

HERO QUEST™

Renegade!

Q U E S T



B O O K

Introduction

Reports have been reaching the Emperor about Fimir raiding parties in the marshes southwest of the capital. The exact location of the base used by these parties is unknown; your instructions are to find and destroy it. The village of Kammendun has suffered the most from these attacks, so you decide to begin your search for the Fimir stronghold there. Traveling on a little-used trail through the Belsor Moors, you enter a shallow valley. A mist begins to form; not an unusual occurrence for this area. It thickens until visibility is reduced to a few yards [meters].

"SSSTOPP, HUMANSSS!" The hissing cry comes from out of the mist, hiding the speaker from view. You stop, and a group of three Fimir emerges from the fog ahead of you. All around, bulky shapes appear from out of the mist. You are surrounded by dozens of Fimir!

The Fimir make no move to attack; instead they watch you steadily with their single eye. The Fimir in front of you slowly steps forward.

"CAREFFFULLL, HUMANSSS" hisses the Fimir, its tail lashing warningly as it approaches. It stops several paces in front of you. "IT ISSS A RUNNNAWAY WE LLLOOK FFFOR, A RENNNEGADE, YESSS. YOU SSSEEE?"

You tell the truth, realizing that while you have probably found your raiders, you are surrounded. "No", you reply. "You are the first of your kind that we have seen since entering the Moors."

The Fimir narrows its eye, staring at you. "WELLL", it says, "ONNN WE SSSEARCHHH...THERRRE ISSS A HHHHUMAN VILLAGE CLLOSE...WWWE WILL SSSEARCHHH THHERE. MAYBE WE KILL THHERE...UNLESS WE FFFIND RUNNNAWAY BEFFORE..."

The Fimir turn, and vanish back into the mists. No trace of them can be found. You continue on your way to Kammendun, a new urgency in your steps.

You arrive at the small village – a few buildings at the edge of the River Schaumfluss. As you enter the town the villagers crowd about you, telling of the

depredations caused by the Fimir. One tells you that their mayor has recently disappeared, and is feared to be dead. Suddenly a shout is raised down by the water's edge. You hurry to the shore, along with the villagers, and find a few fishermen clustered around a small boat. Inside you see a man, wounded and bleeding, lying in the bottom of the small craft.

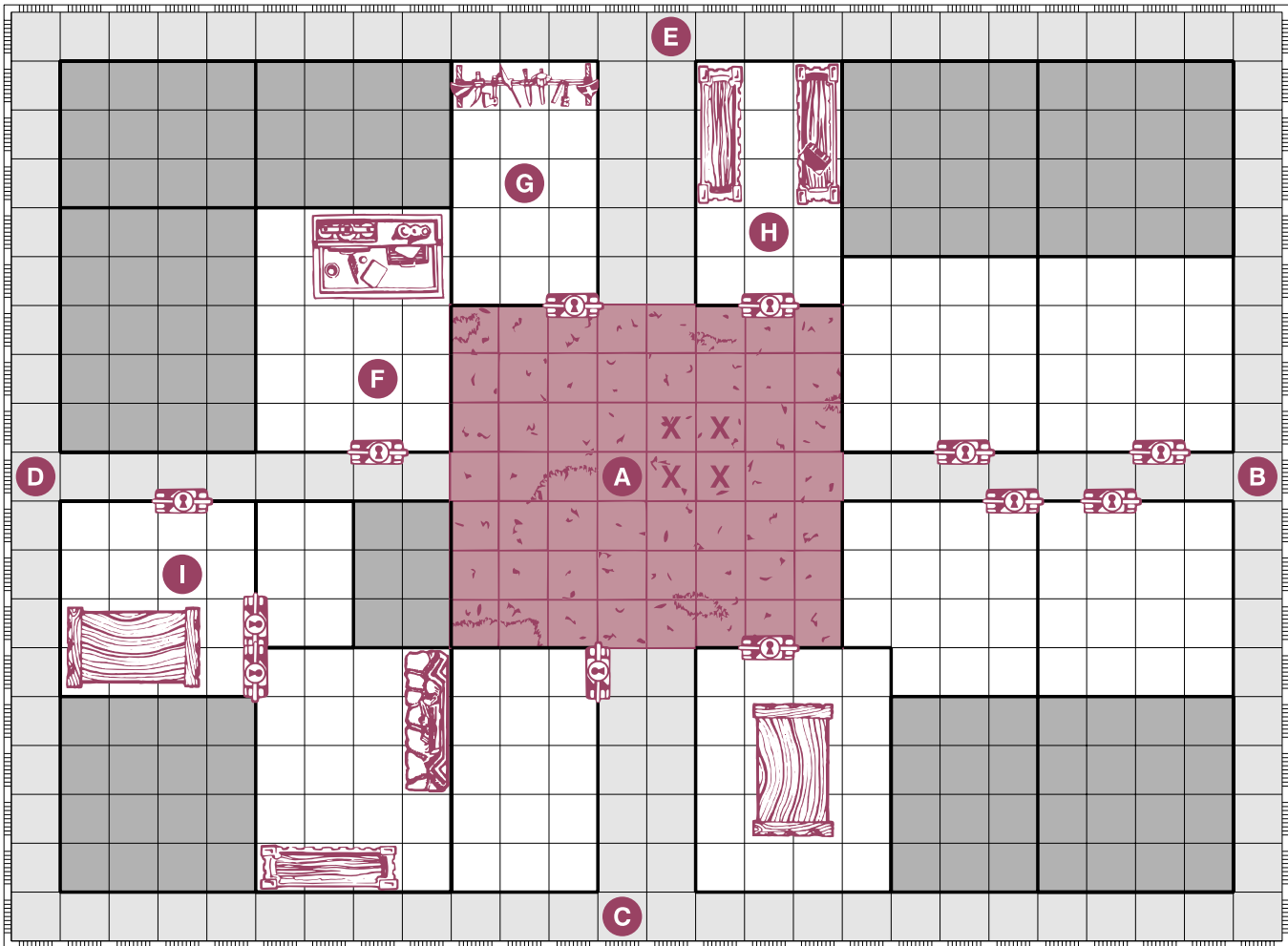
"Fimir", he murmurs weakly, "I was attacked by a Fimir in the old mine. Nearly killed me..."

"What?" shouts someone from the crowd, "Did a Fimir Warparty attack you?"

"No, a single Fimir. A single Fimir was in the mine." With that the wounded man lapses into unconsciousness.

Talking with the villagers, you discover one who knows of some old ruins about a day's journey away – the most likely place for the Fimir stronghold you seek. You also ask the way to the mines, and the villages point the way. You are now faced with a dilemma – do you seek out the Fimir stronghold as instructed by the Emperor, hoping to catch the Fimir there and destroy them, do you stay in the village and help defend it against the attacking Fimir and look for the Fimir stronghold later, or do you go to the mines to search for the renegade Fimir – maybe finding him will head off the Fimir attack?

What do you wish to do?



Board 1

You enter the village, wary for the oncoming Fimir attack. The villagers quickly lock up their shops and homes and escape the town to hide until the attack is over. You assume that you are alone, until a young man approaches you.

"Thank you for helping us", he stammers.

"Why didn't you leave with the rest of the people? You're no warrior – leave the fighting to us", you tell him.

"I know this area better than most – I'm a trapper, you see. I spend my days hiking through the hills and marshes. I know where I can hide and still see all the countryside surrounding

the village. I'll go there now, and come back to warn you when I see the Fimir approaching."

You thank the young man, and he quickly leaves to assume his watch. You begin preparing for battle; checking your armor, sharpening your weapons, learning your spells. You don't have long to wait – several hours after he left the young man comes running into the village.

"The Fimir – they're coming!" he pants.

You send him back to his hiding place, and stand, ready for battle.

NOTES:

1. At the start of this Quest, all the doors in the village are closed and locked. To open a door, a Hero or monster must roll his normal attack dice against it. Each door may roll one defense die to simulate the hardness of the wood. If a Hero or monster makes a successful hit against the door, the door is shattered. Replace it with an open doorway.
2. The Quest begins with the Evil Wizard player taking his turn first. After this first turn, game play continues as normal.
3. Placing the Fimir on the gameboard:

There are four locations on this map, B, C, D, and E, which are the starting locations for the Fimir. A certain number of Fimir will enter the village from each location – see the letter description for the number.

If, at the start of the Evil Wizard player's turn, he has some available Fimir figures to place on the board he should roll a red die. A roll of:

- 1 corresponds to location B
2 corresponds to location C
3 corresponds to location D
4 corresponds to location E



Wandering Monster in this Quest: Fimir

NOTES continued:

If a 5 or 6 are rolled or if all the Fimir from the location have been played:

1. If Fimir are already on the board, then do not play any figures for this turn.
2. If there are no Fimir currently in play, then re-roll.

Except for the special Fimir from locations C and E, place 1 Fimir on the board at a time, corresponding to the location rolled as above. See these locations for the description of the times you place more than 1 Fimir on the board.

4. The Quest continues until all the Fimir have been placed on the board and defeated.

5. An alternate way of playing this level is to not place the Fimir on the board until they are in the line-of-sight of a Hero. Keep track of the monsters movements on paper or on the game map until they become visible – then place them on the board.

A Start the Heroes here. Place one Hero on each of the spots marked with an X.

B This location is the starting point for 4 Fimir.

C This location is the starting point for 6 Fimir. The fifth time this location is rolled, two Fianna Fimir start here.

D This location is the starting point for 3 Fimir.

E This location is the starting point for 5 Fimir. The second time this location is rolled, two Fianna Fimir and one Fimir Noble start here. The Fimir Noble knows these spells: Cause Panic, Quagmire, Acid Rain, and Slithering Doom.

F When a Hero is outside the door, tell him: "A sign outside the door reads 'Mayor'". The office is empty.

G When a Hero is outside the door, tell him: "A sign outside the door read

'Carlton's Armory'". The shop is empty.

H When a Hero is outside the door, tell him: "A sign outside the door read 'Potions and Charms'". The shop is empty.

I When a Hero is outside the door, tell him: "A sign outside the door shows a rearing Unicorn. This must be the village Inn." The Inn is empty.

At the end of the Quest:

You will need to read one of the descriptions below, depending on whether the Heroes played this board first, second, or last.

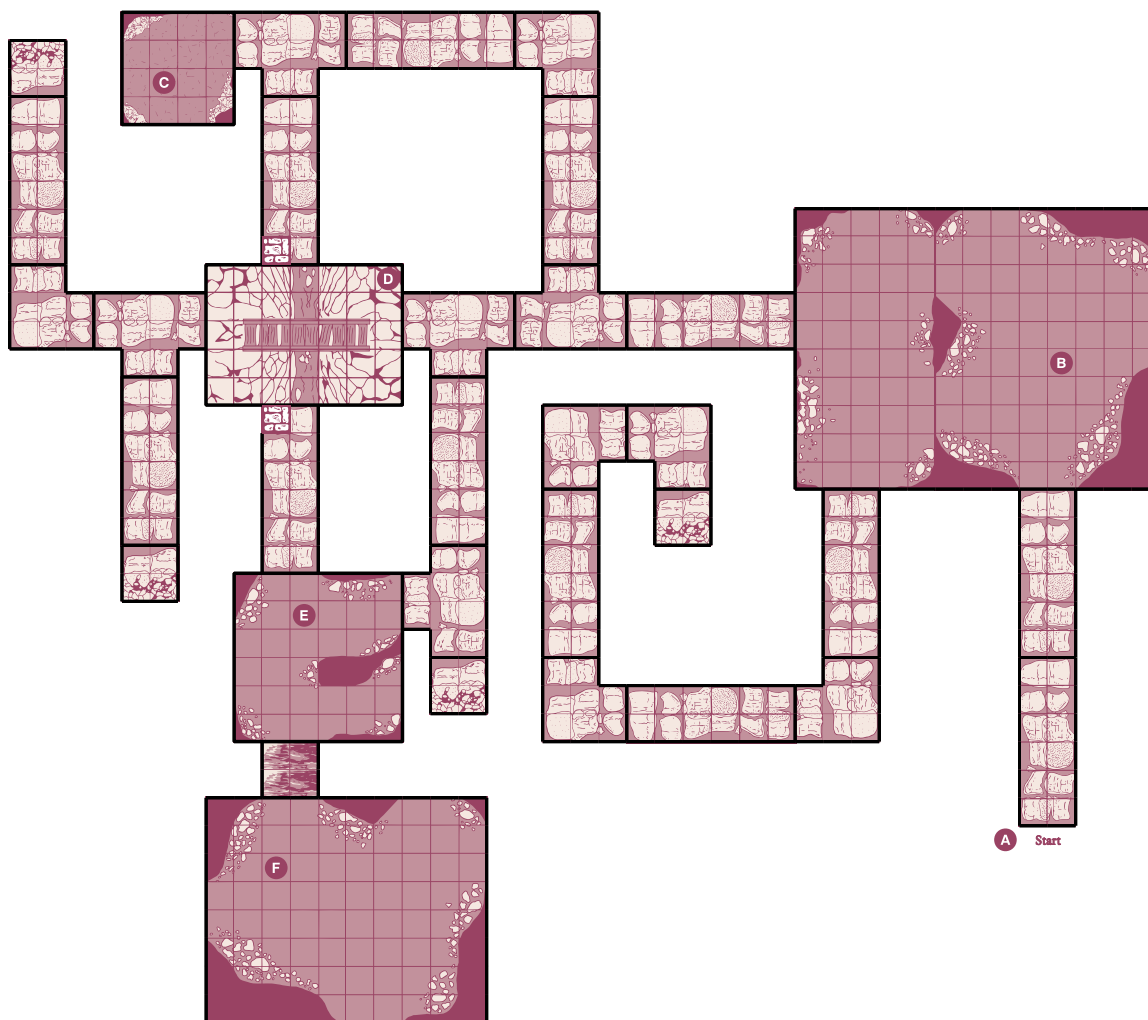
1. If this board was played first, read: "The villagers, seeing that the Fimir attack is over and their shops and homes are not in flames, creep back into town. Soon a joyous festival ensues, with all the people celebrating your victory over the Fimir. During the celebration the local blacksmith, thankful that you have saved him, comes up and offers each of you one weapon or piece of armor from his shop at half price. The Alchemist, standing nearby and not wanting to be outdone by the Blacksmith, makes each of you the same offer. They leave arm in arm, drinking ale. Now another decision awaits you – do you find the Renegade in the mines or attack the Fimir stronghold?"

2. If this board is played second, read: "The villagers, noticing that their shops and homes are not in flames, creep back into town. Soon a joyous celebration ensues, with all the people celebrating your victory over the Fimir. You see the Blacksmith and the Alchemist, arm in arm. They motion you over, telling you to make sure you visit their shops before you continue on your battles."

3. If this board is played last, read: "The villagers, seeing that the Fimir attack is over and their shops and homes are not in flames, creep back into town. Soon a joyous festival ensues, with all the people celebrating your victory over the Fimir. You join in the celebration – tomorrow you will begin your journey back to the capital to report back to the Emperor. He will be pleased that you completed your mission and destroyed the Fimir raiders." This is the end of the Quest Pack!

NOTES continued:

Note – If the party played the Fimir Stronghold Quest first and rescued the Mayor, then read this after reading either #2 or #3 above: "During the celebration you spot the mayor. He motions you over, and leads you to his office. Unlocking a desk drawer, he hands you a bag. 'Here, this is for rescuing me. It contains 4 gems each worth 250 gold coins – one for each of you.' You accept the reward, and with the Mayor return to the party."



Board 2

The Mines

You follow the trail shown to you by the villagers, and come to the entrance to the mine. Torches given to you by the villagers provide light as you enter the horizontal passage. The floor is rock-strewn, and the mine has not been worked in many years,

giving you fears of possible collapses. Looking around you see no signs that anything alive has been in here for a long time, but yet you know that a lone Fimir may be lurking in some dark passage...

NOTES:

1. You can play with the torch rules included with the cave passages tiles. If you do so, give each player 2 torches at the beginning of the Quest. If they do not accomplish the task of finding the renegade before the torches run out, they will have to go to town to buy more from the Armory, which sells torches and lanterns.

If you prefer, allow the Heroes one torch, but it will last an unlimited number of turns. Either way, only place the tile the Hero or Heroes with torches are on, plus the tile in front and the tile in back on the table at the same time. This will give the Fimir Renegade the darkness he needs (see below).

2. The Fimir is in location F (see notes for that location, and location E). He will leave this location to try to ambush whichever Hero is last in the party, waiting in the dark or in a side passage for the rest of the Heroes to pass by. He will then attack the last Hero by surprise. Because the Hero is surprised, the Fimir may make a second movement roll after his attack. If the Fimir makes it off the current "lit" boards, he has escaped back to location F. He will wait there until either the time is "right" to set another ambush, or until his lair is discovered.

The Fimir is a Noble. He knows these spells: Marsh Gas, Cause Panic, Quagmire, Slime, Black Mist, and Slithering Doom.

3. Using the above "torch" rules, all passages leading out of a room are placed on the map when the room is entered. To make the map more readable, I have not placed the "blocked cave passage" tile over all the unused exits from the cave rooms. You can either use these to block off the passages, use the blocked passage tiles that came with the boardgame, or let the players know that any exit that has no passage is not in use.

- A** The Heroes start here.
- B** This room is made by using the tiles Room 1 and Room 2, attached together.
- C** This room is made by using the tile Room 5.
- D** This is the Chasm tile. Note that the two passages leading in to it from the top and bottom have a blocked passage tile. The room may be entered from the left or right, which puts the Heroes on the appropriate ledge. The swinging

Wandering Monster in this Quest: None

NOTES continued:

bridge may be crossed over to the other ledge. The top and bottom passages open into the lower part of the chasm. When a Hero enters this, read: *"You enter a small passage with a standing pool of water in the bottom. High above you see a swinging bridge"*. The walls of the chasm cannot be climbed. A Hero jumping down to the lower part of the chasm always loses one Body Point when he lands.

The Fimir will try to use this place to ambush the Heroes. He will throw rocks down on them, each causing two attack dice of damage. When throwing rocks, the Fimir does not get to move again like he does when he ambushes a Hero.

If the Fimir casts Black Mist here, he will be able to attack any Hero in the bottom of the Chasm, and the Heroes will not be able to attack back.

E This room is formed by using the tile Room 4. Note the water tiles at the bottom. When a Hero first enters this room, read: *"You are standing at what appears to be the back of the mine. The far end of the room appears to be flooded."*

Place two copies of the water tile at the bottom of this room. The passage is flooded to the ceiling, and the only way for the Heroes to pass though is to swim. If a Hero examines the water, tell him it looks like a passage is beyond.

A Hero must have at least 2 movement points left before attempting to swim. Move him to the second water tile, and stop him there. At this time place room F on the table, the Hero is now in this room.

F When a Hero swims into this room, tell him: *"You come up in another room. You stop after the swim and catch your breath."*

This room is where the Fimir has made his lair. Unless he is caught while ambushing a Hero, he will retreat here to make his final stand.

Once he has been killed, you can either end the Quest automatically, or have the Heroes make their way back to the entrance.

At the end of the quest:

You will need to read one of the descriptions below, depending on whether the Heroes played this board first, second, or last.

1. If this board was played first, read: *"You leave the mines. As your eyes get adjusted to the daylight, you notice that you are not alone. Once again Fimir surround you."*

'SSSO, HUMANSSS, WE MEET AGAIN. YOU SSSEE RUNNNAWAY?'

You tell the Fimir of your destruction of the single Fimir in the mines. It looks at another and motions with its hand – the second Fimir quickly lopes into the mines. For a long time you wait in silence; neither you nor the Fimir speak. Finally the lone Fimir returns, and nods once at the leader before returning to his place.

[Note – if the Heroes thought to bring the body with them, or some other such proof of their killing the Fimir, you may have to change the above paragraph to 'You show the Fimir the ... The Fimir takes it into its hands, examining it closely with its eye.]

'WE ARRRE THANKFUL, HUMANSSS. WE WILLL SPARE YOURRR LIVESSS, FORRR NNNOW. YOU MMMAY HAVE THESSSE, TOO.'

The Fimir hands you a small bag. Inside you find three gems, each worth 80 gold coins, and two spell scrolls; one of Heal Body and one of Ball of Flame.

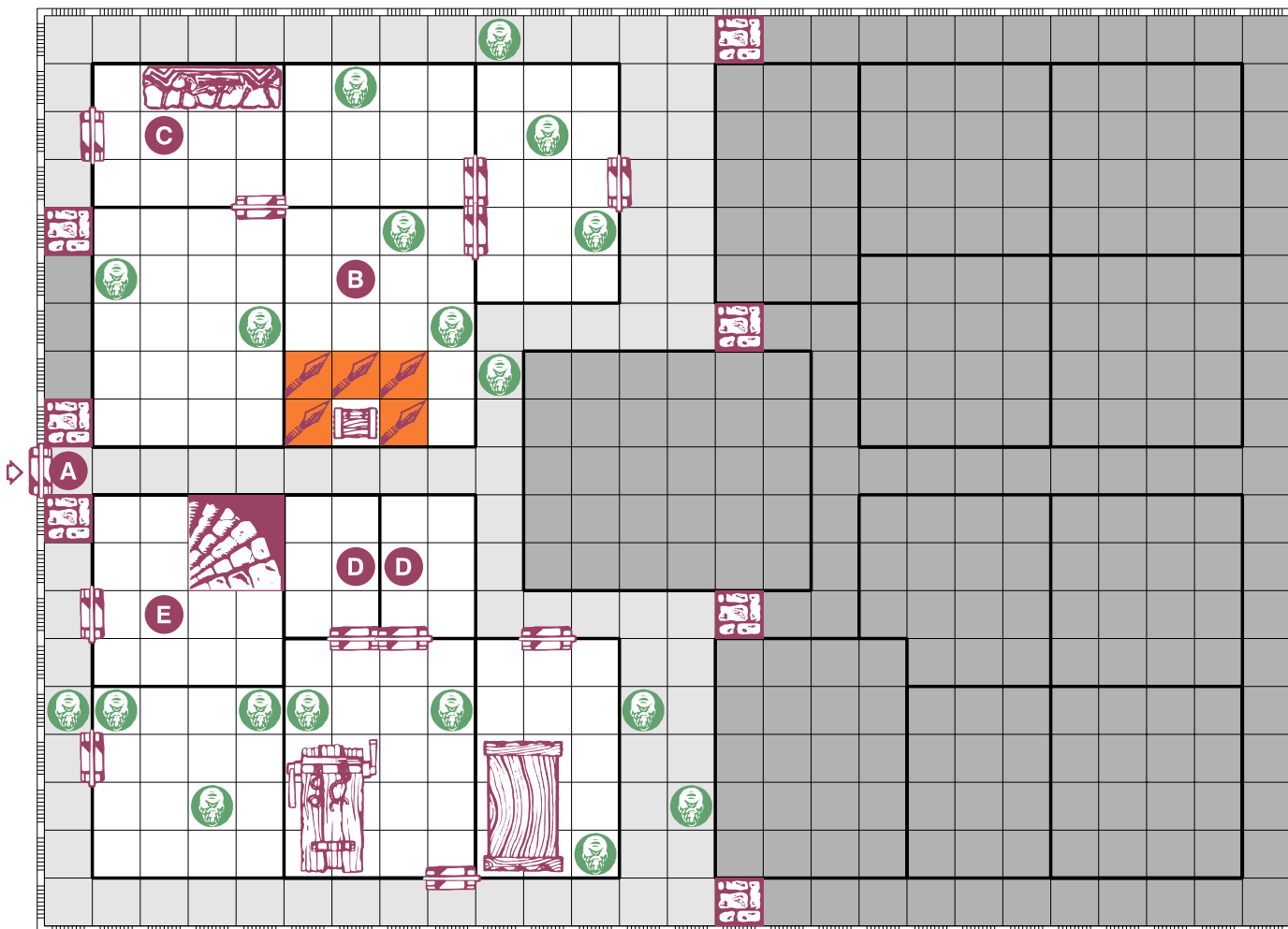
You look up to find the Fimir gone. Have they returned to their stronghold, or are they heading to attack the village? Where do you wish to go next? You can head for the village and hope to stop the attack, or begin your journey to the Fimir Stronghold."

2. If this Quest was played second, read: *"You have found and destroyed the Renegade Fimir. You leave its body [note – either say "in the mine" or "at the mine entrance", depending on whether the Heroes picked it up to carry it]. You still have one more task to accomplish before you can say your job is*

NOTES continued:

finished."

3. If this Quest was played last, read: *"By slaying the Fimir renegade, you have destroyed all the Fimir in the area, stopping the raiding. You begin hiking back to the village, where you will rest before returning to the Emperor with your good news."* This is the end of the Quest Pack!



Board 3

Fimir Stronghold – Upper Level

You find the ruins atop a hill rising up out of the marsh. You can see that something has attempted to rebuild the fallen

fortress – this is the Fimir Stronghold. A Fimir stands guard by the entrance; you quickly dispatch him and enter the gate...

NOTES:

To complete this Quest, all the Fimir on the Upper Level (Board #3) and the Lower Level (Board #4) must be killed. Allow the Heroes to freely move between the two boards until all the Fimir are killed.

- A** The Heroes start here.
- B** The chest in this room contains 100 gold coins and a Potion of Major Restoration.
- C** Up inside the fireplace flue you find a small sack. You may want to only give this out if a Hero specifically searches the fireplace. When it is found, read: *"As you pull the small sack out of its hiding place, you knock over a loose rock. The noise doesn't go unnoticed – in bursts a Fimir!"* After the battle you can tell the Hero that he has found a diamond worth 100 gold coins.
- D** If the Heroes did one of the other Quests first, then when the second cell is opened read: *"Inside you find a body. You look it over, and decide it matches the description of the mayor given to you by the villagers. Now at least you can tell them the fate of their leader."*

If the Heroes have chosen this as their first Quest, then the Mayor of the village of Kammendun is locked in one of these cells. The Heroes must open

both to find him. The first cell they open, whichever it is, is empty. When they open the second, read: *"Inside the cell you see a man. He jumps to his feet and runs to your side. 'Thank you, thank you' he cries as he is shaking your hands. 'I didn't think I would ever see a friendly face again.' The Mayor looks around, then says 'Please, will you take me out of here. I don't think I could find the way around by myself.'"*

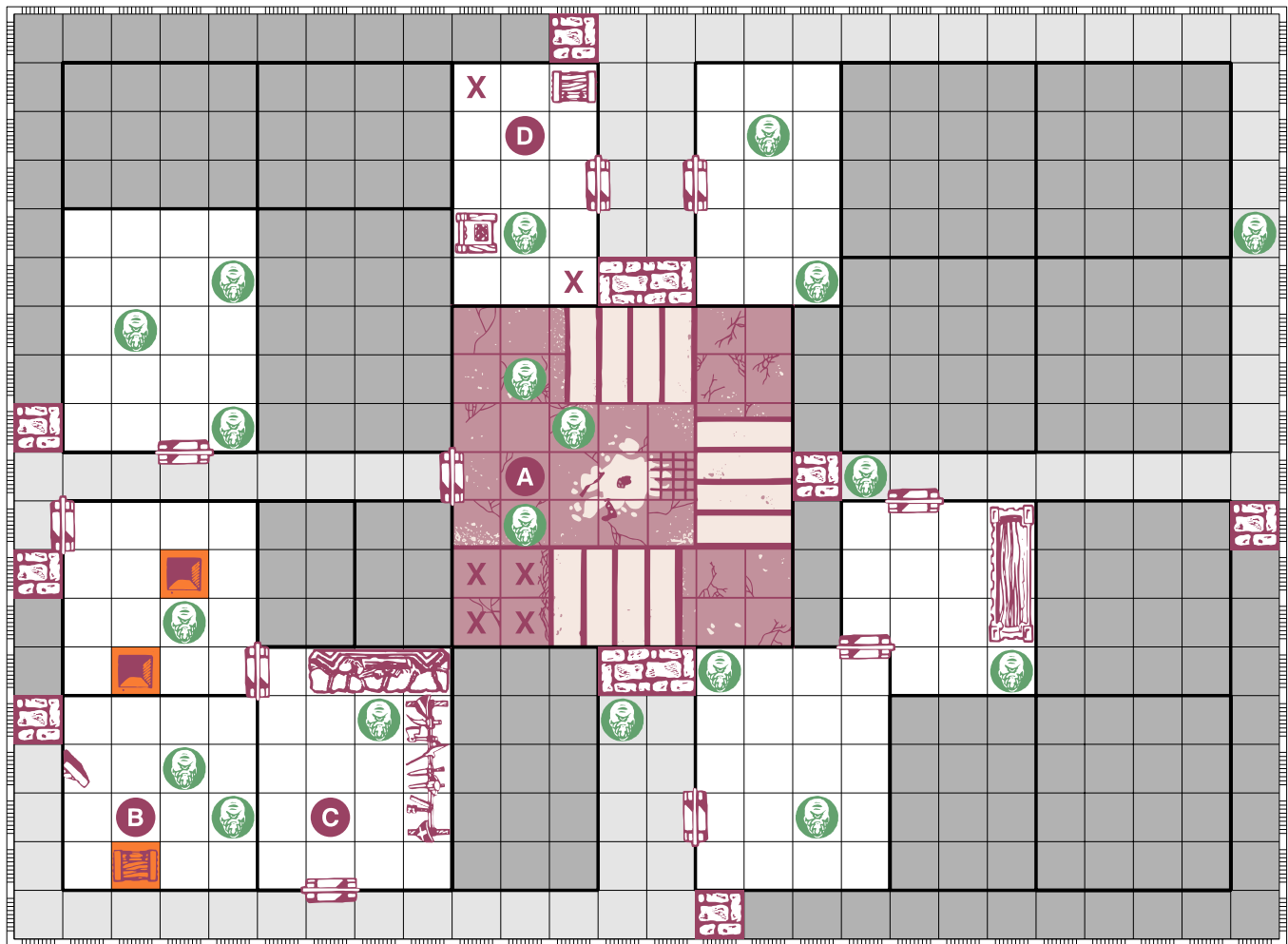
The Mayor will follow you around (you can use an extra human figure if you have one, or the Chaos Warlock). Any Fimir will attack him – he will not attack but does roll two defense dice and has 5 Body Points. He should be moved by the Evil Sorcerer player, and will stay in sight of the last Hero in the group. He will follow the players either until board #4 is finished, or escorted to the front door.

If escorted to the front door, read: *"As you show the mayor the way out of the stronghold, he shakes your hands a final time. 'I will be forever in your debt, my friends. When you next come to Kammendun I will give you further proof of my thankfulness.' With these final words he exits the stronghold."*

- E** These are the steps to the lower level of the stronghold.



Wandering Monster in this Quest: Fimir



Board 4

Fimir Stronghold – Lower Level

You descend the stairs to the next level of the Fimir Stronghold. Emerging into a large room, you surprise three

Fimir...

NOTES:

To complete this Quest, all the Fimir on the Upper Level (Board #3) and the Lower Level (Board #4) must be killed. Allow the Heroes to freely move between the two boards until all the Fimir are killed. These boards were designed so that the Heroes would regain lost Body and Mind Points when moving between them, but they could not purchase new items in between them. You may want to limit the "regaining" of lost Body and Mind Points to the first time they move between the boards to prevent them from moving back and forth to regain lost points every time one is lost.

- A** The Heroes start here on the places marked X. The stairs room tile is in this room. Place the Fimir on the board. They are surprised by the appearance of the Heroes. The Heroes may move first.

Any figure, whether monster or Hero, may only attack a figure that is one level above or below it in hand-to-hand combat; i.e. the Heroes may only attack the Fimir with spells or range weapons from the starting position. Any figure attacking in hand-to-hand combat an enemy that is above it rolls one less attack die than normal (unless the figure only gets one attack die, then it may attack as normal).

- B** This chest is trapped with a poison gas that will do 1 Body Point of damage to any Hero in the room if the trap is sprung. The chest contains 100 gold coins.

- C** The weapons rack contains 1 battle axe.

- D** The two squares marked with an X mark the locations of Fianna Fimm. The Fimir shown on map (next to the throne) is a Noble. He can cast these spells: Cause Panic, Slime, Acid Rain, Marsh Gas, and Slithering Doom.

The chest contains 600 gold coins.

At the end of the Quest:

After all the Fimir are killed on Boards #3 and #4 (Fimir Stronghold Upper Level and Fimir Stronghold Lower Level) this portion of the Quest is complete.

If the Heroes chose the Fimir Stronghold first, they will not get their reward until they finish the Village board (see rules for board 1).

At the end of the Quest, no matter what order the Fimir Stronghold was played, read: *"As you finish off the last Fimir, the halls of the stronghold become quiet. The Fimir raiding party is destroyed..."*

You will need to read one of the descriptions below, depending on whether



Wandering Monster in this Quest: Fimir

NOTES continued:

the Heroes played this board first, second, or last.

1. If the Heroes chose the Fimir Stronghold first, then read: *"but your Quest is not complete. The village is in danger, and the Fimir Renegade is still loose."*

If the Mayor is still with the group, read: *"You leave the stronghold, leading the mayor to the exit. At the entrance, he shakes your hands a final time. I will be forever in your debt, my friends. When you next come to Kammendun I will give you further proof of my thankfulness." With these final words the mayor leaves you, and heads back to the village of Kammendun."*

2. If the Heroes chose the Fimir Stronghold second, then read: *"but your Quest is not complete. You still have one more task to accomplish. After resting, you begin the trip towards your next battle."*

3. If the Heroes chose the Fimir Stronghold last, then the Quest Pack is complete. Read: *"and your task is complete. You have completely eliminated the menace that the Fimir posed. As you begin the journey back to the capital, you know that the Emperor will be pleased."*