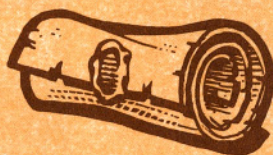


HERO QUEST™

The Banner of Prince Grimlok

Q U E S T



B O O K

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.

Epilogue

"Welcome home my brave companions. The empire is indebted to you once again, for your efforts alone have afforded us hope in the battle against our new and savage adversary.

The Hyperborean arms are once again united and unleashed. The Crystal Spear, the Eclipse, the Sunstaff and the Eye of Eridis are the foundation upon which our defense shall be built. These are the mightiest weapons we possess and for the time being they are yours to bear.

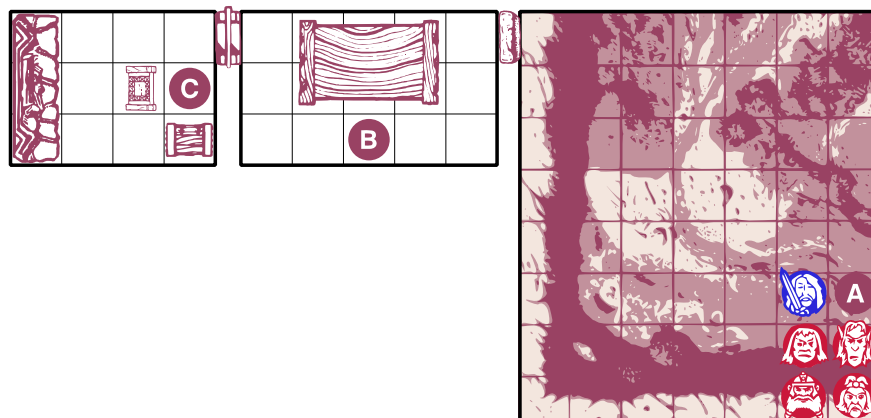
Prince Grimlok is aware of our triumph and is already plotting a new strategy against the empire. He will not stop until the old vendetta has been settled.

The empire is now beset on two fronts by the clans of Prince Grimlok and the forces of Zargon. It is a very dangerous time. A time when the fortitude, companionship and bravery of every Hero will be put to the test."

NOTES continued:

opening these doors.

- D** Use a heavy door piece. This door is locked and may not be opened by any means.



Quest 7

Escape the Bastion of Thule

Your presence in the Hyperborean citadel has not gone unnoticed. Prince Grimlok's champion, the hated and feared Carrionclaw has ordered the last of his warriors to hunt you down and claim the Hyperborean weapons for themselves. You

seek refuge in the crumbling Bastion of Thule, but they have found you, if you can escape the Bastion alive your Quest will be over and you will each have earned the right to bear the ancient Hyperborean weapons forever.

NOTES:

Begin the Quest with all doors, furniture and monsters laid out. All doors are open except for the outer doors in the rooms where the beastmen begin.

If Sir Duncan has been rescued from the Sunstone Armory he may also join the Quest, he should be controlled by Zargon as a non-player character.

Read the following aloud:

"You've managed to bolster the parapet doors but the wood is rotten and will not hold the beastmen for long. You must each decide which room you wish to begin the Quest in. If your Hero begins the Quest in a room with an item of furniture in it; you may place the item of furniture against a doorway to block it off before the Quest begins (demonstrate). During the Quest a player or monster inside the barricaded room is allowed to push the item of furniture 1 square at a time in place of the action phase of their turn. You may not begin the Quest in any of the outer rooms or corridors. Your objective is to kill all of Carrionclaw's soldiers or escape from the Bastion."

BRIEFLY MAKE SURE PLAYERS UNDERSTAND WHAT THEY HAVE TO DECIDE

"You have 1 minute to decide where you wish to start and how you want to place any furniture"

TURN THE MINUTE GLASS.

- A** Heroes may leave the Quest through these exits. Once Heroes have left the Quest through an exit they may not return.
- B** This is Carrionclaw. Carrionclaw orders the Heroes to surrender the weapons or die. The Hero that slays Carrionclaw may carry the mantle "Beastmaster" and train a Companion Wolf.

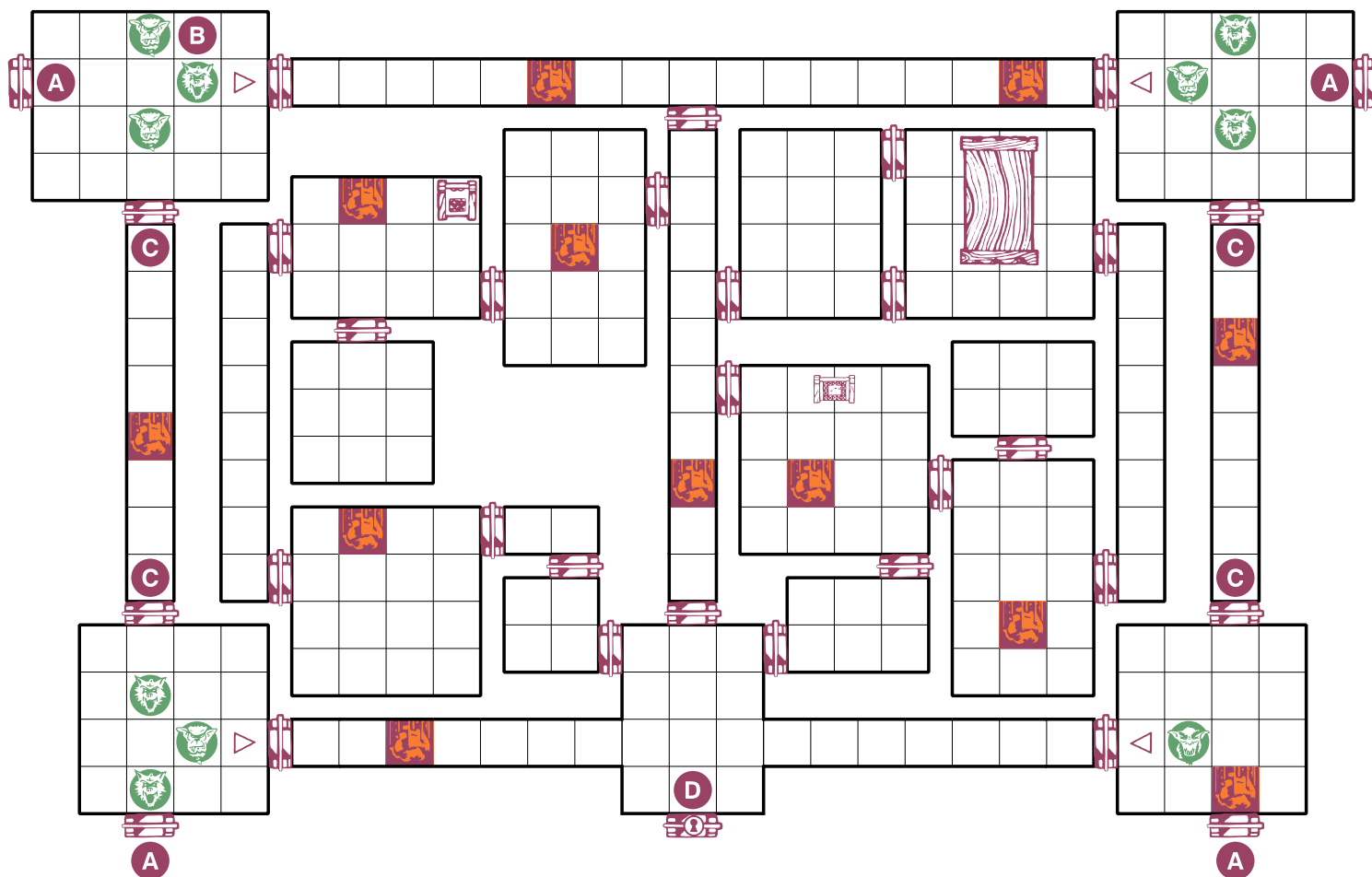
Carrionclaw

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	5	5	5	4

- C** These doors are bolstered. Players must spend the action phase of their turn



Wandering Monster in this Quest: Skeleton



Quest 1

Sir Duncan and the Troll

Renowned glory hunter; Sir Duncan has resolved to free the good folk of Redwillow from the oppression of the foul Troll that lives in the swamps to the south of the village. Sir Duncan has requested your assistance, for which you shall each receive a share of the 250 gold reward that the villagers have offered.

Sir Duncan insists you accompany him only for support and that the actual duel should be his labor alone. Sir Duncan has taken you to a small mound of rock and turf deep in the swamp. Large trollish footprints in the mud lead to and from a heavy stone door in the rock face.

NOTES:

- A** The Heroes and Sir Duncan begin here. Sir Duncan moves at the beginning of Zargon's turn. Sir Duncan's primary objective is to get to the chest. He will fight the Troll until he is hit, at which point he will step aside, request assistance and try to make an escape.



(PIC)Sir Duncan - Use knight figure.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3	4	4	4

- B** "As you slide the stone to one side you are hit by the acrid stench of rotting swamp potatoes and decaying flesh. The carcasses of half a dozen livestock and children hang from the ceiling. A rat scurries into a hole in the corner of the room."

The first time characters enter this room it will be empty (apart from the table). If all players enter the inner room then the Troll returns and is placed in this room. He has also closed the stone doorway. If all characters are not in

the inner room then the Troll will be placed on the start tile for when they exit.

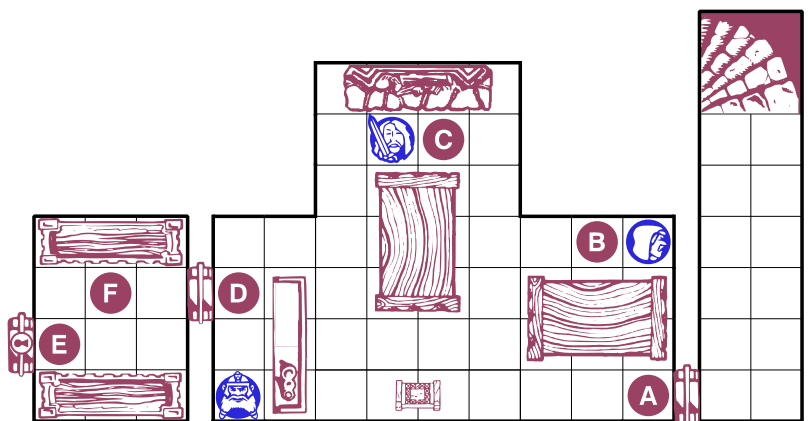


- C** This chest contains 650 gold coins. However, if Sir Duncan has got to the chest first he will have taken the gold and players will be told that the chest is empty.

If all players enter this room tell them that they hear a loud thud come from the other room.



Wandering Monster in this Quest: Rat



NOTES continued:

- thrown weapons or crossbow shots will miss because of the magnetic field.
- E** This chest is filled with sand. It is very heavy but can just about be pushed along the floor.
 - F** The stone chair can be slid sideways into some kind of spring loaded mechanism. If the chair is not braced by chest F then it will slide back into its original position as soon as any Hero enters room G. The door will close and they will not be able to escape unless someone else moves the stone chair. This trap can only be understood if traps are searched for by the Dwarf.
 - G** This door cannot be opened from the inside of this room unless the chest is bracing the stone chair.
 - H** This is the statue of Kror Avul Thar. Place it facing the pit trap. A Gnoll has fallen into the pit trap, any Hero that moves within 1 square of the pit trap or searches for treasure should be made aware of the Gnoll. The Gnoll may be attacked and will defend as normal. Whatever happens, it will climb out of the trap on the DMs next turn.
 - I** This crank deactivates the magnetic effect in room D.
 - J** If a Hero searches for treasure their attention is drawn to a hole in the top of the tomb and a crystal in the ceiling of the room. If the Crystal Spear is mounted in the hole then read this aloud:

"Light from the mirrors is refracted through the head of the Crystal Spear causing a brilliant ray of blue light that shines into the crystal in the ceiling."

The tomb moves away from the wall and the secret doors open to reveal the hidden room.
 - K** When a Hero enters the hidden room read this aloud:

"You have discovered the Eye of Eridis, it imbues your spirit with bravery, though few are truly worthy of its legacy."

Any Hero who searches for treasure in this room may take the Eye of Eridis Artifact Card.

Quest 2

The Call of Courage

Impressed by your bravery during the encounter with the Troll, Sir Duncan has summoned you all to a secret meeting of great importance. You are to meet him at the Redwillow ale house.

NOTES:

- A** When Heroes enter the ale house read this passage aloud:

"The ale house is warm and inviting. It is early evening and the building is quite empty except for the ale Dwarf, Sir Duncan and a cloaked Halfling lurking in the corner. 'All hail the mighty Troll slayers' cheers the Dwarf 'drinks are on the house'. The Trolls head is mounted above the crackling fireplace, where Sir Duncan waits for you, looking pensively into the flames."
- B** The Halfling thief (Noddy Blackfoot) is skulking here.

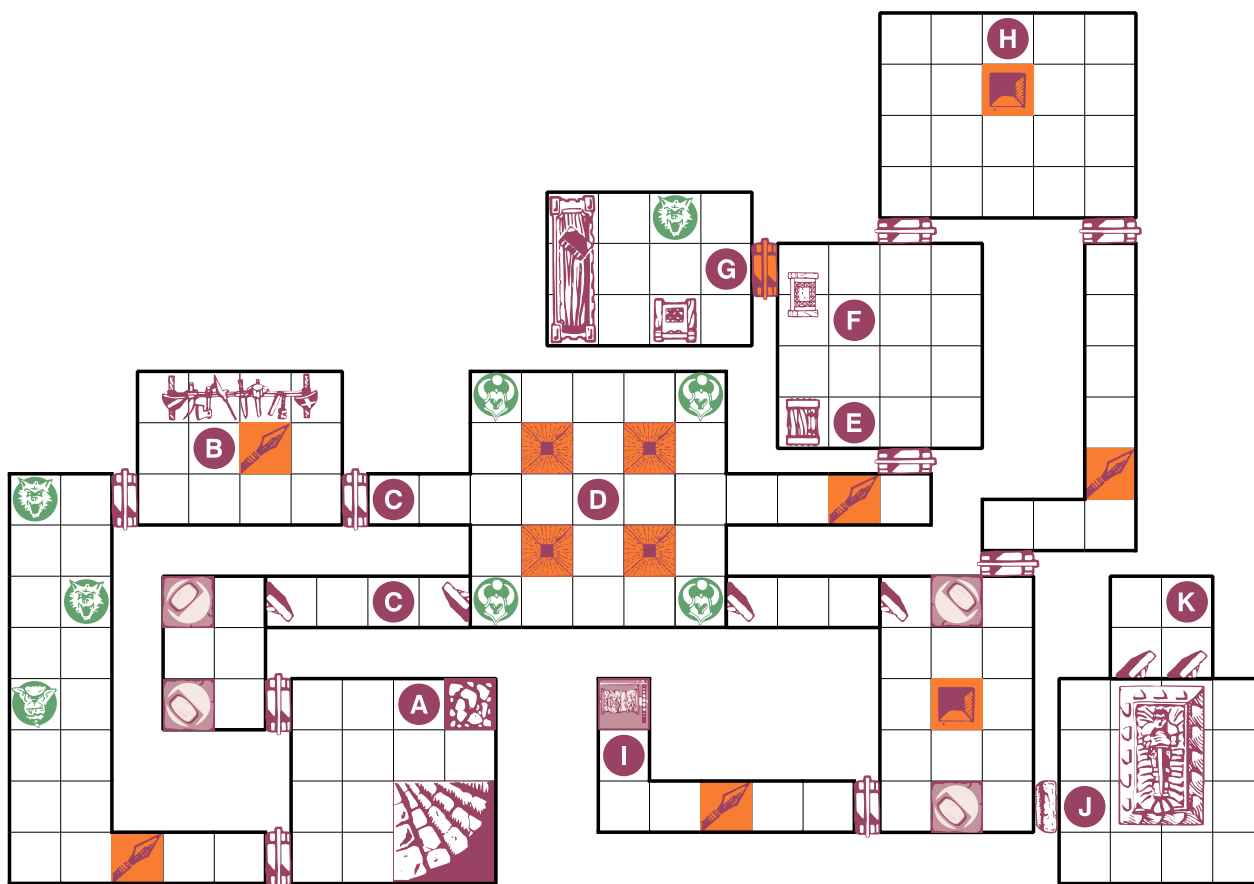
Noddy Blackfoot

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	1	1	1	3

At his first opportunity, Noddy leaves the room through the back door (unless he has already been killed).
- C** Sir Duncan welcomes the Heroes and prepares to tell the Heroes some grave news.
 - a) If Noddy has not been killed then Sir Duncan begins choking on his ale and collapses on the floor. Two Gnolls then enter through door D. One

- Gnoll engages the Heroes in combat whilst the other snatches Sir Duncan.
- The first Gnoll will attack immediately. Neither Gnoll can retrace their steps until the dungeon master's next turn. The Gnolls will attempt to leave the Quest taking Sir Duncan with them.
- b) If Noddy is killed then the kidnapping attempt will not take place. Sir Duncan will deliver the news (read the intro to the next Quest).
- Whether (a) or (b) takes place and whatever the outcome, Heroes will proceed to the next Quest.
- D** This is the door through which the Gnolls enter and leave.
- E** The Gnolls leave the Quest through this door. When Heroes try to exit they will find the door is locked and cannot be opened.
- F** Neither of these cupboards contain anything of real value.





Quest 3

The Crystal Spear

A new threat faces our war-torn lands. The savage beastmen from the northern wastelands have united under the banner of the ruthless Prince Grimlok. His army grows in strength and the empire must prepare for the bloody conflict to come. Legend tells of four powerful magical weapons, wielded by the Hyperborean Lords who drove the beastmen into the

wastelands. Now Prince Grimlok's clans have advanced into the derelict Citadel of Hyperborea where the ancient weapons are said to reside. The fierce Balok Thrag has been sent south to "The Well of Hope". Vault of the Great Crystal Spear: the first of the Hyperborean Arms that you must recover.

NOTES:

- A** These stone doors will remain closed until the spell is read from the sorcerer's table.
- B** This weapons rack contains a spear ("obviously a decoy left to fool unscrupulous plunderers").
- C** This chest contains a Potion of Healing and 50 gold coins.
- D** This chest contains a golden key (the key has no use in this Quest).
- E** This falling block falls when the stone doorways open. Do not reveal this trap to players if they search for traps.
- F** If any Hero searches for treasure read this passage aloud:

"A cobwebbed Skeleton lies across the table clutching a book open at some kind of spell. The words are just about legible"

If any Hero reads the spell in the book then read the following passage aloud:

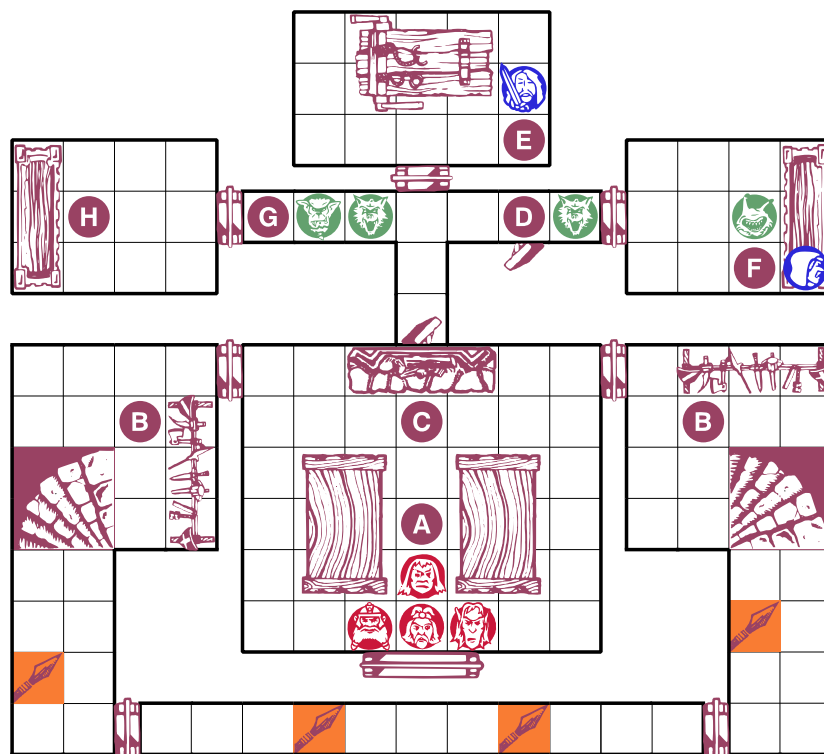
"As you speak the last word a rumble of stone echoes through the corridors of the vault. Before your eyes the slabs of rock slide away to reveal two rooms. Unfortunately, Thrag has been patiently waiting for this. He bellows a fearsome roar and begins beating his forehead savagely with a large flint." (Open all stone doorways marked A).

- G** If the Crystal Spear is thrown at Thrag and it does not kill him. He will take it and proceed to the exit. If Thrag gets away with it the Heroes will have failed.
- H** *"In the old rotten weapons rack stands the majestic Crystal Spear, its edges keen as the day they were cut."* Any Hero searching for treasure may take the Crystal Spear Card.
- I** These Mummies are the guardians of the vault. They will only attack the bearer of the Crystal Spear and those who stand in their way.



Wandering Monster in this Quest: Mummy

(The Mummy will only attack the bearer of the Crystal Spear or if attacked)



Quest 5

The Temple of Light

Towering above the citadel endures the majestic temple of light, for centuries it was the root of power for the Hyperborean Wizards and archive of their limitless knowledge. Encircling creepers afford you access to a single window just below the

zenith of the tower; above which a ray of golden light pierces the night sky: a promising sign that the magic of the Sunstaff still burns within.

NOTES:

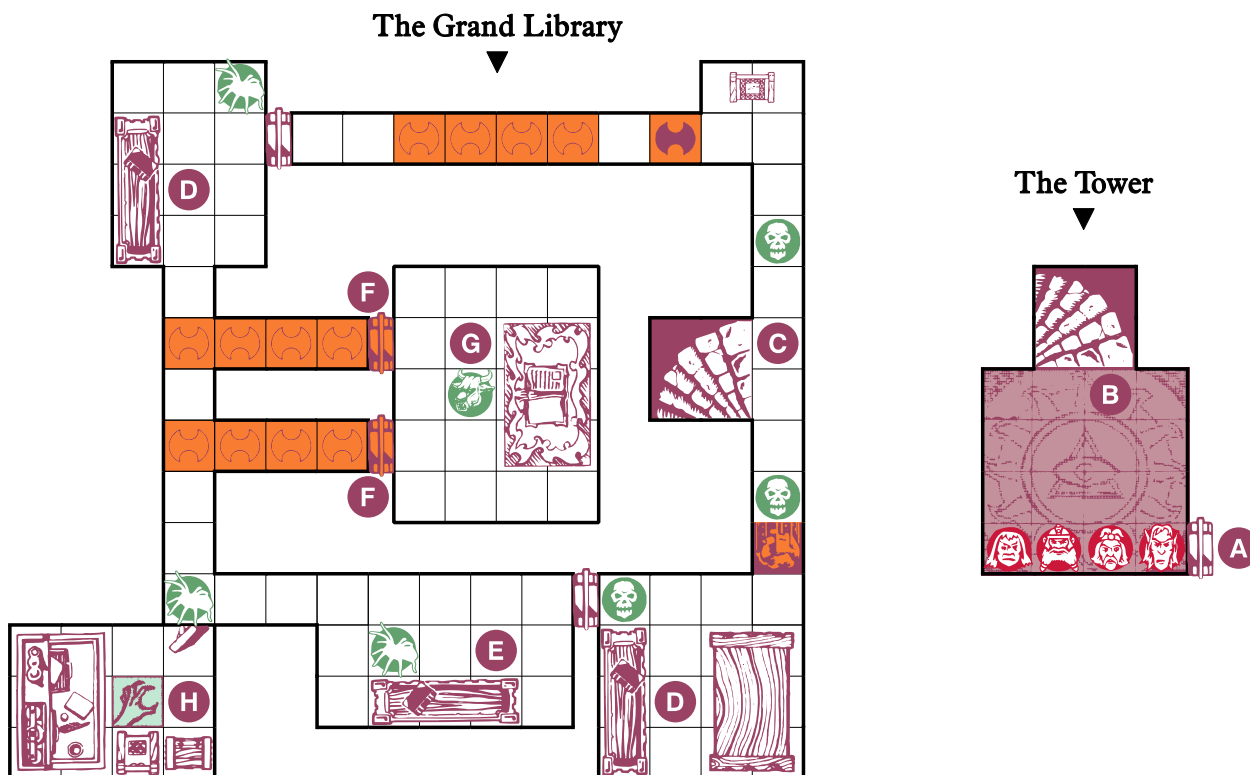
- A** This doorway represents the window the Heroes entered through. Read this passage aloud:

"The Sunstaff is suspended within a shaft of golden light emanating from a hole in the center of the floor."

Any Hero attempting to simply take the Sunstaff will be burnt by the light and lose 1 Body Point. The Sunstaff cannot be removed by any other means until the book on the sorcerers table is closed.
- B** This staircase leads down into The Grand Library (it is not the exit)
- C** This is the staircase from The Tower.
- D** Books on these shelves chronical the epic history of the Hyperborean Empire.
- E** An interesting spellbook on this shelf reveals much about the art of Foresight. Wizards and Elves may choose to use Foresight spells in future Quests.
- F** The blade trap in the other passage is activated when this door is opened.
- G** The protective field which surrounds the Sunstaff emanates from this book. Heroes may close the book to release the Sunstaff. The Sunstaff can now be collected from The Tower. The book is of no use to the Heroes.
- H** This chest contains a cloak of protection.



Wandering Monster in this Quest: Spider



Quest 4

The Sunstone Armory

Beside the Southern Gatehouse is the Sunstone Armory. The armory held the weaponry for the Sunstone Battalion, great warriors of legend. This is the best place to begin your search for the Hyperborean Arms. The sturdy iron door to the armory

has been locked for centuries but the golden key from The Well of Hope seems to fit into the lock and with an ear-piercing screech you force the old door open. This place appears deserted...

NOTES:



Sir Duncan - Use knight figure.



Noddy Blackfoot - Use thief figure.



Heroes begin the Quest here.



All these weapons racks, cupboards and chests are empty.



If a Hero searches for secret doors they will find the mechanism which moves the fireplace forward and reveals the secret door.



This secret door is already open. (It is how Noddy and the beastmen entered the armory.)



If Sir Duncan was successfully kidnapped from the Redwillow inn he is chained to the wall here. He is weak and cannot fight. Once Sir Duncan is rescued he promises the Heroes he will return and then tries to leave the armory.

Sir Duncan

MOVEMENT	ATTACK	DEFEND	BODY	MIND
4	1	2	1	4



If he is still alive; Noddy Blackfoot is hiding under the table. Noddy is able to pick the lock on door G.

Noddy Blackfoot

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	1	1	1	4



(Use iron door piece.) This door is locked. There is no key. Noddy Blackfoot can pick the lock. If Noddy has been killed Heroes will not be able to open the door and not be able to retrieve the Eclipse. The door may also be mage-unlocked.



Wandering Monster in this Quest: Carrion Crawler

NOTES continued:

H

"Inside the cupboard, behind a veil of cobwebs you discover the awesome battle axe, Eclipse. Only the strongest of warriors can hope to unleash its full potential in combat." Any Hero who searches for treasure may take the Eclipse Card.