

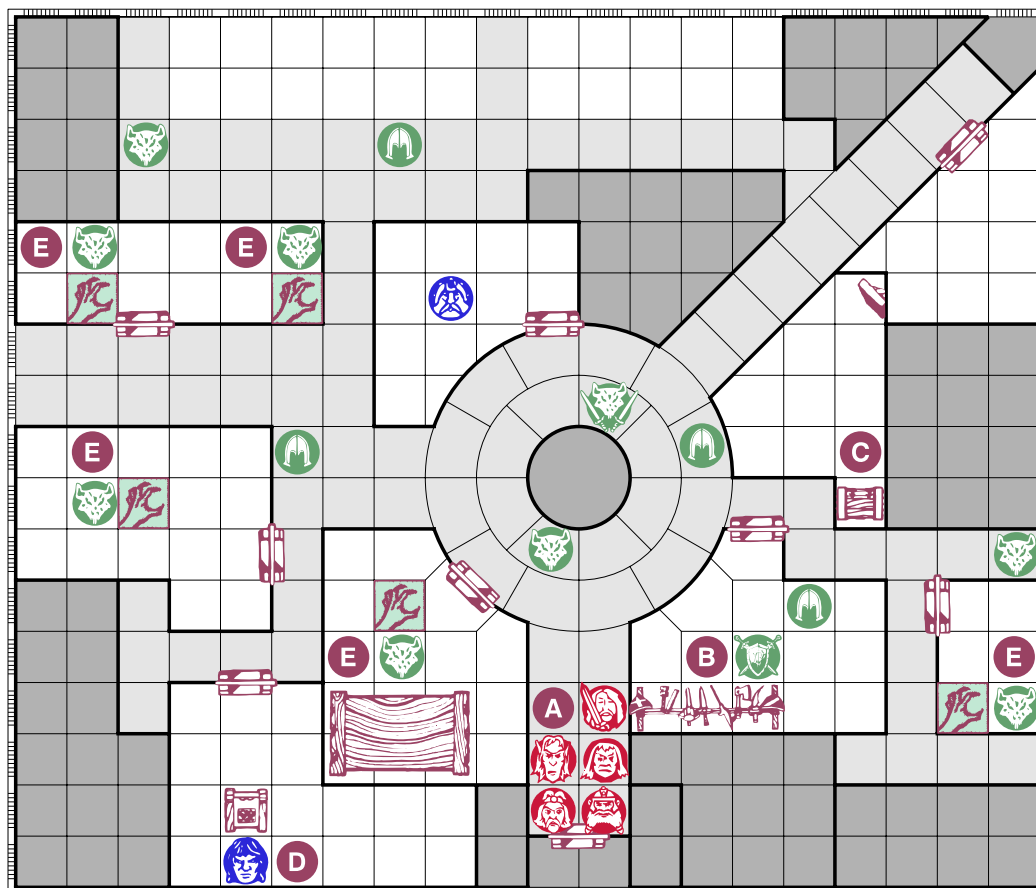
HERO QUEST™

Lair of the Green Dragon

Q U E S T



B O O K



Quest 1

Dragon Slayer

King Randor has finally uncovered the Lair of the Jormungander, a fearsome Dragon that has blighted his lands for many years. The King, a desperate man, has also sent word to Orcish bounty hunters, of the 2000 gold reward that is offered in return for the Dragon's heart. The Jormungander is a

mighty adversary and you will not be able to defeat her alone, and so your journey begins in the town of Rukdalr. You are to seek Bumbara, a great warrior who once slew Dragons for the Emperor. You will be accompanied by Prince Magnus himself but do not allow the prince to be harmed.

NOTES:

None of the Skaven should be placed on the board until after Bumbara has been found.

Prince Magnus will lead the Heroes to Bumbara. The Quest ends immediately when Bumbara has agreed to help the Heroes and the Skaven are dead, or when the Heroes leave without Bumbara's help.

Doors shown on the village game board that are not shown on the Quest map are considered locked.

- A** The Heroes and Prince Magnus begin the Quest here.

Prince Magnus

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	2	3	3	4

- B** The merchant can sell equipment at 20 gold coins less than the value listed on the Armory sheet.

- C** This chest contains 150 gold coins, a Potion of Healing and a vial of Holy Water.

- D** This is Bumbara. He will refuse to help the Heroes in their Quest. When the Heroes leave Bumbara's home read this passage aloud:

"As you leave Bumbara's home the village alarm sounds and you realize you are under attack."

The Skaven should now be placed on the board. The Skaven will attack the Heroes and NPCs.

If the Heroes help to fight the Skaven off then Bumbara changes his mind and joins them on their Quest. If the Heroes refuse to help the village or Bumbara is killed they must proceed directly to The Caverns of Weer without Bumbara and his companions.



Wandering Monster in this Quest: Skaven

NOTES continued:

Bumbara (Fill out a character sheet)

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	4 (5*)	5 (6*)	6	3

*Against Dragons.

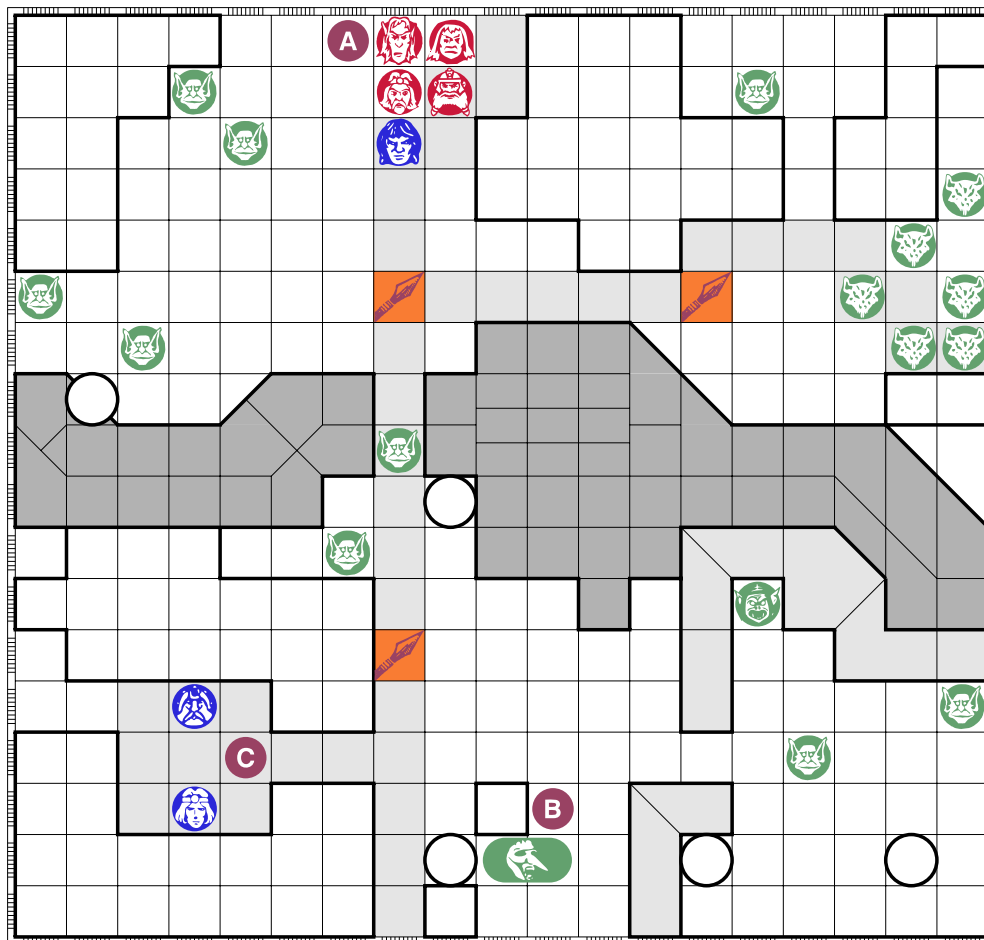
- E
- If these Skaven are revealed by triggering the hidden monster traps they should not be placed later during the main attack.

Epilogue for the Rewarded

"King Randor offers you a warm welcome and with it a heavy chest containing 200 gold coins. The people of Randor's kingdom rejoice at the news of the terrible Dragon's demise. But something is not right, the blood of the innocent has been shed. Can the gold ever buy back your integrity or your heroic reputation. I fear not."

Epilogue for the True Hero

"You return empty handed to King Randor. 'If the Dragon is slain where is the proof. I will not be conned by yet another band of petty liars and brigands!' he shouts. You are escorted out of the castle and warned not to return. Though the Dragon is vanquished the reward remains unclaimed but you have something infinitely more valuable than gold. You have your honor."



Quest 6

The Ambush

Now that you possess the Dragon's heart you set off to claim the 2000 gold reward. However, the cowardly drall Malek Maven has ambushed your party on the road to Castle Randor.

He hopes to steal the heart and claim the reward for himself. Unfortunately, Grymm has already been shot with a poisoned arrow.

NOTES:

If Grymm has already been killed he can be substituted for Bumbara or Aybelmen. If there are no NPCs then it randomly select one of the Heroes to have been shot using a D4 (1: Barbarian, 2: Dwarf, 3: Elf, 4: Wizard).

The character who has been shot will not be able to fight, remaining NPCs will stand by their side and protect them from further harm.

There is no treasure to be found in the gorge Heroes cannot search for treasure. Characters may not walk through brush, chasm, rock or water squares.

Order of turns is as follows:

1) Heroes 2) Bumbara 4) Aybelman 5) Zargon

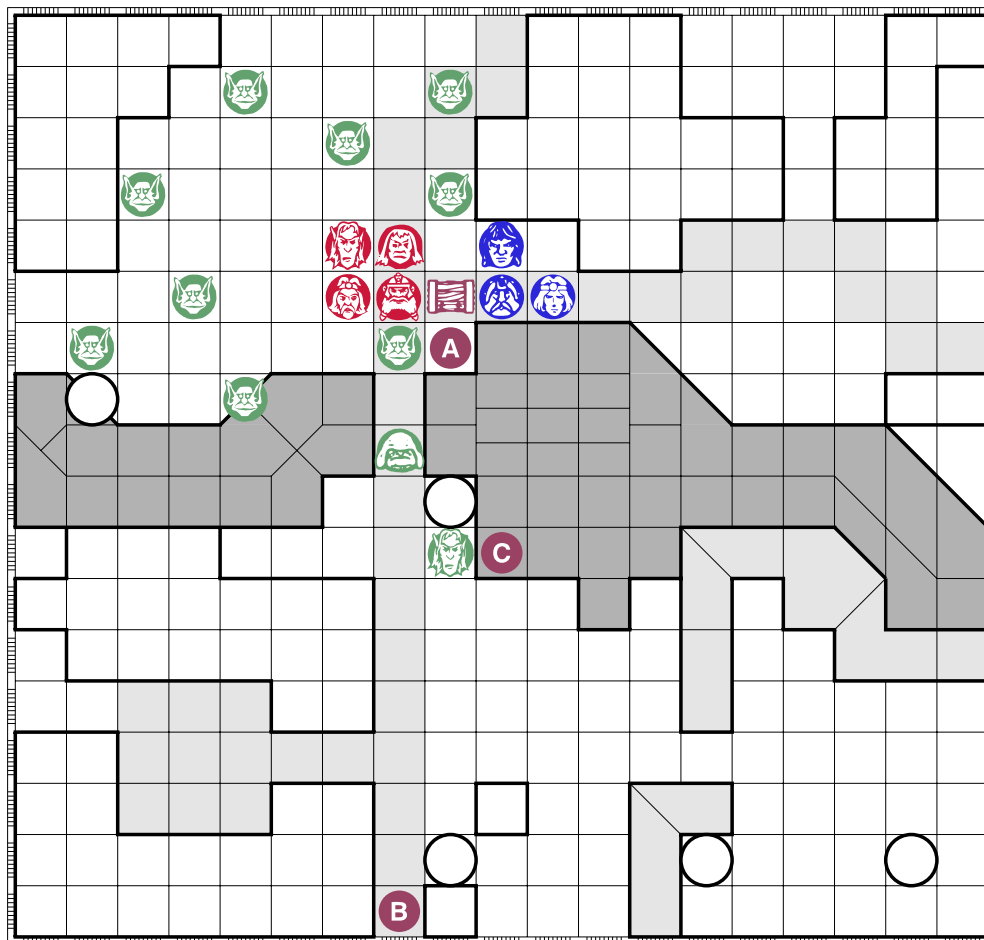
Once the Goblins and Ogre are killed, Malek Maven flees. Aybelmen (or another member of the party) is able to create an antidote potion for the poison but must incinerate the Dragon's heart. The Heroes must choose whether they wish to give up the heart (and the reward) to save Grymm's life or to fight Aybelmen and Bumbara, who will not take no for an answer. There is no consolation reward for saving Grymm.

- A** This chest contains the Dragon heart. The Goblins will try to steal it. It takes 2 Goblins to carry the chest and their movement will be reduced to 5. The Ogre may carry the chest unimpeded. If the chest is taken across the river the Ogre will destroy the bridge.
- B** If the chest reaches this point, the bridge is destroyed and all Heroes are the other side of the river, then they will have failed.
- C** This is Malek Maven. He will hide behind the rock to avoid being shot with arrows or spells.

Malek Maven

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	1	2	2	4

Wandering Monster in this Quest: None



Quest 2

The Reunion

Bumbara has agreed to help you slay the Dragon, but only on the condition that his old companions Aybelmen the sorcerer and Grymm the dwarf are brought along. However, Aybelmen and Grymm are away hunting a forest troll in the Gorge of

Dismaal. You must track them down and enlist their help. Beware, for it is twilight and the Skaven are out hunting Gobins.

NOTES:

Bumbara has now joined the party. Prince Magnus is no longer with the party. Place all the Skaven and Goblins in their starting positions. The Skaven and Goblins gravitate towards the Heroes. Skaven and Goblins will fight one another if no Heroes are within movement range.

Do not place the Forest Troll on the board until the Heroes have met with Grymm and Aybelmen.

Order of turns is as follows:

1) Heroes 2) Bumbara 3) Grymm 4) Aybelmen 5) Zargon

There is no treasure to be found in the gorge and Heroes cannot search for treasure. They will also not be able to make an effective search for traps. If a Hero walks through a spear trap they will take damage in the normal way.

Characters may not walk through brush, chasm, rock or water squares.

A The Heroes and Bumbara begin here.

B This is where the Forest Troll will appear.

C Grymm and Aybelmen are camped here. When the Heroes have enlisted their help read the following aloud:

"Grymm and Aybelmen will join you in your Quest. The old companions begin to exchange stories of recent adventures when suddenly, the Forest Troll wanders into the clearing."

Place the Forest Troll and move and attack with it immediately. The Quest has been completed when the Forest Troll is dead.

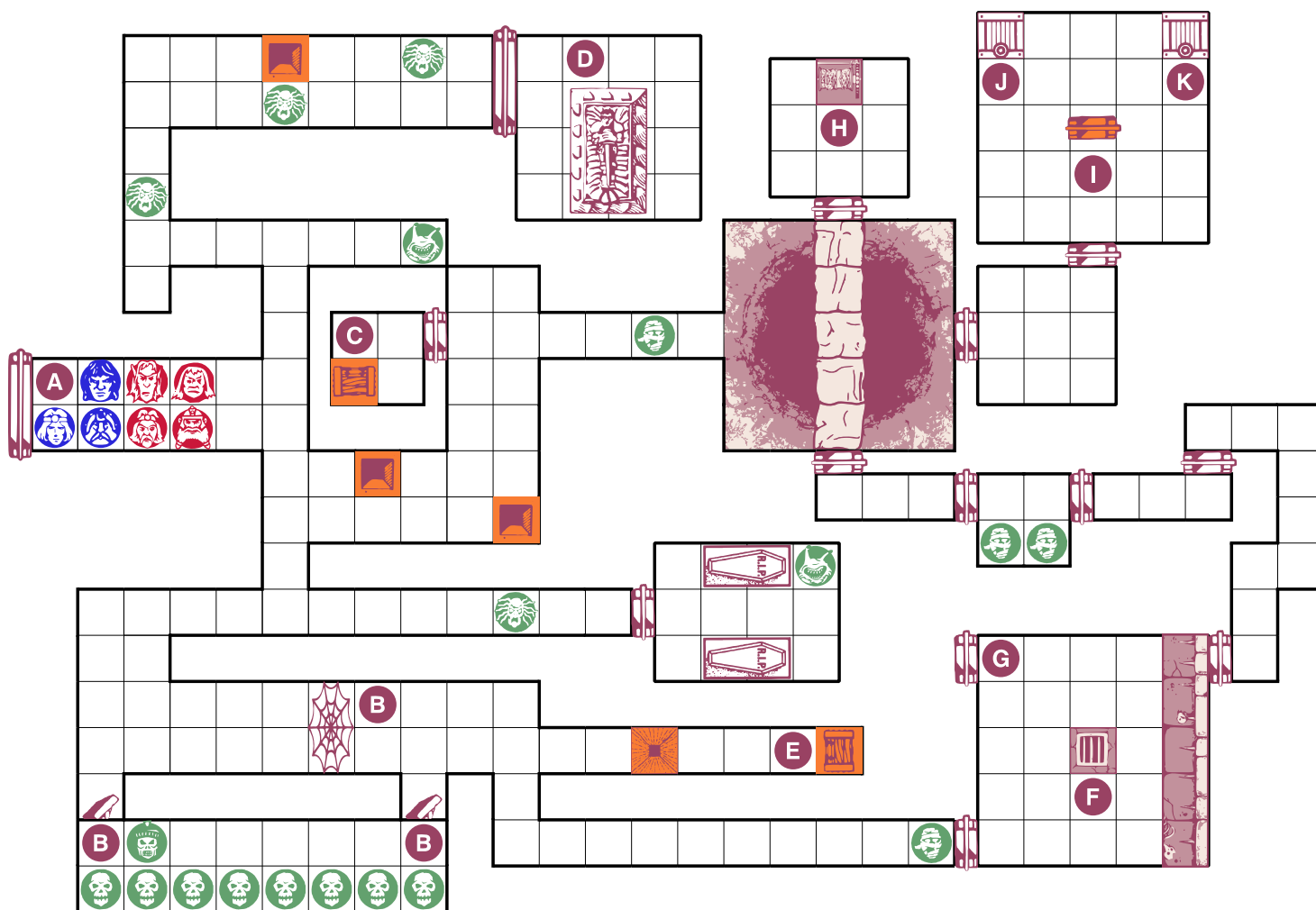
Grymm (Grymm is able to disarm traps)

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	3	4	7	4

Aybelmen (Aybelmen possesses the Sorcery Spells)

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	2	3	5	7

Wandering Monster in this Quest: None



Quest 5

The Jormungander

You have reached the Sky Temple, the Lair of the Jormungander. But despite your best efforts it seems the Orcs have already arrived. You hear their noisy grunts echoing

inside the temple. Will you wait for the Dragon to rip them apart, or will you attempt to ally with them against your potentially insuperable common adversary?

NOTES:

The players now have a choice to make:

- I. If the players decide to wait for the outcome of the Dragon vs the Orcs then roll 1 combat dice. If anything but a black shield is rolled the Orcs have failed and will not take part in this Quest. If a black shield is rolled then the Orcs have successfully slain the Dragon and now possess the heart. The Heroes must engage and defeat the remaining (about half) Orcs within the temple to obtain the Dragon's heart.
- II. If Heroes seek an alliance then Orcs will lead Heroes to the Orcanogre Chief, who will agree.
- III. Alternatively, the Heroes may decide to enter the temple immediately and not seek an alliance. In this case some Orcs will attack the Heroes, though they will also be occupied with fighting the Dragon.

Order of turns is as follows:

1) Heroes 2) Bumbara 3) Grymm 4) Orcs 5) Dragon 6) Aybelman

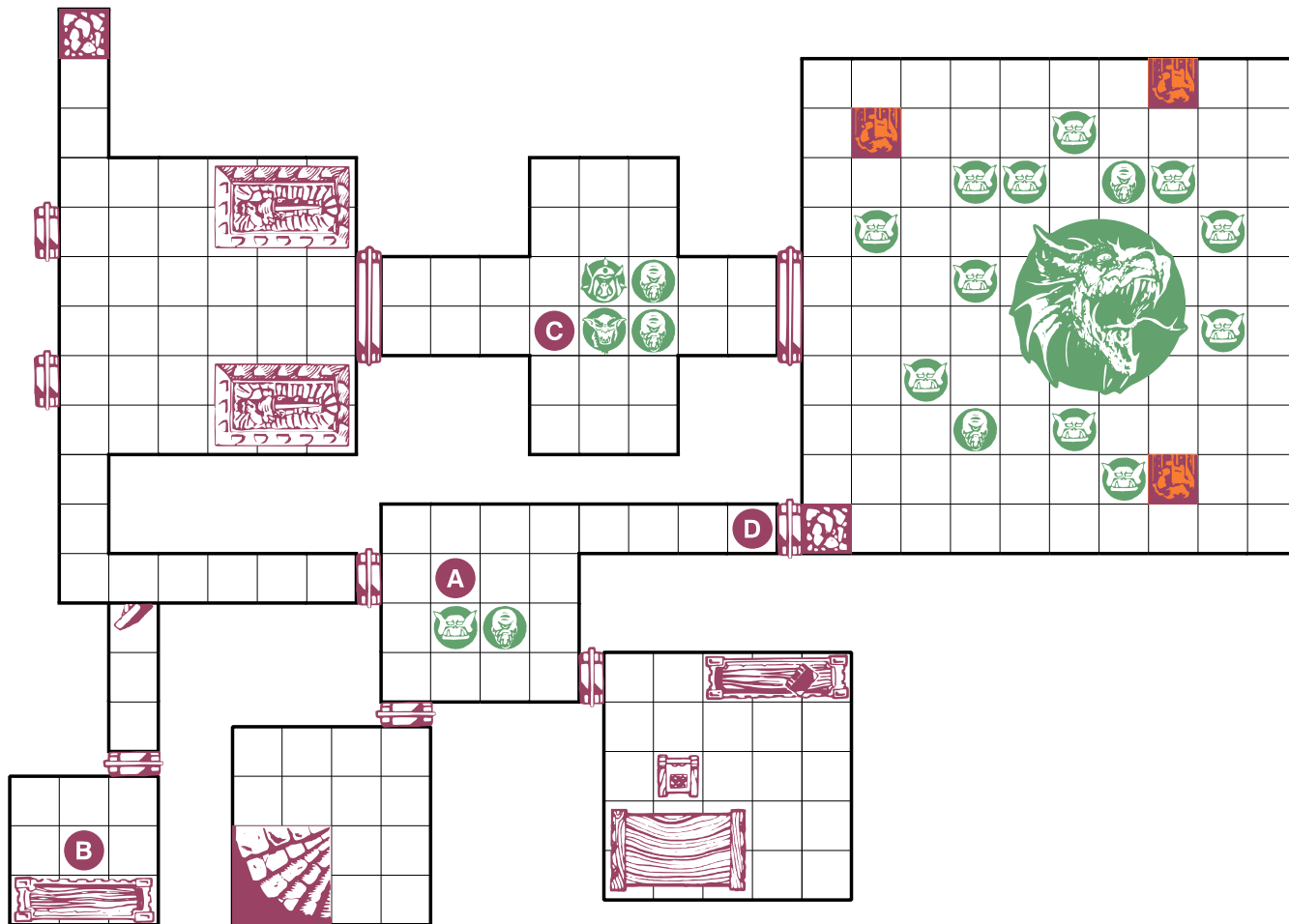
When the Dragon is defeated there is a brief moment of celebration amongst all left alive. If there are any Orcs remaining they will on Ruglud's command;

attack the Heroes.

- A This Orc will lead the Heroes to Chief Ruglud the Orcanogre at point C. The Fimir will remain and later block the Heroes' retreat.
- B This cupboard contains three Potions of Healing and a Potion of Courage.
- C This is the Chief Ruglud. He will agree to an alliance with the Heroes, suggesting that they will share the reward. He and his bodyguards will not follow the Heroes into the Dragon room, they will block the door from the outside once Heroes have entered.
- D This door cannot be opened until the rubble has been cleared. Clearing the rubble will take four Hero turns. (Place 4 rubble tiles on 1 square to keep track of this.)



Wandering Monster in this Quest: Carrion Crawler



The Caverns of Weer Part I

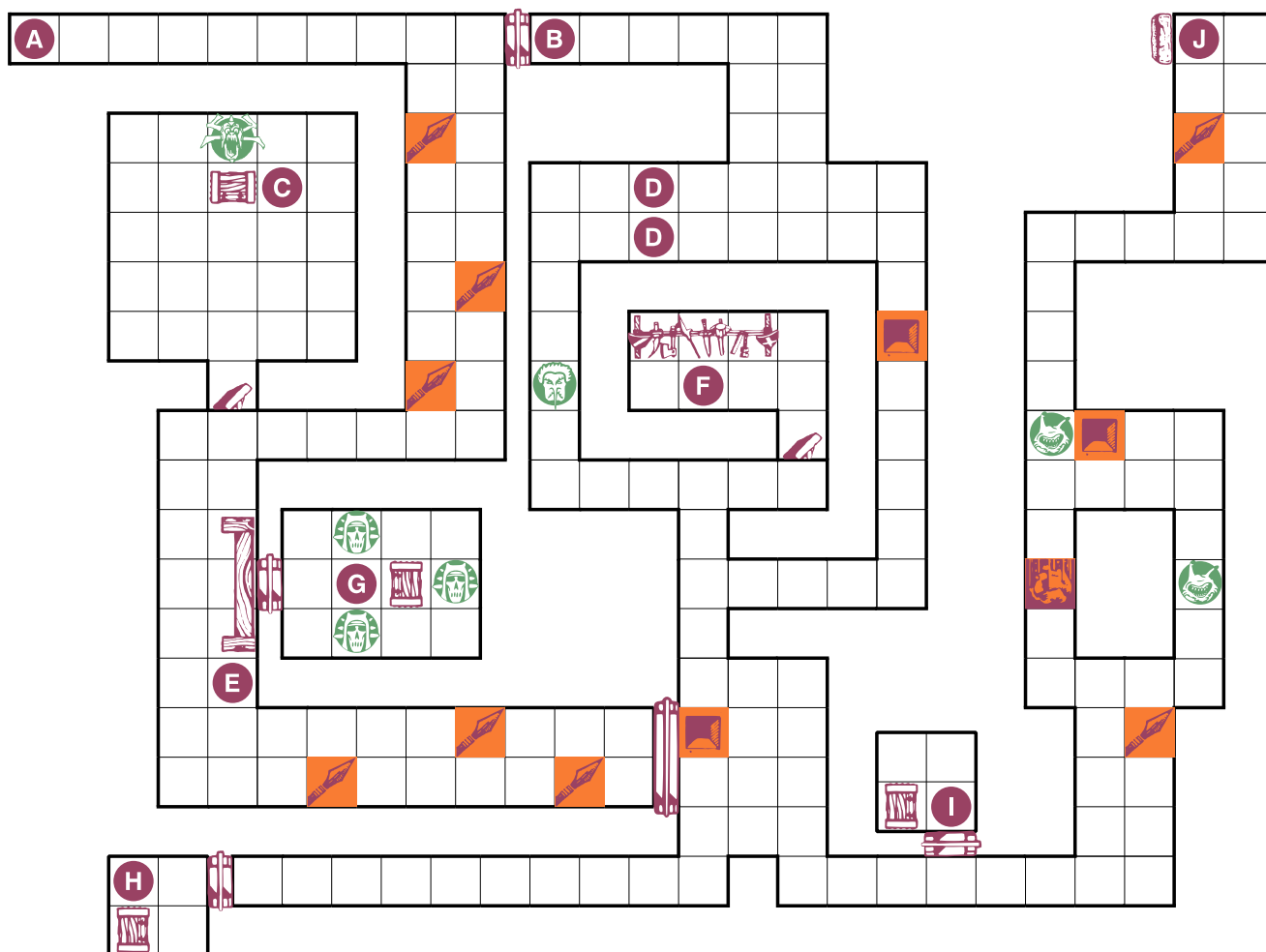
Your recruitment expedition has delayed your journey to Rador's kingdom. The only way you can hope to arrive ahead of the Orcs is to take the only shortcut, through the Caverns of

Weer. Remember, you need only find your way through the labyrinth, the creatures of the caverns will prey on your curiosity and your greed.

NOTES:

- A** Heroes begin here at the open portcullis.
 - B** The secret doors cannot be found by searching. Once the web is broken the secret doors will open on the dungeon master's turn.
 - C** This chest is a trap any Hero who opens the chest without first searching for traps will lose 1 Body Point.
 - D** This tomb contains a broadsword and a vial of Holy Water.
 - E** This chest is booby trapped. If a player opens the chest without first searching for traps they will lose 1 Body Point.
 - F** This is the crushing wall room. Once a Hero has entered the room the wall will move 1 square west on each of the dungeon masters turns. When the room is empty the crushing wall will move 1 square east on each of the dungeon masters turns. One Hero at a time may avoid the wall by climbing into the drain and letting the wall pass over them.
 - G** This door is locked.
 - H** This room contains a winch that will rotate the pit bridge (Grymm will volunteer to be left behind).
 - I** This is a portal. If any Hero moves within 1 square of this portal it will activate. Once activated the portal will spawn 1 Undead creature per turn. Roll 1 combat dice to determine which creature is spawned, skull: Skeleton, shield: Zombie or black shield: Mummy.
 - J** This trapdoor leads out of the caverns. Once a Hero has chosen to pass through this door they may not return. Heroes who choose this door must proceed to "The Jormungander" Quest.
 - K** This trapdoor leads deeper into the caverns. Once a Hero has chosen to pass through this door they may not return. Heroes who choose this door must endure "The Caverns of Weer Part II".

Wandering Monster in this Quest: Random Undead as per note I



Quest 4

The Caverns of Weer Part II

It seems you have made an unfortunate decision which has led you deeper into the caverns. But this is the least of your worries, for the evil you have unleashed is now hunting you

down. Forge ahead, for there may yet be another way out of the darkness.

NOTES:

- A** Heroes begin here. If the Heroes did not activate the portal at the end of the last Quest then ignore the rest of this note. Each time it is Zargon's turn a monster will emerge from this door and may move and attack as normal. The monster type is to be determined using 1 combat dice. Skull: Skeleton, shield: Zombie or black shield: Mummy.
- B** This door will appear normal, however after 1 Hero has walked through the door a slab of stone will drop down preventing anyone else from passing through. Replace the door with a stone door.
- C** The Gargoyle will not move or attack. Anyone who enters the room will lose 1 Mind Point for each square they move towards the Gargoyle. The chest contains a ring of protection which will increase the wearer's maximum Body Points by 1.
- D** Warn any player that moves over these squares that they can smell a Cave Troll.
- E** The table is on its side against the door. A Hero may move the table but it will use the action phase of their turn.
- F** This weapons rack contains a useful crossbow. Any player who searches for treasure may mark it down on their character sheet.
- G** The chest is surrounded by the Spirit Riders, place them facing the chest. They will not move or attack unless someone attacks them first or attempts to open the chest. Inside the chest is the wraith. If the chest is opened it will immediately escape and pass through the back wall. Move and attack with it as normal from then on.
- H** This chest is empty.
- I** This door is locked from the inside and there is no obvious way to open it. The chest in this room contains 250 gold coins.
- J** This is the exit.

Wandering Monster in this Quest: Random Undead as per note A