

HeroQuest™

Mound of the Beastmen

Q U E S T



B O O K

Introduction

Only the intimidating roar of the thunderstorm disturbs the sinister silence of the Forest of Shadows. It has been raining hard for hours now. You watch your trail painstakingly fight through muddy paths, and the undergrowth and foliage enveloping you do nothing to relieve your exhaustion. Crestfallen, the party slowly presses on deeper into the obscurity this depressing night offers. Ghost lights bounce from the darkness here and there, and briefly reveal what little confidence has remained in the faces of the Imperial soldiers escorting you. Indifferent from the pouring rain's onslaught, you push and pull through every pace of miry mud and begin to regret you have taken on this mission that has proven anything but as ordinary as you thought it to be...

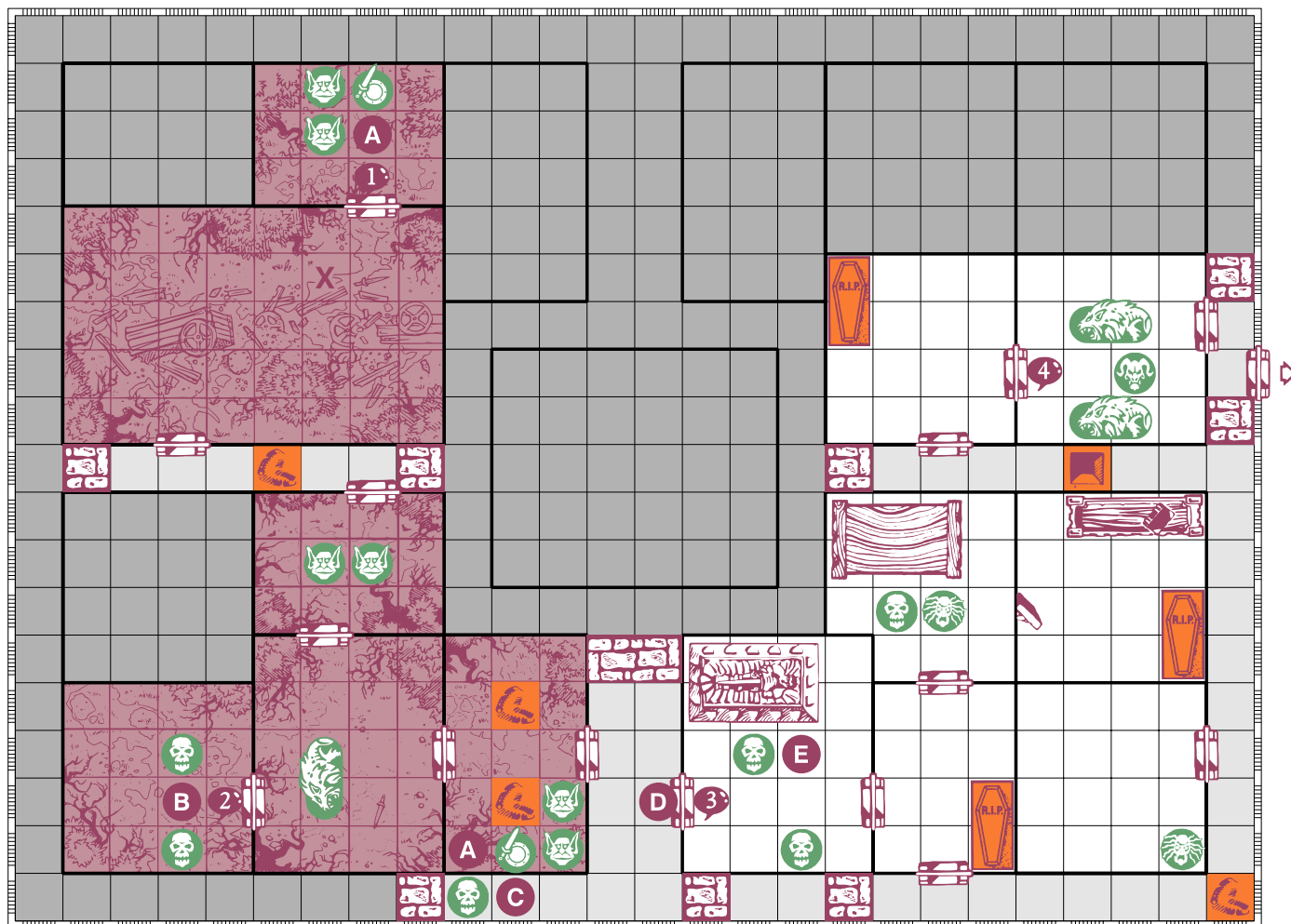
Then again, looking back to when Mentor contacted you while you were just savoring your recent defeat of the powerful Wizards of Zargon, you could already sense from the tone of his voice his concerns over what exhilarating challenges might be foreseeable for a champion of your Vim and vigor.

Nothing would happen. The days have become longer and more tedious ever since you have departed from the Northern Mountains. The trail has traversed vast territories untroubled without the slightest trap or peril. Moreover, who could have desired to get their clutches around this ancient fusty artifact you have been protecting with the help of the Imperial Guard? This relic found in the Mountains, at the foot of an ancient mound that had been ruptured open by the wars against Zargon's legions? 'Yet, according to Mentor, this little black stone contained an enormous power source which would allow, once mastered, to overthrow the course of the war against Chaos... a distinct opportunity Zargon could put his mind to if he learned of this simple stone's existence.

Abruptly, you snap out of your thoughts: the trail has stopped. The icy cold makes tree trunks crack while the darkness of the night is thickening. Sir Vardion, the captain of the Guard, is examining the tree line thoroughly with his sword drawn and the rain pattering against his silver armor. He is looking to falsify his fears, but the eerie rustling he has heard is now accompanied by disturbing growls and grunts. This macabre cadence creates a terror that makes the guards tremble and shiver as if their backs were trickled with a sip of frosty

water. Messy shadows seem to prance between the trees, horribly shaped branches to point their skeletal fingers to the skies as if to scratch the clouds themselves. The Forest seems to come to life, and the turmoil from within terrorizes the men more and more with every passing second.

Suddenly, the attack... The woods appear to split apart, spitting out a savage horde unleashed among the deadlocked trail in the middle of the forest. The guards, gripped by terror, try to put up some defense. The storm rages on in doubled intensity, derailing all attempts at orderly maneuvers. Your companions and you as well are quickly overwhelmed by the demonic torrent. Bodies of both human and demon drop dead and ravaged here and there. With the blades of your weapons you try to hack a passage through your enemies to rejoin forces with Captain Vardion, who fights like a divine devil. The demonic creatures drop like flies under the strikes and swipes of his noble sword. But in the all-encompassing confusion you do not realize the grand gestures he is making toward you. An explosion tears up your flank, surely caused by one of the powderkegs of the dwarven miners. The blast violently smashes you against rocks and trees, and you are losing consciousness. The last thing you see is the sinister sky's heavy clouds forming a malicious grin gloating at your doom.



Conclusion

It is just before dawn. Silence reigns over the battlefield. The mausoleum is slowly surfacing as the mists are dissolving. You, the Heroes of the Empire, stand still in the center of the Grand Hall of the mausoleum, while the remaining Imperial troops are keeping their distance. The walls, silent witnesses of the raging battle, have been embossed and engraved by violent weapon blows. Sir Vardion drops to the floor, his blood dripping and flowing from many wounds all over his body. His feverish grip is holding on to the Black Stone, which has stopped gleaming. Vardion's eyes roll back in their sockets to show their whites, as he is turning to face Mentor who has just arrived:

"I have been corrupted, first by Zargon, then by that Stone," Sir Vardion says.

He coughs.

"That Stone holds power paramount. It has managed to corrupt my soul, worse so than even Zargon's insidiousness could."

As his fingers loosen their grip, the Stone falls and rolls on the floor. He continues, wheezing.

"In my sinister visions I saw an ancient sanctuary, not very far from here. In fact, Prach, a petty county, was built upon it. There, you will discover the origins of this accursed thing gnawing at my soul. There, you will discover the secrets of the Black Stone. Do not let Zargon beat you to it!"

These have been his last words. His eyes close forever, wet with tears. Although such an honorable warrior, he was influenced by Zargon's dark magic and manipulated by a force even more perfidious. Therein, Sir Vardion's downfall has its roots.

Impassively, Mentor picks up the Black Stone. He weighs and turns it in his hand, gazing at the strange symbols drifting back into opaque obscurity. Deliberately and with a grim expression, he turns toward you.

"My Heroes, I have a new mission for you."

Quest 1

The Forest of Shadows

"By some miracle you have survived, but many of your comrades were not so lucky. The rapid defeat of your escort of imperial guards leads you to believe this is more than the work of some group of petty brigands. Perhaps some darker, demonic

forces have been at work. Arise, Heroes, for you must set about the task of finding survivors. May you survive long enough in the Forest of Shadows..."

NOTES:

NOTE: The Heroes begin this Quest in the clearing, on the spaces adjacent to the X.

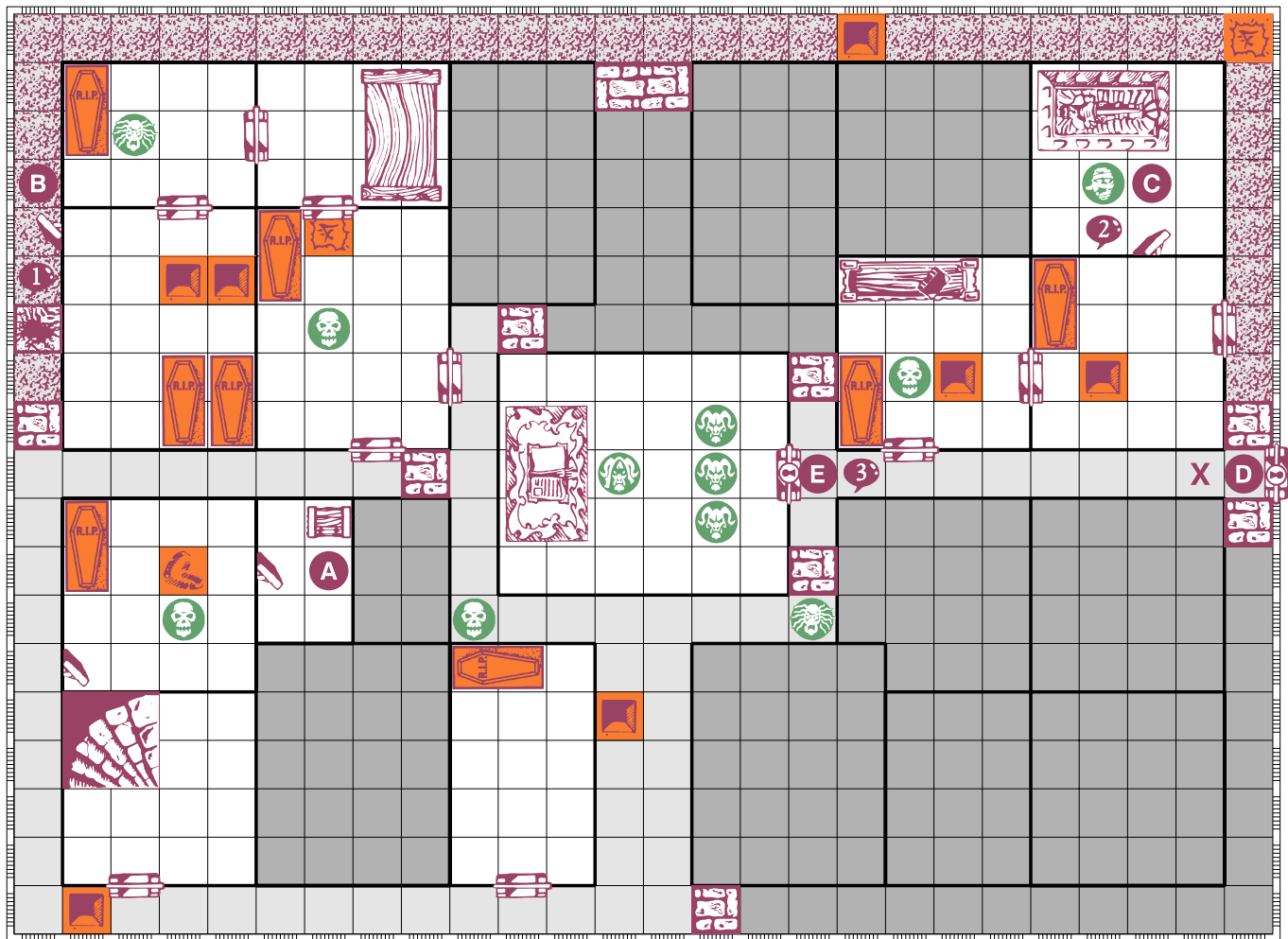
ceiling. The door must be removed from the board.

- A** If the Goblins in this area are killed, the Imperial Guardsman will loyally follow the Hero who first entered the room. That player should take the corresponding Men-at-Arms card.
- B** Zargon should tell the Heroes that this area contains a stone pedestal decorated with bones which has a depression that appears to have once held something. If a Hero places the bone statue from C onto the pedestal, a fine bluish mist will surround it revealing a casket. The casket contains a Potion of Magical Resistance and a Potion of Healing that will restore up to 4 lost Body Points when consumed.
- C** The first Hero to search for treasure in this area will find a bone statue and 75 gold coins wrapped in loose rags in the skeleton's remains. This statue is needed to discover the treasure in B.
- D** The last player to pass through this door causes a stone block to fall from the

- E** The first Hero to search for treasure finds an old ring in the bottom of the tomb. It is worth 100 gold coins.



Wandering Monster in this Quest: Goblin



Quest 6

The Shadow of the Renegade

"Zargon is gathering his troops in the Forest of Shadows and preparing to launch a crucial assault to recover the Black Stone. The rescue party will make every effort to cover your

escape. Sir Vardion is on his way to guide you out of this forsaken mound. Beware, my Heroes, our salvation is in your hands!"

NOTES:

- A** This is Sir Vardion. He will follow the first player that enters this room. He has the following characteristics:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
4	2*	4	3	4

*Orange Combat dice.

The Quest fails immediately if Sir Vardion is killed now.

- B** This treasure chest contains 2 Potions of Healing that may be divided among the Heroes. Each will restore up to 4 lost Body points.
- C** When the last player passes the square marked with an X, an explosion causes the ceiling to collapse, making it impossible to travel back this corridor. Additionally, Sir Vardion is trapped on the other side of the rubble – regardless of his position on the board. He is immediately removed from the board.
- D** When a player enters this room, an ambush is triggered. Open all other doors in the room and place the contents of the conjoining rooms on the board.

- E** Bongo, a devious Goblin, is responsible for carrying out the ambush. He has the following characteristics:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	2*	2*	4	2

*Orange Combat dice.

The first Hero to search for treasure after Bongo is killed will find a Potion of Healing that will restore up to 4 lost Body points.

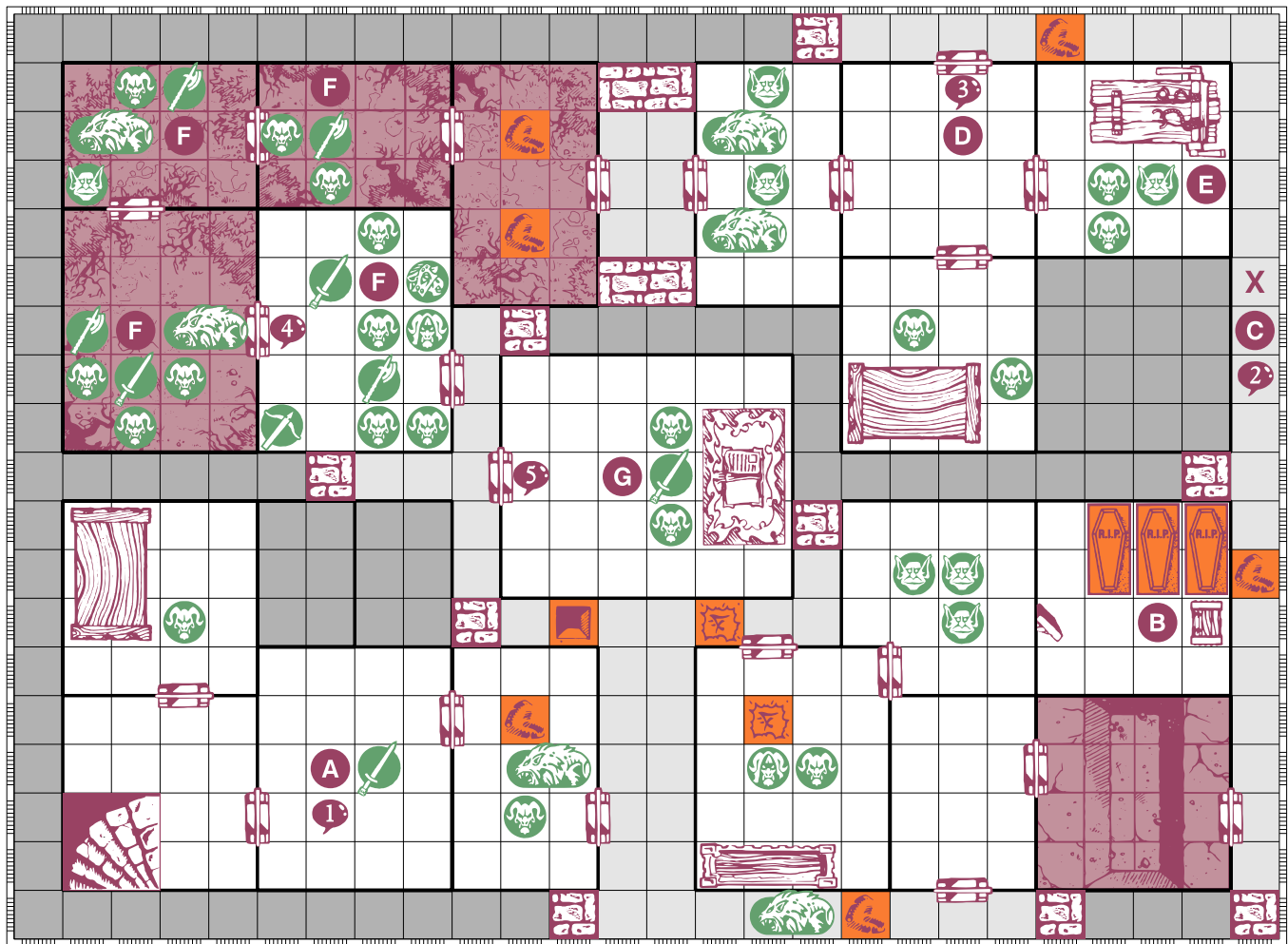
- F** The Men-at-Arms present in these rooms are part of the rescue party. They can fight and move according to their characteristics, but may not leave their rooms.
- G** The players encounter Sir Vardion in this room. He has the following characteristics now:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	3*	3*	8	6

*Orange Combat dice.



Wandering Monster in this Quest: Beastman



Quest 2

The Forgotten Crypts

"You are now prisoners among these long forgotten walls. The presence of Beastmen in this underpass is odd and could hint to some sort of improvised subterfuge....could they be

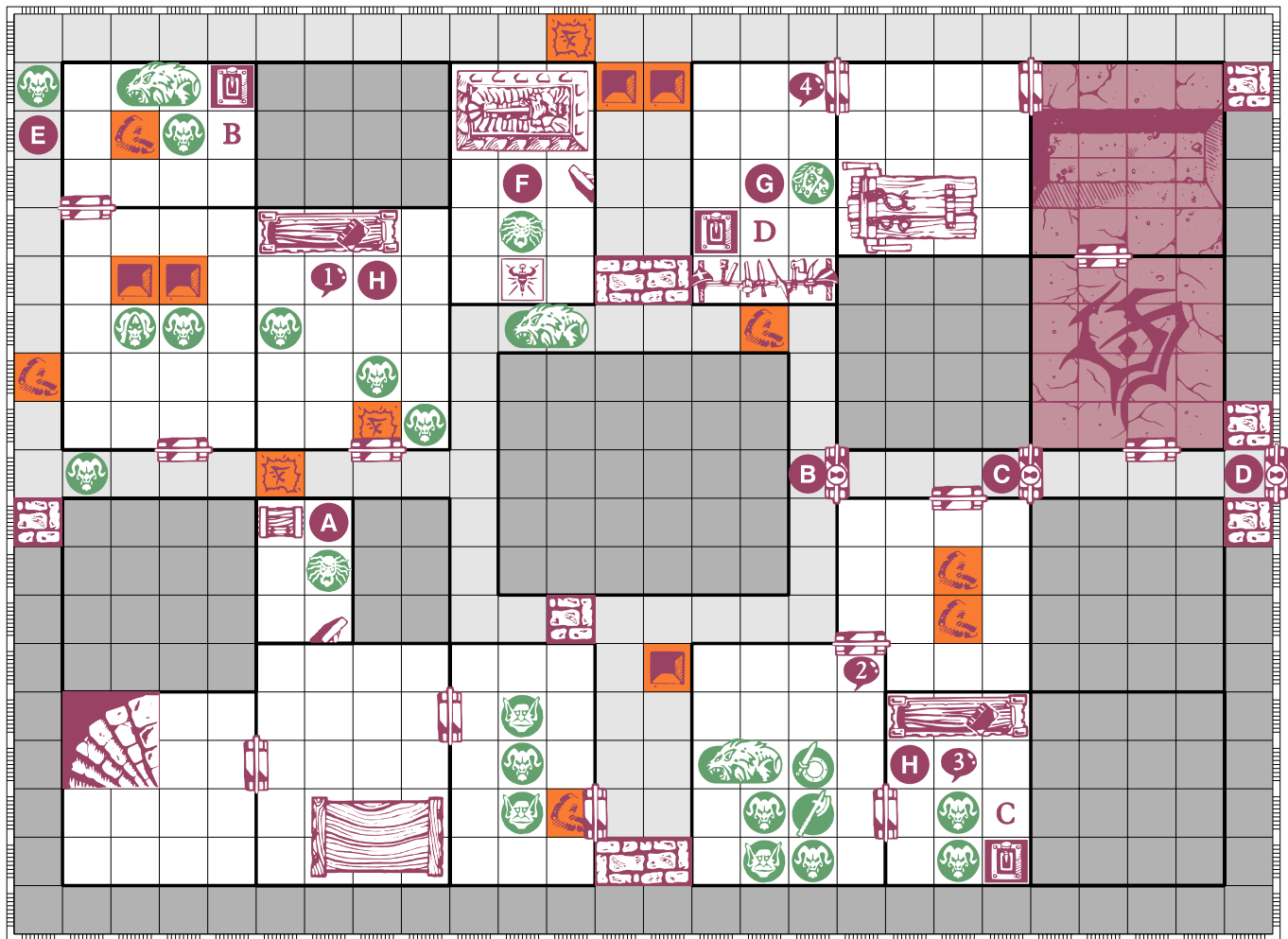
connected to the theft of the Black Stone? Tread carefully my Heroes, and find a way out of this maze of stone."

NOTES:

- A** The first Hero to search for treasure in this room will find a small box containing 150 gold coins under a decrepit corpse.
- B** When a Hero enters this corridor, an evil Wisp is released. The Wisp cannot leave the shaded area and rolls 1 standard die for movement. If the Wisp ends its movement adjacent to a Hero, its hallucinogenic vapor allows Zargon to take immediate control of the Hero. The controlled Hero must move and attack another Hero within 6 squares immediately. If there is no other Hero present, he loses 1 Body Point instead. The Wisp cannot be attacked.
- C** The first Hero to search for treasure in this room finds an alabaster amulet worth 150 gold coins and a Potion of Healing in the bottom of the tomb. The potion will restore up to 4 lost Body points when consumed.
- D** This door is locked and needs a keratin key to be opened.
- E** This door is closed. Place the contents of the room on the board when the first Hero attempts to open the door. However, the door remains closed and no interaction through the door is possible. When a Hero tries to open the door, he is surprised by a returning sentry. Place a Beastman on the X. After the Beastman is killed, he drops a keratin key that can be used to open door D.



Wandering Monster in this Quest: Skeleton



Quest 3

In Search of the Black Stone

"My worst fears are becoming a reality... The Black Stone has fallen into the corrupted hands of evil. We must prevent Zargon from discovering the secret of this relic, otherwise the whole

Empire could be in great peril. Hurry, my Heroes! Recover the Black Stone and beware of the dark corridors of the Mound of the Beastmen..."

NOTES:

- A** This Goblin is a trader working for the Beastmen. Nevertheless, the Heroes may purchase any Armory equipment from him for the listed cost. He will also sell each Hero one Potion of Healing for 75 gold coins each. Each potion will restore up to 4 lost Body points when consumed.
- B** The treasure chest in this room contains 150 gold coins and a Potion of Healing that will restore 4 lost Body points when consumed.
- C** This Man-at-Arms will swear his allegiance to the first Hero to enter the room. That player should take the corresponding Man-at-Arms Card.
- D** This is the Herd's Butcher. He is a very large and powerful Beastman and has the following characteristics:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	2*	3	4	4

*1 Orange Combat die + 1 White Combat die.

After the Butcher is defeated, the Heroes find a key on his body. This key will open the door marked X.

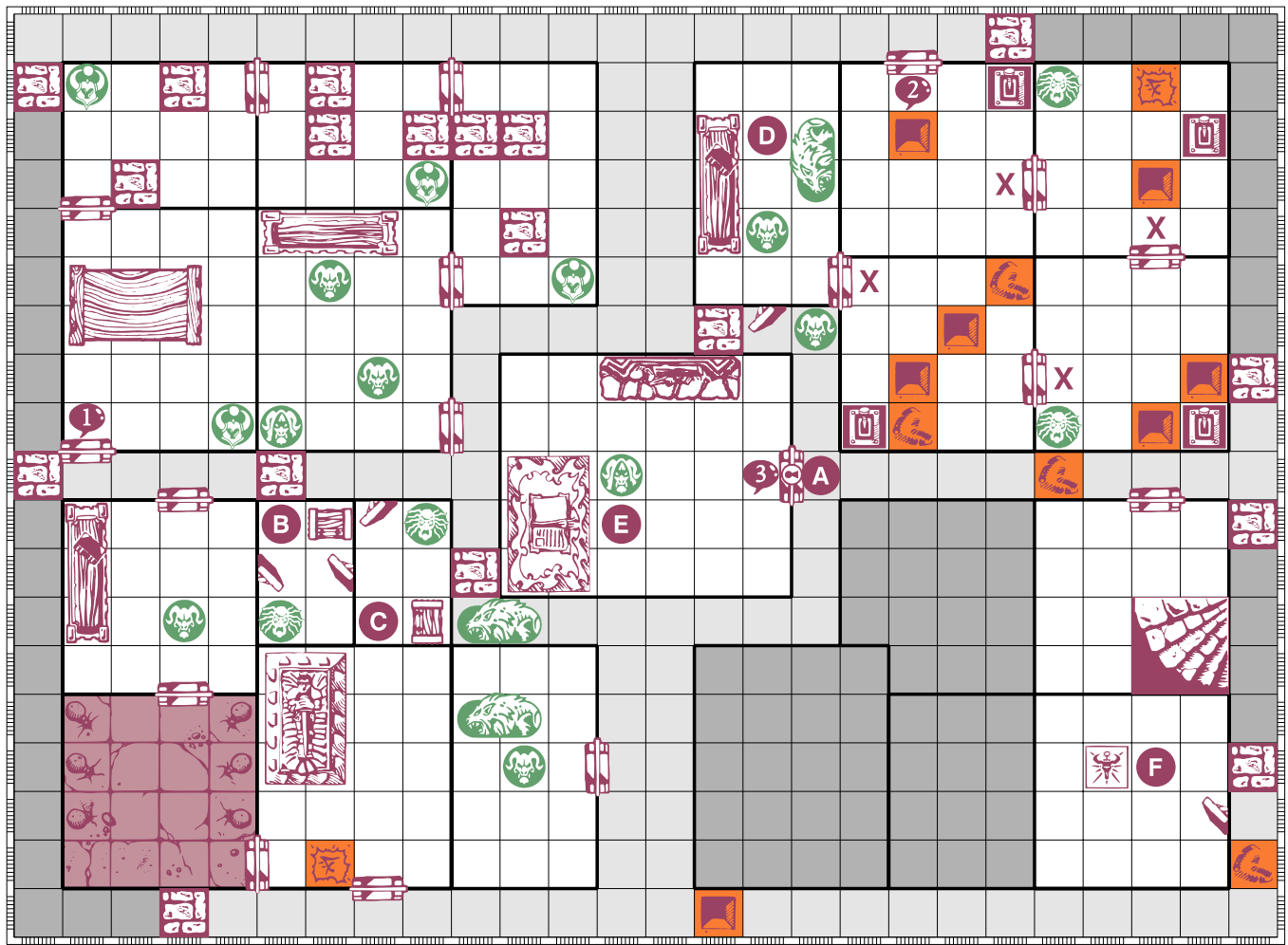
- E** This is Vivigor, the Herd's Shaman. He knows the 6 Shaman Spells and has the following characteristics:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	3	5	5	8

- F** This Herdstone holds Ashgor's Valor, a powerful artifact. Its use is described on the matching Artifact Card.



Wandering Monster in this Quest: Chaosound



Quest 4

The Halls of Evil

"The vile Vivigor has managed to escape! He has now hidden in an antechamber protected with magical locks. I fear that to reach him, you will have to navigate the Halls of Evil and

overcome the trials he has set before you. Be on your guard, for you could be quickly subdued by the dark magic haunting these passages..."

NOTES:

NOTE: Refer to the Instruction Booklet for the rules covering the Halls of the Blind and the Forgotten.

- A** This door leads to Vivigor's antechamber. It is sealed with a magical lock and can only be opened with the Star Rune.
- B** The chest in this room contains a Potion of Spirit that will restore up to 4 lost Mind points and a Potion of Healing that will restore up to 4 lost Body points when consumed.
- C** This chest contains 150 gold coins.
- D** The first Hero to search for treasure after the Shaman has been defeated will find a Potion of Healing that will restore up to 4 lost Body points and the Star Rune on his body.

This is the powerful Shaman, Vivigor. He knows the 6 Shaman Spells and has the following characteristics:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	3*	6	8

*Orange Combat dice.

- F** This Herdstone contains the Crown of Insight, a powerful artifact. Its use is described on the matching Artifact Card.



Wandering Monster in this Quest: Beastman