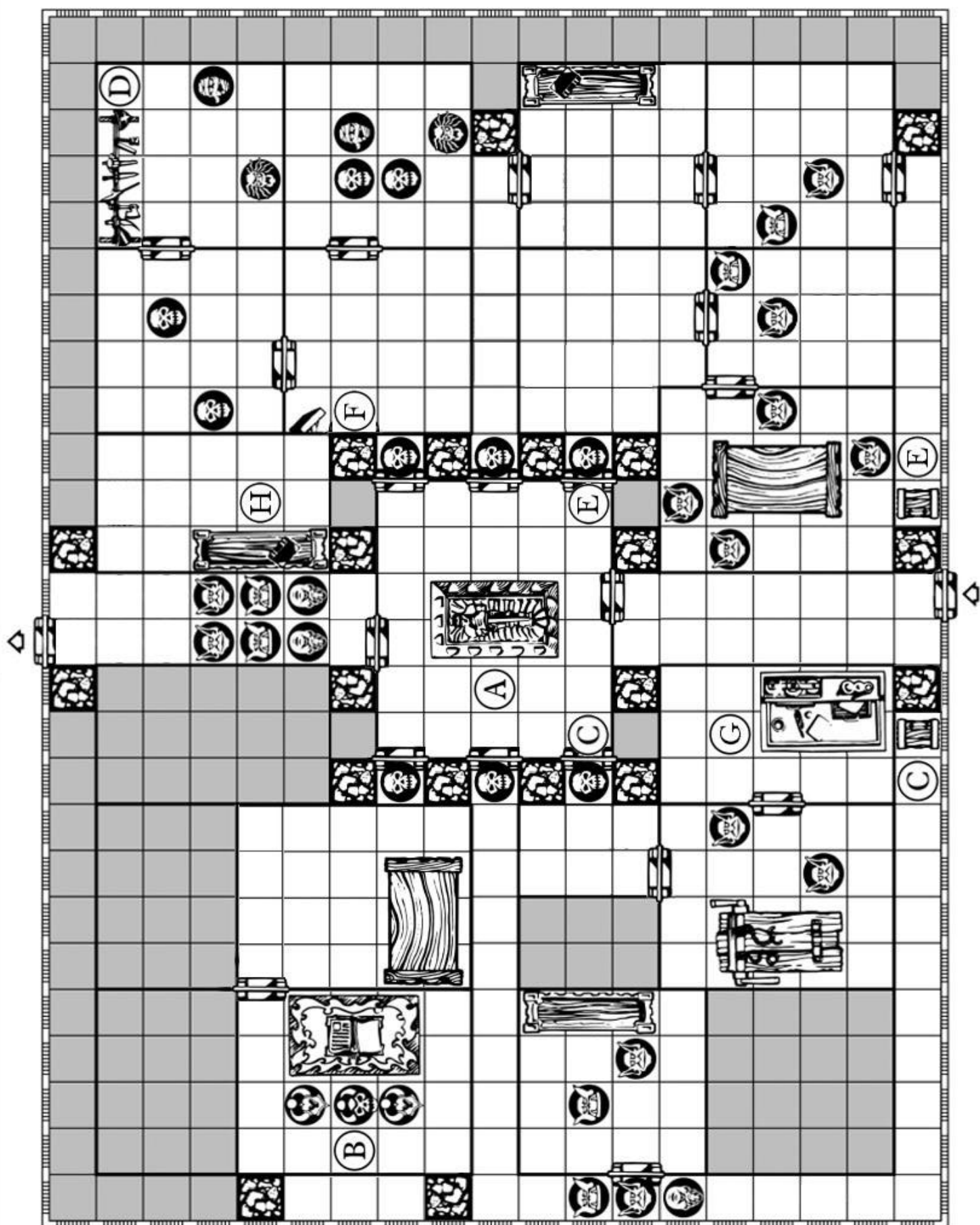
M: This ice demon has the stats of an Elite Gargoyle (+1 to all its statistics).

- 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.

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. Orcsbane Ore and Glowing Armors are important.

The Treasure Deck will have 17 cards:

1-13: Gold Value cards,

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

15: Magic Incantation that unlocks the northern door at note A.

16: Notes that reveal the secret door at note F

17: Orcsbane mineral.

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) 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 puts the Dwarven kings to rest and unlocks the northern door at note A.

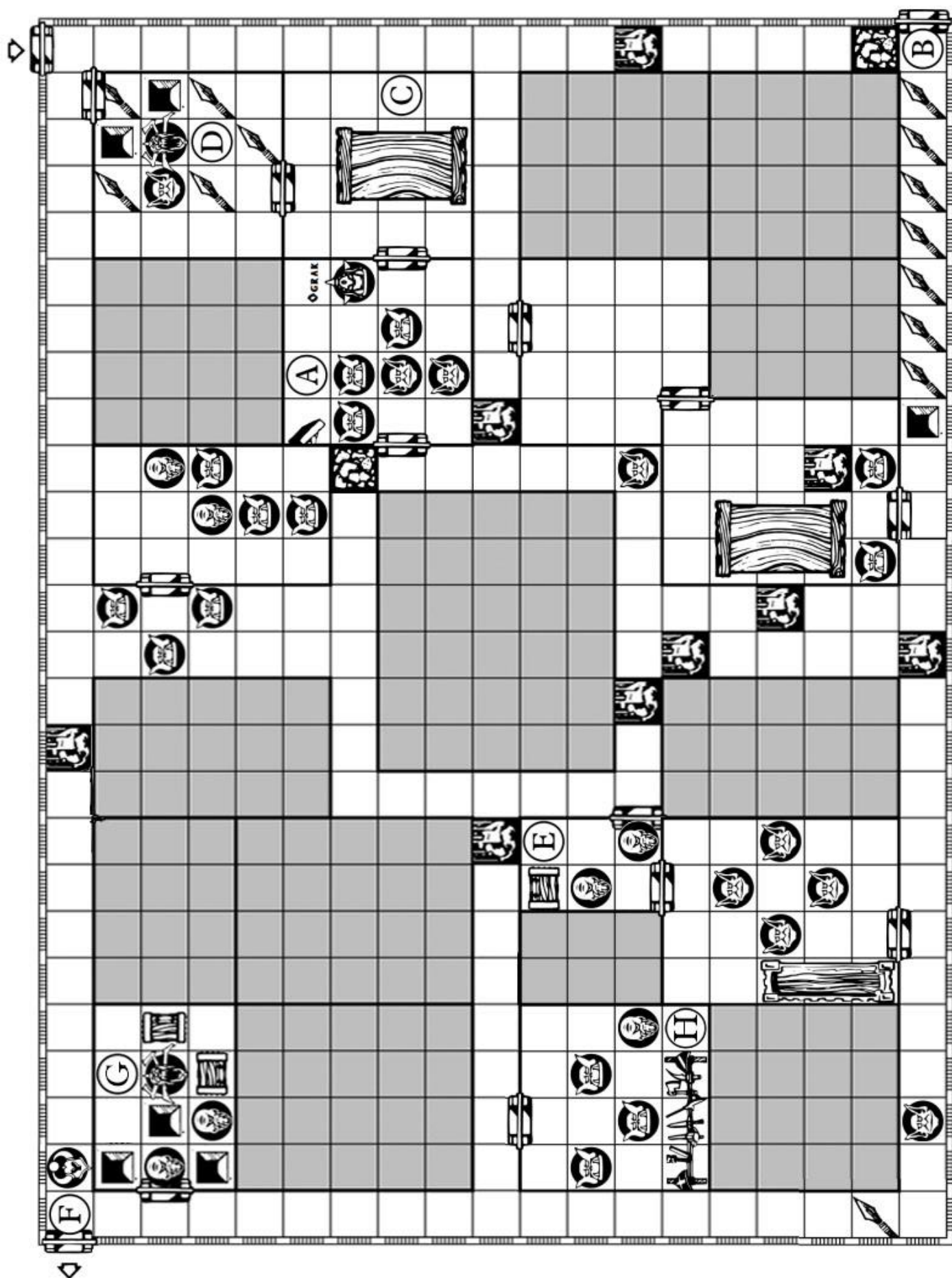
C, E: This door is locked and can only be opened with the key found in the chest marked with the same letter.

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.

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 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.

Alchemy Time: Having gold rewards in the Treasure Deck feels too much when you are in a gold mine. This Quest will be using the Regent Cards for Alchemy, used in Rise of the Dread Moon.

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

The Treasure Deck will have 10 cards:

1-8: Regent Cards (used for Alchemy)

9: 1 Orcsbane mineral

10: Armbands of Healing (the Artifact)

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.

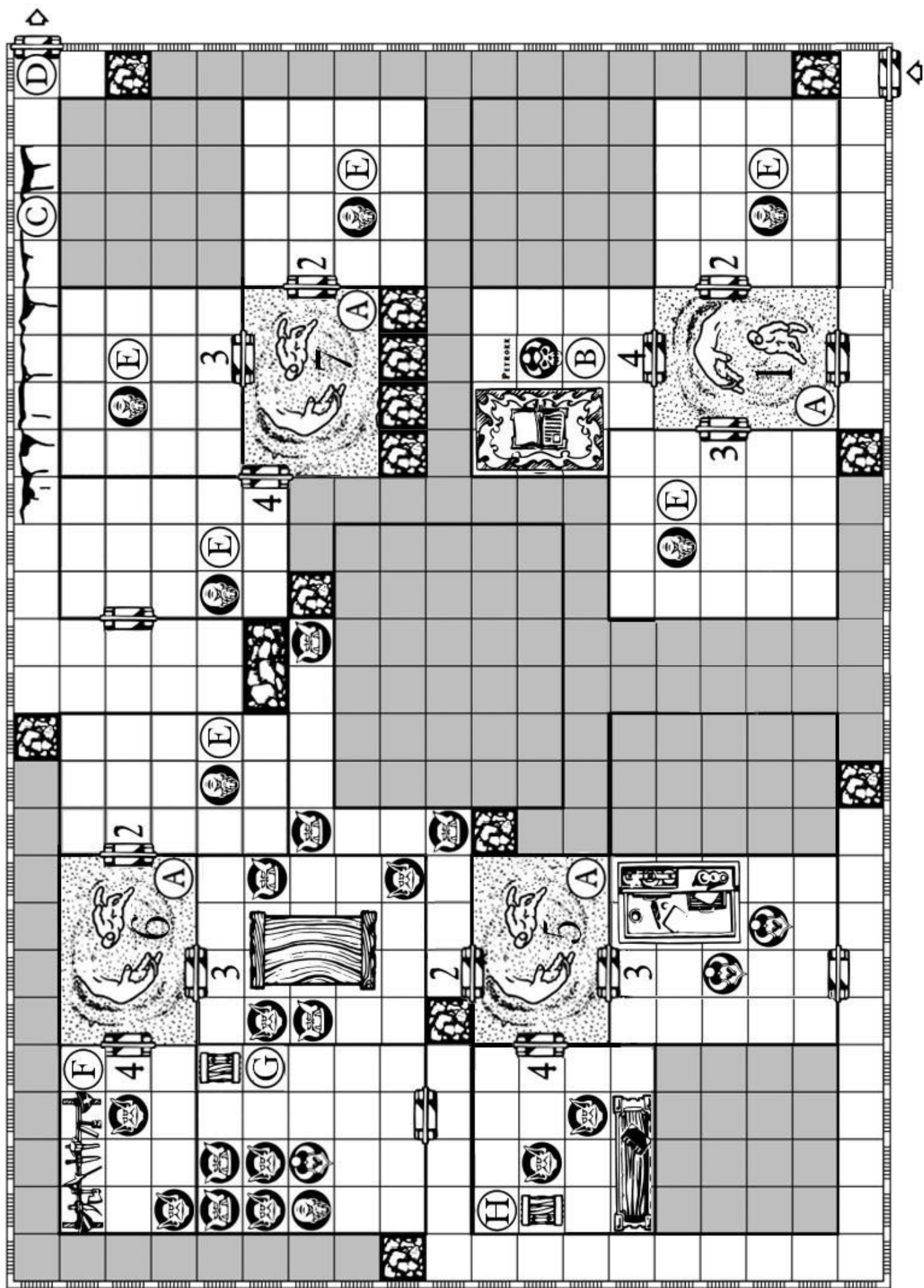
Notes:

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. Orcsbane Ore and Glowing Armors are important.

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.

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.

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%)**

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.

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 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

11-15: Gold Value 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.

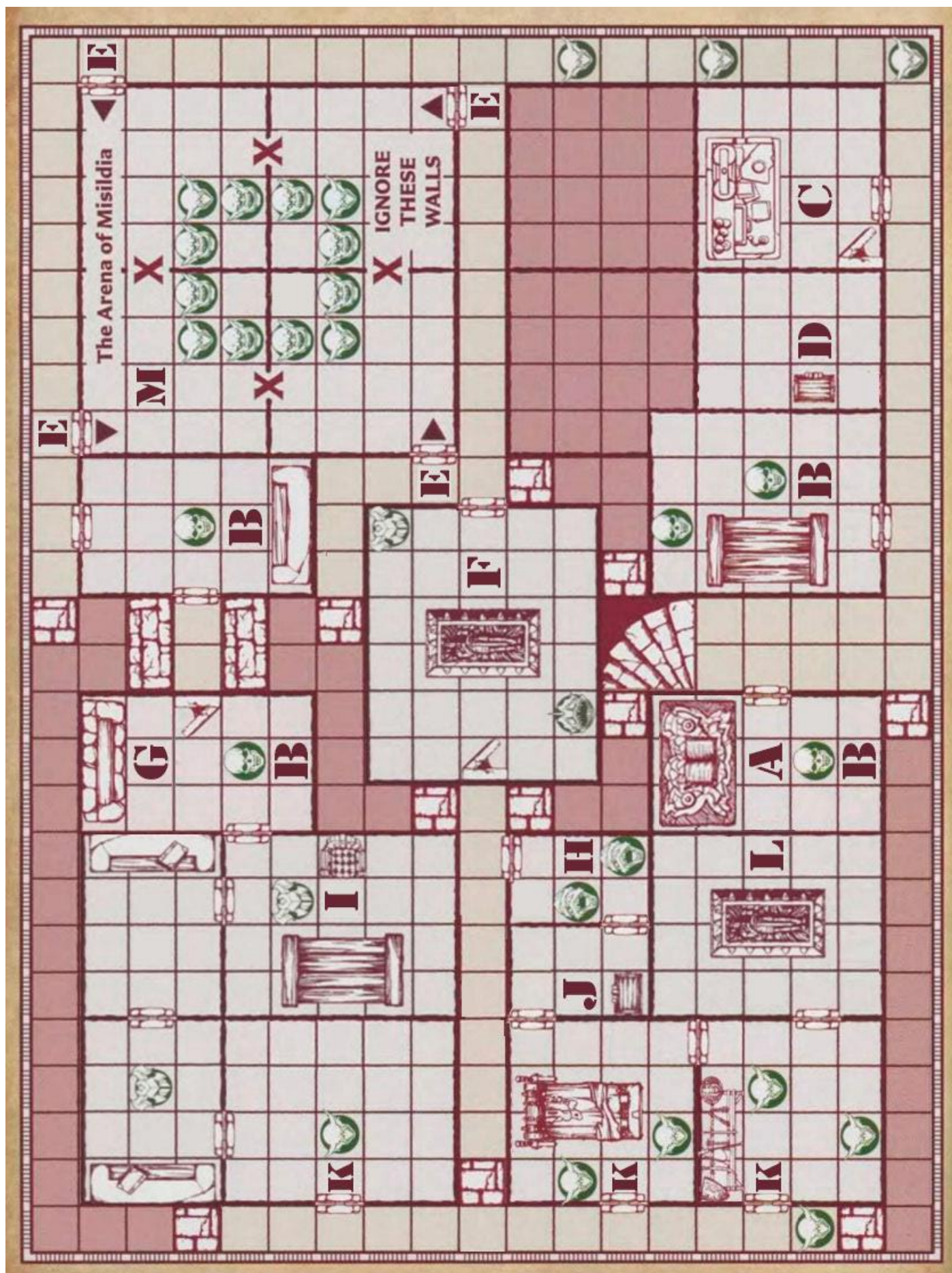
C: The bearer of the Talisman of Lore learns a random Dread Spell.

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.

The Treasure Deck will have 20 cards:

- 1-10: Alchemy ingredients
- 11-15: Spike Pit Trap
- 16-20: Orc with Zargon's Flame.

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.

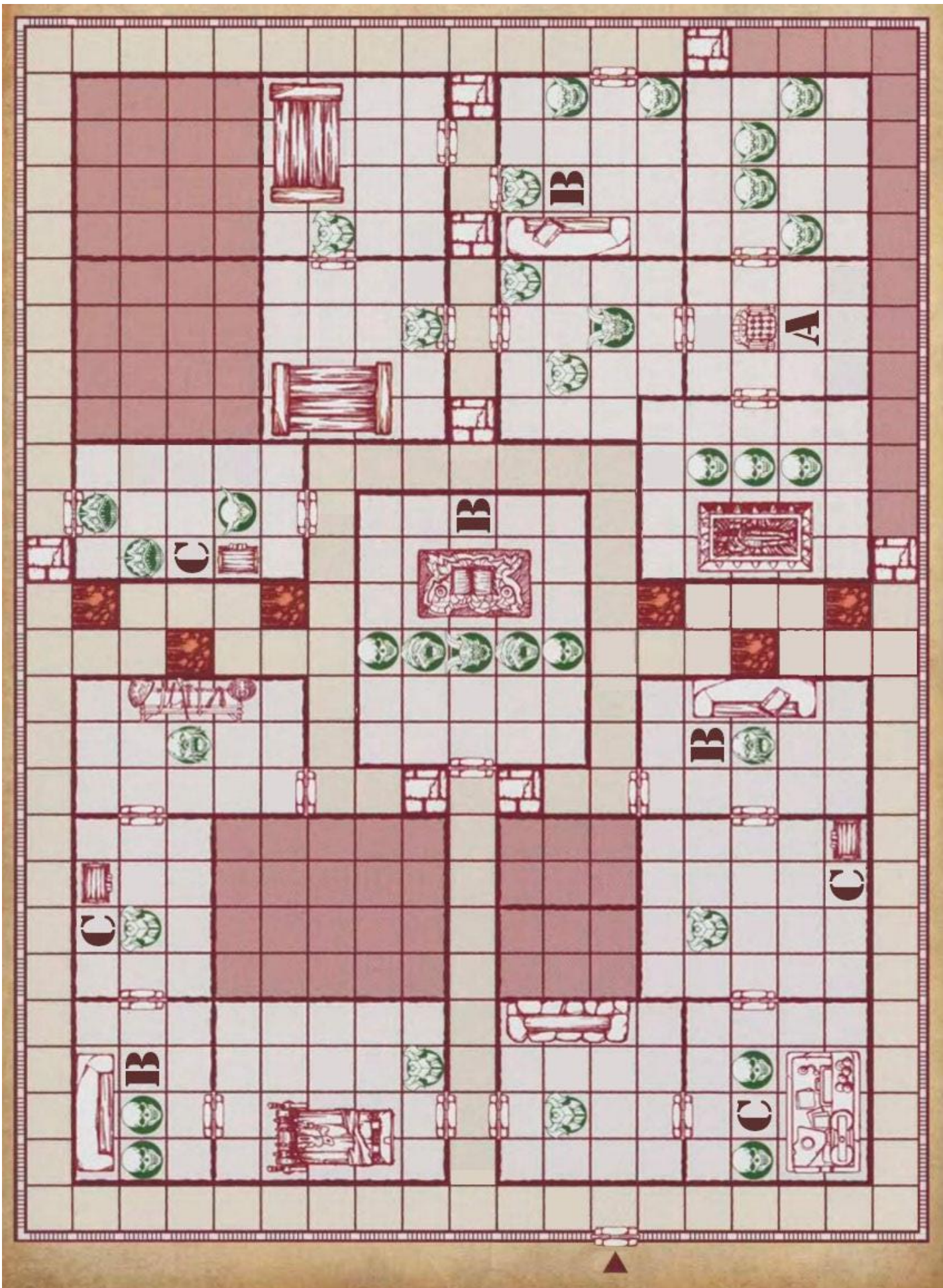
I: A Dread Sorcerer (Zanrath) is inside this room (see the normal Quest for his stats at Wizards of Morcar). When defeated, a book on the Wizard's Table will glow at note A.

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.

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)

2-9: Gold Value cards

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

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.

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

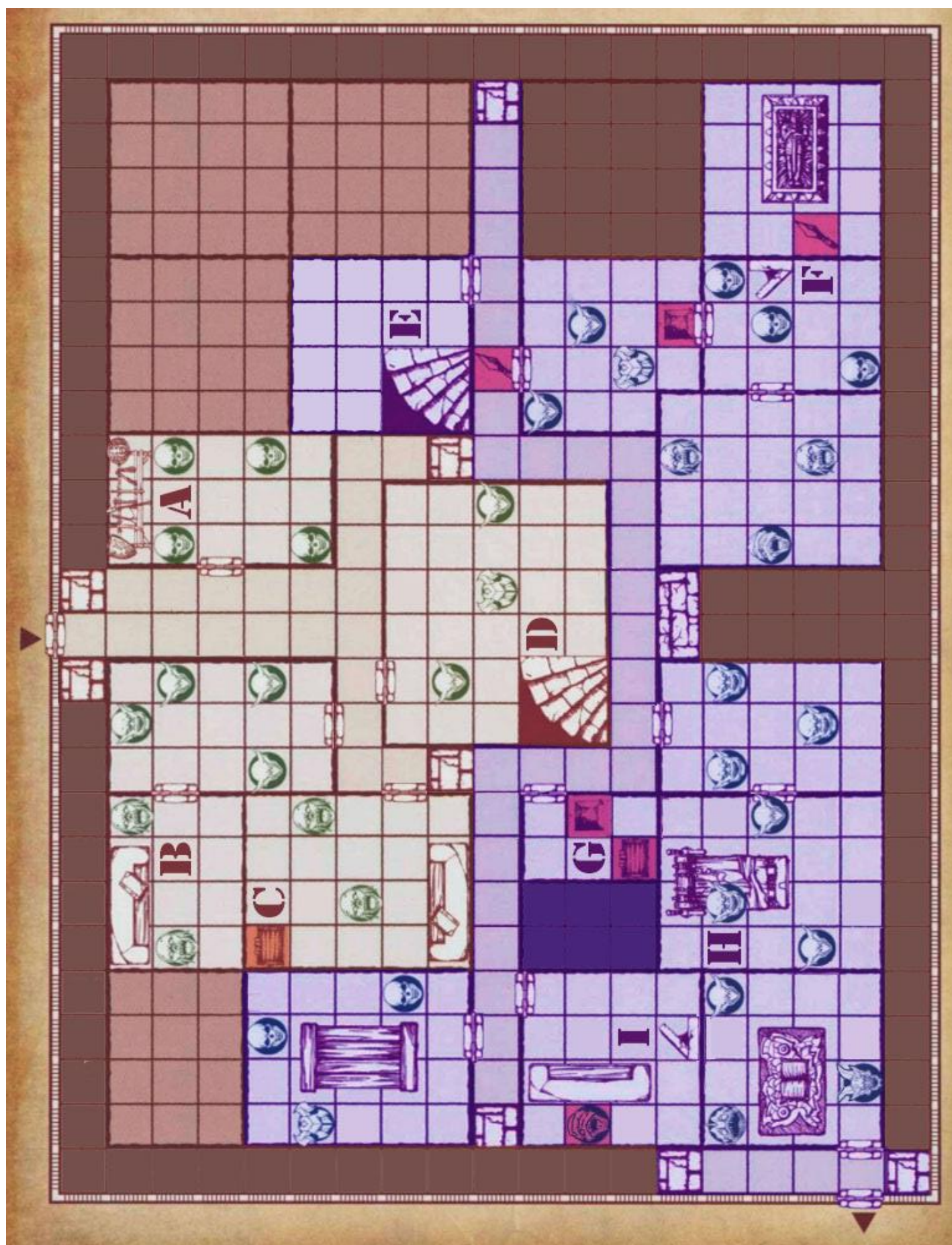
C: You find a random Potion from the Alchemy Deck.

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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.

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)

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.

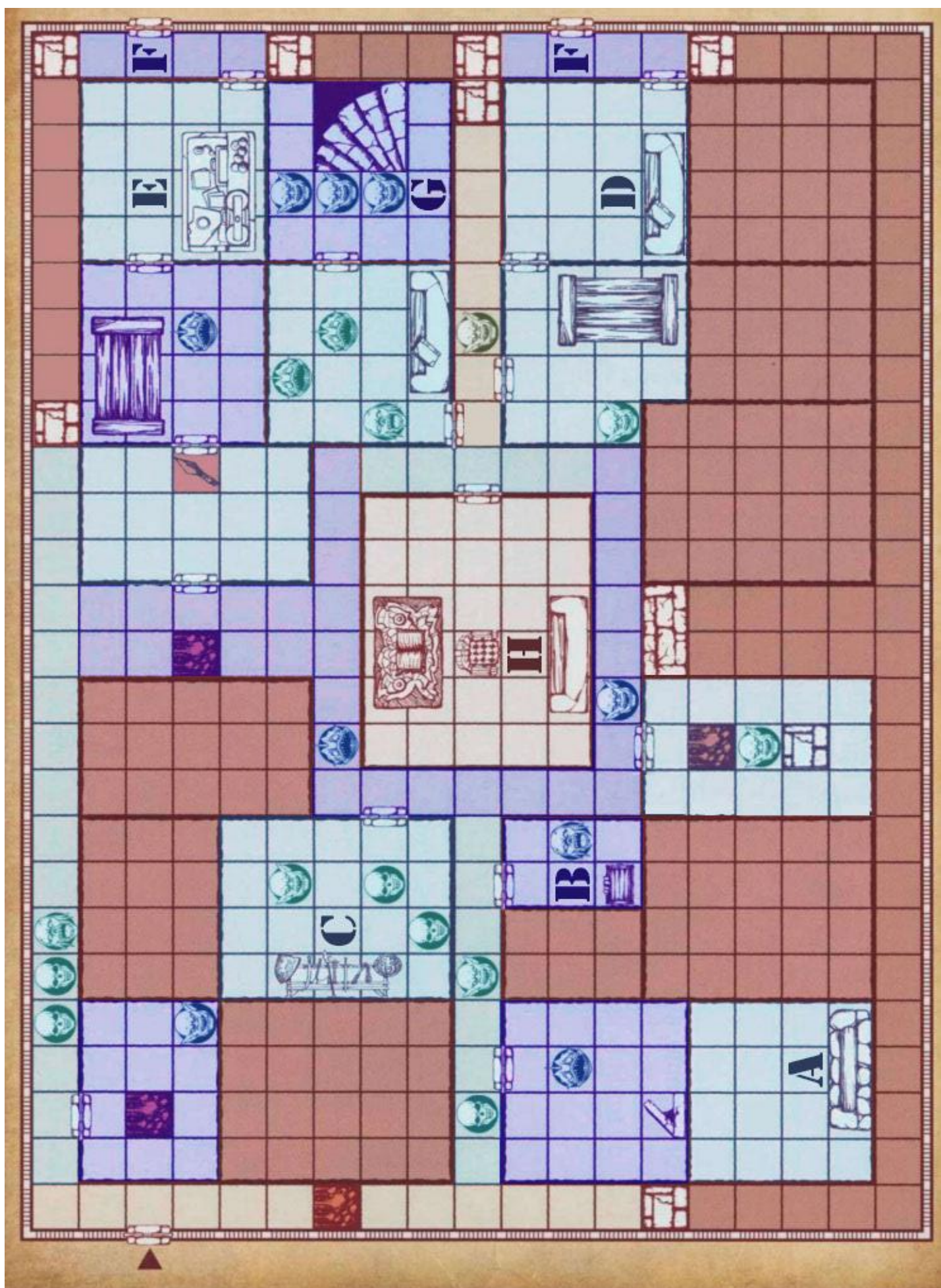
H: This is Sigill, the allied Orc. Releasing him reveals the location of the Secret Door at note I.

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 Kavra 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.



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.

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

11-14: Missing Pages

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 all temporal damage from swimming.

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

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

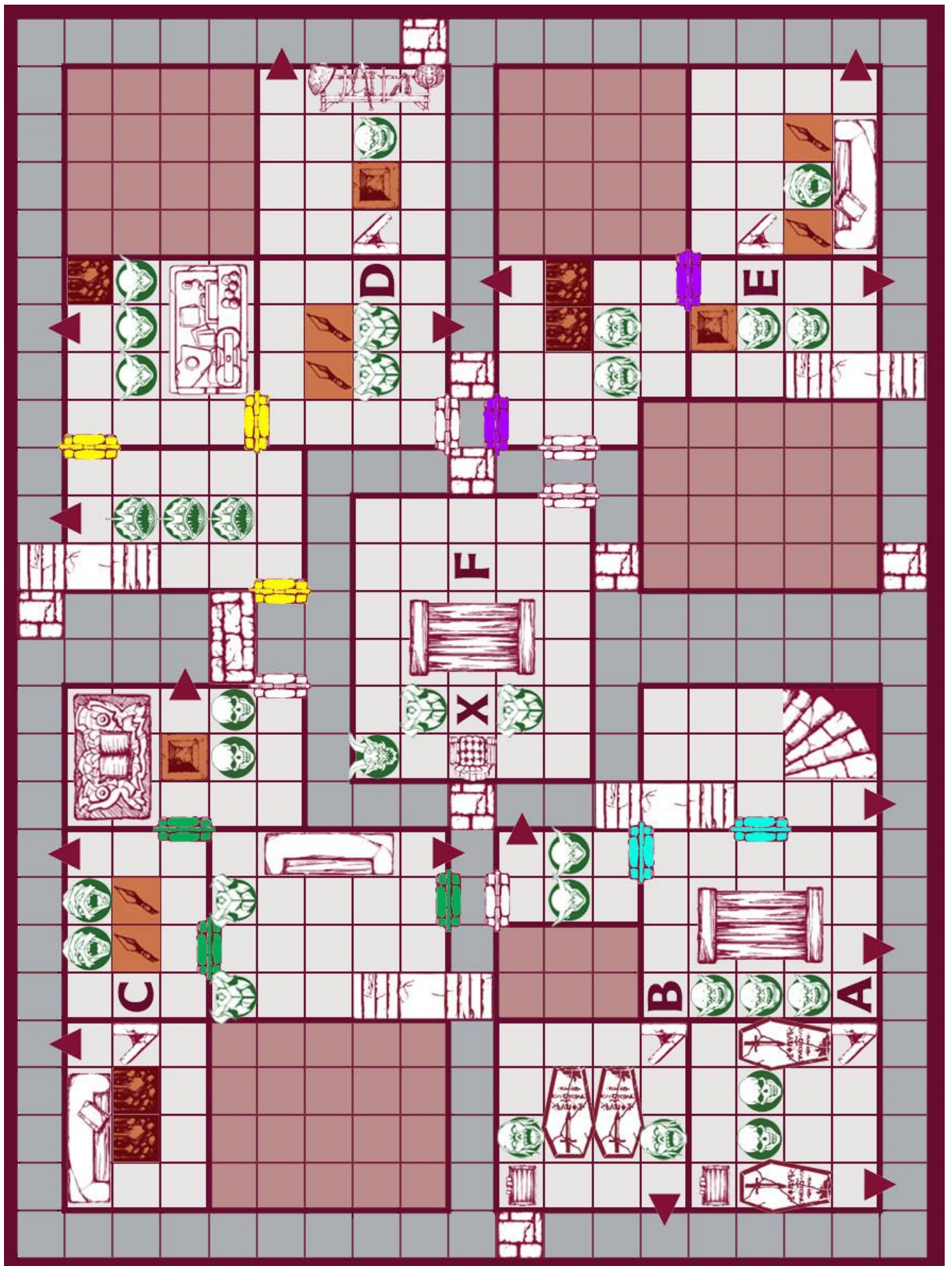
D: You find a random magic scroll from the Spell Deck.

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.

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

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.

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).

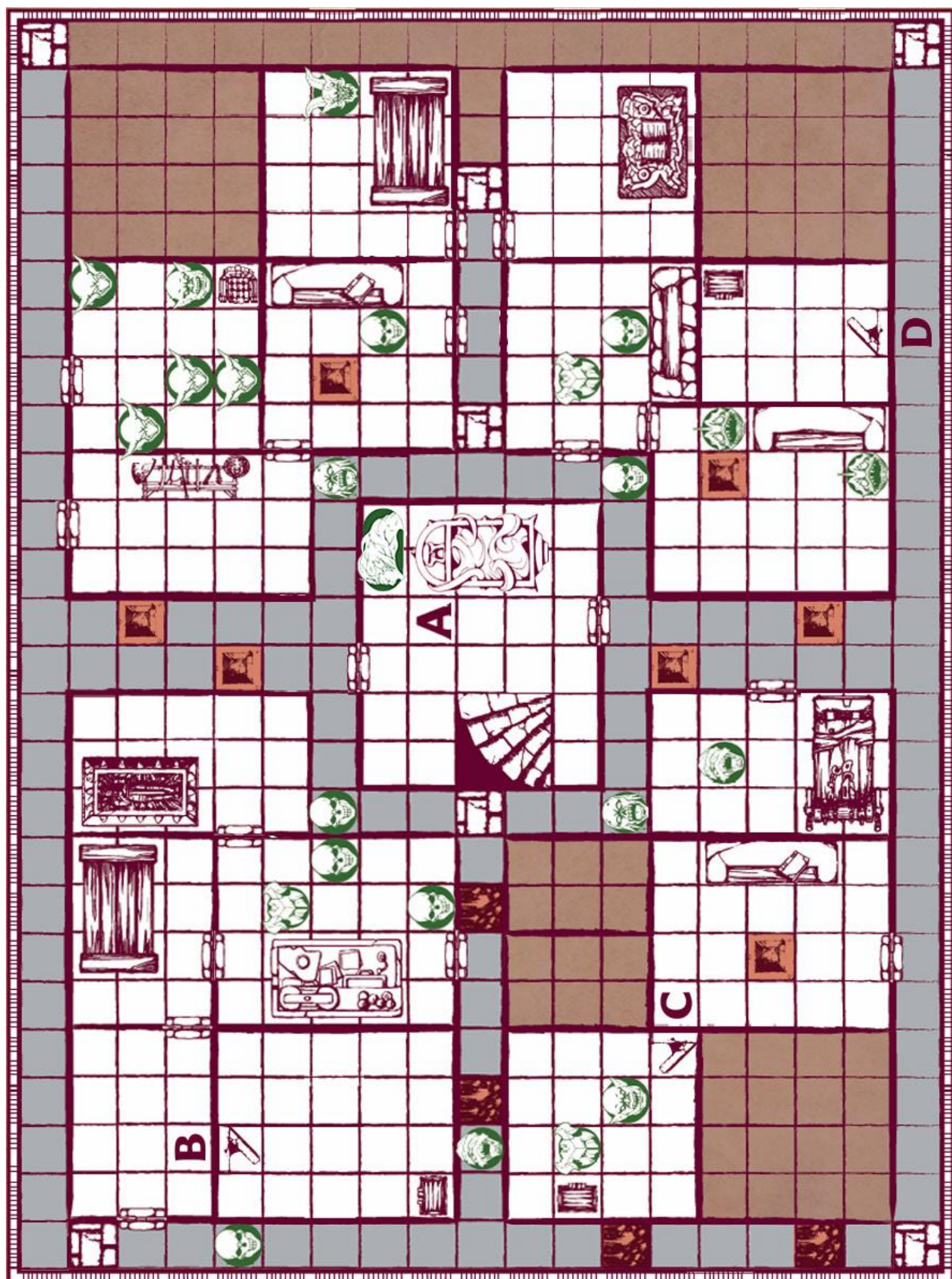
B: This hidden door cannot be found via search. The heroes will first need to find the Treasure Map B. The Treasure Chest in the room contains (3 Movement Dice, times 20) Gold Coins.

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).



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.

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 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.

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: Gold Value cards
- 9-12: Trap cards (all the heroes are affected by Burning)
- 13-17: Wandering Monster cards (The Spirit Queen)

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.