

HeroQuest™

AlterQuest Pack 02: Rise of the Valkyries

Q U E S T



B O O K

AlterQuest Pack 02: Rise of the Valkyries

"Friends, the empire faces a new evil from within its own borders. The Order of the Paladins, a gathering of the empire's most noble and loyal men, has been beset by infighting as of late. By consulting Loretome, I have determined that the source of this discord within their ranks stems from the abrupt departure of the Paladins' Captain from their order.

The Captain was corrupted by a relic of chaos during his last mission. Once the best and brightest of the Paladins, he now seeks to turn the entire order away from its founding ideals. Loretome did not explain how, but he has already converted nearly a third of them to follow him instead of the Emperor. These warriors call themselves the Valkyries, in a direct opposition to the Paladins they left.

The empire's forces have tracked down the Valkyries' leader to Fort Jieger, an abandoned fortress two days south of the capital city. You will eventually have to go there to put a stop to their ambitions, but the Emperor has a more pressing mission for you first: the thief who burgled the imperial library has been found. It is him you will have to apprehend first.

Good fortune to you, Heroes. You will have the empire's support if you should need it."

Mentor

Each Hero who is still alive at the conclusion of Quest 2-10, "The Emperor's Throne", may learn one new Skill.

Conclusion

"Well done, friends. The insurrection led by the Dark Emperor has been quelled before it could grow out of hand, thanks in no small part to your efforts. Now that the iron crown has been removed from his head, the good men whose minds he dominated are returning to their usual selves.

The Emperor and Prince Escalus are busy sorting out the remaining few Valkyries who pledged their allegiance to chaos willingly, but they have left each of you a purse of 300 gold coins as a small token of their thanks and appreciation.

In any case, war is hard work, even a war as short-lived as this one. Rest well, friends, and I shall summon you again when next we have need of our Heroes."

Mentor

Quest Map Guide

The Quest map symbols are color-coded to help you guide the Heroes through these Quests. Here's what the various map symbol color mean.



Gold: This color is used to highlight traps that the Heroes can detect by searching.

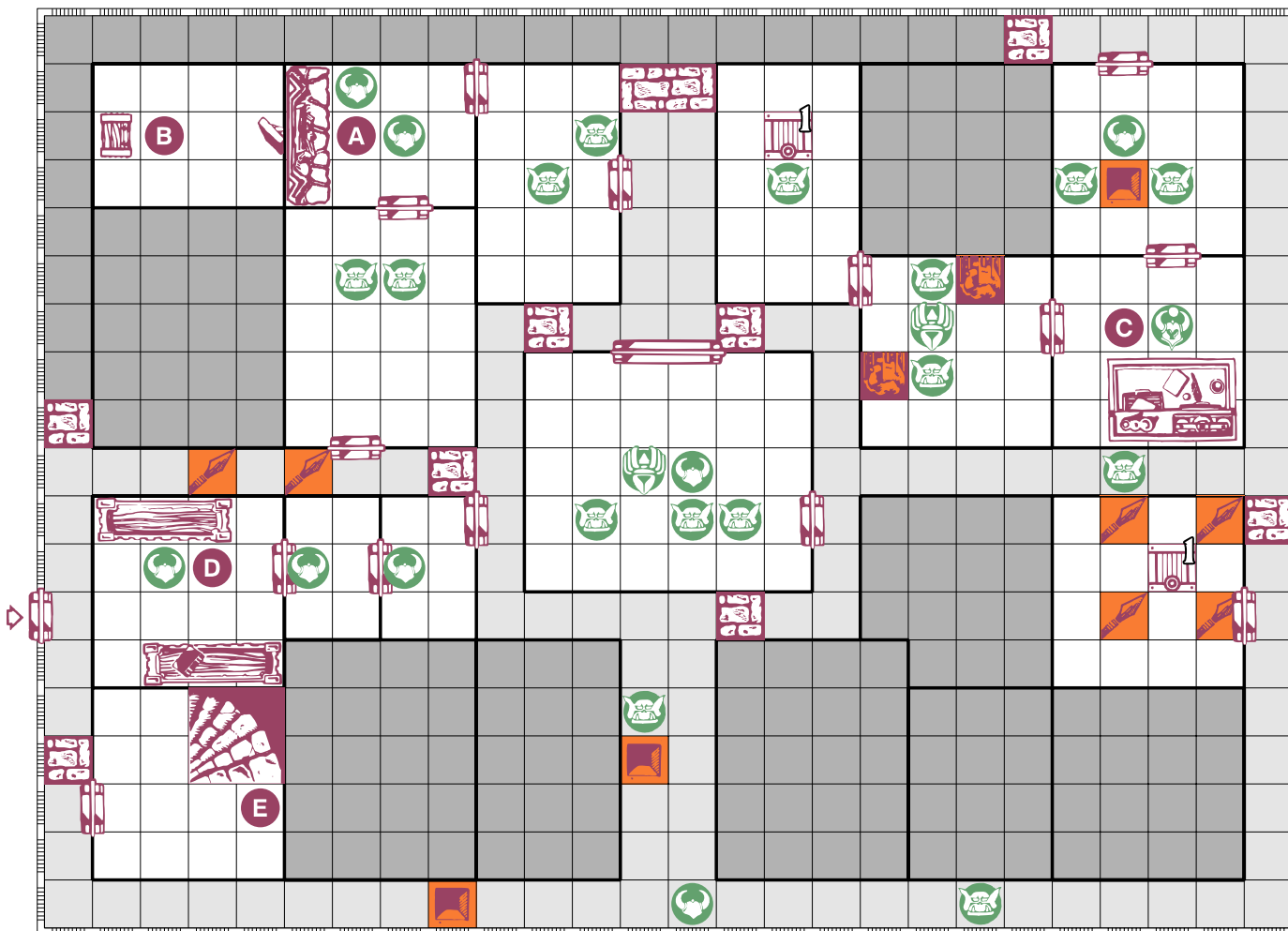


Light Green: This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.



Dark Green: This color is used to highlight monster symbols. See the Monster Chart for actual symbols.

In each Quest, notes prefaced with a capital letter correspond to a matching letter location on the Quest map.



Quest 2 – 10

The Emperor's Throne

Though the vanguard of the Valkyries has reached the imperial throne, they have not yet had the time to fortify it. Nevertheless, these are the strongest of the rebel forces. If you

can defeat the Dark Emperor in combat, we may be able to free the Paladins brought unwillingly under his control by the powers of his iron crown.

NOTES:

- A** If a Hero searches this room for treasure, ask him if he wants to pry open the tomb of a cruel warrior. If the Hero says yes, he will fall victim to the warrior's curse, reducing his attack and defend values by one for the remainder of the Quest. The tomb contains a broadsword.
- B** The holes in these walls overlook the courtyard of the Emperor's castle. If the Heroes did not rescue the Paladins in Quest 2-5, when the first Hero reaches one of these squares, roll a combat die. If you roll a skull, a Chaos Marauder attacks that Hero as though it was a wandering monster.
- C** Potifax the Chaos Sorcerer knows the Chaos Spells Ball of Flame (which he may cast twice) and Summon Orcs.
- D** Three of these crates contain Potions of Defense.
- E** This Chaos Sorcerer is Kelor, the Dark Emperor's right-hand wizard. He knows the Chaos Spells Break Mind (which he may cast twice), Balefire, Skulls of Doom and Soothe. Kelor has one extra Body Point and two extra Mind Points.

The Dark Emperor:

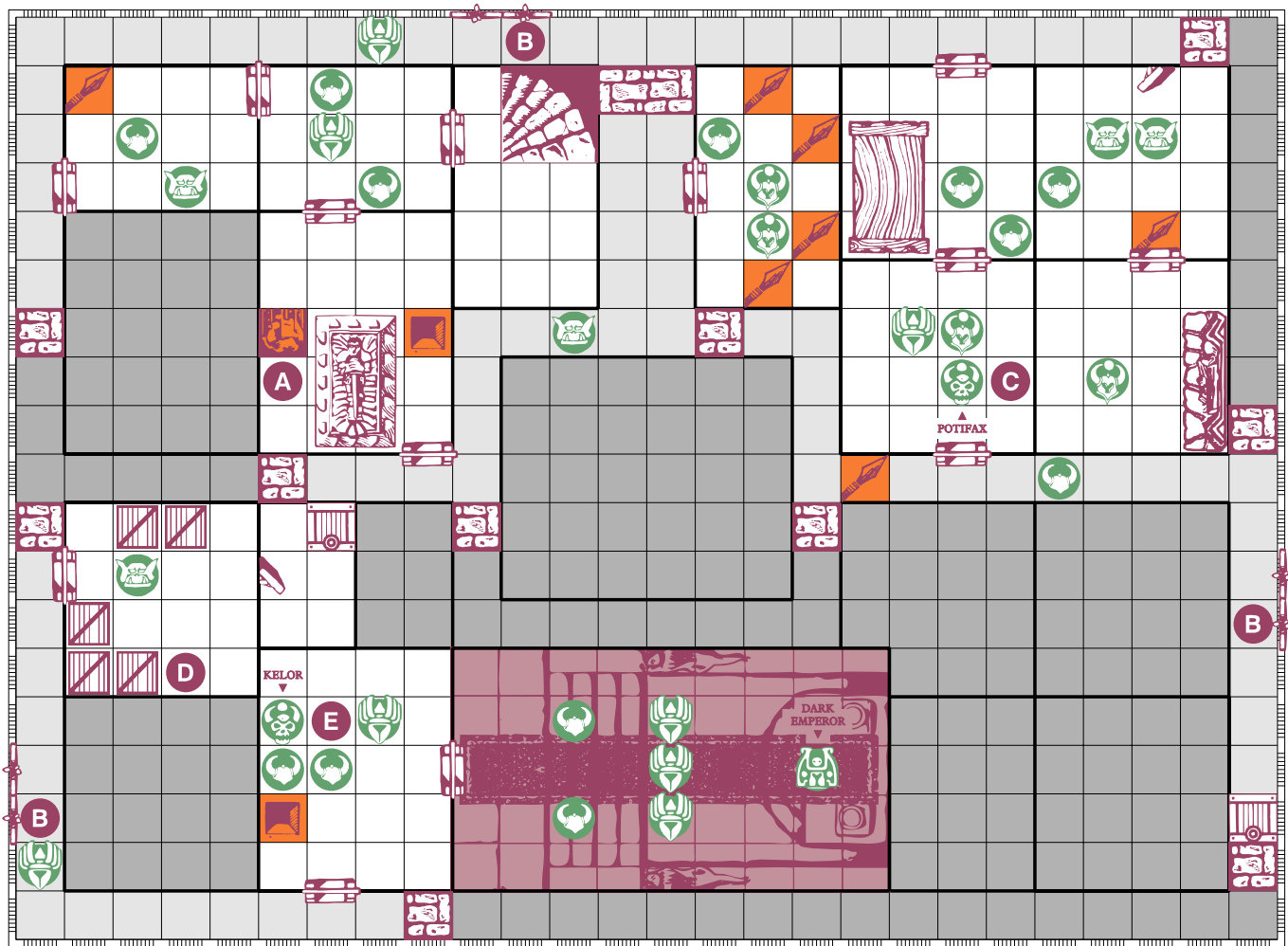
MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	5	5*	6	6

In addition to attacking normally, once per turn, the Dark Emperor may cast the Chaos Spell Command. He is immune to Sleep and Tempest, and defends using white shields instead of black shields.

When the Dark Emperor dies, the Heroes may take his crown, which is the Iron Crown Dark Relic.



Wandering Monster in this Quest: Valkyrie



Quest 2 – 1

Flight of the Valkyrie

The location of the agent who fled the Emperor's library has been tracked to a crypt less than a day's travel from the northern border of the empire. You must catch this thief and bring him back to the capital, including any of the stolen

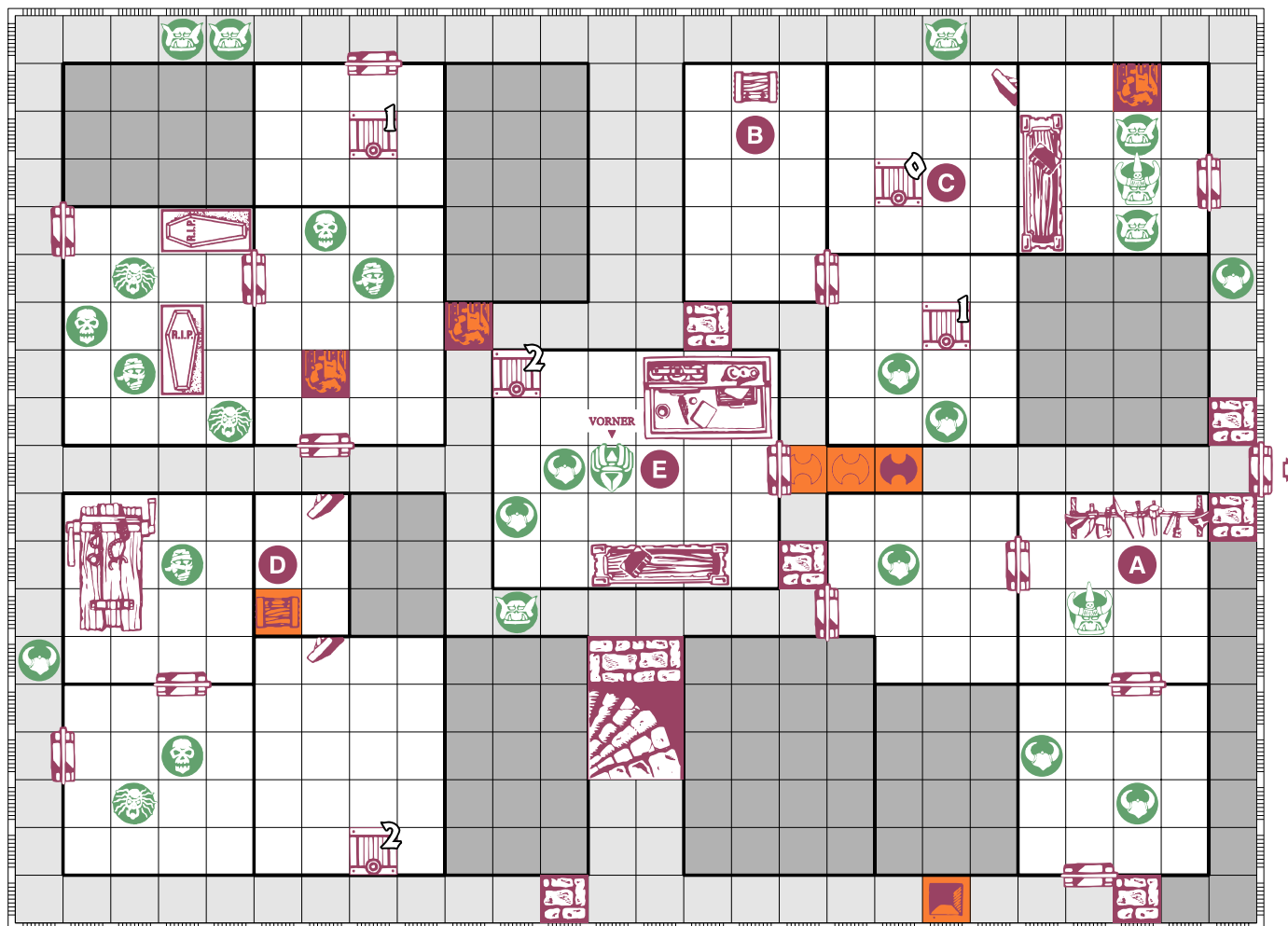
materials he may still have on his person. Zargon's agent is sure to have more than a few guards protecting him, so be careful.

NOTES:

- A** The fireplace in this room is not lit. If a Hero searches this room for secret doors, he will discover the secret passageway hidden behind a concealed panel in the back of the fireplace. After the door is discovered, Heroes may move through the fireplace as though it did not obstruct their movement.
- B** This treasure chest contains an assortment of small jewels worth 70 gold coins, as well as a Magic Throwing Dagger.
- C** This Chaos Warrior has taken four Spellbombs from the alchemist's bench exactly like the ones described in the Alchemist's Shop, and may attack by throwing one at any Hero within sight once per turn. The Heroes may take any remaining Spellbombs for themselves after this monster is slain.
- D** A Coil of Rope is hidden within the cupboard in this room.
- E** This stairway leads further into the catacombs, and marks the end of the Quest.



Wandering Monster in this Quest: Fimir



Quest 2 – 9

Ascending the Keep

Though the Valkyries have lost much of their initiative advantage, they continue to press forwards towards the imperial throne. There is still enough time to catch the Dark

Emperor before he reaches the throne room, but only just. Move quickly, my friends.

NOTES:

If the Heroes managed to defeat the Valkyrie Marston in Quest 1-5, they will have to fight their way through fewer monsters on this Quest. Do not place any purple monsters on the board unless Marston escaped.

A This treasure chest is trapped with a mind-affecting poison. If a Hero searches for treasure before the trap is disarmed, he will lose two Mind Points to poison damage. The chest contains a vial of Holy Water.

B If the Heroes did not slay him in a previous Quest, Marston the Valkyrie stands here. He attacks and defends with one extra combat die.

This treasure chest is trapped with an exploding lock. If a Hero searches for treasure before the trap is disarmed, every figure within 3 squares of the chest will lose one Body Point. The chest contains a Potion of Healing, capable of restoring up to four lost Body Points.

C This is the cloud of chaos. Whenever a Hero attempts to pass through this room, he must roll a red die. If a 6 is rolled, the cloud attacks the Hero, dealing 1 Body Point of damage, and that Hero's turn ends immediately in the cloud's room. Otherwise, move him through the door marked with the same number as was rolled.

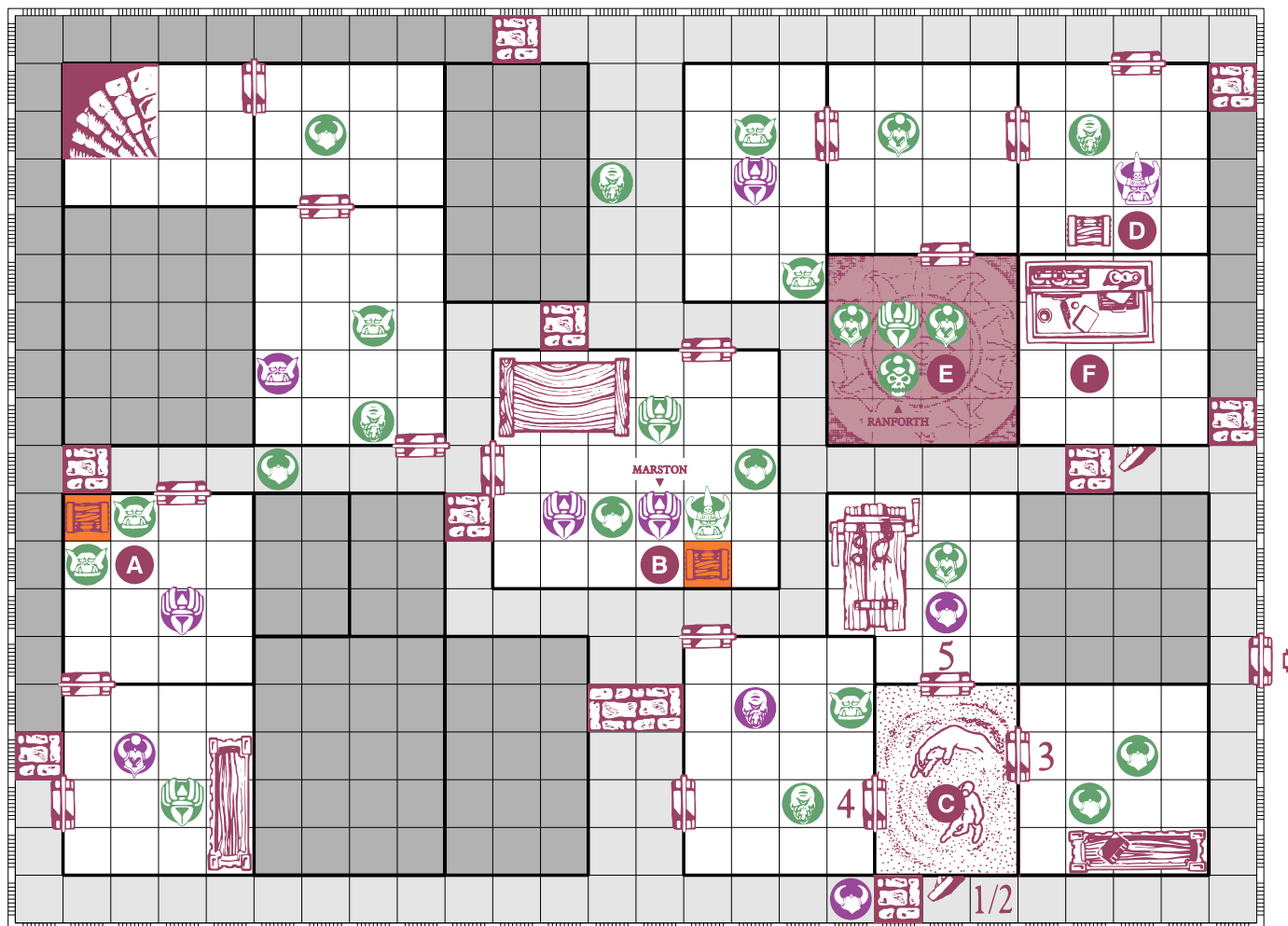
D This chest contains the Dowsing Lens Artifact.

E Ranforth the Chaos Sorcerer has used dark magics to obscure the path to the Dark Emperor with an unnatural cloud. He knows the Chaos Spells Cloud of Chaos, Ice Storm, Lightning Bolt and Rust. When the Heroes slay him, remove the cloud of chaos tile in room C from the board.

F This alchemist's bench contains a number of useful potion-making ingredients. The first Hero to search for treasure must roll one die and add his Mind Points. If the total is at least 8, he creates a Tonic of Renewal, which can restore all of a Hero's lost Body and Mind Points. Otherwise, he creates a Potion of Healing, capable of restoring up to four lost Body Points.



Wandering Monster in this Quest: Chaos Marauder



Quest 2 – 2

The Abandoned Crypt

The thief must have heard you approach, and now you must find him within the darkness of the crypts below his hideout. Although this crypt once had a name, that name has been lost

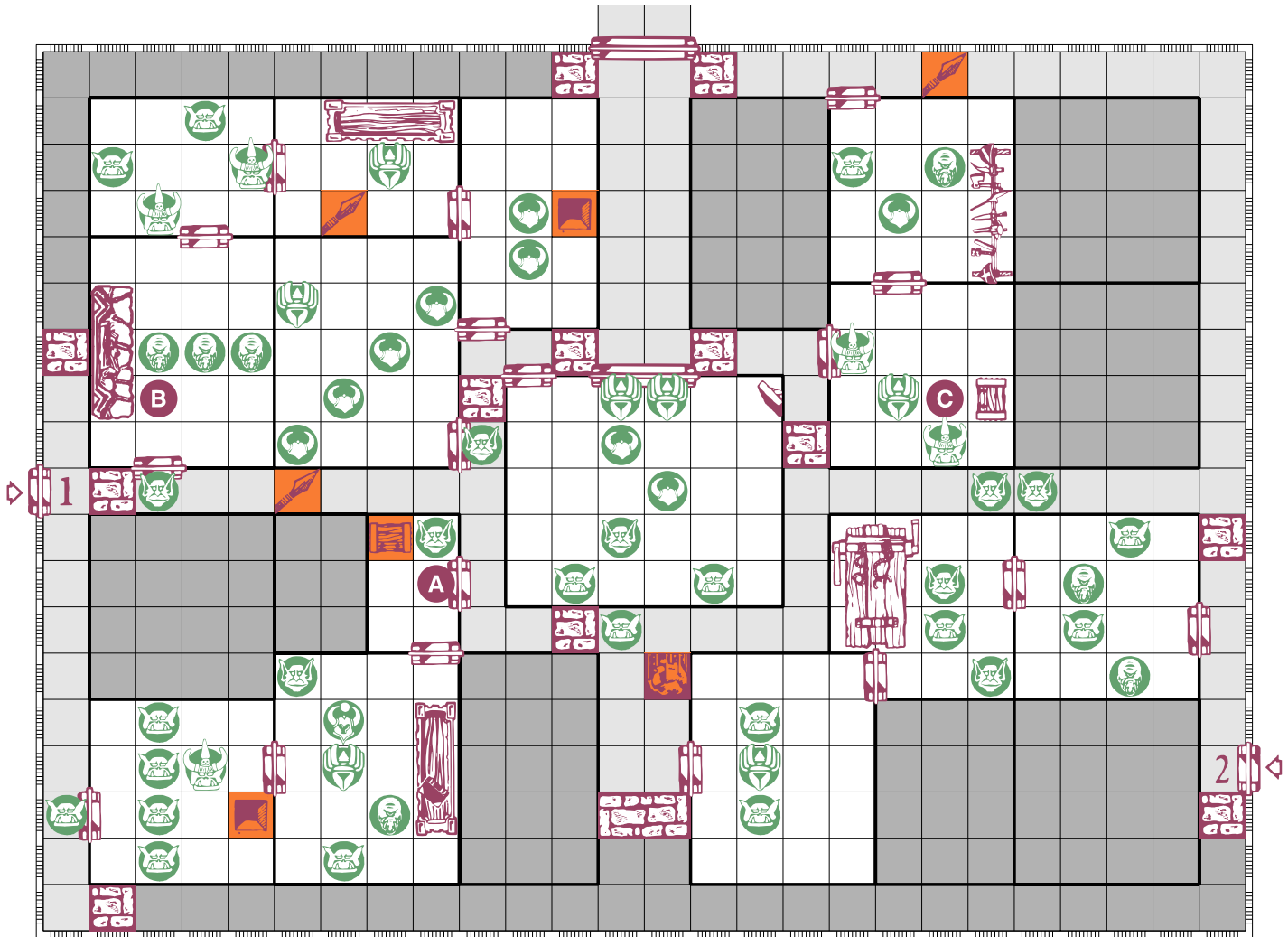
to time. Now the dead that were once interred here walk amongst themselves restlessly.

NOTES:

- A** The weapons rack in this room is adorned with a variety of chipped and rusted blades of too poor quality to be used as anything except simple projectiles. Whenever a Hero searches this room for treasure, he may take a Throwing Axe instead of drawing a Treasure Card.
- B** Two Rejuvenation Salves, capable of restoring up to two lost Body Points, can be found in this treasure chest.
- C** This trapdoor leads to an underground wine cellar. Whenever a Hero searches this room for treasure, instead of drawing a Treasure Card, he may take a flagon of alcohol. Consuming this grog restores two Body Points, but must be drunk in place of taking an action to savor its flavor.
- D** This treasure chest contains two random Spell Scrolls, but is trapped with a concealed blade trap. If a Hero searches for treasure before the trap is disarmed, he will lose two Body Points.
- E** This Valkyrie is Vornor, the thief who stole the Emperor's documents. He attacks with one extra combat die. If the Heroes open the door to the adjacent hallway while Vornor is injured, he will attempt to escape by fleeing through the exit door. If he reaches it before his Body Points are reduced to 0, remove him from the board and note his escape for the next Quest.



Wandering Monster in this Quest: Mummy



Quest 2 – 8

The Desecrated Tombs

The Paladins enter their dead in a small mausoleum hewn out of one of the hills just west of the imperial palace. One of the Valkyries' necromancers has seized the tombs in a vain effort to

animate reinforcements to break through our defenses. Slay the sorcerer and let the dead return to their well-deserved rest.

NOTES:

The Heroes enter this Quest through the iron entrance door and exit it by taking the spiral stairway.

The Skeletons in this Quest are animated from the bones of fallen Paladins and have the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	4	4	1	0

Special Abilities: Undead.

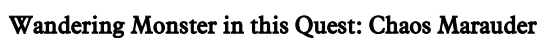
- D** Two Spellbombs rest on the bottom shelf of this bookcase.
- E** Nifran the necromancer stands here. He knows the Chaos Spells Break Mind, Chill, Drain Body and Dispell (which he may cast twice).

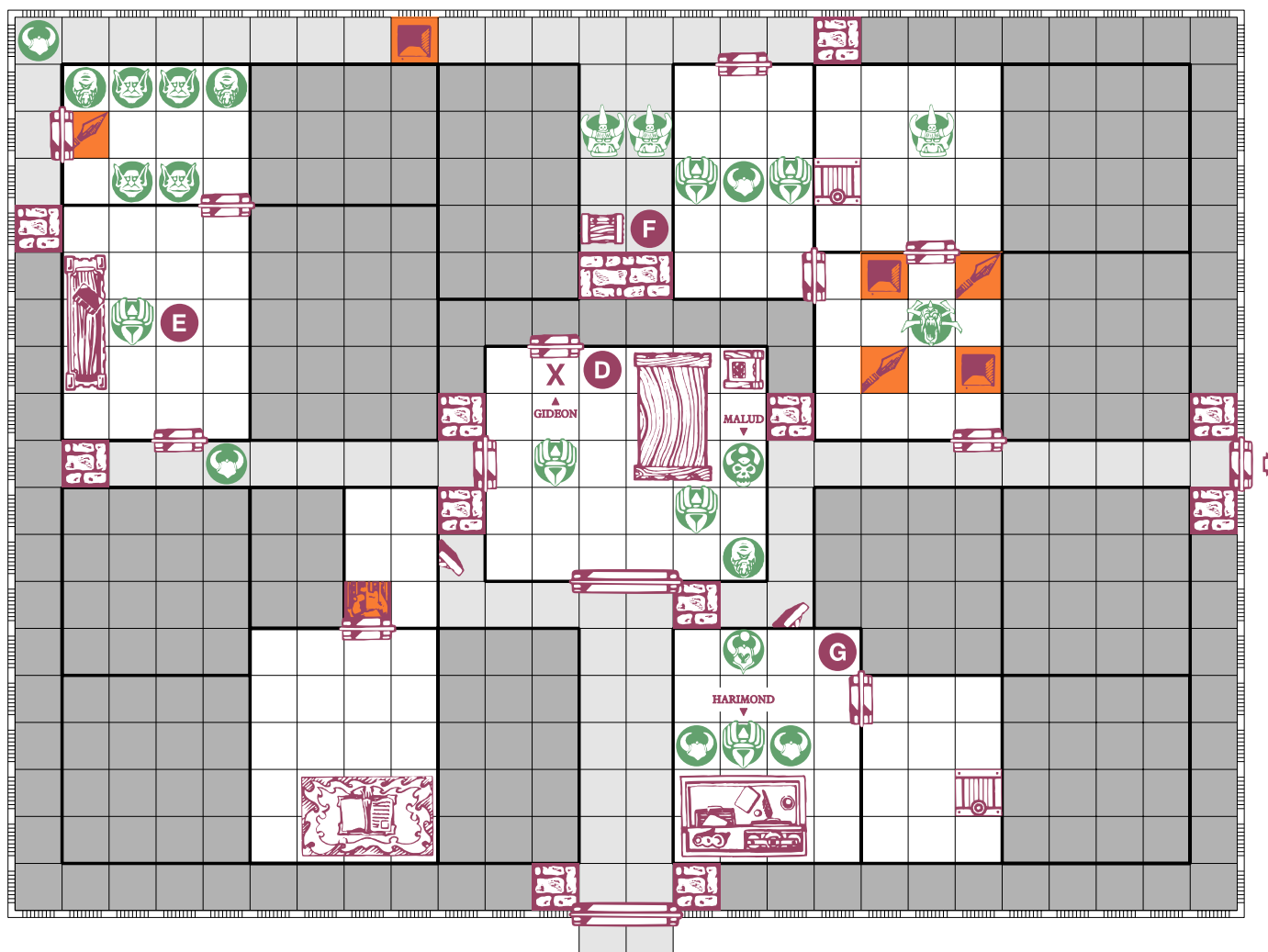
An Ice Storm Spell Scroll rests on the table in front of Nifran.

- A** The first Hero to search for treasure here will find a Magical Throwing Dagger magic item.
- B** This chest contains a Rejuvenation Salve, capable of restoring up to two lost Body Points, and a Potion of Healing, capable of restoring up to four lost Body Points.
- C** If a Hero searches this room for treasure, ask him if he wants to open the tomb of a great warrior. If the Hero says yes, he will find a suit of chain mail in pristine condition, as well as the Sigil of the Paladins Artifact.



Wandering Monster in this Quest: Skeleton





Quest 2 – 7

Reinforcing the Garrison

Your intervention at the gates could not have come at a better time. Although the arrival of the Paladins blunted the Valkyries' charge, they are spread too thin covering the many entrances to the garrison at the city limits. Now we must

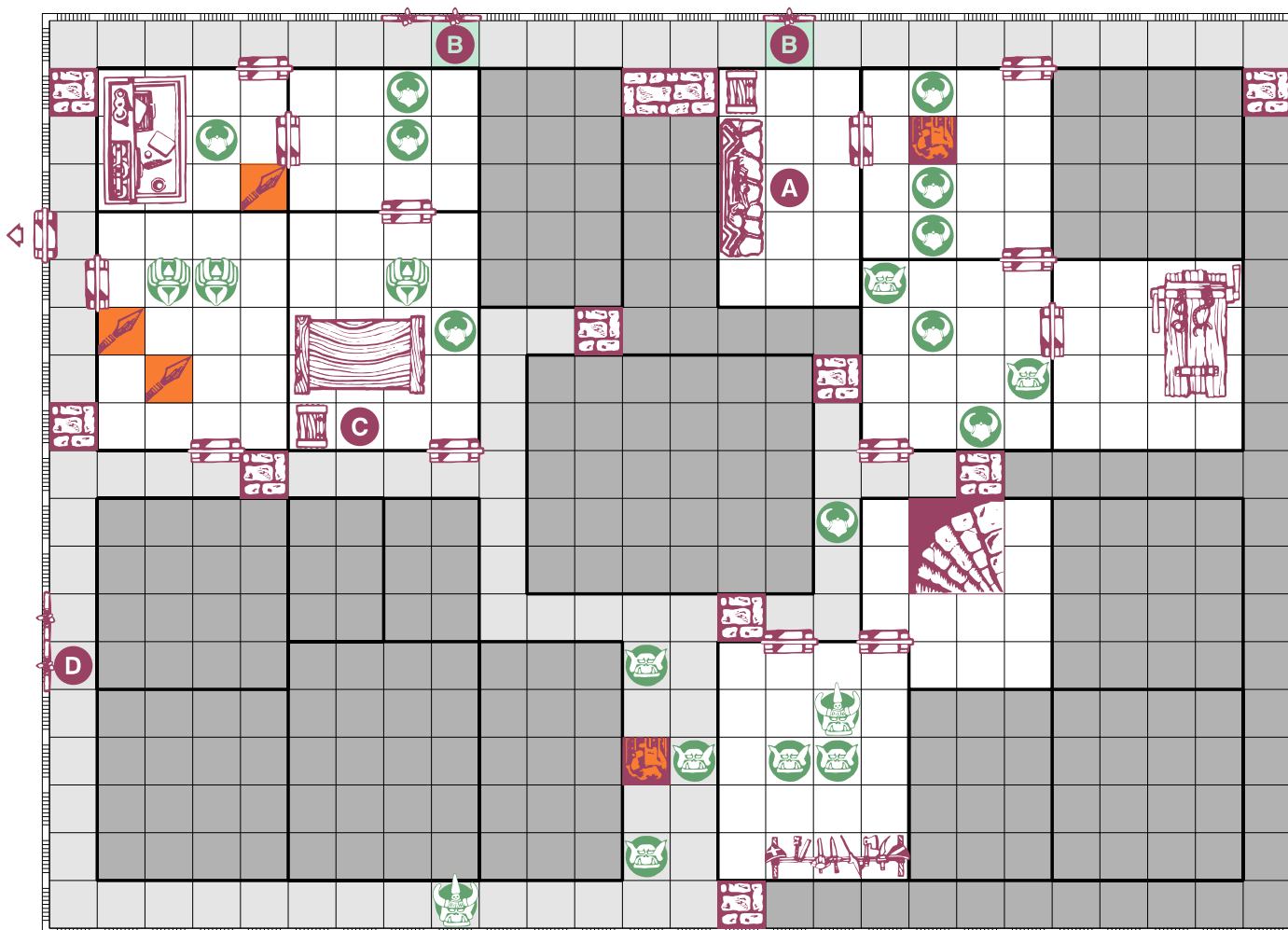
concentrate on routing the Valkyries one front at a time. If you can recapture the watchtower of the garrison, we may be able to divide their forces and force some of them to surrender.

NOTES:

- A** The treasure chest here contains a few rune-carved relics worth a total of 170 gold coins.
- B** The walls of the garrison have been breached at these positions. The first time a Hero reaches one of these squares, put two Chaos Marauders onto the board next to him as though they were wandering monsters.
- C** This chest contains a flask of Holy Water nestled in between two emeralds each worth 50 gold coins.
- D** When the first Hero passes this square, if the Heroes rescued the Paladins in Quest 2-5, place a Paladin next to this broken wall; the Hero whose turn it is may use the Paladin as his Mercenary for the remainder of the Quest. Otherwise, put two Chaos Warriors next to that Hero as though they were wandering monsters.



Wandering Monster in this Quest: 2 Orcs



NOTES:

- D** Malud the Chaos Sorcerer stands here. He knows the Chaos Spells Ball of Flame, Mind Blast, Shield of Protection and Spirit of Vengeance.

Gideon, the Captain of the Imperial Guard, stands on the square marked X. His stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7*	4	5	4	6

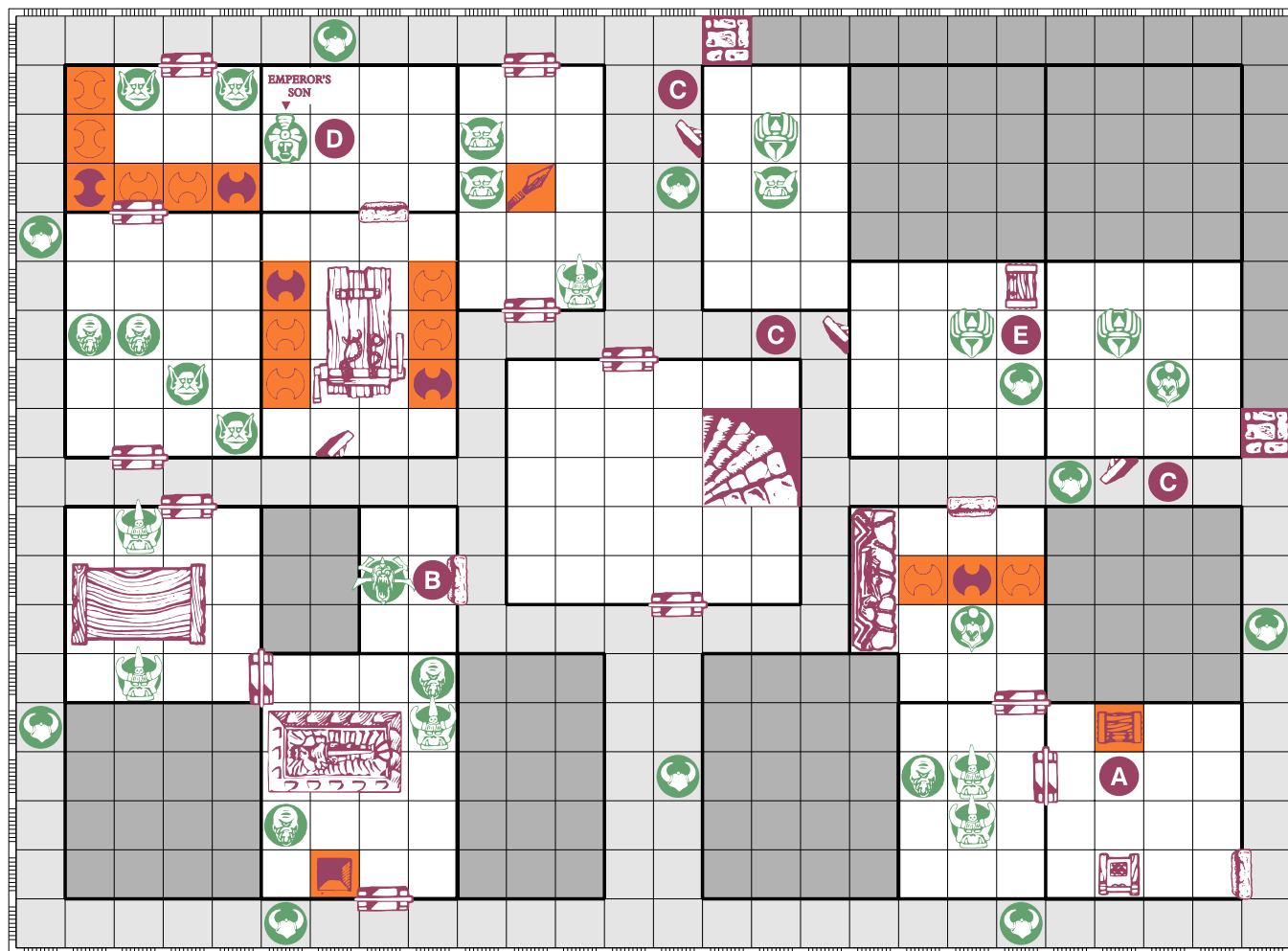
Gideon will not move from his position, as the door behind him leads into the Emperor's chambers. The Heroes fail the Quest if a monster opens this door.

- E** A Healing Wave Spell Scroll is just one of the many scrolls found on this bookshelf, but it is the only one the Heroes may take.
- F** This treasure chest contains stolen jewelry worth 140 gold coins.
- G** Harimond, the leader of the Valkyrie assassins attacking the Emperor's house, has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	5	4	5



Wandering Monster in this Quest: Chaos Marauder



Quest 2 – 6

The Marauders' Advance

Heroes, awaken! I have freed you from the Dark Emperor's servitude, but you must hurry back to the capital at once. The Valkyries believe they can take the imperial throne by force;

even now their front lines rush our gates. If you can hold them off long enough for the Paladins to mobilize and halt their advance, we may be able to avoid a full-blown civil war.

NOTES:

This Quest will automatically end at the start of Zargon's 15th turn. Zargon should keep track of the number of turns that have elapsed as the Quest progresses.

At the beginning of the Quest, reveal room A and all the doors on the edge of the board. The Heroes enter the Quest through the double-sized door at the bottom of the Quest Map. The other four entrance doors are used by monsters. On each of Zargon's turns, he may roll two combat dice, and place a monster next to one of those doors according to what symbols are rolled:

Skull: Goblin or Orc

White Shield: Orc or Fimir

Black Shield: Chaos Marauder or Chaos Warrior

The monsters on this Quest should prioritize exiting the Quest through the double doors at point A over fighting against the Heroes and the Paladins. If more than 10 monsters manage to pass through the door, the Heroes fail the Quest.

- A** This is the pavilion outside of the empire's garrison. The edges of the tile are not walled, and figures may walk on and off of the tile from all of the

adjoining corridors.

- B** The Valkyries here are commanding the attacking force of monsters. Unlike the other monsters, these Valkyries will stand and fight rather than try to breach the gate.

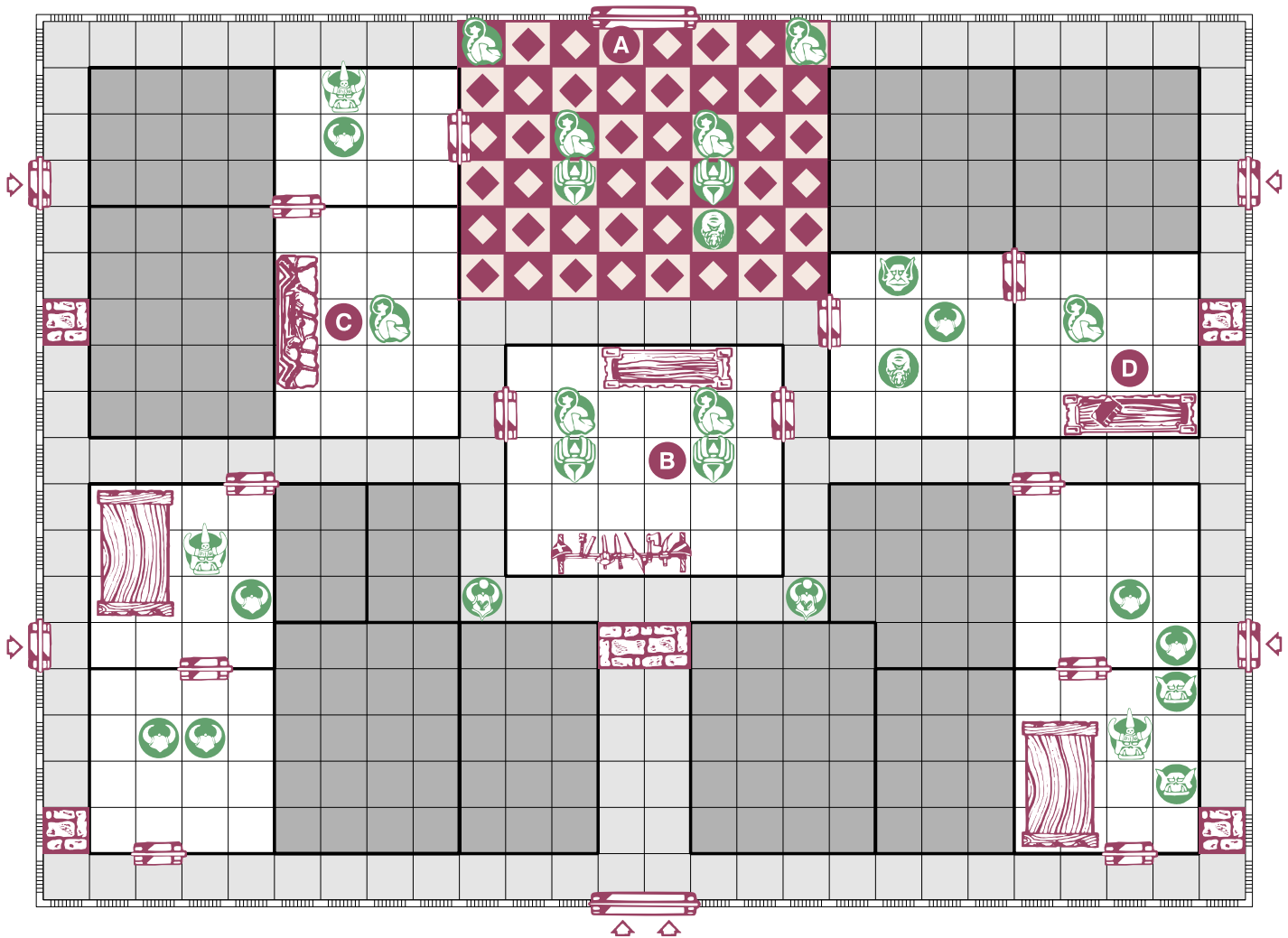
When the Valkyries are slain, the first Hero to search this room for treasure will find the Morning Glory Artifact on the weapons rack.

- C** A pouch of Dust of Disappearance rests at the foot of this fireplace.

- D** Two Potions of Healing, capable of restoring up to four lost Body Points, are hidden behind some of the books on this bookshelf.

Wandering Monster in this Quest:

Another monster appears at two of the doors on the sides of the board.



Quest 2 – 4

The Emperor's Son

Our enemy has deceived us! Although you stopped the assassination attempt handily, our attackers managed to kidnap the Emperor's youngest son! The Emperor, Prince Escalus and half the council are up in arms over this latest

turn of events. While Escalus and the Paladins learn more about the kidnappers' organization, you must rescue the Emperor's son before they decide to kill him.

NOTES:

- A** This treasure chest is trapped with a rune of summoning. If a Hero searches for treasure before the trap is disarmed, he will immediately be attacked by two wandering monsters. The chest itself is empty.
- B** This Gargoyle is actually a statue of the lesser chaos deity Baal'roth. The statue stares balefully at the Heroes; note any Hero who ends his turn in this room for a future Quest.
- C** These secret doors cannot be found by searching for them. They will only open when the Heroes find the Emperor's son.
- D** The Emperor's youngest son is imprisoned in this room. When the first Hero enters the room, reveal and open the three secret doors at points C on your next turn. The monsters inside those rooms may move and attack as normal.

The Heroes fail the Quest if the Emperor's son dies.

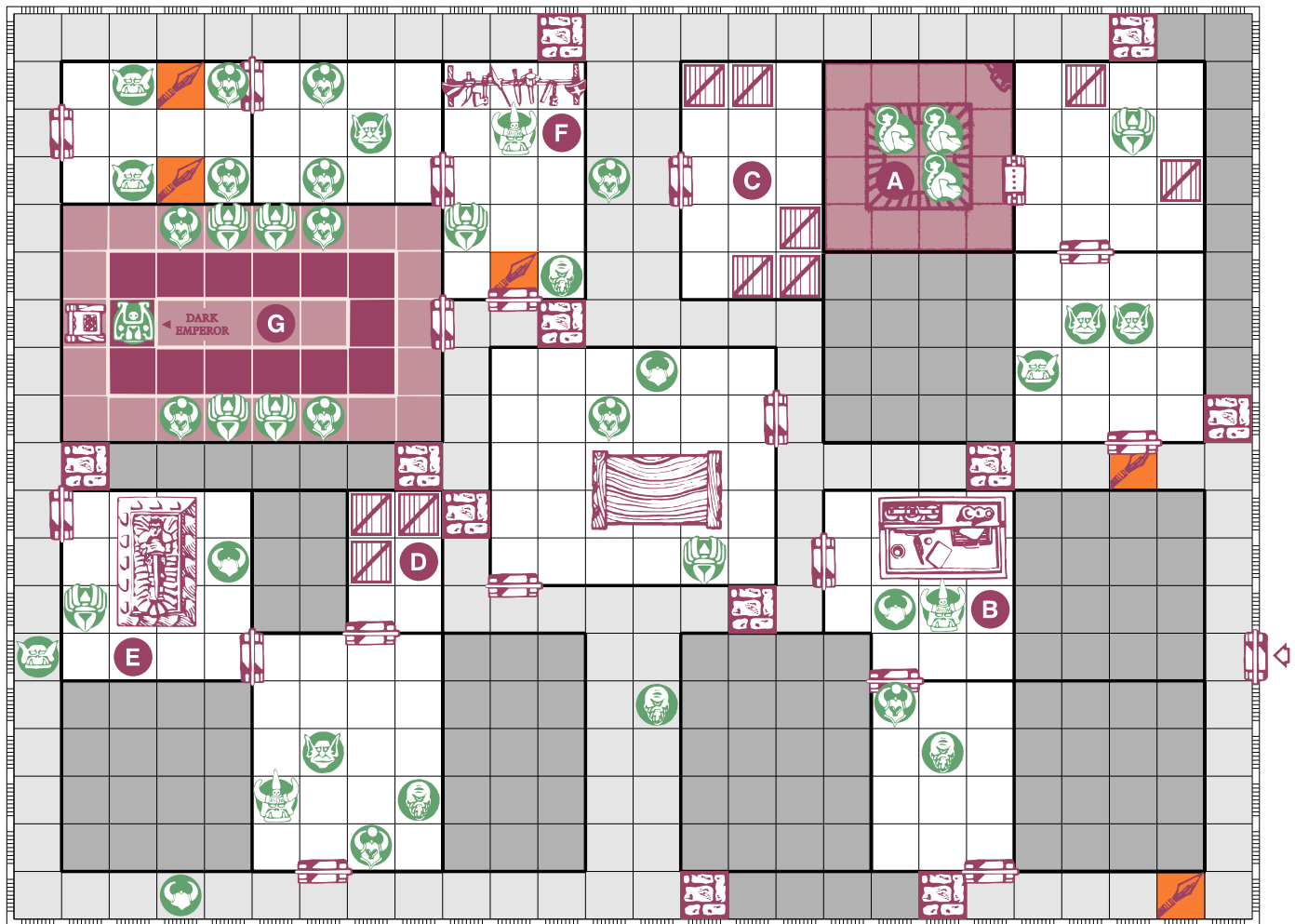
- E** A Revitalization Potion, capable of restoring up to six lost Body Points, sits inside this treasure chest.

The Emperor's son may be treated as a Mercenary, and has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	1	3	3	4



Wandering Monster in this Quest: Valkyrie



Quest 2 – 5

The Meeting Halls

Prince Escalus brings grave news. It seems the many attacks against the Empire as of late have all been coordinated by the Valkyries. The leader of this rebel force, who calls himself the

Dark Emperor, clearly has designs to take the imperial throne. The Valkyries have occupied Fort Jieger, a small construct two days south of the capital to which more men flock by the day.

NOTES:

Until the end of Quest 2-10, "The Emperor's Throne", these Quests are played as a series.

- A** The portcullis leading into this room is locked, but the Heroes can see into it while standing next to the door. Three of the Empire's Paladins are locked in the room for defying the Dark Emperor. If the door to this room is unlocked, the Paladins will move towards the entrance door to the Quest at a speed of 8 squares per turn. Note their escape for a future Quest.
- B** An Elixir of Life sits on this alchemist's bench.
- C** These crates conceal two Spellbombs and a Gem of Negation.
- D** A small brass key hangs on the wall behind the crates. This key will unlock the portcullis at room A.
- E** If a Hero Searches this room for treasure, ask him if he wants to open the tomb of a cruel warrior. If the Hero says yes, he will trigger a dart trap and lose two Body Points. The tomb itself is otherwise empty.
- F** The first Hero to search for treasure in this room will discover the

Magewright Staff Artifact.

- G** This is the gathering hall for the Valkyries. When the first Hero enters the room, he will catch the end of a speech given by the Dark Emperor, the leader of the rebel force.

The Dark Emperor stands at the far end of the hall. His stats are meaningless at this time. On the first turn after the Heroes enter the room, he will invoke the power of the iron crown adorning his head, forcibly changing the Heroes' allegiance away from the empire to himself and marking the end of the Quest. (If asked, you may tell the Heroes that this change will not be permanent.)



Wandering Monster in this Quest: Chaos Warrior