

HERO QUEST™

Quest for the Shattered Amulet

Q U E S T



B O O K

A Message from Mentor

Heroes, the Empire and I personally, are in need of your service. I recently received a troubling letter from the household of an old friend of mine:

When the Great Powers war, the world trembles. For fully a thousand years the Eternal Empire stood, its roots deep in the old Elven lands on the Tilean seaboard. This was the first Kingdom of man, fractious and squalling, like a small child. Though the capital of its kings at Remas was a wonder of its age, the Empire was barbarous and insecure.

Then, Zargon whispered into the ears of his followers, and they slid into the Empire's heart like a dagger. They brought false advice, illicit witness, assassination, corruption, and conceit to the government of Emperor Giovanni VII. Their foul cults spread upon the land, displacing those powers who had served the simple people for centuries. Finally, Zargon spoke again, and there was war.

From a deep slumber awoke Solkan, the Avenger. Though he cared little for men, Solkan revered the temple in his name that stood in Remas. When he heard the screams of his dying priests as Remas burned to the ground, Solkan arose, magnificent in armor of blazing silver.

Before him came Fernadrang, General of Zargon's armies, a misshapen and corrupted Ogre. Fernadrang's axe spat hot blood, and a tongue slithered from its haft to lick the blades. Solkan wielded a silver scythe, and many who watched the battle were cut down by its blade.

They fought for hours. So great was the hand of Zargon on Fernadrang that not even Solkan could strike him down. And, for a moment, the Great Scythe stuck, spitted upon such a weight of bodies that Solkan could not lift it. Fernadrang struck, a blow aimed mightily at the chest of Solkan.

But it did not slay him. The Sword of Fire hit an Amulet that Solkan wore, breaking it into four pieces which flew off over the horizon. And Solkan was then avenged upon Fernadrang, and gutted him from pelvis to larynx so that all

the pestilence inside him was released to consume the corpse. Thus ended that war of Solkan and Zargon.

All this have I divined by my researches. I am also aware that the rat-like Skaven seek my shard of the Amulet. Why do they want an artifact of the Law? Perhaps they seek to prevent it being used against the Chaos Powers they serve? Who can know what motives pass through such alien minds? I have heard it said that they fear it will be wielded against the Demon-General Praznagar when he returns. Whatever, their true purpose must be terrible.

Of one thing I am certain: they seek my fragment with a will. Three times my spells have repulsed attacks by Warriors of Clan Mors. They have forced me to employ bodyguards, summon my former apprentice, and move from Parravon to a fortified tower. Despite the discomfort, I am confident that I have now placed the Amulet beyond the reach of the Skaven.

Last entry in the journal of Jervais-Revered
in the year 2412.

Solkan's war with Zargon was a dreadful, epic affair in which mighty armies clashed, wizards toppled mountains, and the gods themselves felt the ecstasies and the bitter pain of victory and defeat.

That Solkan won a victory - of sorts - is already known. So too is the fact that he wore an Amulet, that which saved him from the blow Fernadrang aimed at him with the Sword of Fire. But the Amulet's power and purpose is not known - except to you.

In a previous war against the Skaven, Solkan defeated and captured the leading Demon-General, Praznagar, Prince of Agony. So dangerous was Praznagar that Solkan should have slain him out of hand - but he did not. Instead, he constructed a prison from pure water, the only thing he could find that was wholly free of the taint of Chaos. And he froze it around Praznagar, and banished the Demon-General to a place of everlasting night.

The Amulet allowed Solkan to teleport his followers to the prison from anywhere in the universe, so that he could check on Praznagar. A map of the prison is engraved on it, with words of warning. It is this that made it so important to the Skaven to find the four pieces, and why it is so important for you to recover these pieces.

Skaven gain their strength from warpstone - the greatest source of raw magic in the known world. They have tunneled extensively throughout the known world, but they are said to have a particular home in the marshes of north-west Tilea.

It is from there that the Skaven burrowed to reach the area where the Shattered Amulet fell to earth, and they created the dungeons in which the four pieces are housed. They will defend them energetically, for they've discovered what purpose the Amulet truly had.

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.

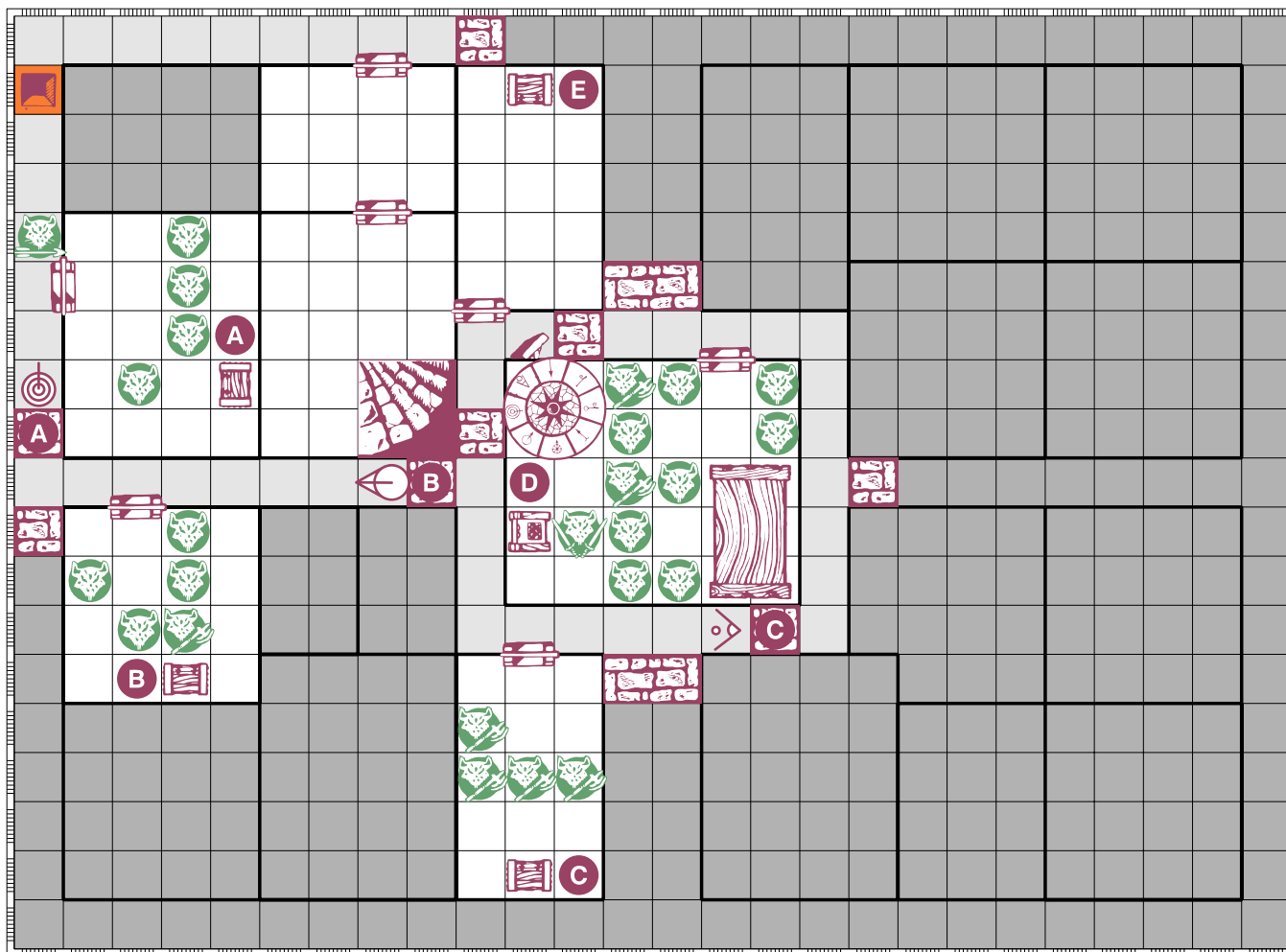


Light Green: This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.



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 1

The Warlord's Lair

"Deep in a dungeon in the Grey Mountains a Skaven Warlord of Clan Rictus plans his campaign literally to undermine the nearby city of Parravon. It is his lair that holds the first part of the Shattered Amulet.

On the walls of this dungeon are hung grisly trophies and mementoes of past victories. Carved into doors and paving slabs is the three-armed rune of the Clan Rictus."

NOTES:

- A** When the Heroes enter this passage, read the following sentence aloud:

"At the end of the passage, carved into the floor, you see a magical symbol."

Inside the chest is a talisman, made of iron and cast in the same symbol. The talisman is made in such a way that it would fit perfectly into the carved symbol in the passage. Once the talisman is placed, read aloud the following:

"With a clanking and grinding of gears, the wall in front of you starts to sink into the ground, revealing a passage ahead."

Remove the wall section marked A. The talisman may be lifted and taken.

- B** This symbol works in the same way as A. but is found in chest B.

- C** This symbol works in the same way as A. but is found in chest C.

- D** After the Warlord has been defeated, read aloud the following:

"Maps and charts on the wall reveal the plan to destroy Parravon. If you take

these to the City Council the attack can be defeated. You can also see a huge magic circle on the floor. Closer inspection reveals that three of the symbols are carved deeper than the others, they match the symbols you had found earlier."

If the Heroes take the maps to the City Council they are rewarded with 500 gold coins to be divided amongst them.

If the previously found talismans are now placed in the circle, the secret door should be placed on the board.

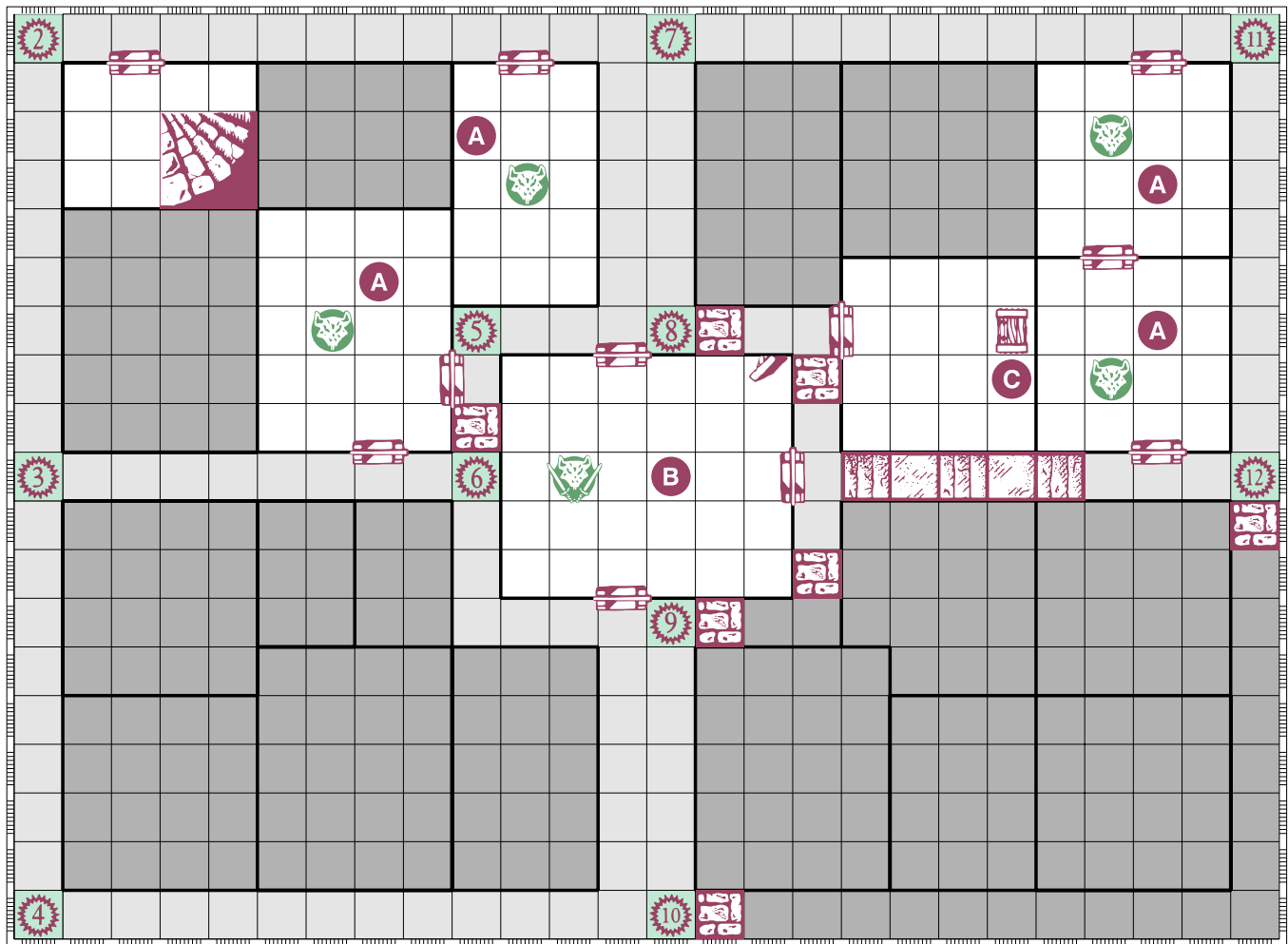
The Warlord's stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
12	5	2	4	2

- E** The chest contains the first part of the Shattered Amulet.



Wandering Monster in this Quest: Skaven



Quest 2

The Magic Maze

"The magic maze hidden in this dungeon was built by Gragoth Daemonmaster, a powerful Chaos Warlock, to protect the second part of the Amulet. Gragoth enlisted the aid of Clan Eshin, whose warriors guard the Amulet.

Daubed in blood on the entrance is a frightful symbol: a hand clutching a curved dagger, the sign of Clan Eshin – the Assassins. The smell of fear is in the air. Is that the sound of creaking doors you hear, or the screams of distant torment?"

NOTES:

When the Heroes first enter the corridor, read aloud the following:

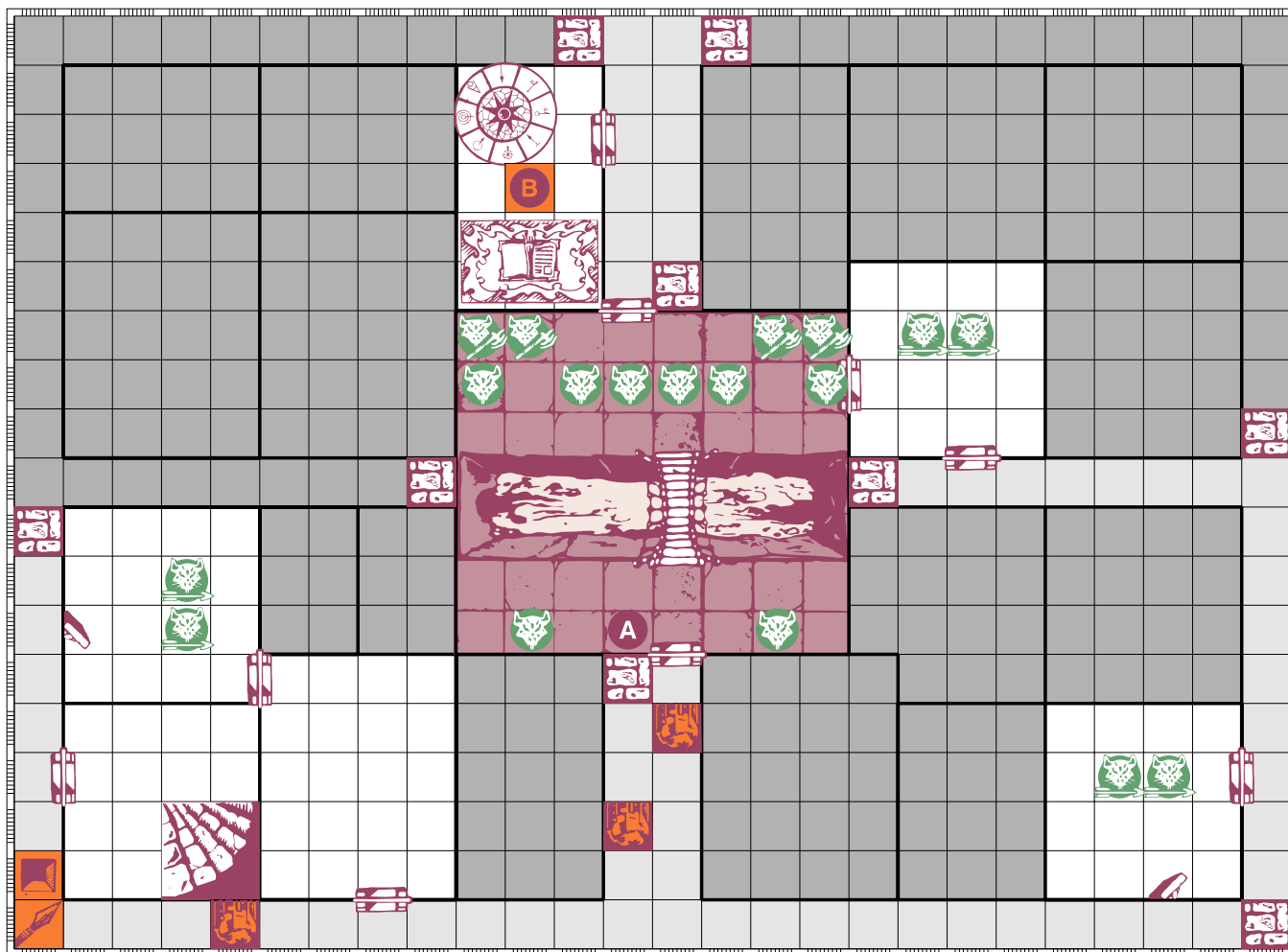
"The passages have a strange appearance: they are rounded, almost tube-like, and the walls are blackened and scorched. Occasionally a strange sound can be heard, followed by periods of eerie silence."

The fireballs are used over three of Zargon's turns: in the first turn, two red dice are rolled and a fireball is placed on the corresponding number. If the corresponding square has not yet been explored, the fireball is not placed on the board. Instead, a wandering monster may be placed on the board next to any Hero. On Zargon's second turn, two red dice are rolled and that fireball is placed on the board. Again, being substituted by a wandering monster if the square has yet to be explored. On Zargon's third turn, two red dice are rolled and both fireballs may move that number of squares. The fireballs may not enter rooms, may not climb stairs, and may not enter the same square twice. Any Hero hit by a fireball must roll 5 combat dice. 1 Body Point is lost per skull rolled. The fireballs disappear at the end of Zargon's turn. The following turn, the process begins again.

- A** These Skaven are undead, called up by Gragoth to protect the Amulet. If the Skaven is reduced to 0 Body Points, it collapses in a pile for one turn. On Zargon's following turn, the Skaven comes back to life. The Heroes may attack a pile to stop it from coming back to life for another round.
- B** This Skaven Warlord is undead. The same rules apply as the other undead Skaven, but the Warlord regains 2 Body Points when it comes back to life.
- C** The chest contains the second part of the Shattered Amulet.



Wandering Monster in this Quest: Skaven Assassin



Quest 3

The Plague Temple

"Clan Pestilens is perhaps the foulest Skaven cult. Its followers worship disease and decay, spreading their word by infecting everything they encounter. It is in one of their secret temples that the third part of the Amulet is hidden.

The walls of the dungeon are slimy, covered with a thin film of mold. There is an atmosphere of decay, making you feel uneasy, as if the walls were about to crumble and bring the ceiling down upon your heads."

NOTES:

The two wandering monsters in this Quest should be rotated, only one is placed on the board at a time.

- A** The next wandering monster in the rotation may be placed in this room. If neither have yet to be played, they may both be placed in this room.

Any figure who falls in the chasm, falls to their doom. Any figure standing on the rope bridge rolls 1 less combat die to attack or defend. The Heroes may attack the rope bridge, which cannot roll defend dice. Once the Heroes roll 5 skulls against the rope bridge, it collapses into the chasm along with any figure standing on it.

- B** When the first Hero enters this room, read aloud the following:

"The walls of this temple are strewn with shabby hangings depicting scenes of decay and corruption. Rabid plague victims scream silently at the Heroes from the moth-eaten cloths and canvases.

The altar is covered in moss and ravaged by the blows of sacrificial knives

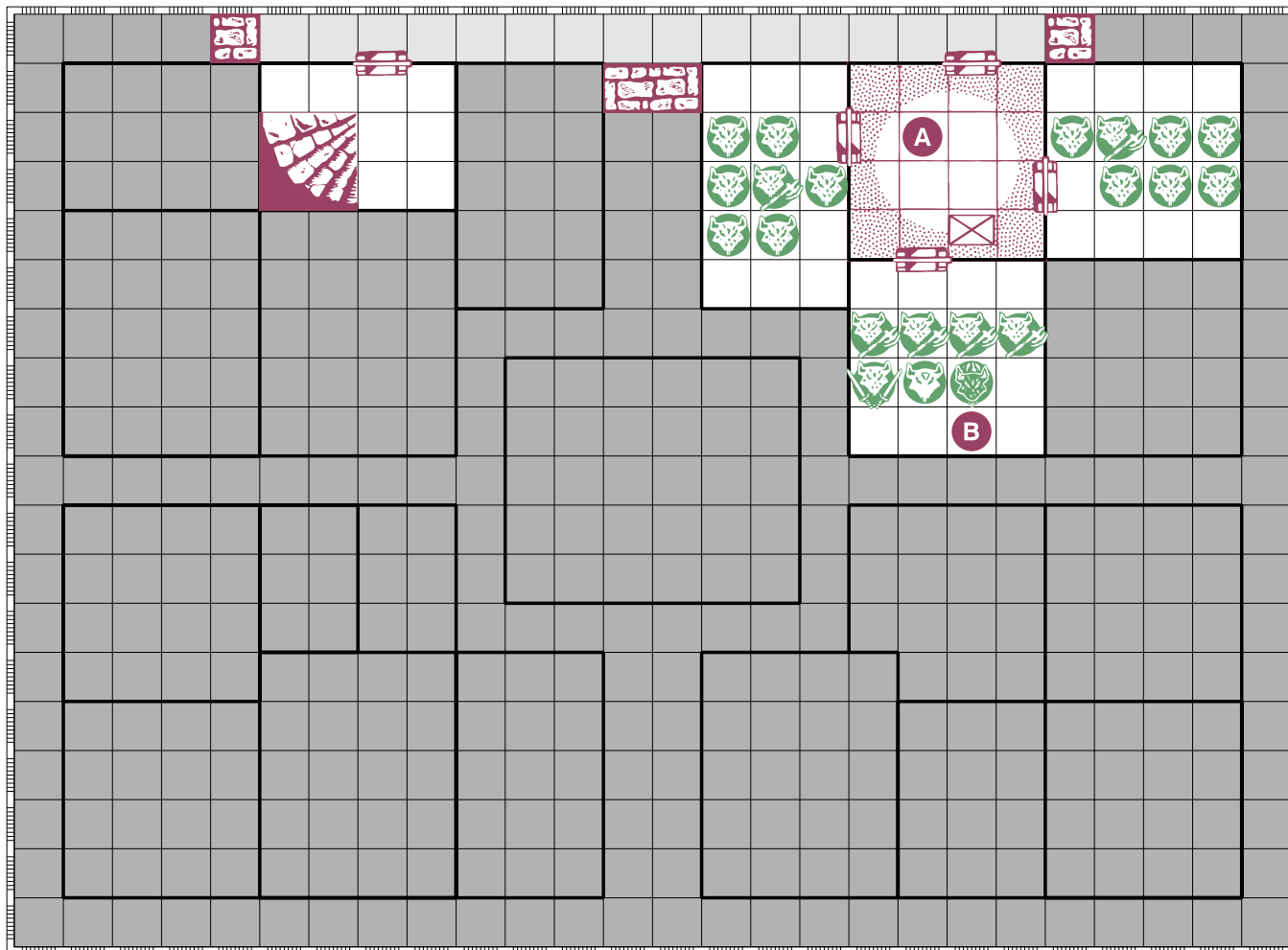
pounded into its surface. A trail of slime has oozed down from a crack in the front of the altar, only to set and solidify across the magic circle crudely daubed on the rough flagstone flooring."

Any Skaven standing on the magic circle rolls one extra combat die for attacking or defending. The next wandering monster in the rotation may be placed in this room on Zargon's first turn after the Hero had entered.

The first Hero to search for treasure will find a secret panel in the altar. This panel is armed with a gas trap that will inflict 2 Body Points of damage, if it is not disarmed. The panel contains the third piece of the Shattered Amulet.



Wandering Monster in this Quest: Skaven Plague Monk and Skaven Censer Bearer



Quest 4

The Amber Room

"The fourth dungeon is the domain of Clan Skryre, the Warlock-Engineers. They are protected by the warriors of Clan Mors and their own powerful magic. The dungeon is suffused with the power of magic.

There is an air of mystery and illusion about this dark place. Walls seem to shimmer, doors creak ominously and those trained in the arts of sorcery can see the colored mists of magic floating darkly down the passages."

NOTES:

A When the first Hero enters this room, read the following sentence aloud:

"On the far side of this room, you can see a large block of amber set into the wall. Embedded in its center is the fourth part of the Shattered Amulet. As you move closer, you realize it is simplicity itself to smash the amber with a sword or axe and retrieve the final part of the Amulet."

As soon as a Hero attacks the amber, the room rotates 90 degrees. The room begins with its open wall facing to the north. Zargon must roll 1 red die to determine the direction the room rotates. Also, at the end of each of Zargon's turns, the room again rotates. On an even roll the room rotates clockwise. On an uneven roll the room rotates counter-clockwise.

The amber has 10 Body Points but cannot roll defend dice. Once it reaches 0 Body Points it will shatter and the Amulet falls to the floor. The Amulet may only be picked up by a search for treasure in the room.

B The Gray Seer knows the following Skaven Spells: Choke, Poison Globe, Sharpen Blades, Shield of Protection, Spirit of Vengeance, and Summon Skaven.

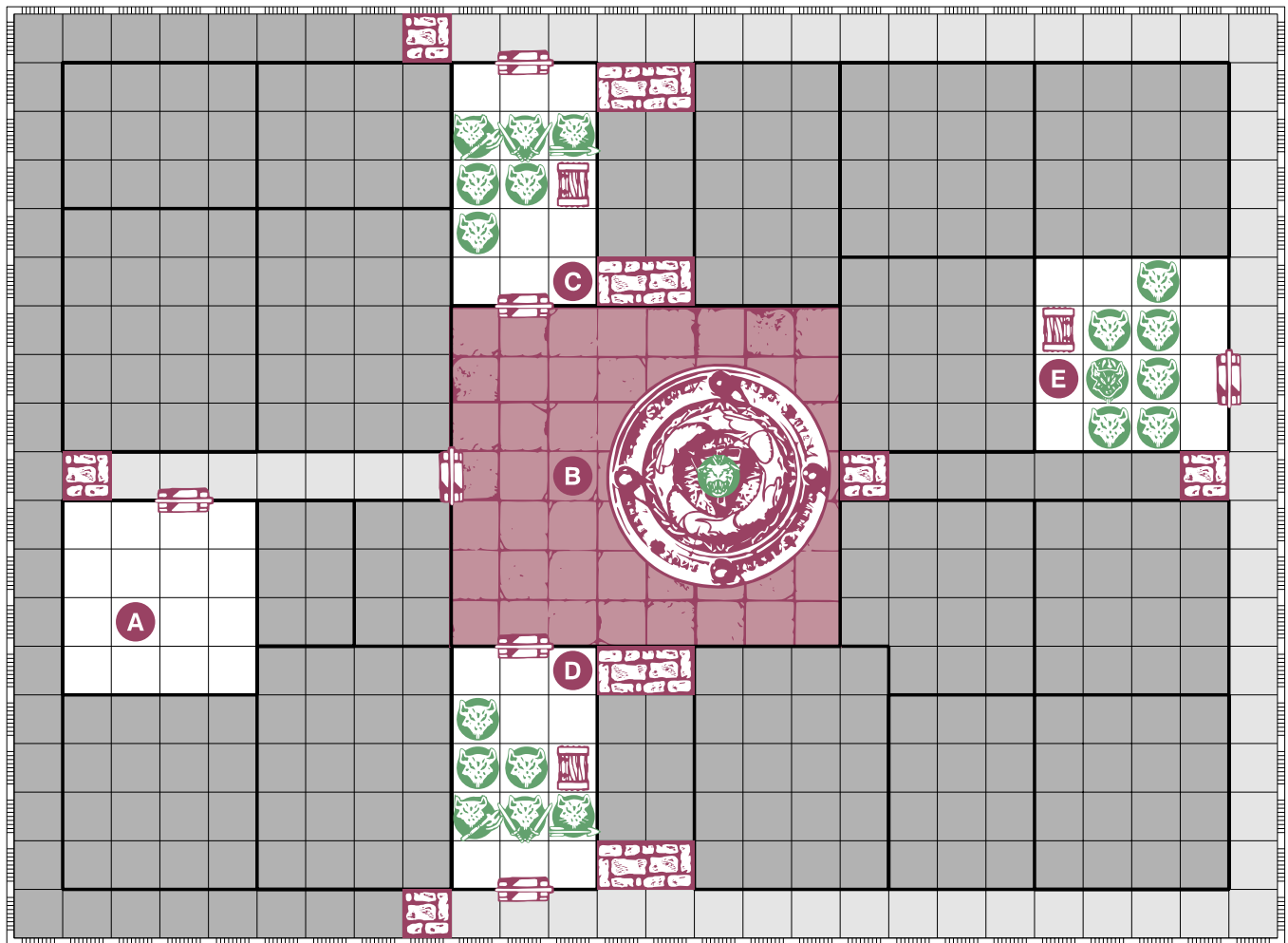
Once the Heroes have the last piece of the Shattered Amulet, read the following sentence aloud:

"As you put the last shard of the Amulet in place, there is a sound of rushing wings and the Amulet disappears. A strange silence descends on the room, and a chill wind starts to blow. A thick mist seems to rise from the floor, covering the bodies of the slain. Slowly a new room takes shape around you. It is very cold, and the light is weak and bluish. You realize at once you are not alone."

The Heroes go directly to Quest 5. They do not regain any lost Body Points, Mind Points, or any used spells.



Wandering Monster in this Quest: Skaven Champion



Quest 5

The Prison of Ice

"The Prison of Ice is the location to which Solkan banished Praznagar. It is located in a small nub of reality within the void – there is no way out except to defeat Praznagar and his bodyguard.

The air here is chilly and it seems to curl around you, probing the chinks in your armor with tongues of cold fire. As if from a great distance, you can hear a terrible agonized roar that seems to echo across a great gulf of time."

NOTES:

- A** The Heroes begin in this room.
- B** Place the Shattered Amulet in the room as shown. Zargon's general Praznagar is frozen inside the large block of ice. His enraged shout can still be heard from when he was cast into the eternal frozen exile. Nothing the Heroes try will melt the ice. They may not enter any square fully or partially covered by the Amulet.

Praznagar's stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	5	4	5	4

A Hero holding a magic gem may enter the circle. Once a Hero enters the circle he cannot leave until Praznagar is defeated.

- C** The chest contains 300 gold coins and a magic gem.
- D** The chest contains 300 gold coins and a magic gem.

- E** The Gray Seer knows the following Skaven Spells: Choke, Poison Globe, Sharpen Blades, Shield of Protection, Spirit of Vengeance, and Summon Skaven. The chest contains 100 gold coins, 2 magic gems, and a Spell Scroll: Courage.

If the Heroes defeat Praznagar, the gems lose their magic but are worth 500 gold coins each.

Upon defeating Praznagar, the Heroes find themselves standing in the countryside. The void has closed and the Amulet has returned to Solkan.



Wandering Monster in this Quest: Skaven Sentry