

HeroQuest™

AlterQuest Pack 01: Trials

Q U E S T



B O O K

AlterQuest Pack 01: Trials

The fire burns warmly in Mentor's study. He turns around and greets you, but spends little time on pleasantries before moving into the reasons for your appearance before him:

"My friends, the path that leads to true Herodom is long and fraught with difficulties. I have trained many young people like yourselves over the years. Some rose to the challenge magnificently, while others paid for their failures with their lives. I have even had the misfortune of training champions who fell to chaos. The greatest of my failures was my first student, Zargon, whose armies the Empire has fought against twice, both times with terrible casualties.

Would that I did not have to ask for your help, but dark forces are assembling on the fringes of the Empire. Loretome has revealed that they have gathered at the edge of the Sea of Claws. Their location can mean only one thing: my foolish apprentice is returning from beyond the Northern Chaos Wastes to once again make war against us.

The empire will soon have need of Heroes once again. Your predecessors were also of humble beginnings, but they rose to the challenges placed before them. If you are to inherit their mantle, you must prove yourselves worthy. The trials you will soon undertake will determine if you are able to challenge Zargon's ambitions.

Good luck. May we meet again soon..."

Mentor

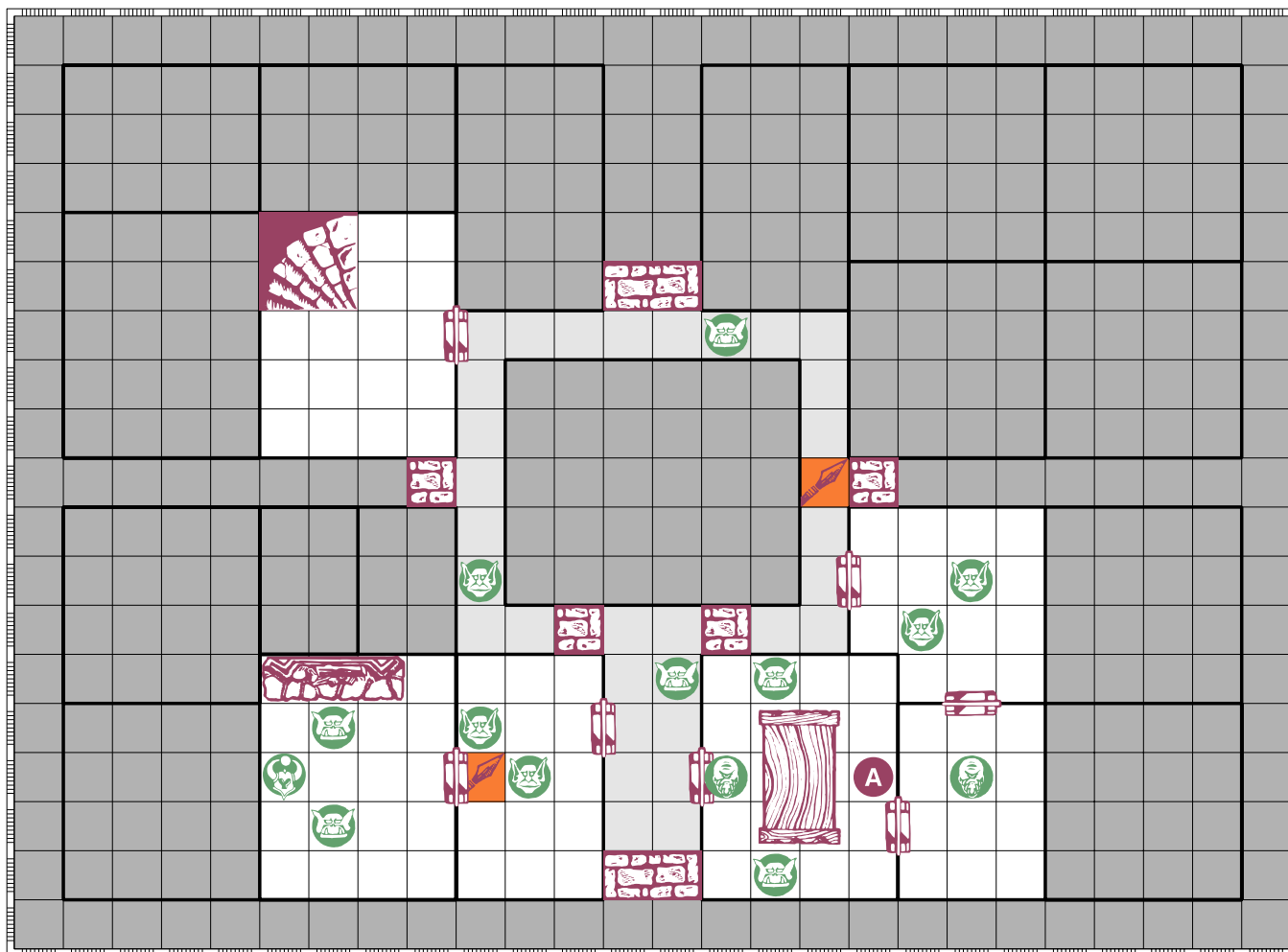
Conclusion

*"*You have done well, my friends. You have passed through these trials and come out of them stronger. The empire will surely have great need of that strength in days to come.

Prince Escalus has informed me that the Imperial Guard has only managed to recover some of the Emperor's stolen documents. I am sure that if they are not already in Zargon's hands, they will be soon.

For now, however, you have earned a brief rest. Enjoy it while you can, for when the empire next requests your services, it will be as its Heroes."

Mentor



Quest 1 – 7

Verag's Challenge

My friends, the time has come for your last trial. You have been personally challenged by Verag, a Gargoyle who makes his domain in the catacombs of Fellmarg far to the east. Verag is the most powerful enemy you have faced thus far; over the

many centuries of his life, he has fought all who would call themselves Heroes. Defeat the Gargoyle and his minions, and you will prove yourselves worthy of service to the empire at the highest level.

NOTES:

- A** The weapons on this rack are exceptionally rusted. No Hero would want any of them.
- B** This treasure chest conceals a clever trap. If a Hero searches for treasure before the trap is disarmed, arrows will shoot out of the bookcase, attacking him or her with four combat dice. The Hero defends against this attack normally. The chest contains 70 gold coins.
- C** This treasure chest is filled with a cloud of sickly-sweet gas. Unless the trap is disarmed, when the room is searched for treasure, all Heroes in the room will be targeted by a Sleep spell. The chest itself contains 140 gold coins.
- D** This Chaos Warrior is reading aloud an incantation from one of the Emperor's stolen books! He will neither move nor attack on his first two turns. If the Heroes fail to kill him within two turns of opening the door to this room, note it for a future Quest.
- E** This Mummy is the guardian of Fellmarg's tomb and was once a mighty warrior. It rolls one extra combat die when attacking and has one extra Body Point.
- F** This chest contains a Revitalization Potion, capable of restoring up to six lost Body Points.

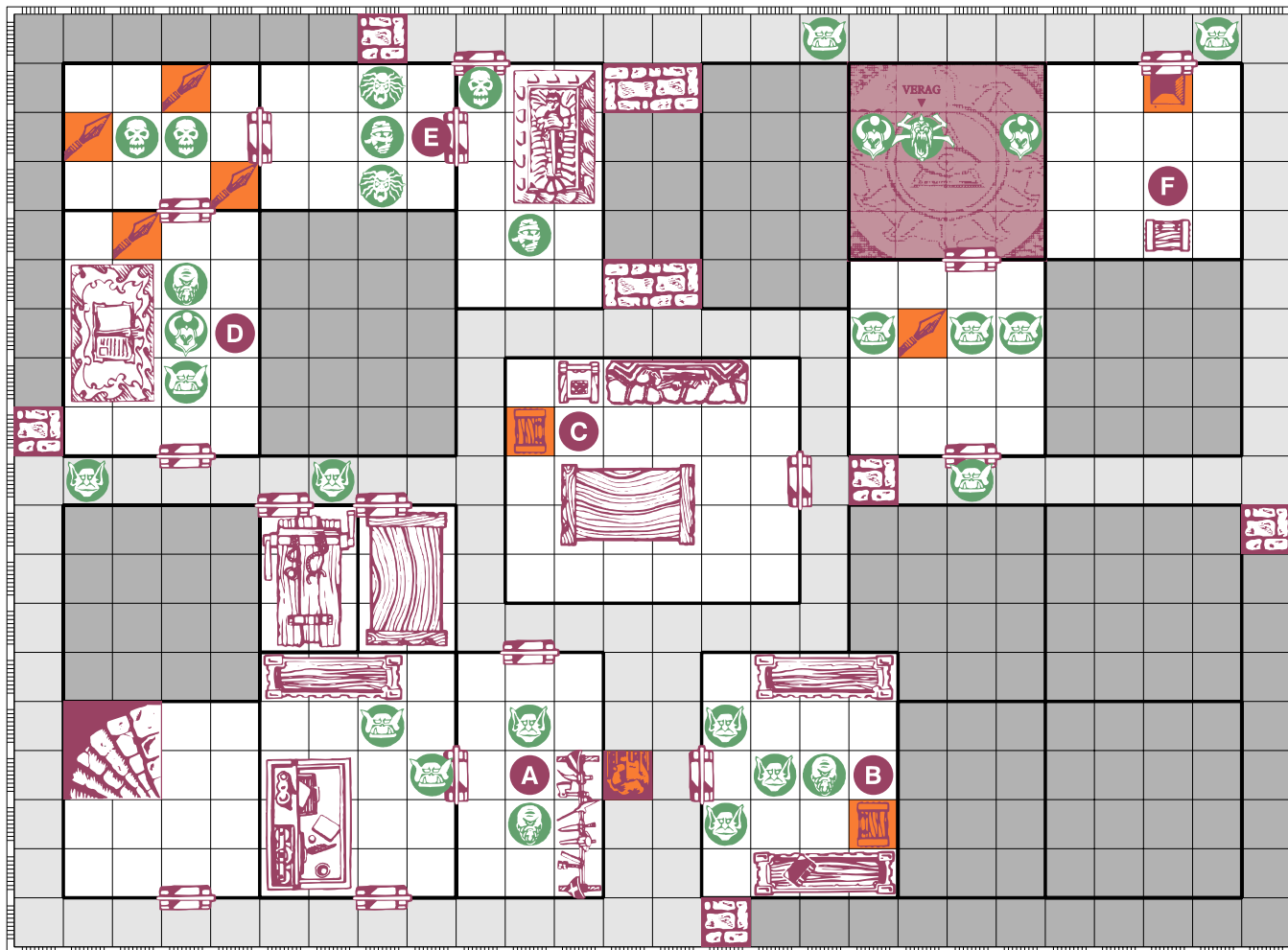
Verag:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	5*	4	4

*Verag defends using white shields instead of black shields.



Wandering Monster in this Quest: Chaos Warrior



Quest 1 – 1

The First Task

My friends, the Emperor has seen fit to assign you your first task by which to prove yourselves worthy to succeed the title of Hero. You are to travel to the south and destroy a band of Orcs

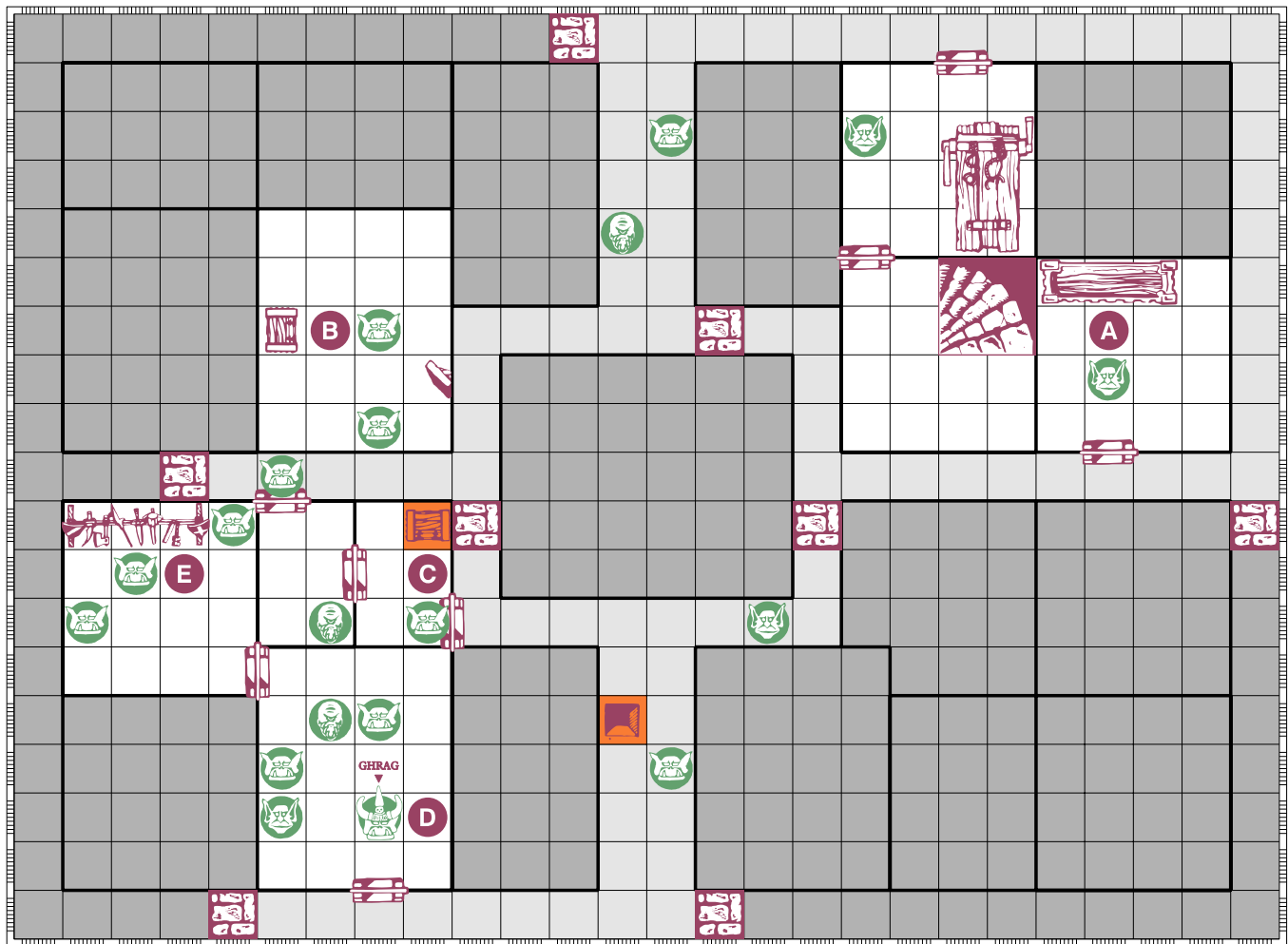
marauding in the hills of the borderlands. They are led by a Chaos Warrior. Prince Escalus will pay 100 gold coins to the Hero that slays this warrior.

NOTES:

- A** A Potion of Healing, capable of restoring up to four lost Body Points, sits atop this table.



Wandering Monster in this Quest: Orc



Quest 1 – 6

The Southern Mausoleum

Friends, Zargon moves quickly against us. Practitioners of chaos magics are flocking to his banner, and the empire is sorely pressed to destroy them. While Prince Escalus confers with his advisors on how best to combat this new menace, I am

sending you to another mausoleum in the south, the resting place for the dead lords of one of the empire's former ruling houses. There may still be some valuables left within, if the forces of chaos haven't taken them already.

NOTES:

- A** These four Chaos Warriors are the sentinels for this fortress. Each of them defend with two extra combat dice.
- B** This treasure chest is trapped with a bladed lock. Unless the trap is disarmed, the first Hero to search for treasure will lose one Body Point. The chest itself is empty.
- C** This treasure chest is trapped with an exploding lock. Unless the trap is disarmed, the first Hero to search for treasure will lose two Body Points, which counts as fire damage. The chest contains an assortment of jewels valued at 90 gold coins.
- D** The Thunder Ray Artifact is hidden behind the throne in this room.
- E** This Chaos Sorcerer is Krell, a low-level necromancer. You may represent him with the Necromancer figure from "Wizards of Morcar", if you have it. Krell knows the Chaos Spells Deathbolt, Lightning Bolt, Summon Undead and Sleep.

gold coins, but is trapped. If a Hero searches for treasure before the trap is disarmed, all Heroes in the room will lose one Body Point from a cloud of poisonous gas. This damage counts as poison damage.

The treasure chest in this room contains a Dwarven Rune of Seeking and 75



Wandering Monster in this Quest: Zombie



The Chamber of the Necromancer

Necromancy has long been banned within the empire's borders, but there are always a few who practice its profane arts in secret. Scouts in the west have discovered a sorcerer by the

name of Hasan hiding in a small crypt. Prince Escalus has offered a bounty of 125 gold coins for the destruction of this necromancer.

NOTES:

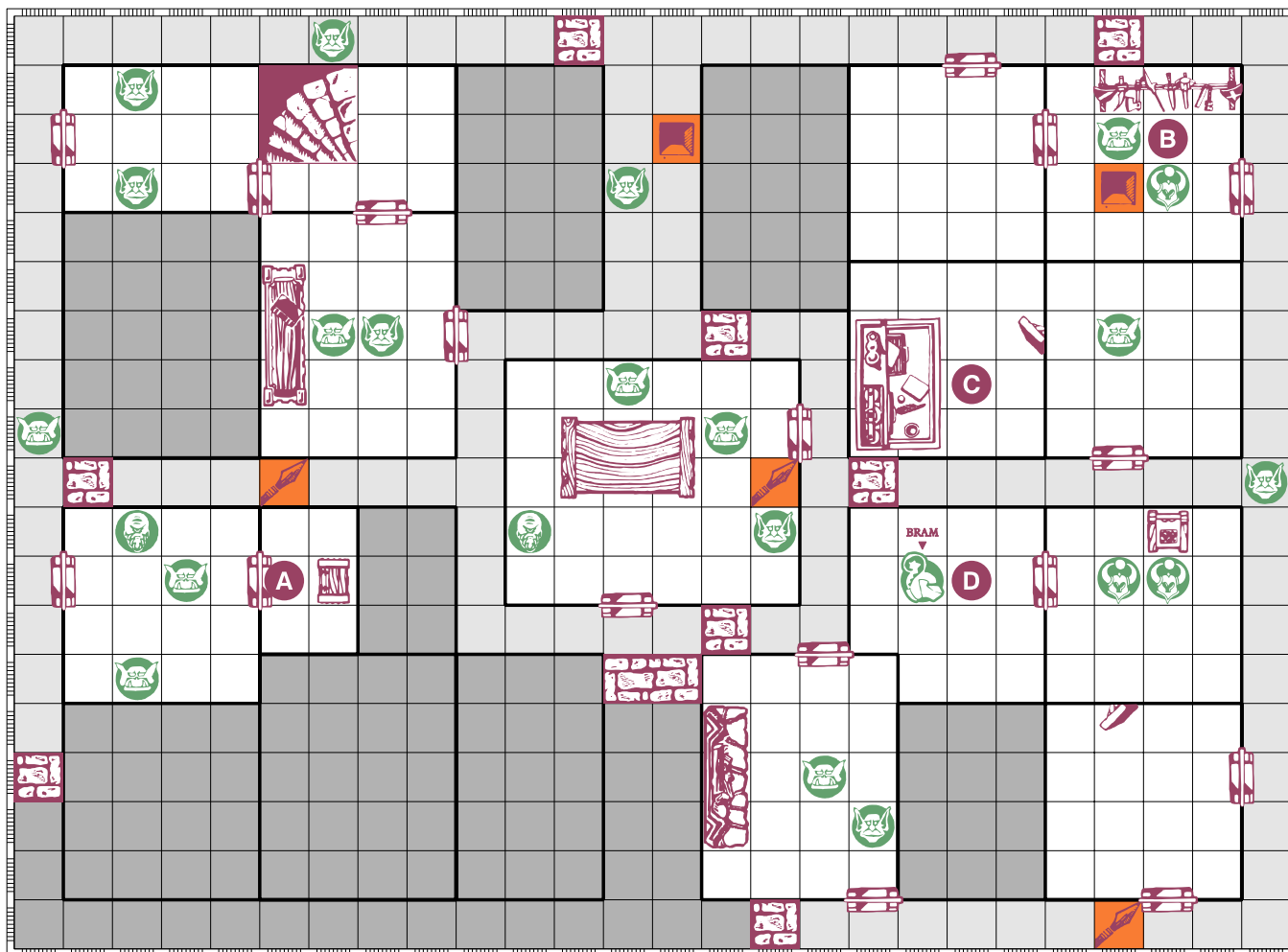
- A** One random Spell Scroll is rolled up on this alchemist's bench.
- B** This Chaos Sorcerer is Hasan. He knows the Chaos Spells Deathbolt, Tempest and Summon Undead.

When Hasan is slain, the first Hero to search for treasure will find the Mirror Ring Artifact.

- C** The treasure chest contains 110 gold coins.



Wandering Monster in this Quest: Skeleton



Quest 1 – 4

The Paladin's Prison

One of the Emperor's most senior knights, Sir Bram, has been captured and confined by the forces of chaos. Every day he remains in Zargon's dungeons is another victory for the cruel warriors that took him. The Emperor has assigned you the

mission to free Bram and slay those responsible for his imprisonment. You will be paid 200 gold coins in recompense for Bram's safe return. No reward will be paid if Bram is slain.

NOTES:

- A** This treasure chest contains a Magical Throwing Dagger.
- B** A suit of chain mail and a longsword are hanging from this weapons rack. These items belong to Sir Bram and cannot be used by the Heroes.
- C** This alchemist's bench contains a Potion of Defense.
- D** This is Sir Bram, the captured Paladin. When a Hero enters this room, immediately lay out the rest of the dungeon and open all doors on the board, except for room C if the Heroes have not discovered it yet.

Use a Paladin figure if you have one, or else the Chaos Sorcerer, to represent Bram.

The Hero who first enters Bram's room may control him as though he was a Mercenary. Bram's stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
2 red dice	1	2	2	4

Bram's attack increases to 3 if the Heroes give him back his longsword, and his defend increases to 4 if they give him his chain mail.

If Bram dies, note it for a future Quest. The Heroes may not keep his equipment (from room C) even if he should fall; in this case the empire will take possession of his gear at the end of the Quest.



Wandering Monster in this Quest: Fimir