

Barak Tor - Barrow of the Witch Lord

"War with the eastern Orcs is brewing and the Emperor needs to unite the lesser kingdoms for the conflict to come. To do this, he must find the ancient Star of the West as worn by the Kings of Legend and by Rogar when he battled with Morcar in the ages past. Anyone who finds the gem witll be given 200 gold coins. The gem lies in Barak Tor, the resting place of the Witch Lord. He was also known as the King of the Dead, a powerful servant of Morcar, and was destroyed by the Spirit Blade long ago. The Spirit Blade is the only weapon that can harm him."

NOTES

- X Use the Chaos Sorcerer model for the Witch Lord. Place it on the spot marked 'X' when the Witch Lord is released.
- A These are false doors and cannot be opened at all.
- B The Star of the West is in the Zombie's hand.
- C This rock fall trap will collapse after the last player to pass under it, thus blocking the way back.
- D The tomb of the Witch Lord. The Witch Lord will be released from his imprisonment when the players enter the room. Place the Witch Lord where shown. Read the bold text below to the players.
- "You have broken the magic seal that kept the Witch Lord imprisoned. Now he has awoken and you must run. Only the Spirit Blade can harm him."

THE WITCH LORD

The Witch Lord is not affected by any weapon other than the Spirit Blade; neither is he affected by any spell. The Witch Lord rolls the following dice:

1	2	6	1	4
Movement	Attack	Defend	Body	Mind