

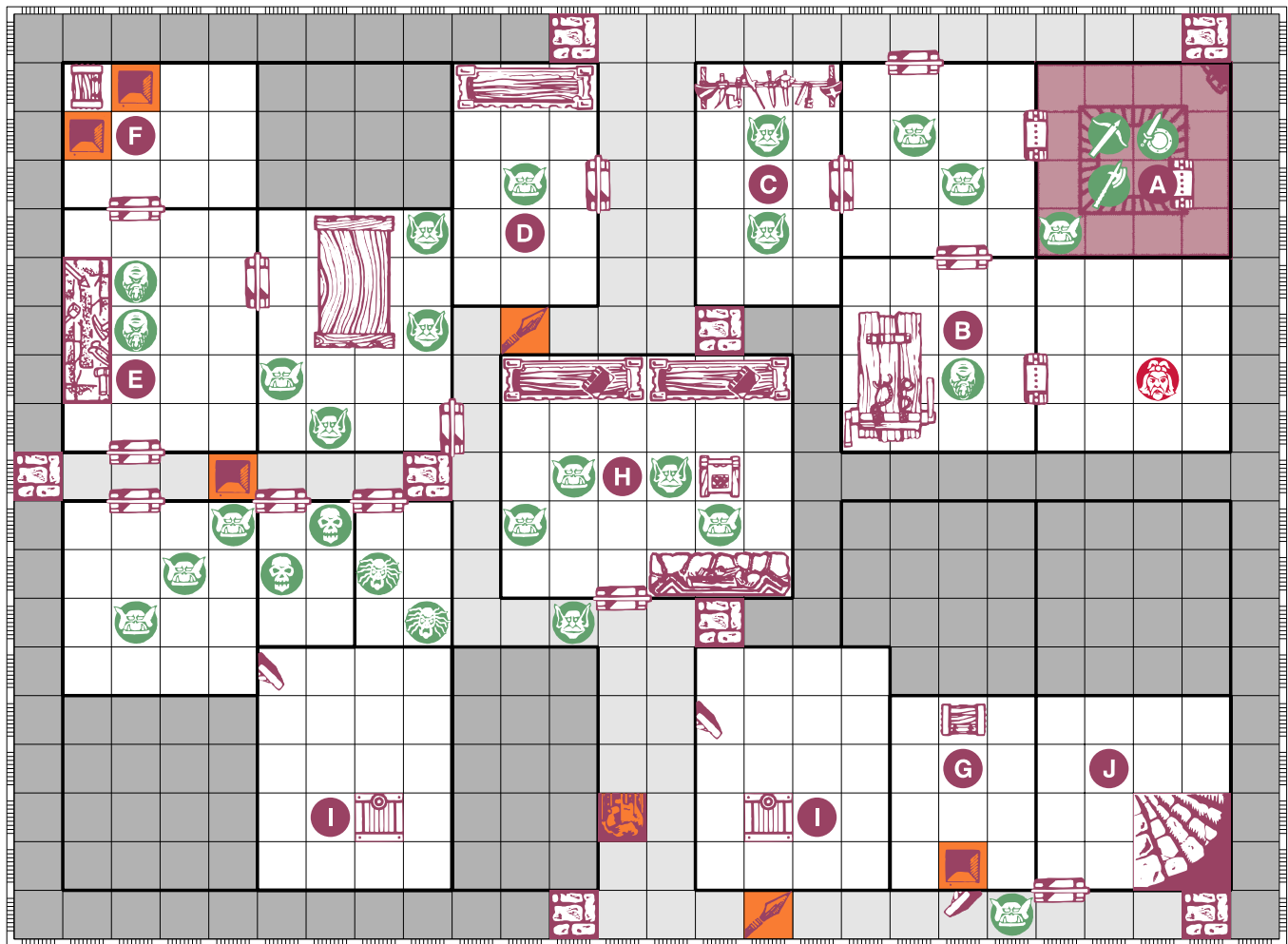
HERO QUEST™

Escape from Ulag

Q U E S T



B O O K



Quest 1

Escape from Ulag

"Our Heroes have been rotting in Ulag's dungeon ever since they were captured at the Outpost at the Mountain's Base. They have not seen their fearless leader, Sir Ragnar, since they were captured. Hopefully he is still alive and being held captive

somewhere else. Finally an opportunity has presented itself, the lone Orc guarding them has fallen asleep within reach of their cell..."

NOTES:

- A** The three Heroes start here. All their current Body Points are down to 4.

Crossbow = Sarymor
Sword/shield = Sneeks
Halberd = Garmin

They have no weapons, and no armor. All have movement 2 and defense 2. They attack with their fists for 1 attack die.

The Orc guarding them is asleep. Each Hero rolls 1 red die. The player with the lowest die roll is the first player in turn. He cleverly pickpockets the guard's key, and opens the cage. The player with the highest roll is the last player in turn.

Once freed, the Heroes may attack the sleeping Orc. If the attacking Hero doesn't roll a skull, the Orc wakes up from the noise and immediately attacks and calls for help. When this happens, open the door to the next room with the two Orcs. Both Orcs will engage the Heroes.

- B** This room has a cell with a prisoner, guarded by a Fimir. Once the Fimir is

killed, the prisoner says his name is "Zaphod Swiftspell". He has been captured by Ulag months ago, and was forced to use his spells to aid Ulag on his raids. The Orcs took away his spellbook, but fortunately, he remembers the Water spells. If the Heroes search the room for treasure, they will find the key to the cell. The Wizard is a player character from now on. His stats are:

Body/Mind: 4/6
Movement: 2
Defense: 2

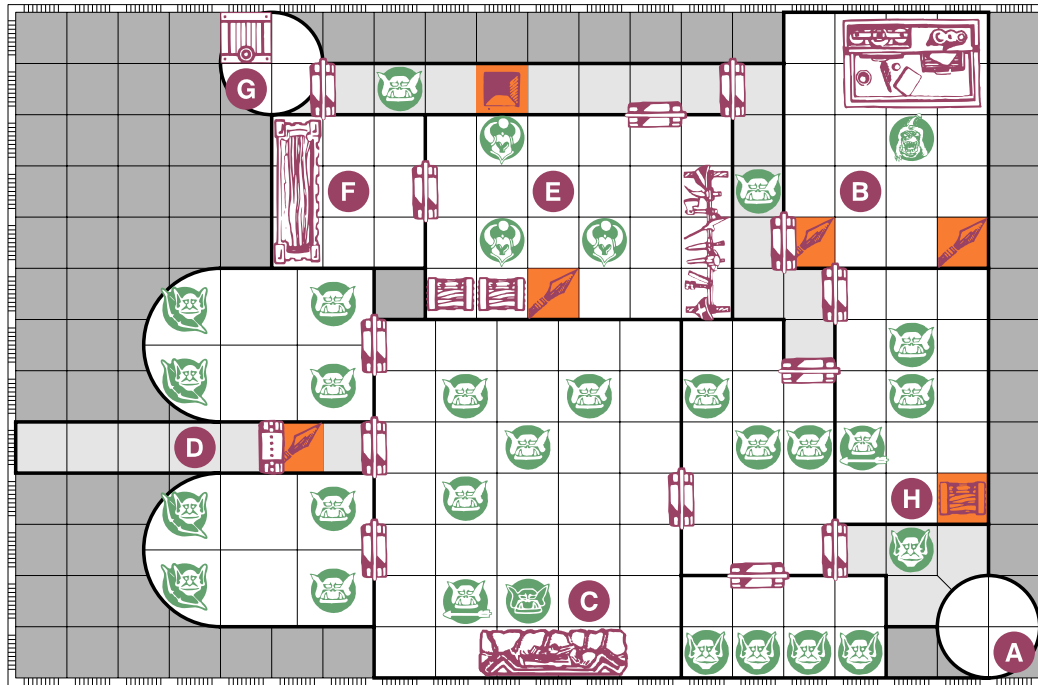
- C** This is where the Orcs have stored the Heroes' weapons. The weapons rack holds a crossbow, a shortsword and a halberd. Divide them according to the Heroes' icons from room A.
- D** The cabinet in this room holds two healing potions that may heal up to 2 Body Points.
- E** There is a forge here, with some hot pokers in it, used for torturing prisoners. It does nothing special.



Wandering Monster in this Quest: Orc

NOTES continued:

- F** The chest holds a dagger and another health potion that heals up to 2 Body Points.
- G** The chest holds 100 gold coins.
- H** This is the castle's library. Ulag sometimes comes here, but as he rarely reads, he has let the guards on this level use it as a game room for playing cards. The bookshelves hold one spell scroll. Draw one scroll from the scroll deck.
- I** These are trap doors on the ceiling that lead to each other via a narrow passage, which seems to be a secret escape route.
- J** The stairs are the exit, and lead down into Ulag's castle.



Quest 2

Ulag's Castle

"The four Heroes have descended a long winding staircase, and are now on the ground floor of Ulags castle, which is hewed out

into the rock of the mountain. You must find an exit and escape."

NOTES:

If a Hero dies in this Quest, he is not dead, but rendered unconscious. This means he may not participate in the rest of the Quest, but he will be fully recovered at the next Quest, minus two Body Points.

A You start here.

B This is Ulag's Shaman Grawshak (use the Orc Shaman figure). He may cast all Orc Shaman spells. He has 3 Body Points. If Grawshak is defeated, he uses the Chaos Spell "Escape" and disappears in a puff of smoke. When searched for treasure, the alchemist's bench reveals the spellbook belonging to Zaphod the Wizard. Only Zaphod may use this tome. If he is still alive and in the same room, give him all elemental spells (except the ones that are already taken by another Hero). If he's elsewhere, give them to him as soon as you get close to him.

C This is Ulag. He has been experimenting with Zaphod's spellbook, and may cast the following Chaos Spells: Ball of Flame, Tempest, Summon Greenskins. When Ulag is mortally wounded, he will run to a secret trap door, which locks behind him, and disappear from the board.

D Tell the Heroes this upon reaching this gate: *"The portcullis is locked. Ulag was the only one with the key. You must find another way out."*

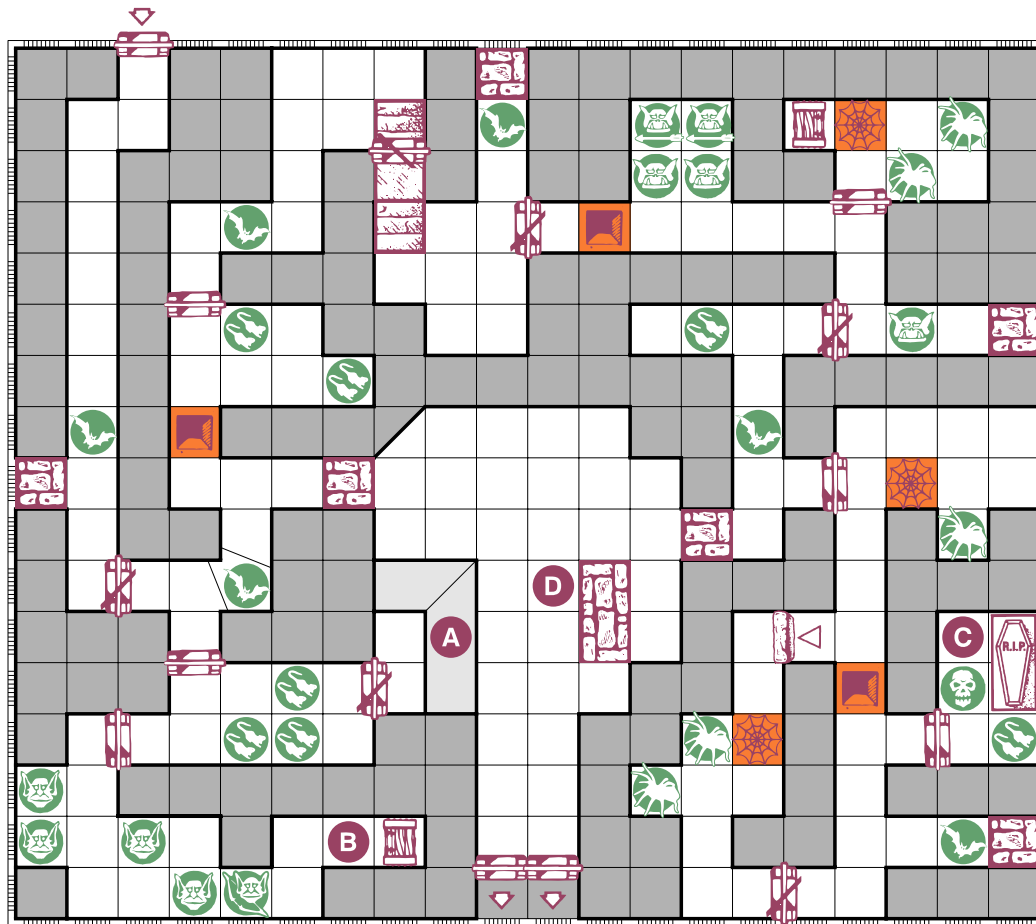
E This is Ulag's treasury. It holds all of his stolen goods. It's guarded by three Chaos Warriors hired by Ulag. The chests contain 200 gold coins each. On the weapons rack is a shield.

F This cupboard holds one healing potion that may heal up to 4 lost Body Points, and the key to the trapdoor in room G. Let the Heroes figure out what the key is for by themselves.

G This room has a trapdoor that leads to the underground caverns underneath the castle. The trapdoor is locked. The Heroes must first search for a key (which is in room F).

H This chest is trapped. It contains nothing.

Wandering Monster in this Quest: None



Quest 3

Flight towards the Light

NOTES:

The Heroes start at the top of the map. A wooden ladder leading from the castle ends in a damp cave tunnel. It's dark, and the Heroes need a torch to see where they are going.

The Torch will illuminate any corridor or room that the Hero holding it is standing in as well as any square he can see. The light from his torch will not be obstructed by Heroes or monsters.

A Hero may search any square on the board as per the usual rules, however if the square they search is not illuminated their search will be unsuccessful, and any hidden traps or treasure should not be revealed to them by Zargon.

A Hero may not disarm a trap that is not illuminated, any attempt to do so will set off the trap and the Hero will suffer the body damage caused by that particular trap.

A Hero may attempt to jump a trap they have been made aware of, but if it is not illuminated they must roll a black shield on 1 combat die to jump the trap. If the Hero rolls a skull or a white shield the trap is sprung and the Hero suffers the body damage caused by that particular trap.

When fighting in the dark the number of combat dice thrown by a Hero should be halved and rounded up. The number of combat dice thrown by monsters will be unaffected.

Only the 1st part of this rule, in bold, should be revealed to the Heroes at the start of the Quest. The remaining parts should be revealed to the Heroes as

and when they attempt each action in the dark.

At the bottom of the ladder there's a piece of wood that may be used as a torch. Any Hero holding the torch can only wield a one-handed weapon or a shield. When wielding the torch with a shield, then the torch may be used as a weapon with the following stats: (See the Torch Equipment card.)

You may roll two attack dice to attack an adjacent enemy. If an enemy is attacked, it blocks as usual, but when it's hit, it must move back one step away from the Hero to avoid getting burned. Trolls may not regenerate any damage inflicted by the Torch. The Torch only lasts for one Quest.

The stone door in this map is a one way door. When a Hero passes through it, it closes behind him. Another Hero may follow, but no Hero can pass through this door in the direction opposite to the arrow.

The open doors in this Quest mark the different sections (rooms) of the cave that may be searched for traps and treasures.

Special rule:

Webbing Traps: The Giant Spiders in this cave have woven large webs. These are hidden traps that may be searched for. When a Hero walks into a webbing trap, he is stuck, and may not move. He must roll one combat die at the



Wandering Monster in this Quest: Giant Spider

NOTES continued:

beginning of each of his next turns. On a white shield, he manages to cut himself loose. A Hero may not attack when trapped in webbing, but he may defend as usual. Another Hero may also spend one action to attempt to free the trapped Hero during his turn as long as there are no monsters in the same room.

When a webbing is found, a Hero may roll a combat die to dispatch it. A toolkit is not needed for this. On a white shield, the webbing is removed. On a black shield, they fail to remove the webbing, and nothing happens. On a skull, they get caught in the webbing.

- A** This gap is too wide to attempt to jump over. The Heroes need to find another way into the central cave to reach the exit.
- B** This chest contains a random potion from the Potion deck.
- C** When a Hero searches this tomb for treasure, tell them the coffin is empty, but the lid is made from sturdy wood. It may be carried by a Hero, but while carrying the wooden lid, the Hero cannot attack, but may defend with 3 combat dice (using the plank as a large shield). This plank must be used to cross the gap at mark A, but let the Heroes figure this out themselves.
- D** As soon as a Hero crosses the gap (A), a Cave Troll which has been asleep behind the rocks will wake up, and move towards the Heroes.

Epilogue

The four Heroes have escaped from the clutches of Ulag, but Ulag himself is in hiding. Who knows where he will turn up next... Now it is time to return to the Emperor, and let him know what has happened. Sir Ragnar is still a prisoner of Ulag, but as you arrive at the Emperor's court, you hear news that the Emperor has ordered four brave Heroes to go and rescue him. It is unsure if they will succeed in their mission... Meanwhile, you rest and regain your health while you wait for the Emperor's next orders. There is a shop in town that can sell you some armor and weapons if needed.