

HeroQuest™

Skraggmar

Q U E S T



B O O K

A Message from Mentor

My friends, gather around and listen very carefully to my words...

Thousands of years ago, Zargon took a personal interest in three mages who showed a lot of promise in the dark arts. There was an Orc, a Skeleton, and a Chaos Warrior. Zargon trained each of his "darlings" personally, instructing them in many chaos magic arts and in combat skills. They are warrior mages, making them very dangerous opponents.

As Heroes of the Realm, I give you the task to seek out and destroy each one, ending the threat forever. I should warn you, Zargon used magic to increase not only the monster's strength, but the size as well. Each of these monsters I send you to destroy is four times the size of any monster you have faced before.

Skraggmar, a gigantic Skeleton, awaits you in the tomb of the elven explorer Liffin. Liffin was legendary for his prowess in battle and for mapping out many of the tunnels around the land of Athelorn. For his valor, the Emperor presented him with the Blade of Athelorn, a mighty sword crafted to defeat undead monsters. Using this sword, Liffin fought his way to the underground lairs of many of the elite skeletons, known as the Spirit Riders. He defeated much of the skeletal army, hurting Zargon's advances along the borders of Athelorn.

However, it was the Chaos Warlock called Lanmarr that finally defeated Liffin. Liffin was exploring an ancient catacomb that he felt was the center of Zargon's elite undead forces. The tomb had three occupied burial chambers and one empty one. In the empty burial chamber, Liffin found a secret door leading to a magnificent Hall, the headquarters of Skraggmar. He did battle with Lanmarr, and was eventually defeated by Lanmarr's powerful magic. Since it was Liffin that rediscovered the catacombs of the great and ancient elves, the largest burial chamber became his tomb.

The great book, Lore tome, has shown me three parts to the tomb. The entryway to the catacombs, which is a maze of corridors leading down to the tomb itself. The catacombs themselves, comprised of four burial chambers, the largest belonging to Liffin. And finally, the magnificent Hall Skraggmar now plots from.

Good luck my friends. Remember, if you need my guidance, listen deep within yourselves.

Mentor

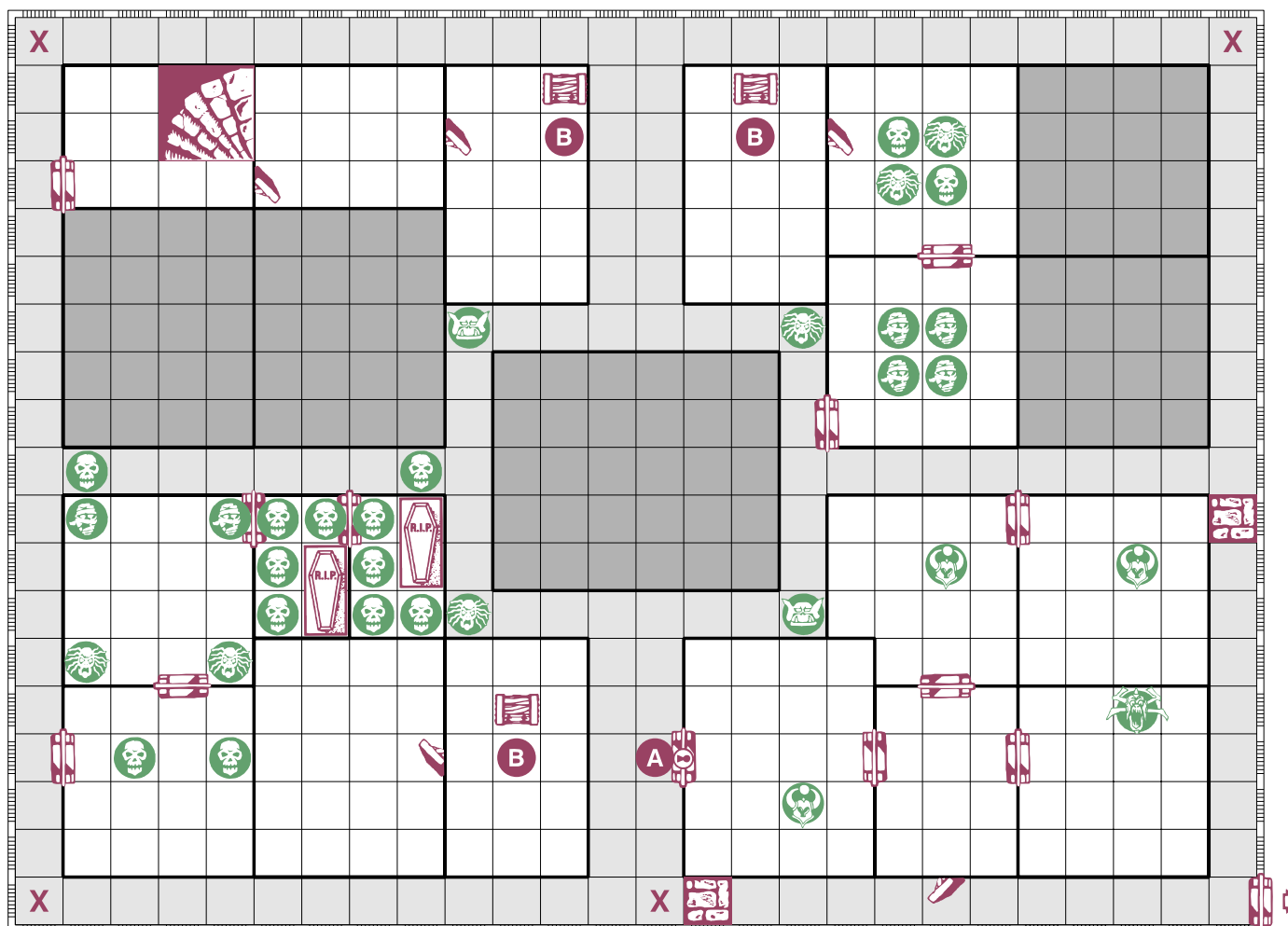
Conclusion

Congratulations, my friends. We have much to be thankful for. Skraggmar has been destroyed and his threat to the world has ended. You have done very well; unfortunately, this is not the end.

Lanmarr, who you faced in the tomb, has survived his encounter with you. Loretome shows him to be on his way to the kingdom of Arcania. He has escaped the tombs with several magic books that contain the magical secrets and incantations for animating Gargoyles. Only time will tell what evil plans, if any, he will cook up. His knowledge of the Escape spell will make him a formidable opponent in the future.

Prepare for more Quests! But for now, the Emperor has awarded each of you 500 gold coins for destroying Skraggmar and invited you to a grand buffet at his castle.

Mentor



Quest 3

Hall of Skraggmar

"Skraggmar's inner sanctum is a lonely place to call home. Be aware of every turn, Heroes! There is powerful magic at work in

these halls, and many undead horrors."

NOTES:

- A** The sensor squares are visible to the Heroes (place them on the game board after a Hero opens the door to the room). When a Hero steps on a sensor square, it immediately teleports him to the sensor square with the matching number.
- B** Skraggmar is in this room. His stats are listed below. See the "New Rules" section for instructions on moving Skraggmar.

Skraggmar:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	5	6	5	6

Skraggmar knows the Chaos Spells of Firestorm, Tempest, Sleep, Command, Fear, and Summon Undead. He may cast these spells once per turn instead of attacking.

Only the Blade of Athelorn can harm Skraggmar. If a Hero is wearing one of those stupid T-Shirts from the Gift Shop, Skraggmar will not attack him.

If Skraggmar is killed, read aloud the conclusion on the following page.

- C** The Chaos Warriors in this room are members of the Doomguard. Their stats

are listed below.

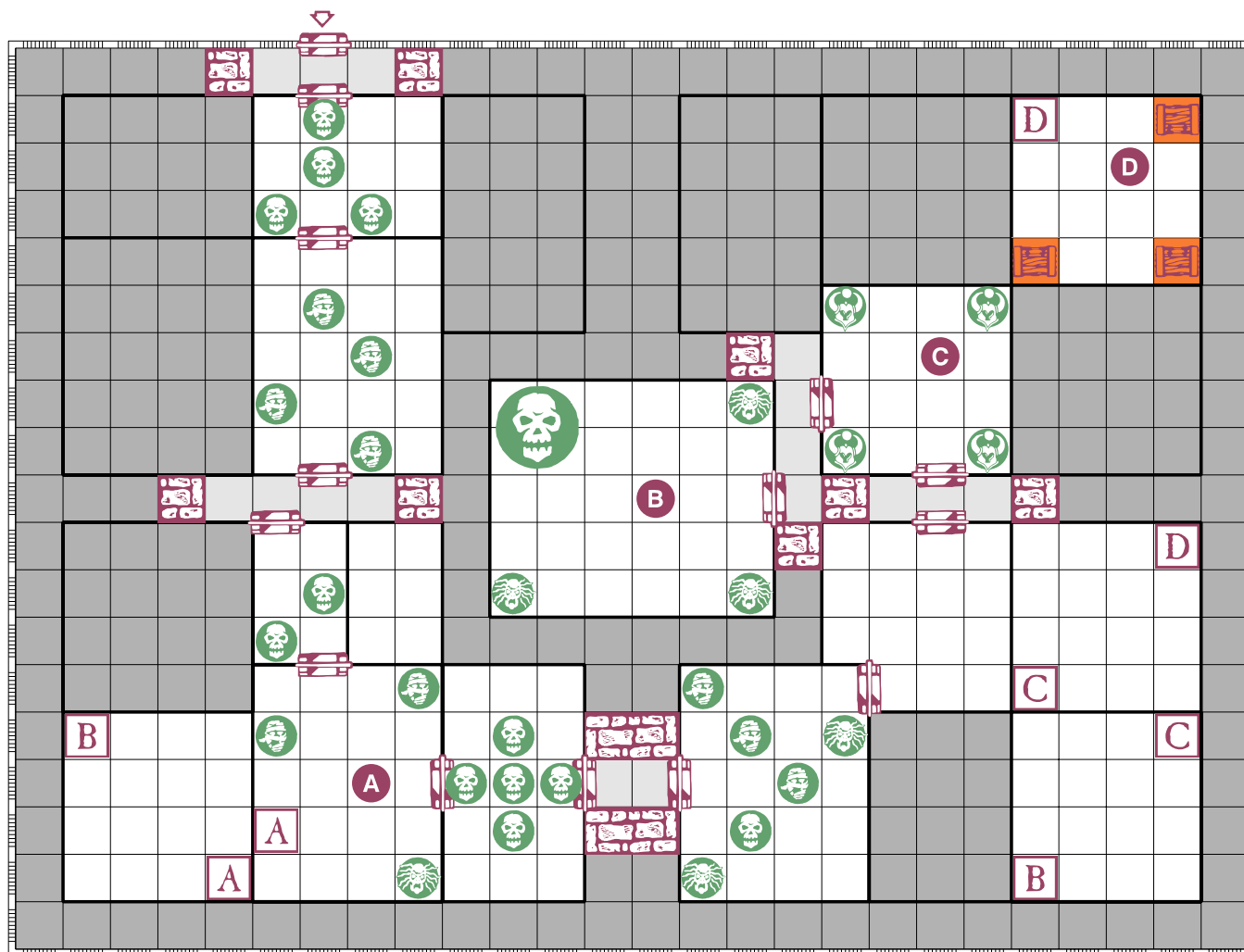
Doomguard:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	6	3	3

- D** All three treasure chests have poisonous gas traps on them. Each trap must be disarmed one at a time. If a Hero searches for treasure without first disarming all three traps (one at a time), he and any other Hero in the room will lose 3 Body Points. Each treasure chest contains a T-Shirt exactly like the one described in the Gift Shop.



Wandering Monster in this Quest: Mummy



Quest 1

The Entryway

"You are about to travel paths that human beings have not tread on for thousands of years. The great elven explorer, Liffin, was the last person to walk this way. His tomb lies

below, a testament to exploring these labyrinthine ruins. You must find the wooden exit door to escape to safety."

NOTES:

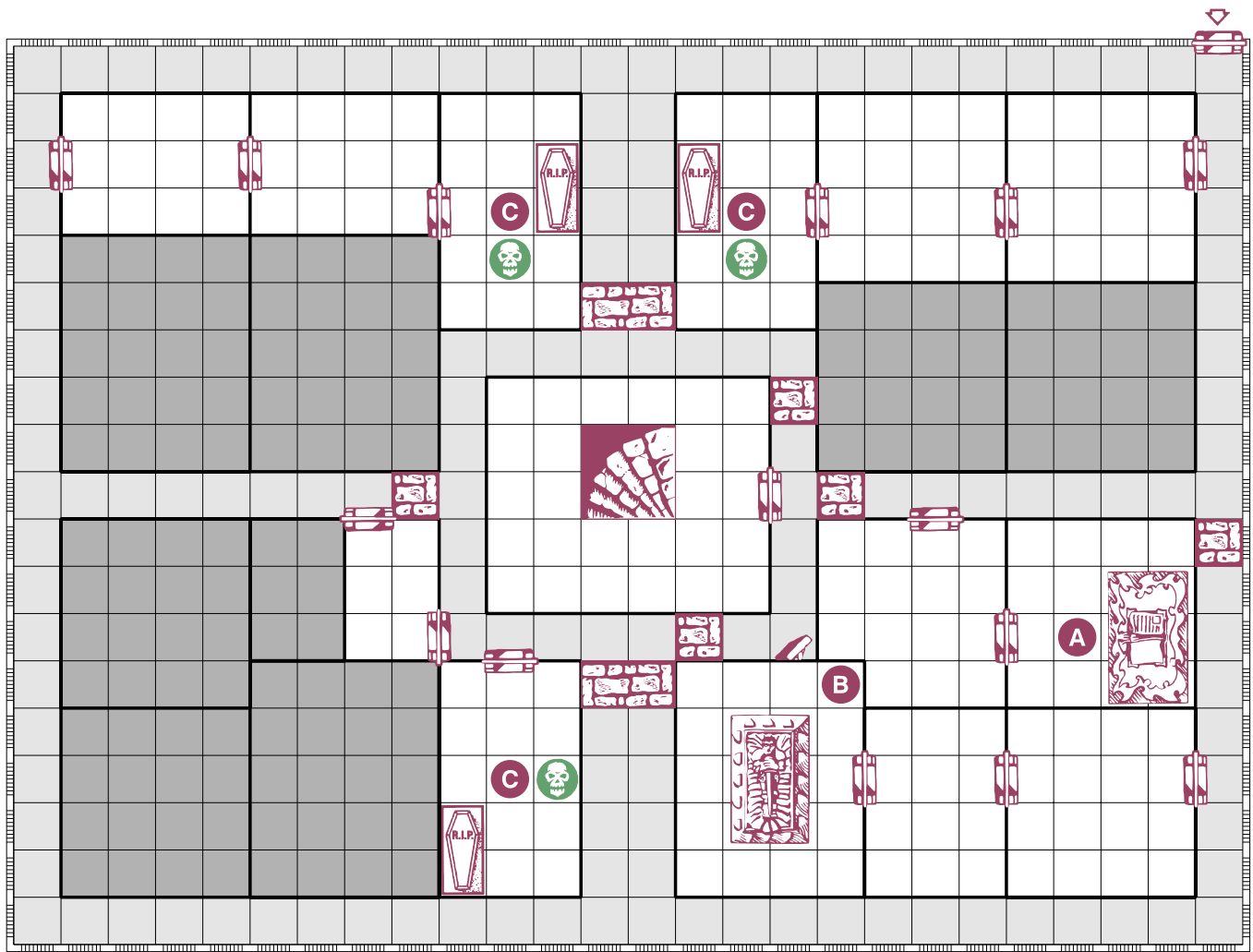
The Heroes enter on the spiral stairway.

On each of your (Zargon's) turns, you may choose two free Skeletons and place them on any of the squares marked X.

- A** This door is locked. To open it, any Hero except for the Elf must roll three combat dice. If all three are skulls, the door is unlocked. If the Elf attempts to unlock the door, he should roll one combat die. If he rolls a black shield, the door is open.
- B** Each of these treasure chests contains 100 gold coins.



Wandering Monster in this Quest: Skeleton



Quest 2

Liffin's Tomb

"These are the catacombs that Liffin was exploring when he fell to the awesome mental powers of Lanmarr. In order to find the

Hall of Skraggmar, you must locate Liffin's tomb, where loretoome says the secret passage to the inner sanctum lies."

NOTES:

- A** Lanmarr, a vicious Chaos Warlock, is in this room. He stands on the space marked A. On his turn, Lanmarr can attack the mind of any Hero in his line of sight instead of attacking. To do so, he rolls one red die for each of his remaining Mind Points. Each time he rolls a six, his victim loses one Mind Point. If the victim is reduced to zero Mind Points in this situation, he is dead immediately unless he has a potion that restores Mind Points.

Lanmarr:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	6	3	8

Lanmarr knows the Chaos Spell of Escape. If his Body Points are greatly reduced, he should cast it. If he does so, he is teleported out of the dungeon to safety.

- B** This is the tomb of Liffin. The first Hero to search for treasure will find Liffin's sword, the Blade of Athelorn, among the dead elf's remains. Give the Hero the matching Artifact Card.
- C** These Skeletons are members of the Spirit Riders, an elite troop of Skeletons that ride into battle on horse. They have the same stats as Chaos Warriors.



Wandering Monster in this Quest: Zombie