



The Arden Daredevils



An Epic HeroQuest Campaign by Mike MacDee

Requires 2 HQ Boards, Dragonstrike Monsters, Skaven, Henchmen, various expansion tiles, and Mike's Custom HQ Trove

Stats for Henchmen, Skaven, Black Dwarves, and Giant Wolves

-HENCHMEN-



SCOUT

MOVE 9 :: ATK 2 :: DEF 3 :: BODY 2 :: MIND 3



HALBERDIER

MOVE 6 :: ATK 3 :: DEF 3 :: BODY 2 :: MIND 3

Can attack diagonally and/or up to 2 spaces away.



CROSSBOWMAN

MOVE 6 :: ATK 3 :: DEF 3 :: BODY 2 :: MIND 3

Wields a crossbow.



SWORDSMAN

MOVE 5 :: ATK 4 :: DEF 5 :: BODY 2 :: MIND 3



GIANT WOLF

MOVE 9 :: ATK 6 :: DEF 3 :: BODY 2 :: MIND 1

Summoned by Bolgia the Beast, or used as supplementary monsters.

-SKAVEN-



CLANRAT

MOVE 8 :: ATK 3 :: DEF 2 :: BODY 1 :: MIND 4

Can make ranged attacks with a sling for 1 attack die.



RAT OGRE

MOVE 7 :: ATK 4 :: DEF 3 :: BODY 3 :: MIND 2



WHITE SEER

MOVE 8 :: ATK 3 :: DEF 3 :: BODY 2 :: MIND 6

Wields 2 random Chaos Spells. As a spell action, may copy 1 random spell card from any enemy magic user in sight, to use immediately or later.

-BLACK DWARVES-

If you don't have suitable Dwarf figures, use the Orc and Bugbear figures from Dragonstrike.



MINER

MOVE 8 :: ATK 2 :: DEF 3 :: BODY 1 :: MIND 3



CHURL

MOVE 8 :: ATK 3 :: DEF 3 :: BODY 2 :: MIND 4

INTRODUCTION

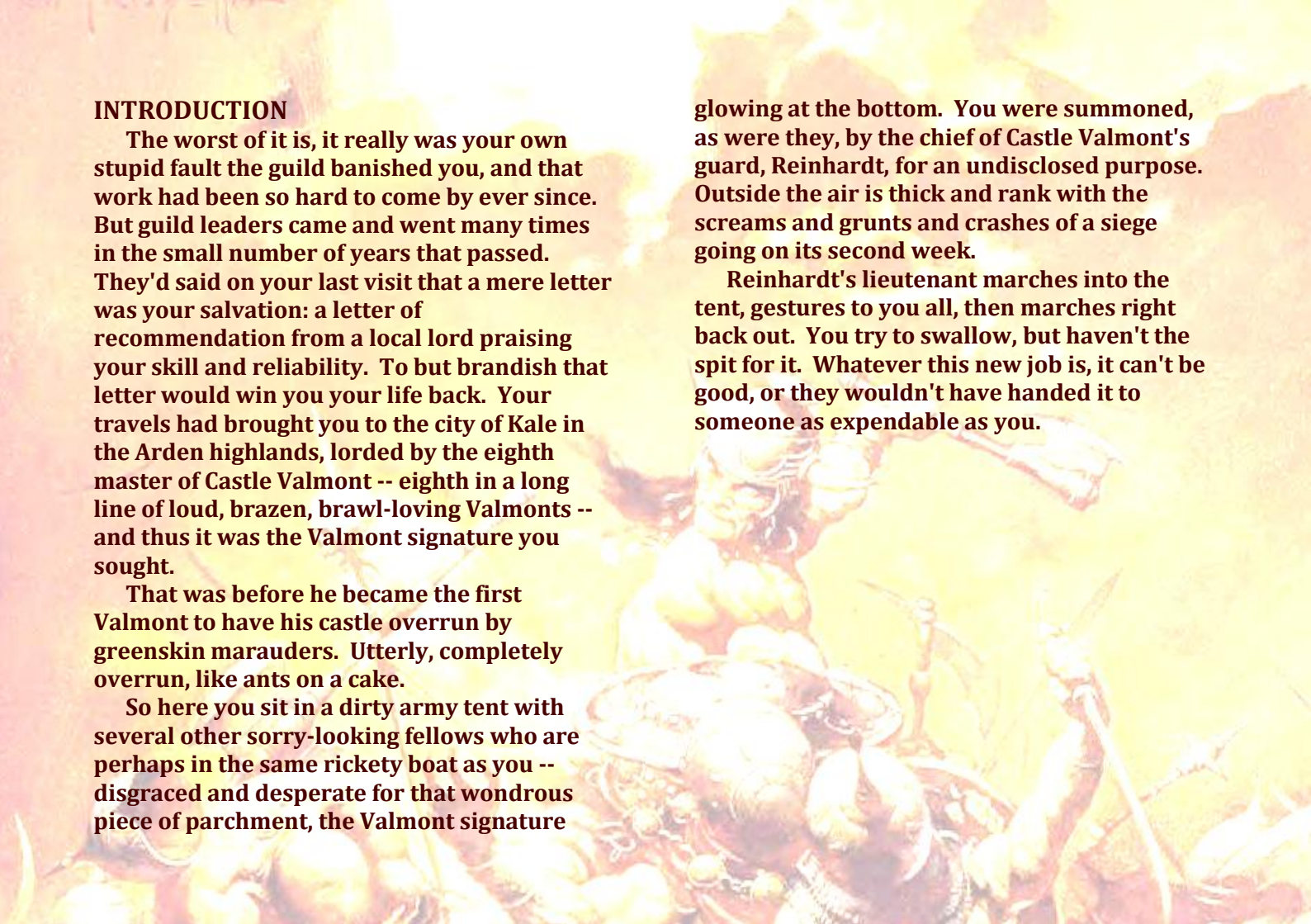
The worst of it is, it really was your own stupid fault the guild banished you, and that work had been so hard to come by ever since. But guild leaders came and went many times in the small number of years that passed. They'd said on your last visit that a mere letter was your salvation: a letter of recommendation from a local lord praising your skill and reliability. To but brandish that letter would win you your life back. Your travels had brought you to the city of Kale in the Arden highlands, lorded by the eighth master of Castle Valmont -- eighth in a long line of loud, brazen, brawl-loving Valmonts -- and thus it was the Valmont signature you sought.

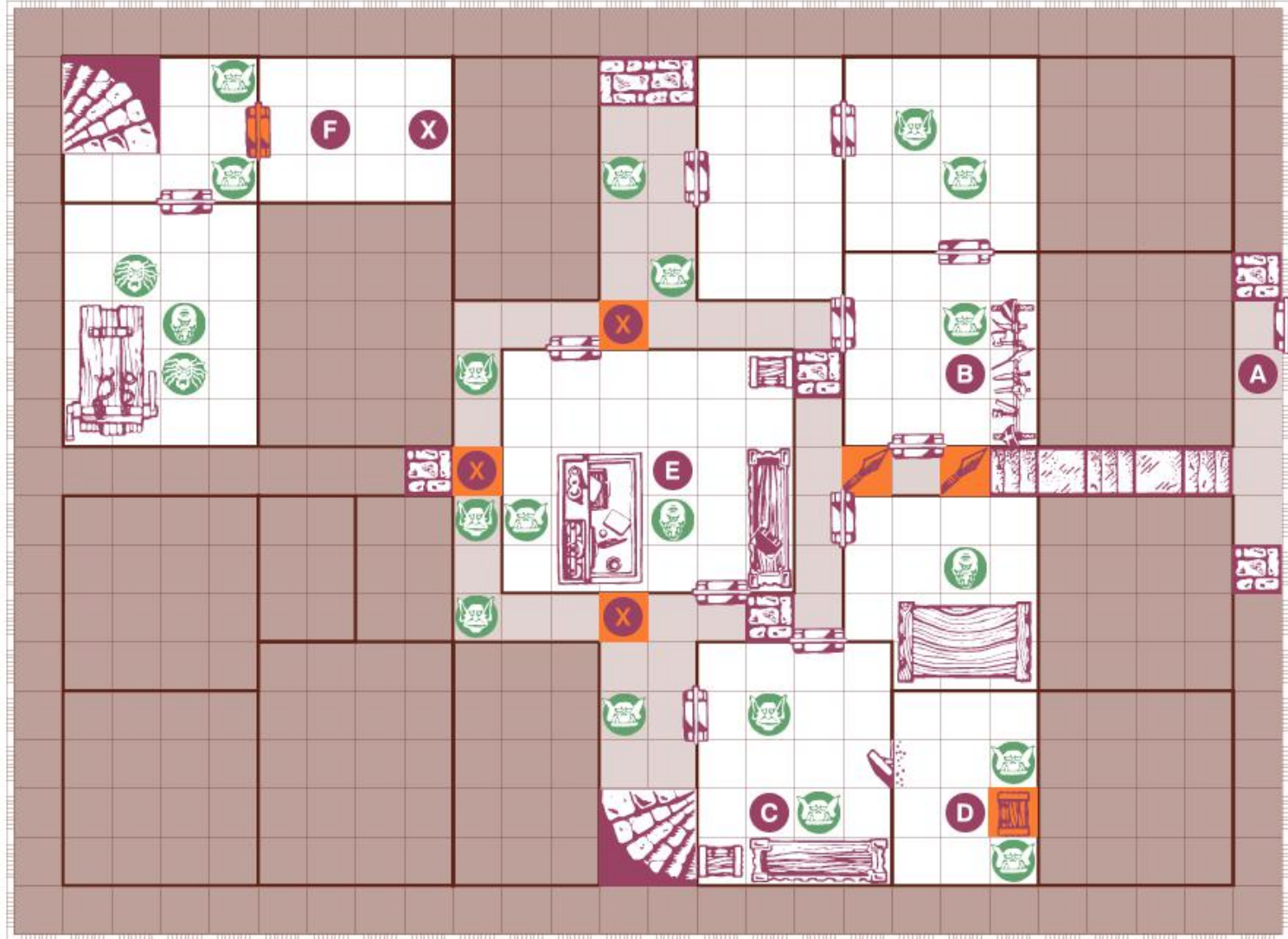
That was before he became the first Valmont to have his castle overrun by greenskin marauders. Utterly, completely overrun, like ants on a cake.

So here you sit in a dirty army tent with several other sorry-looking fellows who are perhaps in the same rickety boat as you -- disgraced and desperate for that wondrous piece of parchment, the Valmont signature

glowing at the bottom. You were summoned, as were they, by the chief of Castle Valmont's guard, Reinhardt, for an undisclosed purpose. Outside the air is thick and rank with the screams and grunts and crashes of a siege going on its second week.

Reinhardt's lieutenant marches into the tent, gestures to you all, then marches right back out. You try to swallow, but haven't the spit for it. Whatever this new job is, it can't be good, or they wouldn't have handed it to someone as expendable as you.





Q U E S T 1

The Siege of Castle Valmont

"Listen well. Castle Valmont won't belong to those loathsome Fimir generals much longer: the siege will end in victory for us, but Lord Valmont will not survive it unless we do something desperate -- and if you're the best we could muster, we are

truly desperate! One of the old escape tunnels leads into the West Bastion, where Lord Valmont is being held: go in, find him, bring him back with his innards intact. If you can slay all the Fimir generals while you're at it, so much the better."

NOTES:

The two staircases are connected. Heroes can move from one to the other with 1 movement point.

The areas marked "X" are in range of the Valmont archers on the ground below, bombarding the walls with volleys of arrows. Any hero or monster who ends his turn on these spaces must roll a combat die: if he rolls a skull, he suffers 1 body point of damage as he is struck by a stray arrow.

A. The heroes begin at the arrow door. They win when they return to this door with Lord Valmont.

B. There is a crossbow on the weapons rack for the first hero who searches for treasure.

C. The Goblin worker wears a Tool Kit, which is claimed by the hero who slays him.

D. The chest is rigged with a poison gas trap that costs each hero in the room 1 body point and 1 mind point. The first hero to search for treasure claims the loot it contains: 40 gold coins, a Trap Prod, and a length of Rope.

E. The first hero to search for treasure finds a heroic brew and potion of healing on the upper shelves.

Wandering Monster: Orc

F. The cell door is jury-rigged with another poison gas trap: if it isn't disarmed, it will fill the cell with gas, nearly killing the badly weakened Lord Valmont: his body and mind points are reduced to 1.

Once the cell door is opened, reinforcements appear in Area A -- 1 orc for each hero, including Lord Valmont. Meanwhile Lord Valmont joins the heroes and may be controlled like another hero. He is too weak to attack or take actions, but he can still move and defend.

LORD VALMONT

MOVE 4 :: ATTK 0 :: DEF 2 :: BODY 3 :: MIND 4

Following the successful siege, Lord Valmont has retired to his quarters with his nurse. He smiles when you enter, and laughs despite his weakened state.

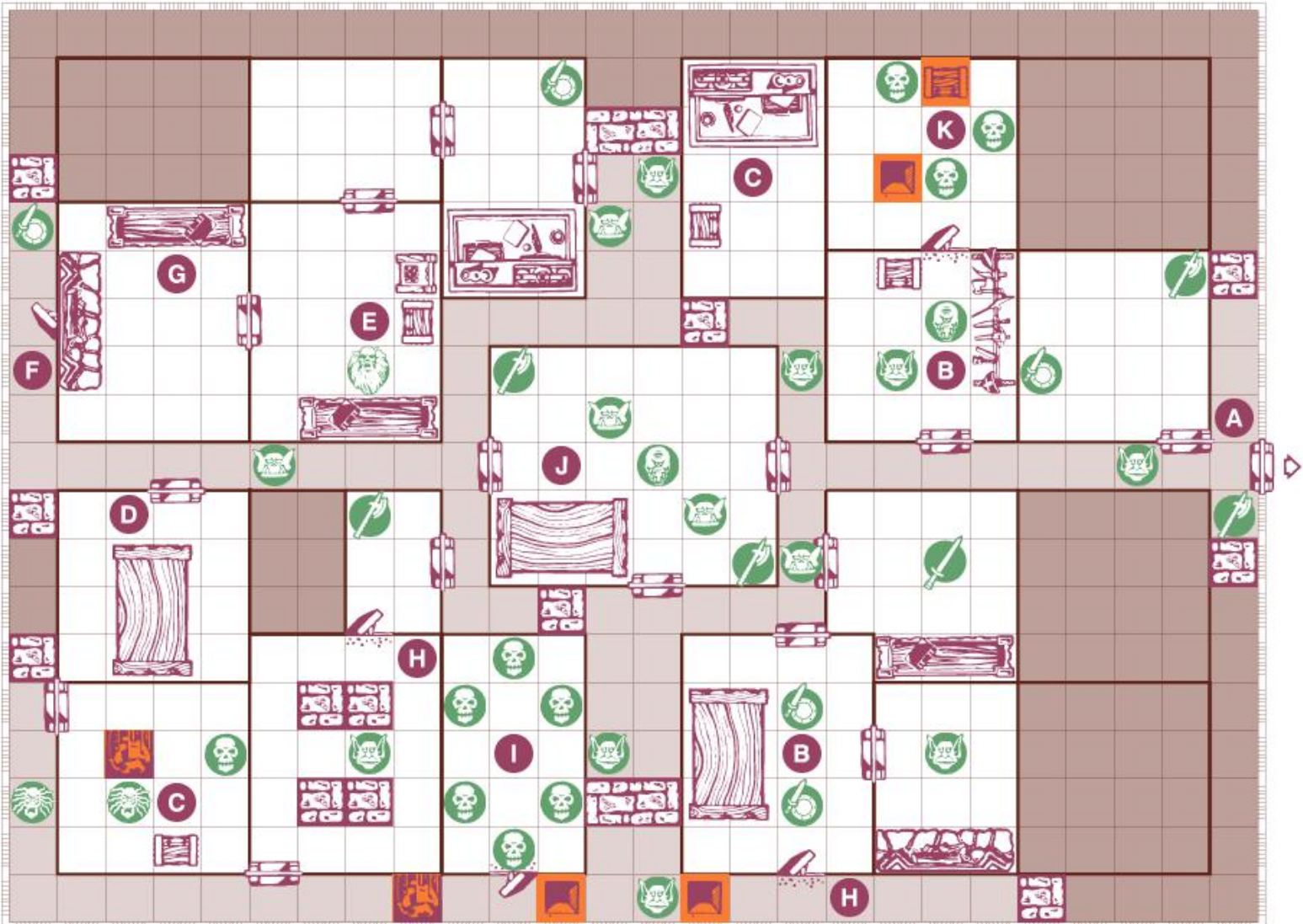
"I am in debt to you, friends. My captors were sent by the savage warlord Bolgia the Beast with orders to loot the Vault of Artifacts and to kill me. I know too much, you see: Janzen, the steward of Arden, has lined his pockets with Bolgia's ill-gotten gold, and kept the emperor's armies off his scent in return. The traitor now hopes to silence me and seize my estate. He has betrayed me and many

others, and surely thinks me dead. I will leave him with that false comfort long enough to sneak a dagger in his back!

"You were my champions today, friends -- my loyal daredevils. Be so again and fly to Caldera for me. Janzen is hiding there at an inn called Pol's Pickaxe. He caught me with my trousers down once -- he won't again!"

The heroes each receive 150 gold for escorting Lord Valmont to safety. The heroes receive an additional 150 gold to split if they killed all three Fimir.

Wandering Monster: Orc



Q U E S T 2

Incident at Pol's Pickaxe

"A spy," your contact whispers, "just as we feared. Now Steward Janzen knows he has a target on his back. A platoon of his greenskin agents arrived shortly before you did and alerted him. You'll have to get in and do the deed quickly. I heard the

innkeeper tell tale of a secret passage used by unfaithful nobles in need of a discreet exit -- it could help you sneak past the bulk of the platoon, but you seem the type to favor a direct approach. Up to you, of course."

NOTES:

Janzen will finish concocting his *Escape* spell after 15 rounds, then he is gone and the heroes fail their quest. He must be killed before time is up.

Do not place the Henchmen on the board initially: they are corrupt guards paid to look the other way for Janzen. When Janzen dies or escapes, place them all on the board, and reveal the rooms they are in. The heroes escape by moving off the board from Space A.

A. The heroes enter and exit the Quest here.

B. A search for treasure reveals a pair of daggers and a small gem worth 50 gold in the chest. The item on the weapon rack is determined by a red die

roll: 1-3 is a helmet, 2-5 is a broadsword, 6 is both. The smithy lets you take them, grateful to be rid of the monsters loitering in his shop.

C. The first hero to search for treasure finds 80 gold and a Tool Kit inside the desk drawers.

D. Two bowls of savory stew are laid out to cool on an end table. They can be eaten for 1bp apiece.

E. Steward Janzen greets the heroes with an astonished look on his face. "Who in blazes are you?" he snarls. He wields 4 spells: *Summon Orcs*, *Tempest*, *Thieving Wind*, and *Escape*. He only casts *Escape* when time runs out.

Wandering Monster: City Guard (Halberd)

JANZEN

MOVE 6 :: ATTK 2 :: DEF 2 :: BODY 1 :: MIND 6

F. This secret door is only found from the fireplace's side. It leads through the fireplace and out into the alley.

G. On the bookcase is a pair of magic bracers (see the armory for more details).

H. This is the secret passage the contact was talking about in the introduction. It bypasses most of the map's monsters.

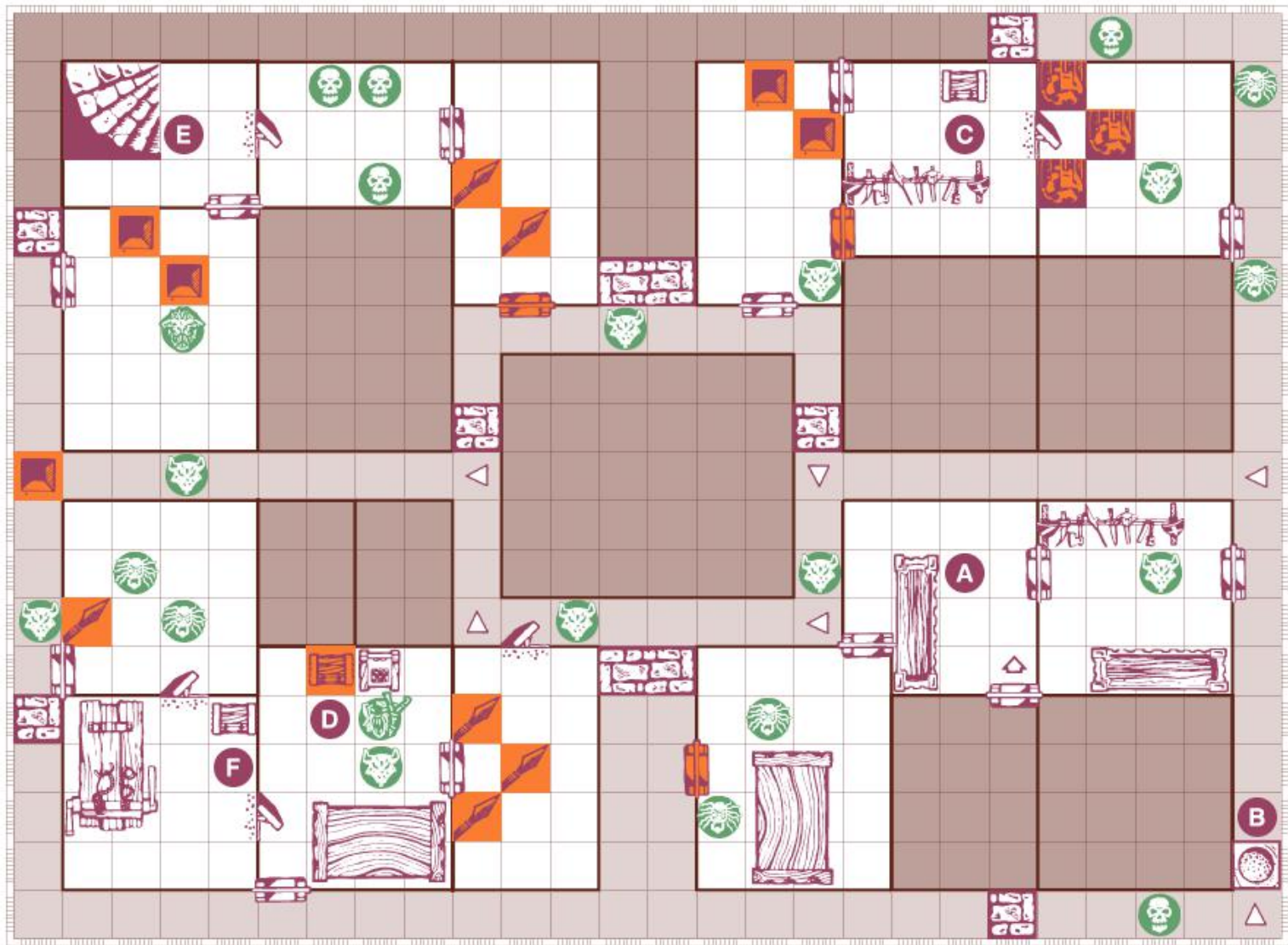
I. Zargon can open this secret door on his turn if the pit or falling rock traps are triggered.

J. The first hero to search for treasure finds a potion of healing on the picnic table.

K. The chest explodes if it isn't disarmed before it is opened. Inside is a potion of healing and two randomly determined potions.

For the death of the steward, their contact gives them 150 gold apiece, on Lord Valmont's behalf.

Wandering Monster: City Guard (Halberd)



Q U E S T 3

Riverblight

Your mind races with too many nightmares at once. Your narrow escape from the inn, Bolgia's marauders snapping at your heels; being arrested on sight by the city guards for the murder of the steward; and now your desperate escape through

the labyrinthine city sump, teeth gnashing with terror, rage, and bewilderment. You must have a word with Lord Valmont about your pay-to-risk ratio...if you survive the rats, that is...

NOTES:

The tunnels are flooded with putrid water and vermin. When any hero ends his turn in a corridor, he rolls a red die for each of his remaining body points: if he fails to roll any 6's, he loses 1 body point.

The white arrows indicate a strong current. The current ends at the pit trap on the west end of the map, which is already open when revealed. See Area B for current mechanics.

Trapped doors close and seal behind the first hero who steps through, forcing the other heroes to take a different path. If the trap is disarmed, the door is forever locked in its current state (open or closed).

A. The heroes begin here: the door is blocked by rubble, and the city guards are on the other side. They must find another way back to the surface.

The first hero to search for treasure finds potions of healing in the cupboard - one for each hero.

B. Once revealed, this giant floating piece of debris moves with 1 red die at the start of Zargon's turn, following the strong current. Any victim it bowls into must roll 4 combat dice and lose 1 body point for every skull. When it reaches the end of the current, it crashes into the pit trap: both it and the pit trap are removed from the board.

After the debris moves, any hero or monster standing in the current moves the same number of spaces, unless he was hit by the debris.

C. The chest contains 150 gold and 3 daggers, and is rigged with a nasty trap full of rabid rats. When sprung the rats flood out of the chest and bite the hero savagely: he rolls 3 combat dice, losing 1 body point for each skull, then losing 1 mind point from horror.

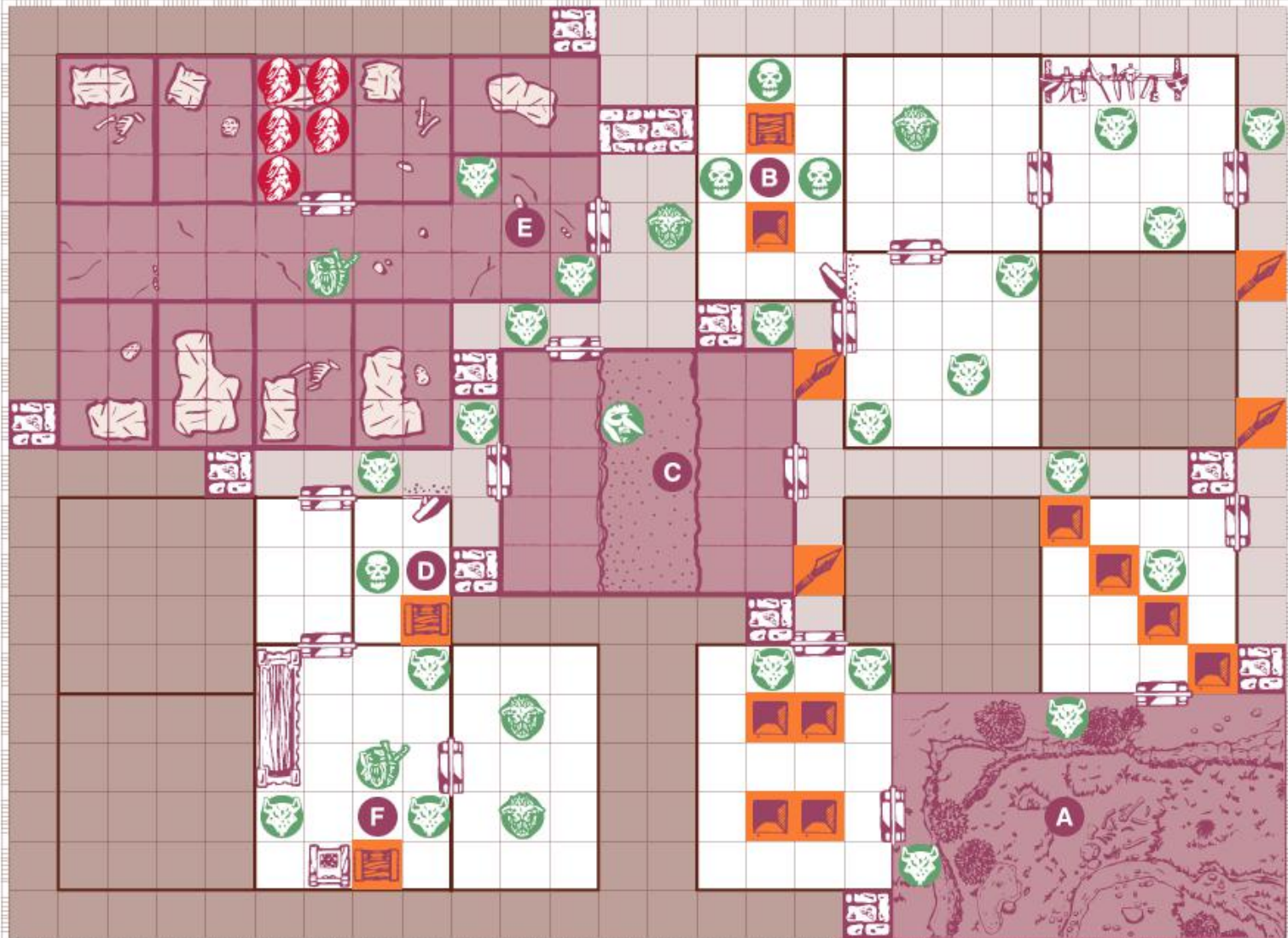
The weapons on the rack are rusted and useless. However, the first hero to search for secret doors discovers that an old spiked club on the rack is actually a lever: when pulled, the chest pops open, revealing 60 gold and a Scroll of Swift Wind, which casts the Swift Wind spell when read.

D. The White Seer's chest explodes if it is opened without disarming first, obliterating the Potion of Defense and Scroll of Swift Wind contained within.

E. The stairway leads back to the surface, and to liberation from both the city guards and the stink of the sewer. The heroes' reward for completing this Quest is their treasure...and their lives.

F. The chest is rigged with a poison gas trap that inflicts 1 body point and 1 mind point of damage to everyone in the room. The chest contains a shield in surprisingly good condition.

Wandering Monster: Skaven Clanrat



Vermin of the Black Hills

You return to Castle Valmont to find the castle lord raving in fury. "Thank the gods you made it back! I'm at my wits' end with these blasted Skaven! They flock at the first scent of misfortune to gnaw at its bones and drink the marrow! Now

they've abducted the clergy caravan that was to bring medicine and supplies for the victims of the castle takeover! I won't tolerate these vermin any longer: purge the Black Hills of their filthy presence, and rescue the caravan!"

NOTES:

The heroes must keep track of their Skaven bounties themselves: tell them so at the start of the quest. They can leave the quest anytime by returning to Space A, but will only receive reward if they accomplish their objectives.

The heroes have 20 rounds to locate the hostages before they are all killed by the Skaven.

THE RIVER: The river is raging and waist-deep. Moving on a river space costs 2 movement points.

A. The heroes begin on the surface, in the far corner. They may leave the den by regrouping outside.

B. The chest is rigged with a nasty trap full of rabid rats. When sprung the rats flood out of the chest and bite the hero savagely: he rolls 3 combat dice, losing 1 body point for each skull, then losing 1 mind point from horror.

The chest is packed to bursting with useless brick-a-brack. The first hero to search for treasure finds a heroic brew and 15 gold coins at the very bottom.

C. The first hero who comes within 1 space of the River Troll triggers the monster: it bursts out of the water with a snarl and immediately attacks. If any hero attempts to search the river, he/she notices

something moving beneath the waves. River Troll's movement is not restricted by river spaces.

RIVER TROLL

MOVE 6 :: ATTK 3 :: DEF 3 :: BODY 3 :: MIND 2

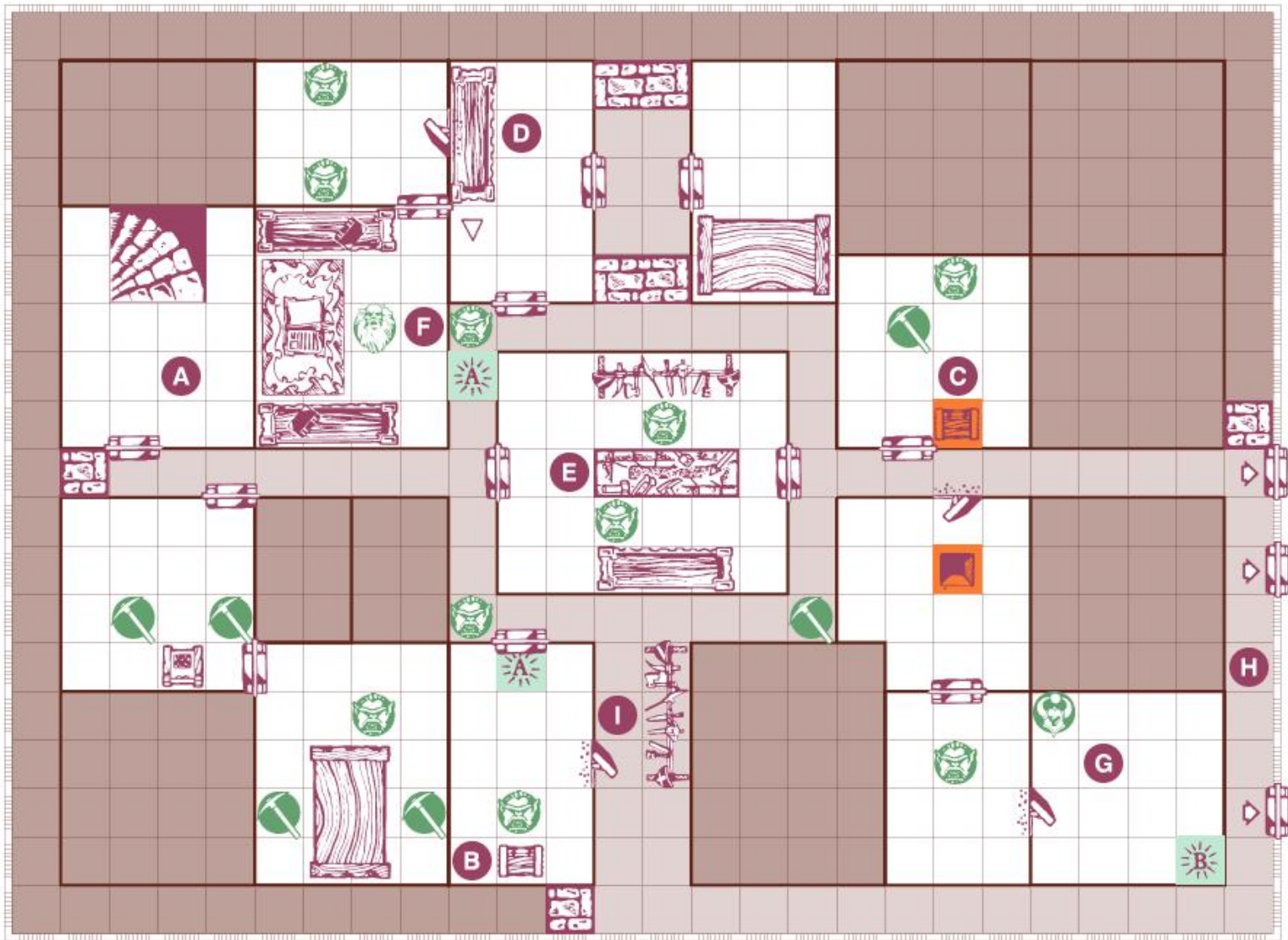
D. The trapped chest has another rat trap identical to that found on Chest B. It contains 2 random potions and four daggers. There is also a Skaven sling carelessly abandoned here, which allows the user to attack at a distance with 1 attack die.

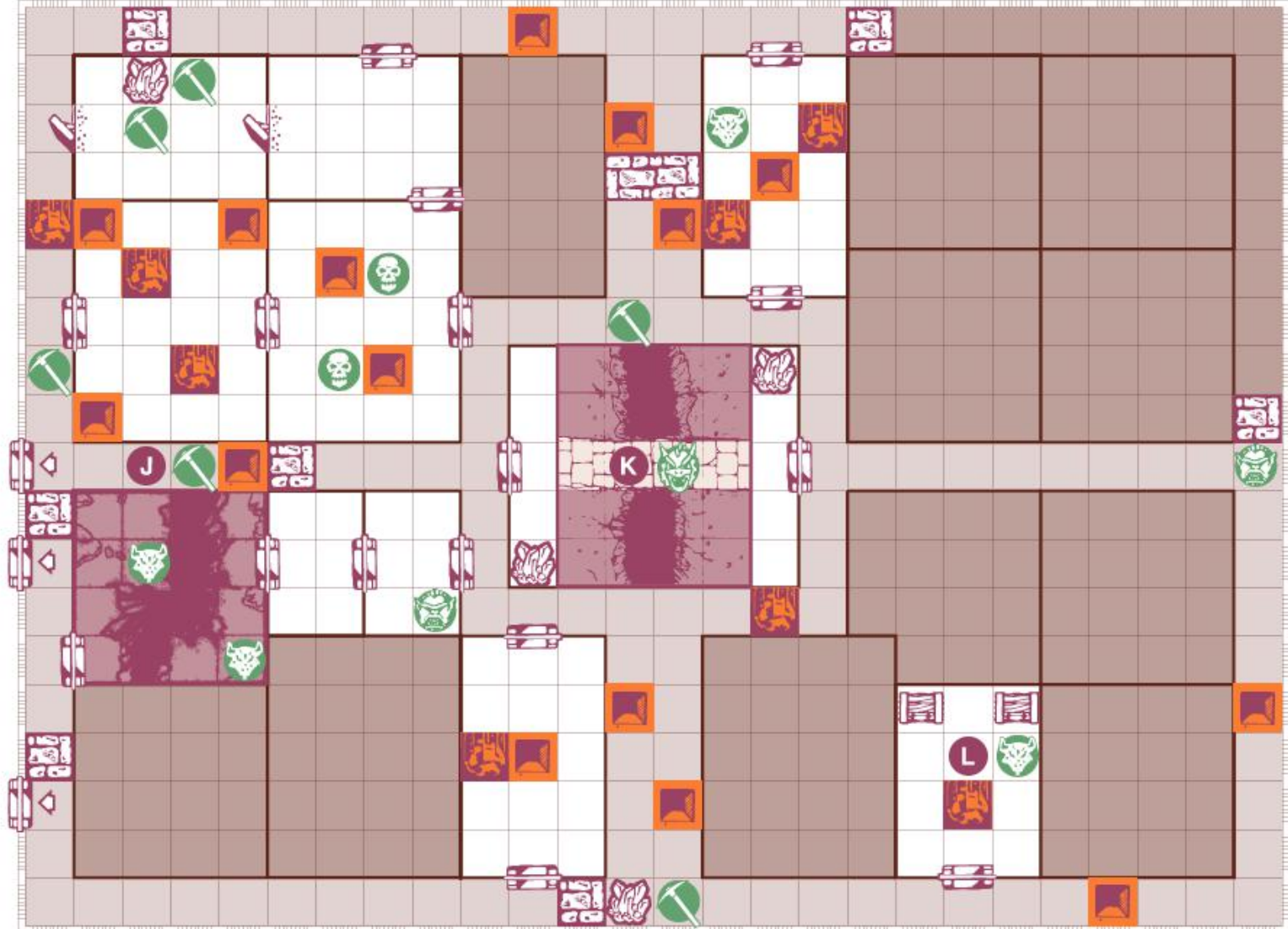
E. The door opens into a hoard of plundered goods, most of them damaged or ruined by the careless Skaven. Along the walls are countless cells containing the shackled remains of the Skaven' victims, some of which appear quite fresh. Among them are the captive clergymen: if the heroes discover them before time runs out, they are battered, but alive, and very grateful for the rescue. The first hero to free them receives a Holy Pendant from the leader, Brother Samuel: when worn as armor, undead receive 1 less combat die when defending against the wearer. When the wearer loses a body point, the pendant is lost.

F. The chest is rigged with an acid trap: when sprung it splashes the unfortunate hero for 2 body points of damage. It contains 75 gold and the medical caravan's supplies.

The group is paid 20 gold for each Skaven slain (50 per White Seer or Rat Ogre), but only if none remain alive in the den. If the heroes did not keep track of the number slain themselves, they are paid 200 gold for the Quest, to split between them.

Wandering Monster: Skaven Clanrat





Q U E S T 5

Forge of the Black Dwarves

"I know little about the Black Dwarves," said Lord Valmont, "except that they are skilled smithies and brutish opportunists, extorting their brother dwarves and always serving the winning side of any conflict. It was in their accursed Ash

Mountain that they forged and enchanted the obsidian armor that makes Bolgia the Beast so formidable. I want a Broadsword of the same resilience, that he should think twice before crossing me again!"

NOTES:

This quest requires two boards: the Heroquest board (the Forge) and the Dragonstrike Caverns (the Mines).

THE FORGE

When a hero or monster steps on a Teleport Trap marked "A," he instantly appears at Teleport Trap "B". This is a one-way trip.

- A. The stairs lead back to the surface.
- B. The first hero to search for treasure finds 65 gold and two lengths of Rope in the chest.
- C. The first hero to search for treasure finds 30 gold and a Potion of Healing in the chest.

Wandering Monster: Miner

The chest is trapped with a Chattering Skull: when triggered, a magical bouncing skull leaps out of the chest and harries the victim by biting his ankles and screaming suddenly in his ears, reducing every future die roll the victim makes by 1 success. Every turn the victim must roll a red die for each of his mind points (not affected by the 'Skull): if he rolls a 6, he tricks the nuisance into going away for good.

- D. The first hero to search for treasure finds 2 Heroic Brews in the cupboard.

If a hero searches for secret doors, he slides the cupboard 2 spaces south, revealing a secret door behind it! However, doing so knocks the Heroic Brews out of the cupboard, and they smash to bits on the floor (unless they were looted first).

E. The first hero to search for treasure finds a Toolkit in the chest.

The forge of the Black Dwarves burns with a sinister glow. Once the heroes bring at least 9 Nuggets here they may begin forging the sword: the hero in possession of the ore stands at the forge and hammers it with 3 attack dice (each time he does, he rolls for Returning Patrols). The ore has 3 body points. When its body points are gone, the Obsidian Broadsword is complete. It has the same stats as a normal Broadsword.

If Area E is among the first three rooms revealed by the heroes, they find the Black Dwarves forging an impressive Hand Cannon, claimed by the first hero who searches for treasure. The weapon cannot be used until it is enchanted on the sorcery table: then it acts as a ranged weapon worth 4 attack dice, which requires 1 action to reload between each shot.

F. Goldrake is here - chief of the Black Dwarves. When the heroes find him, read the following aloud:

An unnaturally large Dwarf sits at the sorcery table, staring at you all with irritation and bewilderment in his beady yellow eyes. He wears fine armor laced with animal fur and his bronze beard glistens with traces of gold. This can only be Goldrake, chief of the Black Dwarves and patron saint of extortionists.

Wandering Monster: Miner

Goldrake holds up his hands and speaks: "You're the boldest bloody fools I've ever heard of! Invading my house and putting my production schedule behind the gods only know how many weeks! I'll give you any bloody thing you want if it means I never have to set my weary eyes on you again!"

After hearing your plan to forge Valmont's sword, Goldrake deliberates with his assistants. He then smiles warmly and says: "The ol' drunk sent you for a sword, did he? Well, the mines are straight up the east tunnel. Take all you can carry."

As he tosses the heroes the Mine Maps, Goldrake stealthily reaches for another artifact. The moment you take your eyes off him, he mutters a command word and is suddenly gone!

It costs 1 action to enchant the finished Obsidian Sword (and the Hand Cannon), but only a spellcaster can perform the enchantment.

The first hero to search Room F for treasure finds a Scroll of Reinforcement on the bookcase, which replenishes an exhausted spell when used.

G. The chaos warrior is a statue and does not attack. However, if there are no undead in the room when a hero appears at teleport trap "B," a wailing alarm sounds and the statue casts Summon Undead!

H. These three doors connect to their respective doors on the mine map. The heroes cannot enter without the Mine Maps, lest they be lost beneath the mountain forever.

I. The first hero to search for treasure finds enough Pickaxes for all heroes and then some. The Pickaxe is worth 3 attack dice when mining, but only 1 as a weapon.

THE MINE

The crystal clusters are obsidian ore deposits, which can only be mined by a hero who attacks them with a Pickaxe. Each time an ore deposit takes damage, it is removed, and the miner collects 3 Nuggets. The heroes need 9 Nuggets to forge a Broadsword.

The pit traps are revealed when they come into view: they are mine shafts, but behave as open pit traps.

J. If the heroes enter the mines through this tunnel, they find these dwarven miners charging toward them with looks of terror on their faces. On Zargon's turn one of them shouts, "She's throwin' a fit again! Get out! Get out!" From behind them comes a terrific roar that resounds throughout the mine.

Wandering Monster: Miner

K. The heroes are greeted by a horrific sight when the heart of the mine is revealed: inside stands the colossal dragon Crotoan, her chain leash broken and dangling from her collar. When revealed, Crotoan will pursue the heroes relentlessly through the tunnels.

CROTOAN

MOVE 6 :: ATTK 4 :: DEF 4 :: BODY 5 :: MIND 4

At the start of her turn, Crotoan rolls a red die: on a 5 or 6, she may cast Ball of Flame as her attack.

L. The first hero to search for treasure finds a Potion of Strength in one of the chests.

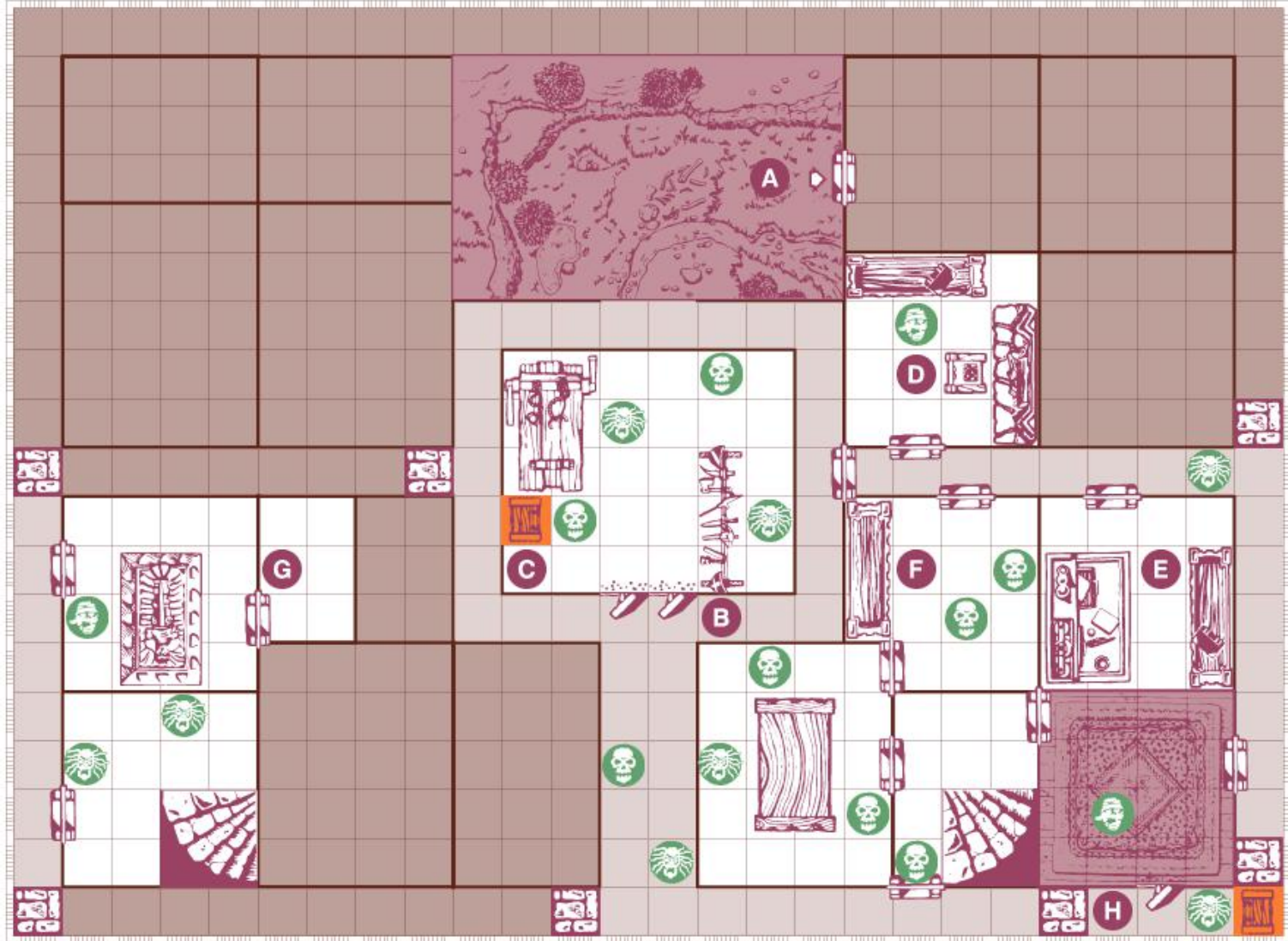
The heroes each receive 150 gold if they escape the forge with the Obsidian Sword.

You enjoy a week of rest following the raid on the forge: thanks to Lord Valmont's influence as the new steward of Arden, the Emperor's men no longer pursue you for Janzen's murder.

Lord Valmont summons you to his chambers suddenly. "The Ronok Colony, as you may well have guessed, is perched on the cliffs of Ronok Cove, within walking distance of the shoreline. This colony sends me monthly tributes of silks, spices, and magic artifacts...or they did until last month. Now two deadlines have passed, and still there is no sign of any Ronok ships with my tribute. Worse still, I sent my herald Garland to have a word with the

delinquents last month, and he still hasn't returned. I fear they may be rebelling, and may have done something to him. Or perhaps it is the work of the Beast, one one of my other enemies. I suppose it could be anything, really.

"You will set sail for Ronok Cove tonight and talk to the Ronok alderman. Find out what in hell is holding up my deliveries, and find out what happened to Garland. "



The Crawling Death

The gods must be angry with you, or they would not have punished your ship with a hurricane for three days. Only a day's sailing from Ronok Cove and the ship capsized. You awoke on a beach, your mouths coated with the taste of saltwater

and sand, with no clue how much time had passed while you slept. After only an hour's walk you finally see signs of a human settlement. But as you approach -your hails unanswered - dread begins to trickle through your veins.

NOTES:

The stairways connect the upper and lower floors of the cottage. Heroes and monsters can move from one to the other as if moving a single space.

At the start of his turn, Zargon MAY roll 2 red dice: for each 5 rolled, he places 2 skeletons at the gate (Area A), and for each 6 he places 2 zombies.

A. The gate is missing its doors. The heroes leave the map by moving back through the gate and off the board.

Ahead of the heroes stands a sturdy old barn, stable, and storage shed. Beyond is a once handsome cottage which now looks sinister under an overcast sky.

Wandering Monster: Zombie

B. The barn doors are wide open. Reveal all it contains when the first hero nears the door.

C. This large chest was used as a hiding place by one of the farm inhabitants: she has since been converted by the Crawling Death. When the chest is opened a Wandering Monster leaps out and attacks. The chest is otherwise empty.

D. The first hero to search for treasure finds a Flask on the hearth, containing a pungent-smelling elixir of indeterminate age. The hero who drinks it rolls 1 red die and loses that many body points: if he

survives, his defend dice are increased by 1 for the duration of the Quest.

E. The first hero to search for treasure finds the Sailing Charts and the Undertaker's Journal in the desk. It costs an action to read the journal.

The journal explains in graphic detail how the undertaker watched the plague-ridden dead rise from their graves en masse, and how the city fell to the Crawling Death in a matter of days. When last he left the cemetery, he had securely locked the gate, but to no avail as the undead horde simply crawled over the fence and carried the plague throughout the colony. The journal confirms that the heroes have made it to Ronok Cove, or what's left of it; and implies that the colony's blight may not have been an accident.

F. The first hero to search for treasure finds two items in the cupboard: another mysterious Flask (identical to the one in Area D) and a pouch containing 130 gold.

G. The first hero to search the closet for treasure finds something in the pocket of a hanging overcoat: an old pocket watch worth 75 gold.

Wandering Monster: Zombie

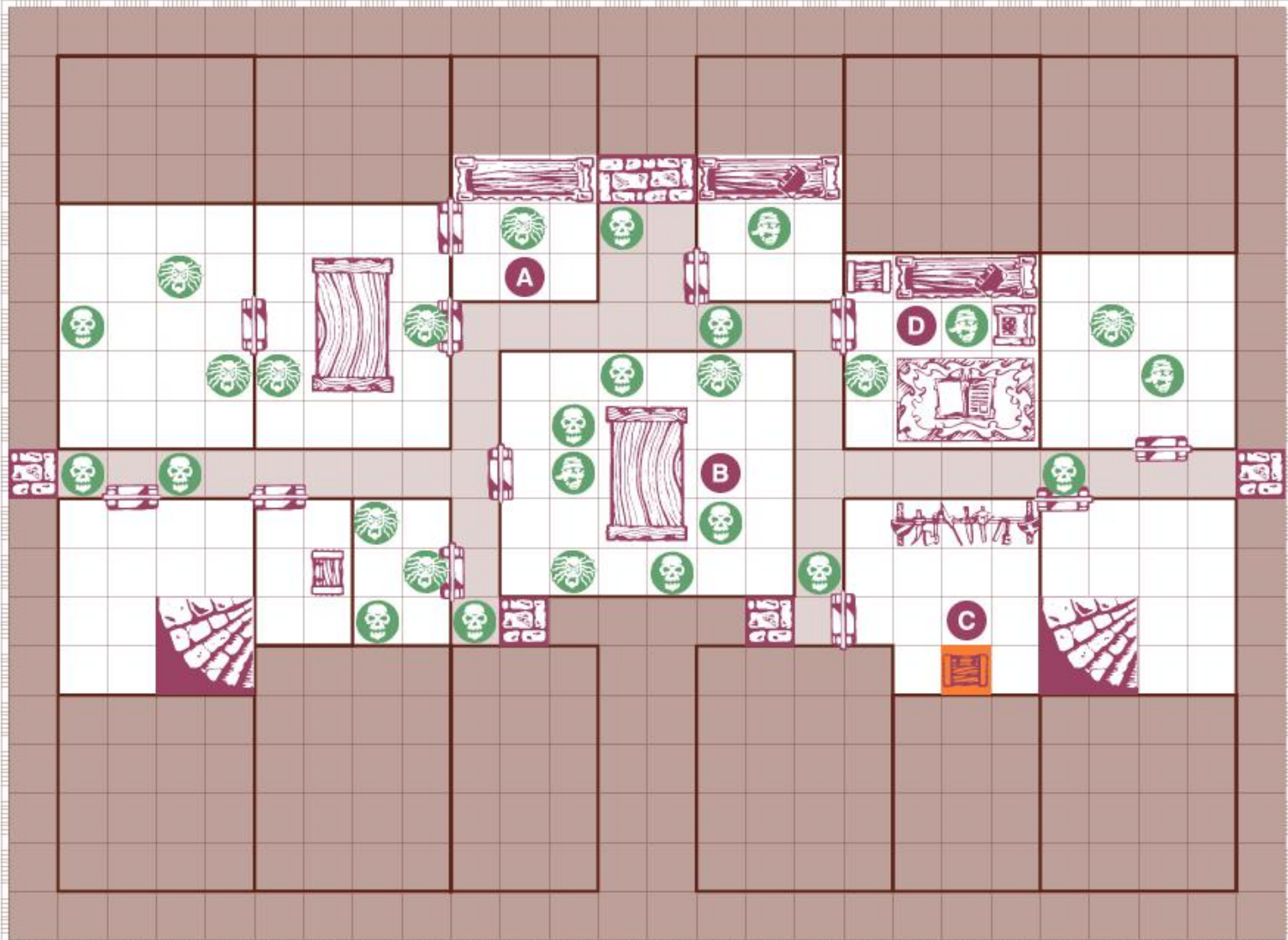
H. The secret door only opens if the hero spends 3 movement to do so: something pins it shut from the other side. Beyond is a cold, cluttered crawlspace. The obstruction is revealed to be the devoured remains of a dead man, still being eaten by his zombified little girl. The zombie in this room is small and weak, and does not roll defense.

The chest is filled with undead rats: if opened without a disarm, the treasure-hungry victim is swarmed by them. He rolls 4 combat dice and loses 1 body point for each skull; then he loses 1 mind point regardless of damage.

The heroes can pour either of the mystery Flasks into the cracks of the chest to automatically disarm it. The chest contains an old but usable helmet!

The heroes claim victory when they leave the map with the Sailing Charts.

The heroes CANNOT buy equipment before next Quest.



Q U E S T 7

Derelict

Only yesterday you were trading equipment and tales of adventure with your rescuers, a freighter chartered by Lord Valmont: now you and your comrades are among the very few who survived when the ship was seized by the Crawling Death.

Stranded in the middle of the South Sea on a monster-infested derelict, your only options are to find the Charts and Sextant and sail this ship yourselves, or join its hideous undead crew forever...

NOTES:

Each hero begins on either stairway. There are three chests aboard the derelict. At the start of the Quest, Zargon chooses which of those chests holds the Sextant: a search for treasure will yield the Sextant to the heroes. If he forgets to choose, it is Chest C by default.

Skeletons are not placed on the board initially: they are revealed to the heroes as the skeletal remains of devoured crewmen. On Zargon's turn, any dead crewman may rise as a skeleton and attack the heroes.

A. The first hero to search for treasure finds a Jug of Ale in the cupboard. Drinking it has the combined effects of a Potion of Healing *and* a Heroic

Brew, but the drinker's defend dice are reduced by half the next time he defends.

B. The first hero to search for treasure finds the Charts spread out on the captain's table.

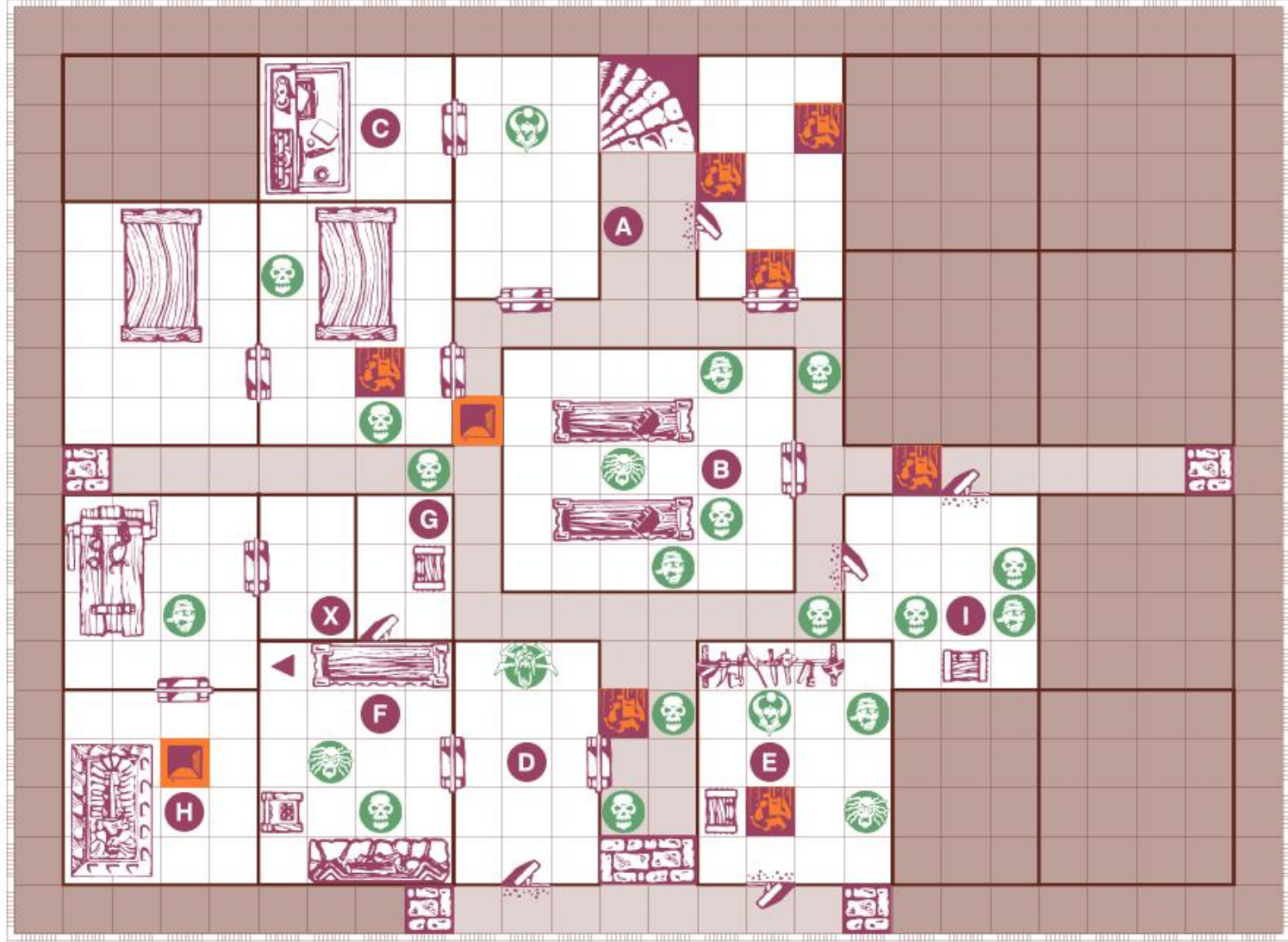
C. The chest is trapped with a spring-loaded metal cable, which whips across the victim's hands. The victim loses 1 body point and rolls 2 red dice: he is unable to attack, cast spells, or disarm traps for that many turns.

The first hero to search for treasure finds 3 Harpoons on the weapon rack, worth 2 attack dice when thrown.

Wandering Monster: Zombie

D. The first hero to search the captain's quarters for secret doors finds a hidden compartment in the desk, which contains 50 gold and another Jug of Ale like the one found in Area A.

The heroes claim victory when they return to either stairway with the Charts and Sextant.



The Scourge of St. Merrick

"I'm sending you to the Abbey of St. Merrick to find the Sigil of Life. My priests require it in order to rid Arden of that blasted plague. Be on your guard in the abbey: the St. Merrick monks may be long dead, but I've heard rumors of a vampiric

plague oppressing the people of that region. Perhaps they, too, can benefit from your presence there, if you dare to face such an ancient evil."

NOTES:

All Mummies are actually Vampire Spawn. They resemble mummies, but their eyes glow faintly red and their skulls are almost dog-like. Each Vampire Spawn wields the Cloud of Chaos and Fear spells. Do not tell the heroes how many Vampire Spawn remain on the map, but when the last has been slain, do inform them that the air of dread hanging over the abbey has been noticeably lifted.

VAMPIRE SPAWN

MOVE 8 :: ATTK 3 :: DEF 4 :: BODY 2 :: MIND 5

A. The heroes start here, in the foyer. When the Sigil has been found, they may leave by moving onto the stairs.

B. The first hero to search the library for treasure finds several old codexes worth 50 gold total.

C. The first hero to search for treasure takes a rune-covered scroll from the desk -- reading this scroll will replenish one of the hero's spells. He also finds a potion of healing and a very large book in one of the drawers. If the heroes take the book, they find a hole has been cut out of the pages to conceal a Stone Jawbone, used in Area D.

D. The Gargoyle is a hideous statue. Any hero who searches the room notices the statue's eyes seem to follow them no matter where they stand...and also that it is missing its jaw.

Wandering Monster: Zombie

The Stone Jawbone (found in Area C) is returned to the Gargoyle in the "closed" position. When moved to the "open" position, the cupboard in Area F shifts one space left: the secret door now leads to the space marked "X." Closing the Gargoyle's jaws returns the cupboard (and the secret door) to its original position.

E. The first hero to search for treasure discovers the Tablets inside the oak chest! All the weapons are rusted and useless.

F. The first hero to search for secret doors in the priests' quarters discovers one inside the cupboard, hidden behind the moth-eaten robes hanging there. In its original position, the cupboard leads to the east room (Area G).

G. The first hero to search for treasure finds a lost cache of 45 gold and two bottles: a potion of healing and a potion of defense.

H. Here sleeps the hideous Scourge of St. Merrick. The only way it can be damaged is if a hero stands adjacent to the middle of its sarcophagus and

successfully attacks it, driving a stake into its black heart. The Scourge sleeps, so it cannot defend.

But the scourge isn't helpless: the first hero to step into the tomb falls victim to the "Command" Chaos Spell, and his turn ends.

The Scourge has 1 body point. When it is gone, its body crumbles to dust, and the air of dread oppressing the abbey is lifted.

I. This area is accessed from either of its two secret doors, which are found by the first hero who searches the room or corridors for them. The first hero to search for treasure in this room finds 100 gold stashed in the old trunk.

When the Quest is won:

Lord Valmont takes the sigil from your hands and tosses it into the arms of his eagerly awaiting alchemists, who scurry up the hall and vanish into their laboratory. "You made good time," he says. "Seems I never tire of finding a use for my Daredevils!"

Lord Valmont rewards the heroes by increasing their maximum body and mind points by 1.

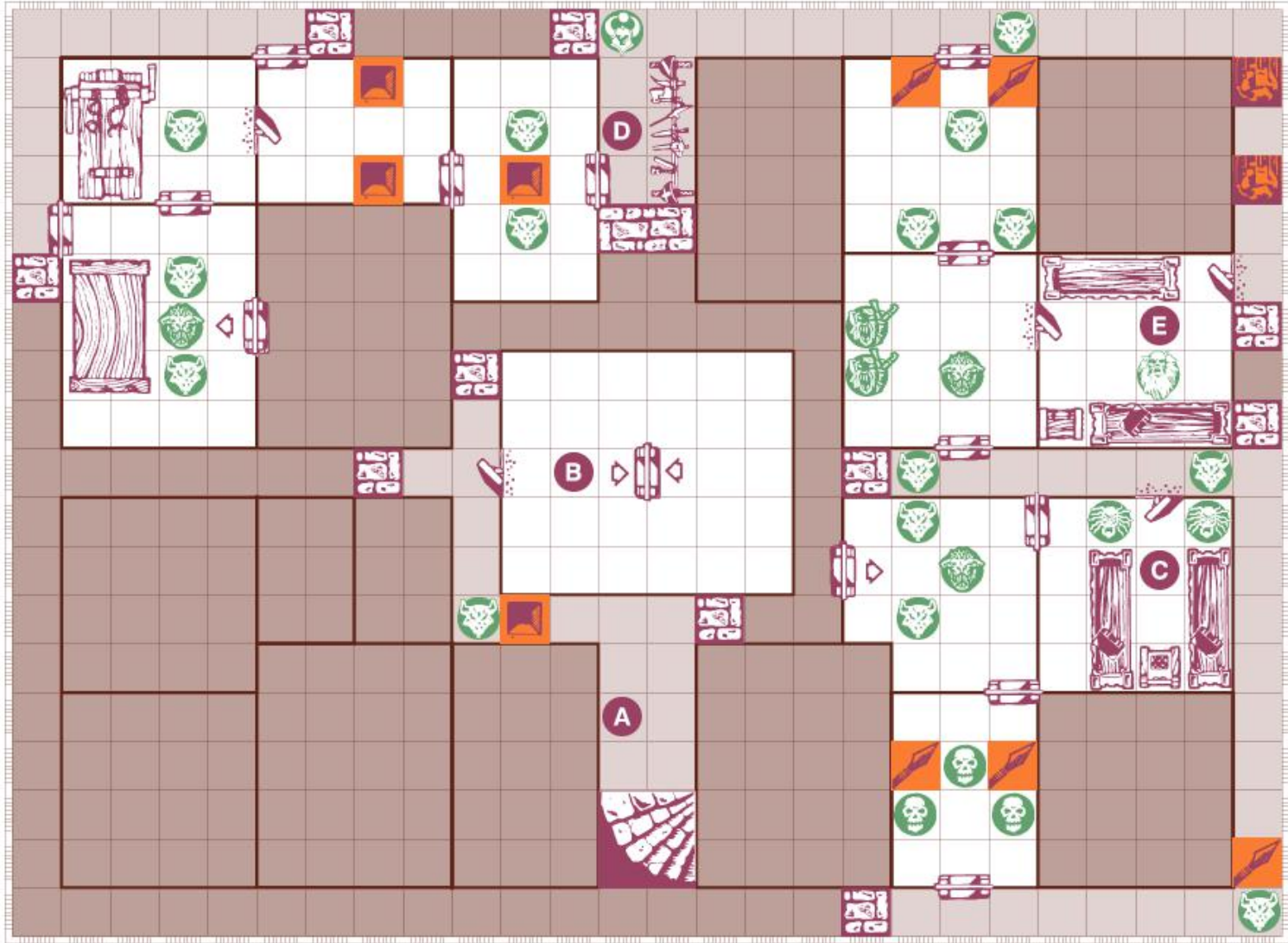
If the Scourge is slain:

Valmont adds, "I understand you solved a vampire problem in St. Merrick while you were searching for the

Wandering Monster: Zombie

Sigil. Seems you have a knack for heroism, nonchalantly offering to save entire cities and whatnot. Or perhaps you enjoy slaying fiends from the pits of hell? Either way, I shall recommend you to my peers for a few lucrative labors they have lined up. Once this plague business is cleared up, of course."

The heroes received 100 gold from the grateful townsfolk of St. Merrick on their return, plus an additional 50 for each Vampire Spawn slain.



Aslam's Portal

"Snaketongue Aslam," snarls Lord Valmont. "I'm sure it was Aslam who blighted my colony. That maniac was kicked out of the Arden Mage's Guild for weaponizing diseases in just such a manner. I could be wrong, of course, but that's what I've got

my Daredevils for! Go to Aslam's workshop on Widow's Peak and find evidence of his involvement or his innocence. Either he caused the Crawling Death epidemic, or he can tell me who did!"

NOTES:

A. The heroes start here.

B. This is Aslam's Portal, the entrance to Aslam the Enchanter's lair. When it is revealed, the heroes hear a voice resound throughout the room: "The Lord of Drunks sends his dogs at last! Make yourselves at home, boys!"

When the Portal is opened, so are the two doors marked with white arrows: Both rooms are accessible via the Portal depending which side a hero or monster enters (right arrow leads to right arrow, left arrow leads to left arrow).

C. The first hero to search for treasure finds an old book with a satin bookmark. Tied to the end of the bookmark is a Ring of Return!

D. The weapon rack is mostly bare, save two Hand Axes worth 2 attack dice, which can also be thrown.

E. The heroes catch Snaketongue Aslam in his hidden laboratory, riddled with Necromancy paraphernalia proving his connection to the Crawling Death.

ASLAM

MOVE 6 :: ATTK 3 :: DEF 3 :: BODY 3 :: MIND 6

Wandering Monster: Skaven Clanrat

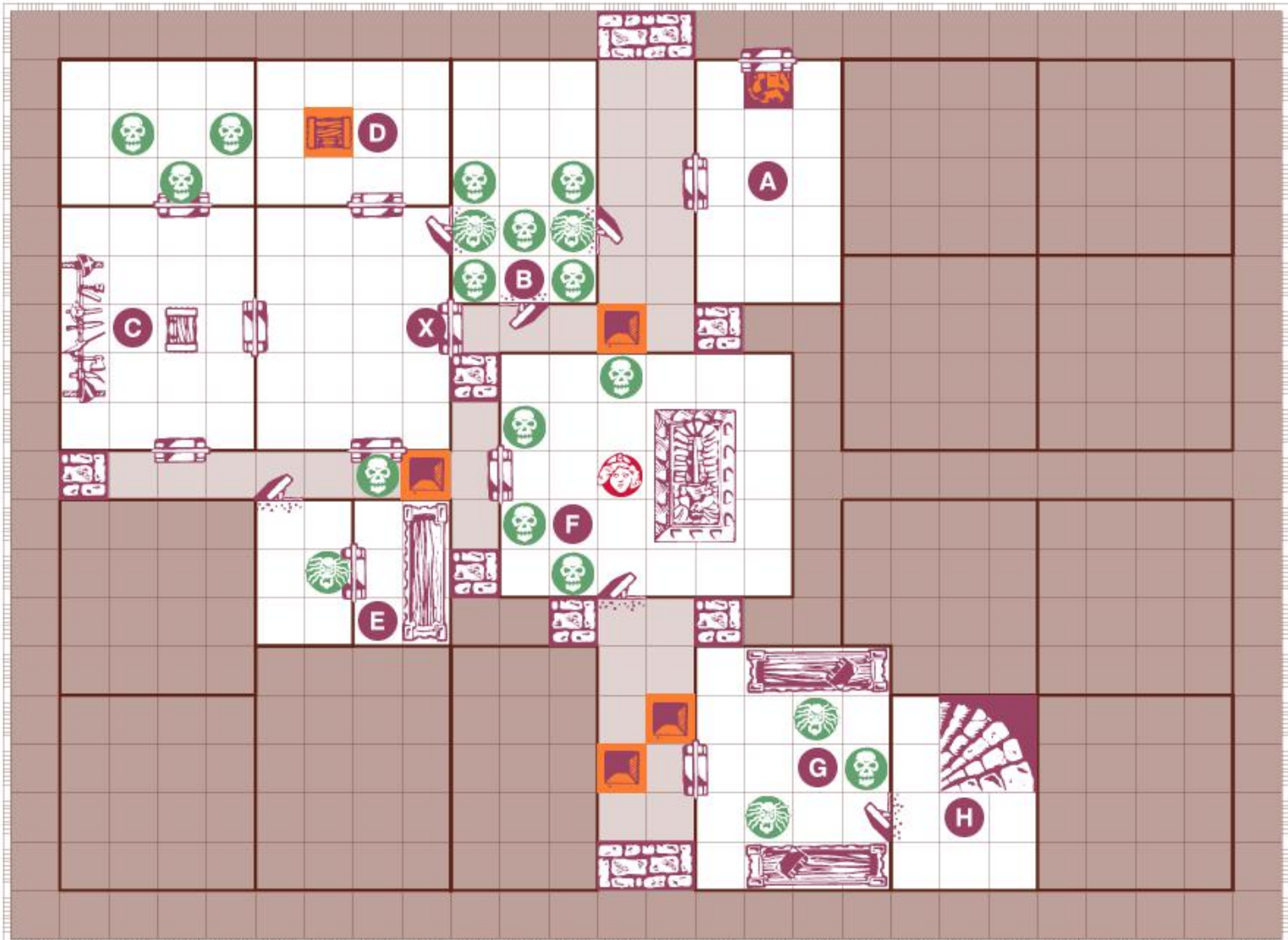
Aslam wields the following Chaos spells: Sleep, Command, Psionic Blast, Skulls of Doom, Escape (to Area B). He has a Spell Ring containing an additional charge of one of these spells; the ring is claimed by the heroes when Aslam is killed.

The first hero to search the lab for treasure finds an Ornate Dagger and a potion of healing among a number of dangerous-looking unidentified artifacts.

The heroes pass the quest when Aslam is defeated and the Ornate Dagger is in hand.

You haven't had a full day's rest when Lord Valmont suddenly enters, distressed and disturbed. "That ornate dagger you found has been identified as an ancient relic. My loremaster tells me it could only have come from the tombs buried beneath the northern deserts.

"Those tombs are the quarry of Baron Halsted. You must go to Caius and question him. I want to know where the dagger came from -- if Halsted paid Aslam to attack my caravans with Skaven and disease. You leave at once. Return successful and you shall find a certain letter awaiting you."



Entombed

The distraught Baron Halsted said, "T'was three days ago when Alyssa took her expedition into this wretched place -- the tomb of the Black King Dagoth. If Valmont wants my help, his daredevils must prove their worth to me: you will find the

secret entrance and return my daughter to me, or you will keep the Black King company forever." These words echoed throughout the tomb shortly before the entrance caved in.

NOTES:

A. The heroes begin on the wrong side of the caved-in tomb entrance.

B. These secret doors are not found with a normal search, but revealed and opened when any hero steps on the pressure plate trigger in the next room, marked "X." The monsters beyond can be commanded by Zargon on his turn.

C. This room appears to have been looted already, possibly by Alyssa's expedition.

D. The chest is booby-trapped with an ancient poison dart trap: the victim loses 1 body point and

rolls 2 red dice, losing an additional body point for each if he fails to roll a 5 or 6. The chest contains 25 gold and a scroll that replenishes 1 exhausted spell when used.

E. Three small jars of honey remain undisturbed in the cabinet: the honey is magnificently preserved and restores 1 body point when eaten.

F. Read the following to the heroes:

"Standing before the crumbled remains of an embalmed king is the young woman who could only be Alyssa Halsted, Baron Halsted's daughter. Yet when she turns to face you her eyes are black as ebony. She sees you, sneers, and hisses a command

Wandering Monster: Skeleton

in some hideous ancient language. The skeletons, in response, turn toward you and advance."

THE BLACK KING DAGOTH

MOVE 7 :: ATTK 3 :: DEF 4 :: BODY 3 :: MIND 6

Alyssa has been possessed by the Black King Dagoth, and wields the Fear, Reanimate, Death Bolt, Skulls of Doom, and Summon Undead chaos spells. When a hero dies in view of Dagoth, he devours their life force and may either increase all of his stats by 1 or replenish 1 spell.

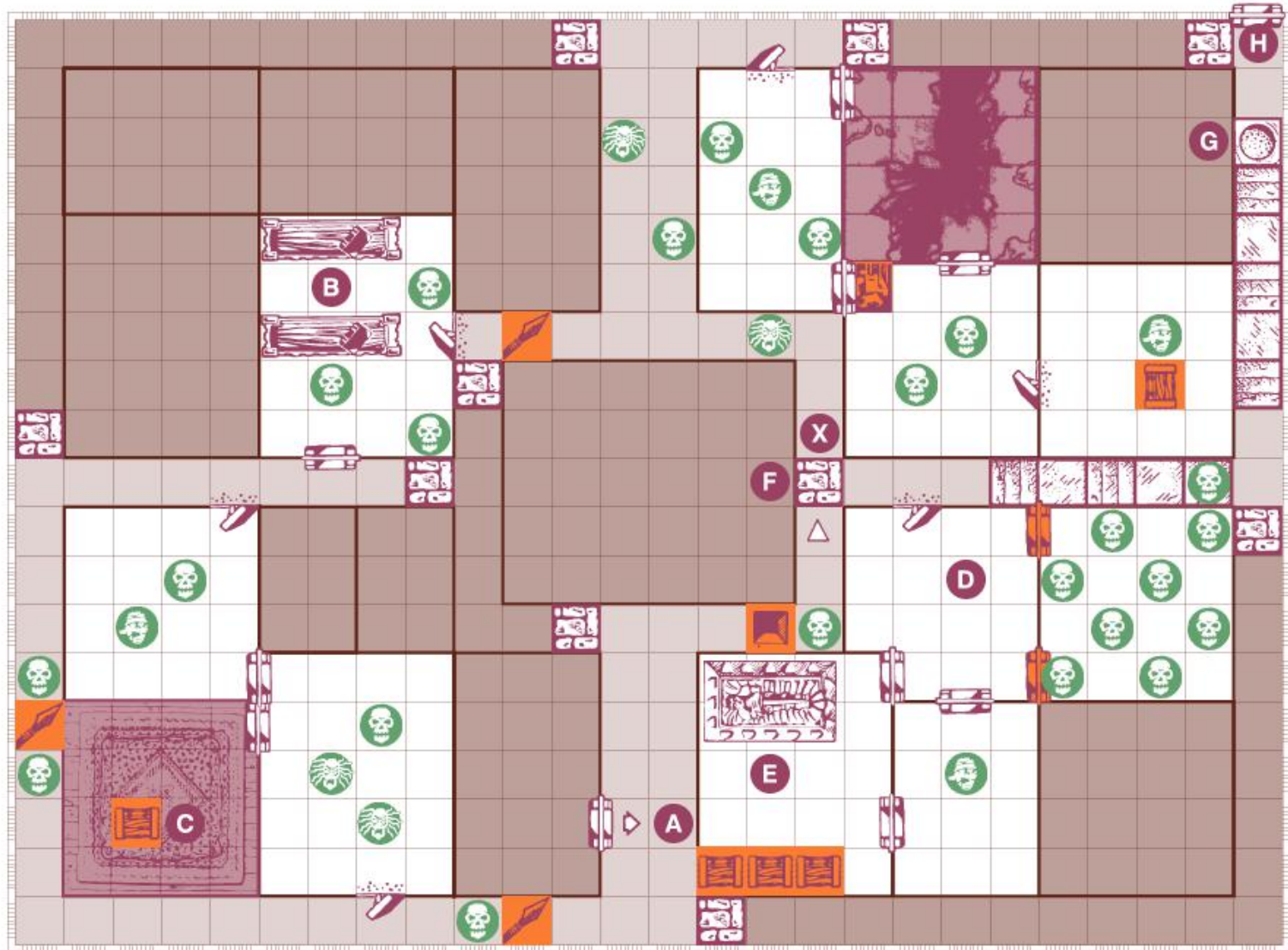
G. These books are all crumbling from age. The first hero to search for treasure finds only dust that used to be ancient texts of profound knowledge.

H. This stairway leads out of the main tomb and into the treasure vault. The Quest ends when all surviving heroes reach the stairway.

When Dagoth is defeated, read the following to the heroes:

Dagoth shrieks as his spirit is torn from Alyssa's body. The woman collapses, bleeding badly, but you quickly rush to her aid. She is stabilized for now, but without proper treatment she will die in the tomb. You must get her out of this place, and fast!

The heroes keep any treasure they found on this Quest, but must pass the following Quest before they can shop at the armory.



The Black King's Vault

Halsted spoke of an undiscovered secret entrance with utter certainty. With Alyssa's clock ticking swiftly away, and the air in the tomb growing thinner every minute, you cling to that certainty like a barrel floating amidst a hurricane. The

treasure vault is the only place left to search: the way out *must* be here!

You hear a sound echoing through the halls. Is it wind blowing in from the secret entrance? or is it the Black King's laughter?

NOTES:

The Black King's vault is riddled with valuables: any gold drawn from the Treasure deck is doubled. However, whenever gold is found, so is a wandering monster.

Alyssa, badly wounded and comatose, has only 1 body point remaining: she cannot move on her own and must be carried by one of the heroes. Doing so prevents that hero from attacking or defending, but does not slow his movement. Picking up and abandoning Alyssa do not count as actions, but the hero can only do one or the other per turn. Alyssa cannot be attacked when she is carried, but cannot defend when she is alone. Use a Skull Tile or a custom marker to represent Alyssa when she is abandoned.

A. This door leads back to the tomb stairway. The heroes begin the Quest in this corridor.

B. The tomes on this bookcase are ancient, brittle and useless: they disintegrate to a mere touch. On the top shelf, however, is a Spell Ring, claimed by the first hero to search for treasure.

C. The chest is trapped with a Chattering Skull: when triggered, a magical bouncing skull leaps out of the chest and harries the victim by biting his ankles and screaming suddenly in his ears, reducing every future die roll the victim makes by 1 success. Every turn the victim must roll a red die for each of his

Wandering Monster: The wraith of the Black King Dagobert appears, casts Fear on the hero, laughs, and vanishes.

mind points (not affected by the 'Skull): if he rolls a 6, he tricks the nuisance into going away for good.

Inside the chest is an Armband of Healing and 2 random potions.

D. The trapped doors cannot be opened by normal means. See Note E.

E. Here lies the mummy of the Black King's mistress. Each chest is rigged with a poison gas trap: when sprung it poisons all heroes in the room for 2 body points and 1 mind point of damage. Inside the first chest is a cache of rings, bracelets, and precious stones worth a total of 250 gold; in the second chest, a pristine shield; the third, an exquisite longsword.

In addition to the gas traps, if two or more chests are tampered with, Zargon may open the trapped doors to the east on his turn and unleash the horde of skeletons upon the heroes: the skeletons can immediately move and attack.

F. A search for secret doors reveals a suspicious detail about this section of the wall: it doesn't seem to be mortared to the surrounding walls. If the hero pushes or pulls it, the block moves on a series of rails and pulleys, sliding to the space marked "X".

G. Zargon can activate the boulder trap on his turn. It moves with 2 red dice straight up the corridor at breakneck speed, flattening everything in its path for 3 attack dice of damage. When it hits the opposite wall, it explodes into a cloud of gravel and is removed.

H. There is a draft coming down the stairs: this is the way back to the surface! Heroes may escape the tomb by moving onto the stairway.

If Alyssa survived, read the following to the heroes:

After several days' rest, Alyssa finally comes out of her coma and makes a speedy recovery.

"Lord Valmont is a pig," she says. "I despise everything that two-faced braggart stands for, and I hate his people. I hate all the people of Arden. They don't care if their glorious leaders help themselves to resources that don't belong to them, or leave their neighbors to fend for themselves against disease, famine, or the Beast and his league of fiends. Kale's citizens refused to help us when the plague came through ten years ago; so I donated a few treasures to Bolgia the Beast to prolong *their*

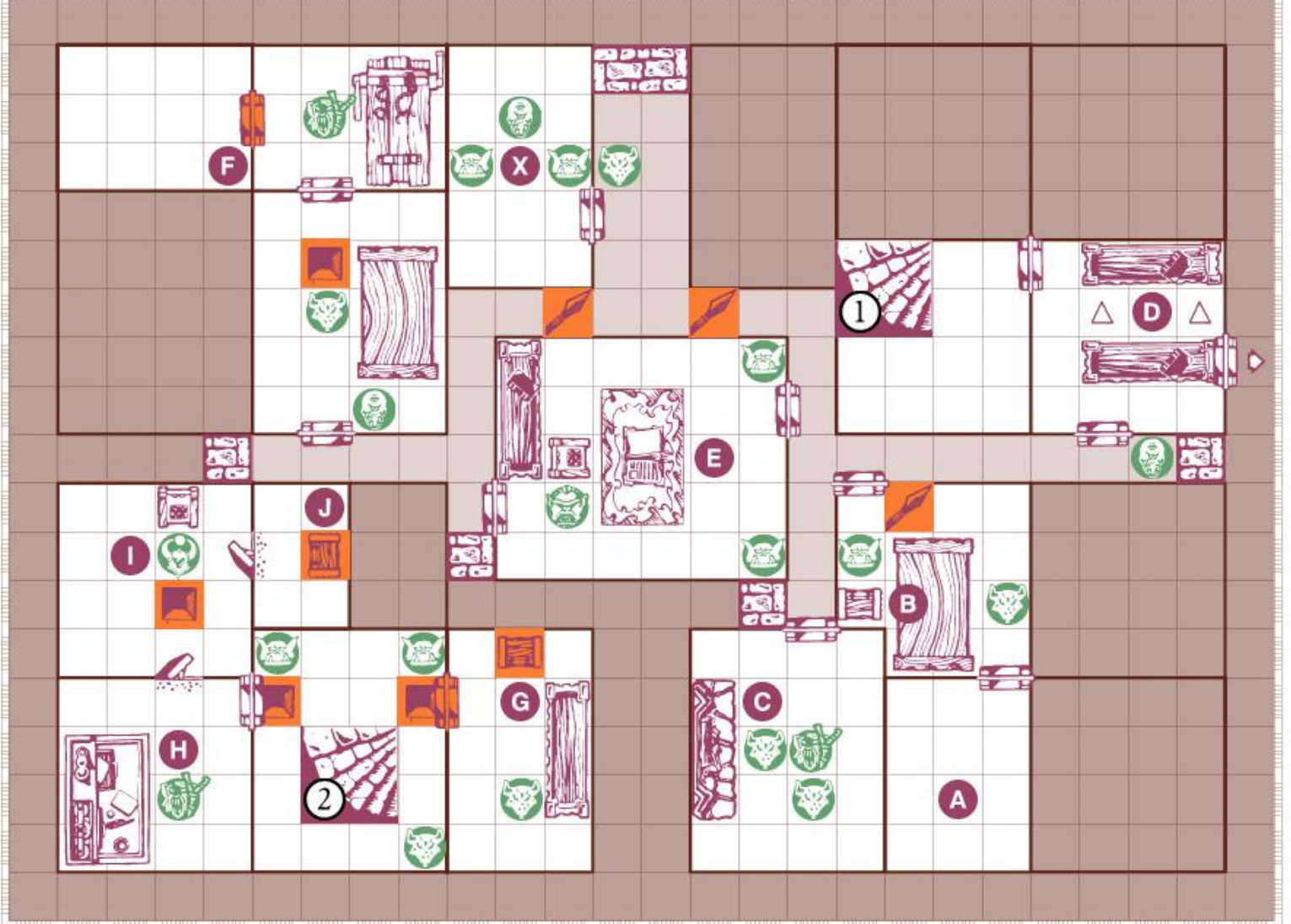
Wandering Monster: The wraith of the Black King Dagoth appears, casts Fear on the hero, laughs, and vanishes.

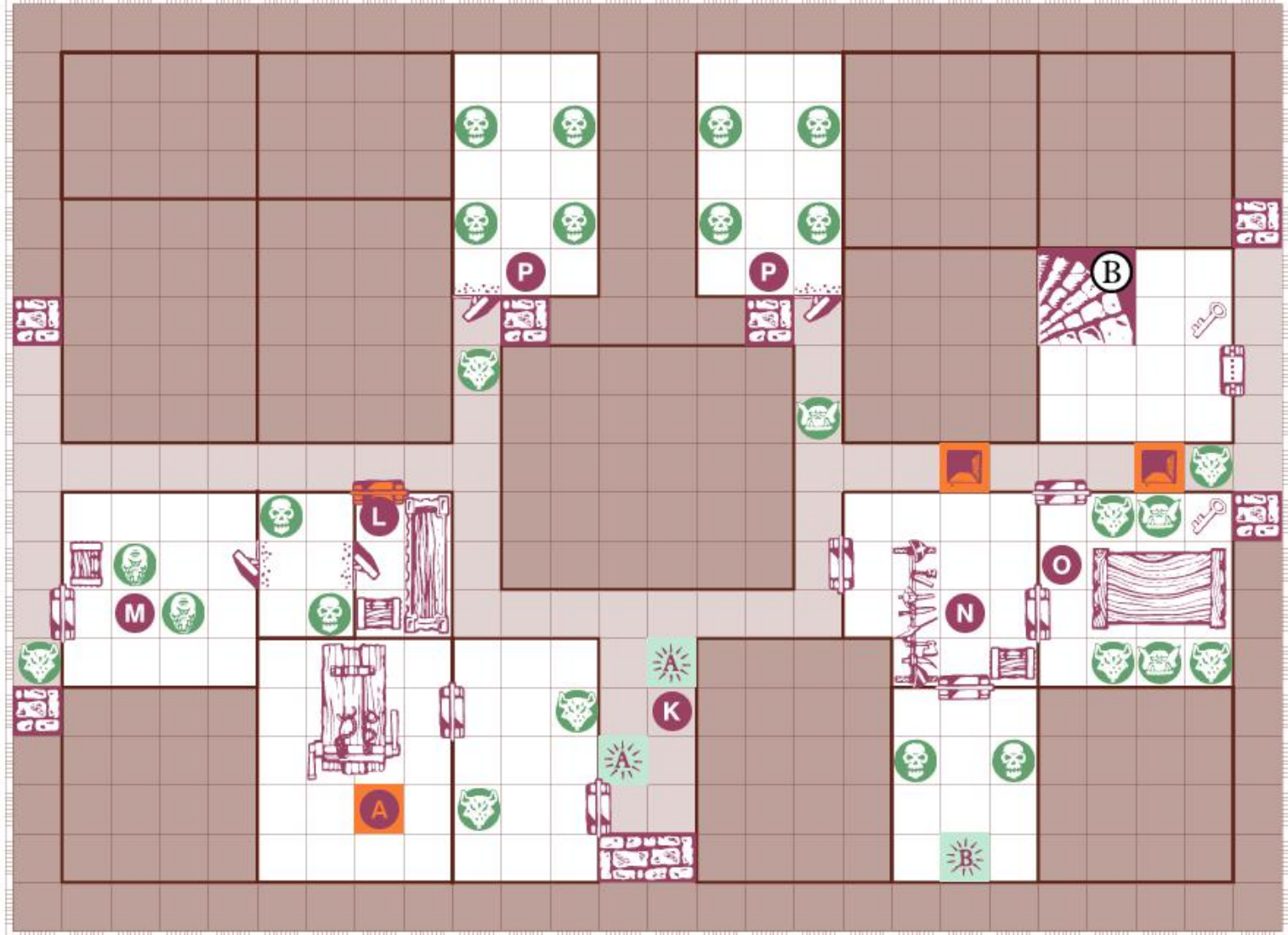
suffering, and I'm not ashamed to admit it. All of Arden's scum answers to the Beast: greenskin, Skaven, necromancer, or otherwise. I would have Valmont's head on a pike, but the Beast is the only one with the gall to get it. He profits from Arden's royal feuds, and I know what disgusting price he would ask of me.

"Perhaps you would be *my* daredevils for one day? All I ask is that you wipe Bolgia the Beast from the face of Arden and stop all these blasted feuds. Go to his keep, the Obsidian Palace, and you will see that what I say is true. Or you can turn me over to your master, tell him what I've done, and get your reward, whatever it is. I haven't the power to stop you. So long as you destroy the Beast you may kill me or leave me at the mercy of the Valmonts. I will answer for the deaths my meddling has caused."

Halsted is so grateful for the safe return of his daughter that he overlooks the treasures fattening the heroes' pockets: the heroes keep any treasure they found in the vault. If Alyssa did not survive the Quest, all treasure found in the vault is confiscated.

Whether the heroes decide to ignore Lady Alyssa's request determines their starting conditions in the final quest, and the conclusion of the campaign.





The Obsidian Palace

The black halls of Bolgia's house echo with the screams of the damned. With the Beast's forces busy intercepting a convoy on the river, the stronghold is staffed by a mere skeleton crew - still a formidable regiment by Bolgia's standards.

If you ever find Bolgia himself, you'd best be swift in dealing your retribution...and more importantly, escaping with your life.

NOTES:

The stairways connect the basement, upper, and lower floors of the castle. Heroes and monsters can move from one to the other as if moving a single space.

Slain monsters can be looted for weapons with equal attack dice. All Fimir carry broadswords and tool kits that can be looted when they are killed.

FLOOR 1

If the heroes agreed to grant Lady Alyssa's request, they begin the quest in the palace foyer on the first floor, marked with the normal "A". Read the following:

"The Beast's forces are busy elsewhere," said Alyssa before you left, "but it is still home to the blight of Arden, and filled with awful tricks and traps. If you cannot kill him, relieve him of his precious Orc's Bane: it is his

symbol of power over the mauraunders, and without it they will quickly turn on him. Kill him, or escape with his precious relic - either will seal his doom."

But the front door seems to have vanished the moment you stepped through it...Even if you succeed, how in blazes will you find your way out?

A1. The door seems to have vanished. This room is now a dead end.

B. Inside the chest are a potion of healing and 2 random potions.

C. The first hero to search for secret doors finds a rack on the fireplace where a broadsword could be mounted. If a broadsword is mounted here, the

Wandering Monster: Bolgia appears in spectral form, attacks the hero, and vanishes.

bookcase in Room D moves one space up, and the hidden door is revealed; if the heroes have not revealed the foyer yet, tell them they hear stones grinding nearby and mark the bookcase's new location. If the sword is removed, the bookcase moves back to its original place.

The first hero to search for treasure notices the handsome shield hanging above the rack, adorned with the black and gold emblem of Bolgia. If taken, it works like a normal shield.

D. The door concealed by the bookcase is the way out. The heroes may escape the castle by moving through the door.

E. The Castellan is here in the main office. As he draws his hand axes, he bellows to his subordinates, "Well, are you fools gonna take their heads, or just stand there and wet yourselves?!"

CASTELLAN

MOVE 6 :: ATTK 2 :: DEF 4 :: BODY 2 :: MIND 3
Use the Dragonstrike Bugbear to represent the Castellan. He wields 2 Hand Axes and gets two attack actions per turn. He drops 2 Hand Axes and the Keyring when killed.

The first hero to search for treasure finds a flask of strong liquor in the desk. All damage taken by the drinker is reduced by 1, to a minimum of 1, for the rest of the Quest; its additional effects vary depending who drinks it.

BARBARIAN: +2 body points

DWARF: nothing...

ELF: -1 body point

WIZARD: +1 body point; must roll a 5 or 6 on a red die after casting next spell, or the spell fails.

F. The hero who searches for traps notices that the door has a keyhole, and is also trapped: if it is not opened with the Keyring -- or opened before the trap is disarmed -- the cell is filled with poison gas that kills everyone inside, and an alarm resounds throughout the palace! All non-secret doors on the first and second floor are immediately opened.

If the trap is disarmed before the door is opened, the cell contains a friendly man-at-arms for every two heroes in the party. The soldiers have the same stats as the Elf, and are unarmed, but may be commanded as additional heroes until they are killed.

X. All pit traps on the second floor drop their victims onto this space. They roll combat dice for each body point and lose 1 body point for each black shield.

Wandering Monster: Bolgia appears in spectral form, attacks the hero, and vanishes.

FLOOR 2

G. The chest is magically trapped with a Summon Undead spell! If the heroes spring the trap, Zargon casts the Summon Undead chaos spell and deploys his new undead adjacent to any hero in this room or the previous room. The chest contains an excellent set of chain mail, a pair of potions of healing, a Heroic Brew, and 80 gold pieces.

H. These are definitely Bolgia's quarters, but with no sign of the Beast himself. The desk drawer contains a mere 25 gold in gems, scattered about the bottom from being hastily looted by someone else.

If the heroes began in the foyer and not the dungeon, they also find Bolgia's Orc's Bane in the desk, and a bookcase packed with ledgers, letters, and contracts which prove that all the nobles in Arden -- including Lord Valmont -- have been using Bolgia as a dirty deeds man for decades, attacking their neighbors while retaining deniability. Ever the mercenary, Bolgia has simply been playing all sides against the middle; now, with Janzen dead and Lord Valmont the new steward, Lord Valmont is the only one to keep the Emperor's men off Bolgia's back for the price of his reluctant allegiance.

I. The Chaos Warrior is Bolgia. When the heroes discover him, he laughs and brandishes a horrific-looking broadsword. If the heroes began in the dungeon, he bellows, "Seems I was too soft with you lasses on the rack this morning! Maybe now you'll scream like men!"

BOLGIA THE BEAST

MOVE 7 :: ATTK 3 :: DEF 4 :: BODY 4 :: MIND 5

Bolgia wields the following spells: Fear, Lightning, Summon Wolves, Restore, Gale, Summon Monster, Escape (retreats to Room C). If a hero encounters a wandering monster after Bolgia has been revealed, he may teleport to that hero's location. When defeated, Bolgia drops his sword and snarls bloody murder before gasping his last breath. The hero who defeats Bolgia claims his broadsword.

J. The first hero to search for treasure discovers a long ivory jewelry case on one shelf of the bookcase: inside is a Wand of Magic!

The bookcase is trapped with a Lightning Bolt spell, triggered by the hero who takes the ivory case. When triggered, a bolt of lightning travels in a straight line from the bookcase until it hits a wall or door,

Wandering Monster: Bolgia appears in spectral form, attacks the hero, and vanishes.

inflicting 2 body points of damage to each hero or monster it hits.

BASEMENT

If the heroes ignored Alyssa's pleas at the end of the previous quest, they start in the basement dungeon marked with the orange "A". The heroes are unarmed and have no equipment except a single short sword taken from the dead guard -- anything they brought into the Quest will have to be recovered. The Wizard and Elf are still able to cast spells. Use the Shipwrecked rules for unarmed combat. Read the following intro instead:

Your voyage home proved a false start as Bolgia's forces hit the caravan and captured you all. Now you have paid the price for trusting the Halsteds: permanent residence in the inescapable Obsidian Palace. You've barely managed to escape your shackles and kill the guards. The palace is Bolgia's final retreat: you must find where he's hiding and rid Arden of his cruelty once and for all. Then you must achieve the impossible -- find the way out!

The door at the stairway is a portcullis, which only opens when either of its levers (the spaces marked with keys) are pulled. Once pulled, the portcullis will stay open for 3 rounds. The levers cannot be pulled again until the portcullis closes.

Wandering Monster: Bolgia appears in spectral form, attacks the hero, and vanishes.

A2. There is a dead orc at the heroes' feet. Apart from the short sword they pilfered from his corpse, he has nothing useful.

K. The Teleport Traps are one-way only: any hero or monster who steps on Teleport "A" moves to Teleport "B". Once triggered, the trapped space is disarmed. Only spellcasters can detect and disarm the traps.

L. If the heroes began in the dungeon, the first hero to search for treasure finds the party's lost equipment here. Otherwise it contains 50 gold and 2 random potions.

The door is magically trapped and can only be detected and disarmed by a spellcaster; anyone else who searches for traps finds that the door seems to be enchanted somehow. The first hero who steps through the door triggers the trap: the door vanishes, stranding him inside the small room and forcing him to take the long way around

N. The weapons on the rack are rusted and useless. Inside the chest is a Bone Wand!

O. The first hero to search for treasure finds a Jug of Ale on the table. Drinking it has the combined

effects of a Potion of Healing *and* a Heroic Brew, but the drinker's defend dice are reduced by half the next time he defends.

P. The moment any trap other than the teleport traps is triggered, both secret doors marked "P" spring open, unleashing hordes of undead creatures upon the unsuspecting heroes. The portcullis, if open, immediately slams shut.

E. These secret doors can be found with a search for traps OR secret doors, but only open when the journal is taken from Area D. The heroes can seal the doors with a successful trap disarm, but they must roll 2 dice without any failures.

If the heroes came to the palace on their own, they win if they escape with the Orc's Bane or kill Bolgia: read Conclusion A.

If they started in the dungeon, they win if they defeat Bolgia and escape the palace: read Conclusion B.

Wandering Monster: Bolgia appears in spectral form, attacks the hero, and vanishes.

Conclusion A

Alyssa's servants managed to smuggle you out of Arden under the pretense of a new expedition -- her reward for your heroism was this and her hopes that fortune find you elsewhere. They had better, for now every house in Arden seeks the blood of whomever chased away their mercenary, and it won't be long before they deduce the answer. Not even Lord Valmont will be able to keep you from the gallows if you stay -- he may even throw the lever himself as a gesture of peace.

Now you stare down a new path to other lands, and other adventures. Perhaps somewhere down this road your old life awaits.

Conclusion B

"There is much hatred and bitterness between the oldest and noblest families of Arden," says Lord Valmont, "and none can harbor grudges like the Halsted clan. The Emperor will hear of their conspiracy against Arden's capital, and his justice will be swift. I should have known they held the Beast's leash. Perhaps they shared it with the late steward.

"None of this is your concern, of course. Not when you have a new life ahead of you! Here is the letter you so desire, describing your many heroic acts in my service. Let it not be said that Lord Valmont is not a man of his word!"

A Questbook for Heroquest

by

Mike MacDee

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