

# HEROQUEST

## THE KING UNDER THE FOREST

### *About the King under the Forest*

This quest pack is an adaptation of the quest 'The King under the Forerst' by Dave Morris and Oliver Johnson that appears in the book Dragon Warriors (). The original text for this quest is available here:

<http://www.magnumopuspress.com/wp-content/uploads/2008/12/dragon-warriors-sleeping-gods-first-adventure.pdf>

The quest 'A Lady in Waiting' includes the monster 'Medusa' from the quest 'Medusa's Gaze' by Drathe, that appears in the Local Legends – volume 1 quest pack.

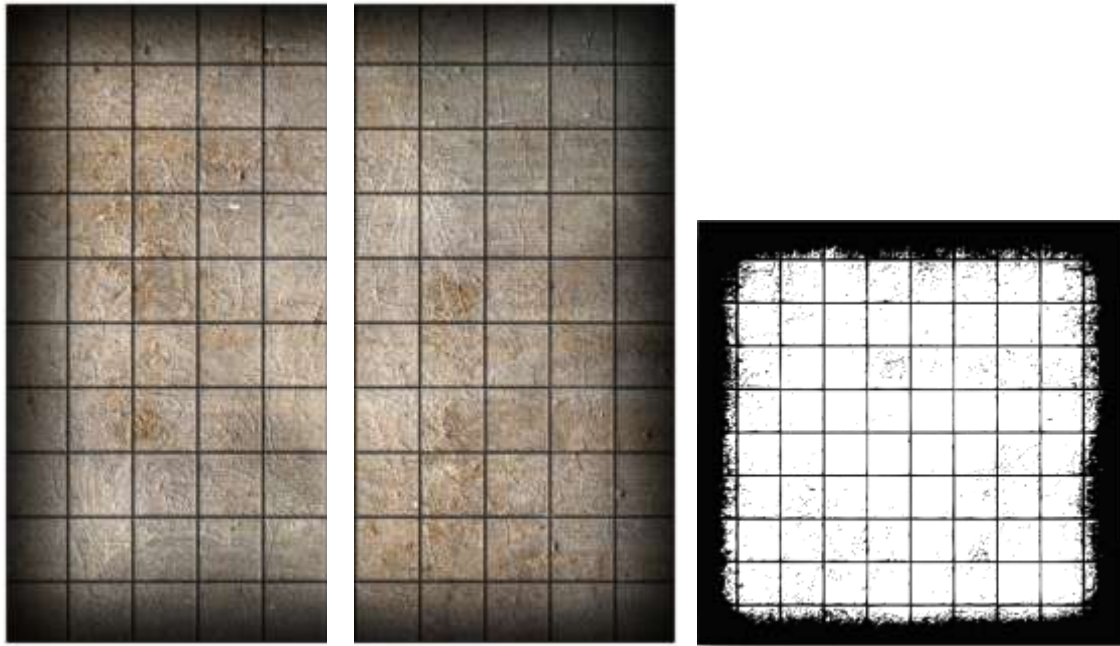
### *Playing the King under the Forest*

Welcome back, adventurers! In this quest pack the Heroes will travel through the tomb of Vallandar, a mythical king from long ago. They search for all the treasure of the kingdom that legend says was buried with the king, but may find more than they bargained for.

### *Requirements*

- Heroquest game system
- 12 Skeletons (or undead substitute miniatures)
- Bretwald miniature (a priest)
- 4 Spirit of the Royal Guard miniatures (suggested miniatures 'Warriors of the Undead' from GW Lord of the Rings range, <http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1500375a>. These are optional, the quest pack can be played without them)
- 1 Giant Spider
- Printable Tile, Doors and Furniture sheet included

## *Special Tiles*



### Warrior's Crypt

These two tiles fit together to create the cavernous tomb.



### Tombs

These stone tomb coffins contain the bodies of 12 of Vallandar's most loyal warriors.  
*(3 dimensional models. Require assembly)*



### Portal of Light

This magic portal protects the lower levels of Vallandar's tomb from unwanted visitors.  
Bretwald's map contains the magic spell to unlock the portal.

## Double Doors



Double doors are **always** open. A new double doorway is provided on the tilesheet.

## New Rules

The heroes are accompanied on this quest by Bretwald, a local priest. He is armed only with a staff and carries a lantern. One hero should be chosen at the beginning of the game to control Bretwald and they will move him as part of their character's turn.

### BRETWALD

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	1	2	4	3

### Bretwald's Lantern (optional Illumination Rule)

Unless otherwise stated the tomb is not illuminated. Bretwald carries a lantern to light the way for the heroes. The following rules apply to Bretwald's Lantern.

- **His lantern will illuminate any corridor or room that he is standing in as well as any square he can see. The light from his lantern will not be obstructed by heroes or monsters.**
- A Hero may search any square on the board as per the usual rules, however if the square they search is not illuminated their search will be unsuccessful, and any hidden traps or treasure should not be revealed to them by Morcar/Zargon.
- A hero may not disarm a trap that is not illuminated, any attempt to do so will set off the trap and the hero will suffer the body damage caused by that particular trap.
- A hero may attempt to jump a trap they have been made aware of, but if it is not illuminated they must role a black shield on 1 combat die to jump the trap. If the hero rolls a skull **or** a white shield the trap is sprung and the hero suffers the body damage caused by that particular trap.
- When fighting in the dark the number of combat dice thrown by a hero should be halved and rounded up. **The number of combat dice thrown by monsters will be unaffected.**
- When a Hero is exploring a corridor or room in the dark objects should only be placed on the board when the Hero moves into an adjacent square.
- Once an object or monster has been discovered, either in the dark or with Bretwald's Lantern it should remain on the board.

*Have you heard of Vallandar?* Asks Bretwald as he pours you another warm jug of ale. You recall a local legend, a myth taught to every child by the time they take their steps. Quietly you sip your ale and prepare to be told the tale once again.

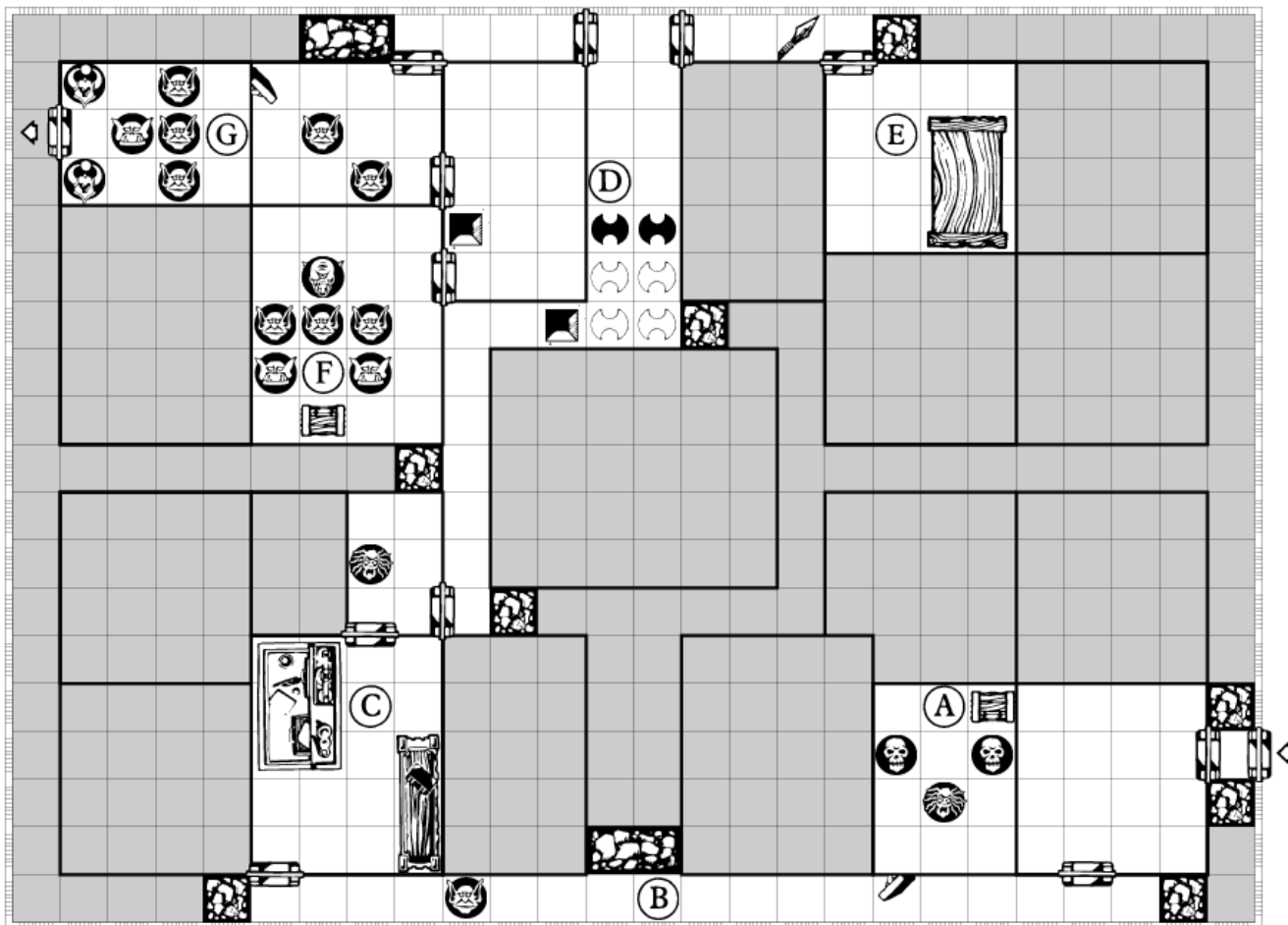
*"He is said to have been king of this land long ago. His reign was just and pious, great warriors bowed to be his vassals. But Morgrin his evil half-brother hated him for his goodness, he betrayed him to his enemies and wrought a war in which Vallandar's land was laid waste. The legends say that Vallandar met Morgrin in the final battle and struck him down with a single blow. But Morgrin had laid a spell upon his sword and it dealt the king a grievous wound as it fell from the dead traitor's hand."*

*"Mathor, the king's wizard found his dying lord on the battlefield and carried him to a secret crypt. There he placed Vallandar with twelve of his bravest knights and all the treasures of his kingdom, to await the day that he was needed again to drive injustice from these shores."*

*Bretwald takes an old leather bound book down from the shelf and removes a piece of parchment concealed within the back cover. "This document was given to me by a monk years ago; he could not read the language. I was a friar in Cornumbria in my youth and I learned a little of this script there. It tells where Vallandar is buried" -he stabs his finger down on the parchment - "in Fenring Forest, three days hence!"*

*That was three days ago. Today you stand in a small clearing in Fenring Forest that Bretwald has led you to. In a grassy bank, entwined with the roots of an old tree, stands a massive stone door. Tall letters are carved across the face of it.*

*Bretwald picks moss from them before murmuring, "Here lies Vallandar, who was and will again be King". Finally you pull the huge doors open, to reveal steps leading down into darkness. Bretwald lights his lantern and you descend....*



## QUEST 1

# The Portal of Light

*Finally you pull the huge doors open, revealing stone steps leading down into darkness. "The legends tell of a magical portal created by Mathor, the king's wizard" Bretwald tells you. "This portal protects the lower levels of the tomb from unwanted visitors. We will be quite safe once we have passed through the portal, but I cannot be sure what we will meet in the upper level of the tomb. This forest is full of all manner of servants of chaos...."*

## Notes

- (A)** The chest in this room contains a tool kit and 40 gold coins. Bretwald recognises the zombie as the leader of a group of adventurers he travelled with before, in search of Vallandar's tomb. He tells the group that they were ambushed by Orcs in the forest before reaching the clearing outside the tomb.
- (B)** *"A faded tapestry hangs along the wall to your right. It depicts a host of warriors locked in battle."*

As soon as the first hero passes the square marked B read the following.



*“The large stone doors slam shut behind you, the tapestry begins to flutter even though there is no breeze. Even as you watch, four of the warriors become solid and step out of the tapestry and in to the corridor. They wear strange sculpted armour, still in the faded hue of the tapestry, and their faces are the colour of old cloth. But their wide-bladed swords appear all too real...”*

Place four Chaos Warriors along the corridor on any four squares of your choice. Play now resumes with Morcar’s turn and the Chaos Warriors may attack immediately. When the Heroes have slain all of the Warriors read the following.

*“The bodies of the warriors you have defeated vanish before your eyes. “Look!” Bretwald points to the tapestry. The Warriors have returned to their place in the tapestry, now bearing the wounds that the heroes dealt them”.*

- Ⓒ The Alchemists bench contains 1 potion of healing.
- Ⓓ Both of the swinging axe traps will be set off when a Hero steps on either of the black axe squares.
- Ⓔ The first hero to enter this room will become entangled in the web of a giant spider and their turn ends on the first square inside the door. The spider descends the web and bites the hero inflicting 1BP of damage. The Giant Spider should then be placed on any square adjacent to the hero. Play resumes with the next Hero or Morcar.

#### GIANT SPIDER

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3	2	2	1

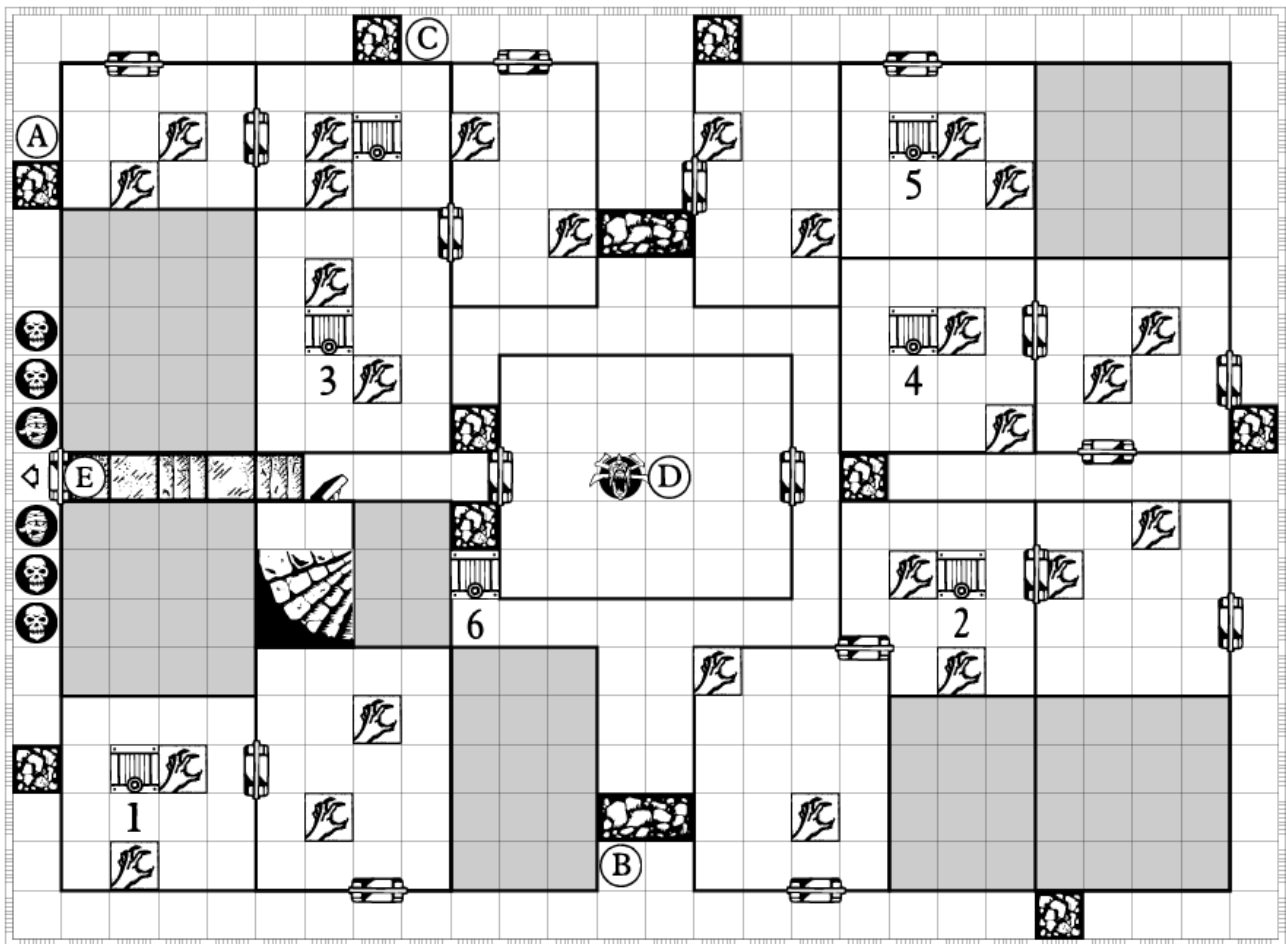
The first Hero to search this room for treasure will find a polished shield on the table. The shield is identical to the one that can be bought from the armoury, but the front has been polished and the Hero can clearly see his reflection in it.

- Ⓕ The treasure chest contains 300 gold coins, but has a poison gas trap in it. If a Hero searches for treasure before the trap has been disarmed the poison gas will be released. Every Hero in the room will lose 2 body points but may reduce this by 1 for each white shield rolled on 2 combat dice.
- Ⓖ The Chaos Warriors in this room are statues. They cannot be harmed, move or attack. Do not tell the Heroes this unless they attack the statues.

The door out of this room is the Portal of Light, this quest ends when the Heroes pass through the portal.

Wandering Monster





## QUEST 2

### Into the Dark...

*"Mathor's portal has cast you all deeper into the catacombs, but you have been separated and Bretwald is nowhere to be seen. A blood curdling scream pierces the darkness. Fearing the worst you set off in the direction the scream came from, knowing you must find Bretwald's Lantern to have any hope of escaping the tomb."*

#### Notes

Before starting this quest each Hero must roll 1d6 to determine his starting position.

- (A) The Hero starts on or next to this square if he rolls a 1 or 2.
- (B) The Hero starts on or next to this square if he rolls a 3 or 4.
- (C) The Hero starts on or next to this square if he rolls a 5 or 6.

Bretwald has been separated and will be found next to trap door 6, do not place him on the board until he is found. He has become frozen with fear and will not move until a Hero finds him.



Whenever a Hero Lands on a trap door square he must roll 1d6. He will then come out at the trapdoor with the same number next to it as he has rolled on the die. If a Hero rolls the number of the trapdoor he is on, he rolls the die again. A Hero may not travel back through the same trap door he has just come out of; he must search the level for another trap door. Monsters may not travel through the trap doors.

### Monsters

Morcar rolls 1d6 every time a Hero enters a room. He may use the following monsters on any of the wandering monster squares in the room depending on what number he has rolled. (Remember these monsters should not be placed on the board until the Heroes discover them, they are all exploring in the dark!)

- |   |                         |
|---|-------------------------|
| 1 | 1 Skeleton              |
| 2 | 1 Zombie                |
| 3 | No monsters             |
| 4 | 2 Skeletons             |
| 5 | 1 Skeleton and 1 Zombie |
| 6 | No monsters             |

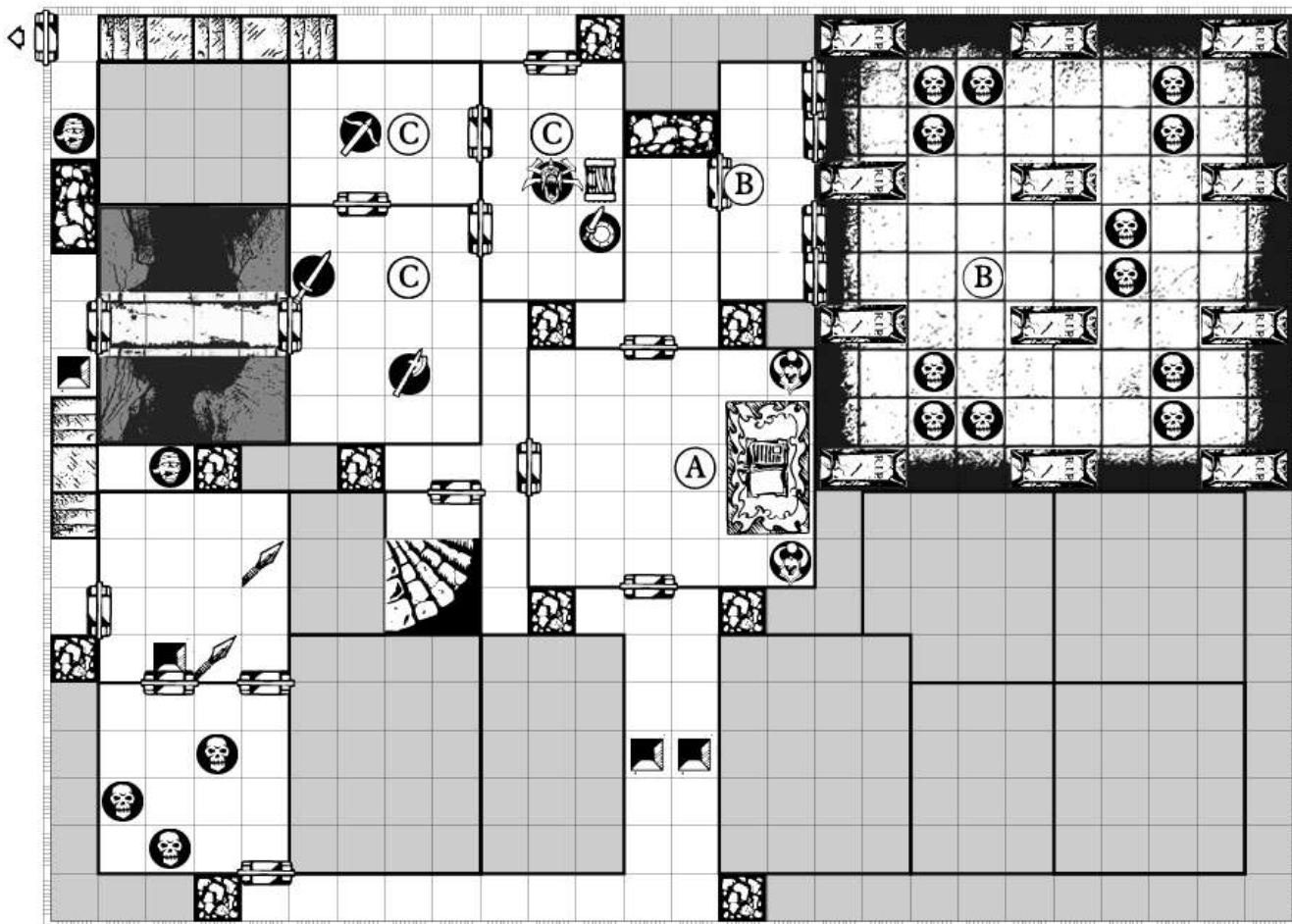
These traps should be used every time a Hero or group of Heroes enter a room, even if they have already passed through this room.

- Ⓓ The Gargoyle in this room is a Giant Living Statue. It looks uncompleted – the upper torso, arms and head are perfectly sculpted, but the lower body is a single lump of unworked stone. On Morcar's turn it will swing its arms around. Any Hero standing within 2 squares of the statue will lose 3 body points but may roll 3 combat dice and reduce the damage by 1 for each white shield rolled.
- Ⓔ All of the monsters behind this door should be placed on the board when this door is opened even though they are not illuminated.

Wandering Monster







### QUEST 3

## *A Lady in Waiting*

*"My friends, a darker magic is at work here than Mathor's. I expected the Ores and Goblins, but the undead we have encountered should not be here. Perhaps the hand of the king's half-brother, Morgrin, is at work here. I do not know.*

*The legends speak of a lady in waiting that waits in the tomb. I always assumed she waited for the king's return, but now I'm not so sure."*

#### Notes

- (A) This is the chapel. If the Heroes enter the chapel after the battle against the Skeletons in Room B or the Gorgon in Room C Bretwald will kneel in prayer at the altar (Sorcerer's table) and give thanks for their survival. Move Bretwald to the square marked A. Bretwald and any player who decides to join him in prayer will regain all of their lost body points. They will also miss one turn. He will only do this once during this quest.

The Chaos Warriors are statues and cannot move attack or be harmed.

The First Hero to search this room will find 1 vial of holy water (from the treasure cards) and the spell scroll Fire of Wrath.



- Ⓑ Do not place any of the monsters in this room until a Hero searches the large room.

When this room is searched for treasure **or** traps Morcar should place all the monsters in the room on the board. These can now be moved on Morcar's next turn. The door marked Ⓑ in the small room will also magically close, the Heroes will not be able to open this again until after all of the Skeletons have been defeated. The Skeletons are armed with shields and roll 1 extra combat die in defence.

If the Heroes did not find the polished shield in the spider's web in Quest 1 the first Hero to search for treasure after the Skeletons have been defeated will find the shield in the possession of one of the Skeletons. The shield is identical to the one that can be bought from the armoury, but the front has been polished and the Hero can clearly see his reflection in it. There is nothing else of any use in this room.

- Ⓒ These 3 rooms are the Lair of the Gorgon. The 3 doors connecting these rooms should be open when placed on the board. The door out of the Lair into the corridor is locked, the key can be found inside the treasure chest after the Gorgon has been defeated.

The mercenaries are Heroes who have previously entered the Tomb of Vallandar. They are "petrified" and cannot move, attack or be harmed. There is no hope of saving them.

### GORGON

Use the Gargoyle figure to represent her. She is vile and vicious. When she attacks, she rolls 1d6 in addition to her Combat Dice. If she rolls the same number as the current Mind Points of the Hero she's attacking, the Hero becomes "petrified" (the Body Point damage is applied before Petrify takes effect). The 'petrify' attack is only used when the Gorgon is in an illuminated room. The Gorgon knows the Chaos Spell: **Fear**

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	3	4	6	4

If one of the Heroes is carrying the polished shield **and** the room is illuminated by Bretwald's Lantern she should roll 1d6. If she rolls the same number as her Mind Points she sees her gaze reflected back at her and is "petrified". If not, she will close her eyes and fight the characters blind rather than risk seeing her own face a second time. Her new stats will be:

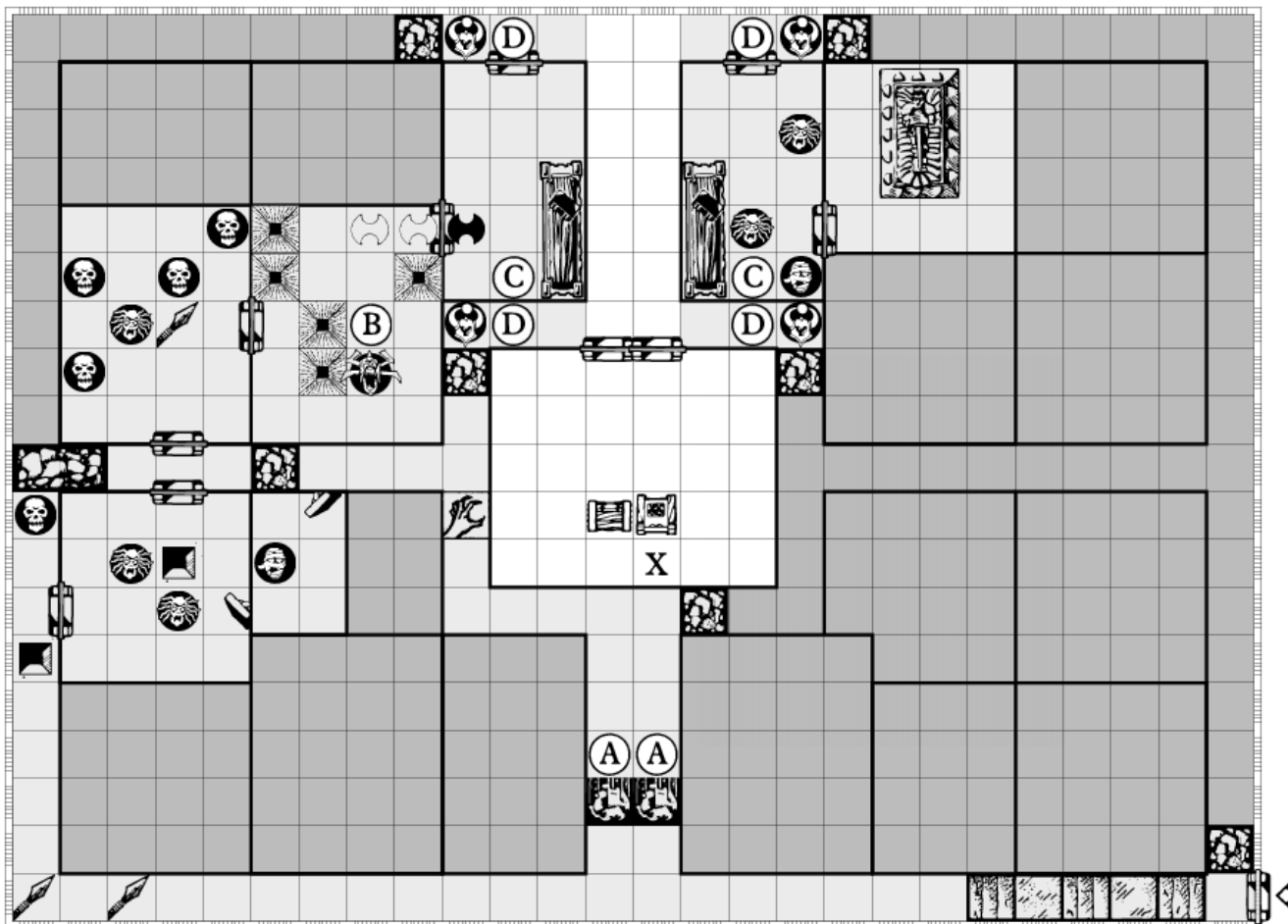
MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	2	2	6	4

### Petrify:

If a Hero is "petrified" they cannot move, perform actions, defend or be harmed. At the beginning of a petrified Hero's turn, they may roll 1d6 for each of their Mind Points, as well as 1 combat Dice. If a six is rolled, the Petrify attack is broken. If a skull is rolled on the Combat Die, they will also lose 1 Mind Point in the process.

Wandering Monster





## QUEST 4

# The High King's Hall

*"Congratulations, you have survived Mathor's tests, the Tapestry Warriors, the Living Statue and the Lady in waiting. Finally you descend to the lowest level of Vallandar's tomb in search of the high king's hall. All the treasures of the kingdom await you."*

### Notes

The High Kings Hall (centre room) and the corridor approaching it are illuminated. The map is shaded to show this.

- (A) Both of these falling blocks will collapse when a Hero moves on to one of the squares marked A. Any Hero stood on the falling block tile must roll 1 combat die, if he rolls a skull he will lose 1 body point. He must also decide which side of the blocked corridor he will jump to. This trap will not be found when this corridor is searched for traps.
- (B) The Gargoyle is a statue and cannot be attacked.



- Ⓒ When the Heroes search for treasure in these rooms tell them, **“The books on these shelves are written in a language you do not understand. Bretwald takes one of the books from the shelves, and after a few moments of reading packs the book away in his belongings”**.

These books contain a detailed history of Vallandar’s kingdom. There is a set of five books that are of great historical value. Each Hero will be able to carry one book and will have to state that they are taking it. The Heroes will be able to sell the books for 50 gold coins each at the end of the quest, however if every Hero takes a book then they will be able to sell the complete set for 1000 gold coins. Do not reveal the value of these books until the quest pack has been completed.

- Ⓓ These Chaos Warriors are statues, they cannot be attacked, move or be harmed. (see **X**).

- X** “You have reached the final resting place of Vallandar. Inside the chamber sat upon the throne is a tall man wearing great plates of decorated armour. His head is bowed as if in deep slumber and on his brow you see a golden crown. The throne is within a pillar of green light that streams down out of the darkness. Around Vallandar, twelve mighty swords stand balanced upon their points in a perfect circle. Two darkly glittering eyes fix upon you as a manlike form takes shape from behind the throne. It reaches back and seems to draw a sword from the empty air.”

#### MORGRIN’S SPECTRE

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	5	6	6	5

The shape is the Spectre of Vallandar’s evil half-brother, Morgrin. He is not affected by any weapon other than the swords surrounding Vallandar; neither is he affected by any spell. He knows the Chaos Spells **Ball of flame, Fear, Lightning Bolt, Firestorm and Tempest**. Morgrin also knows the chaos spell **Summon Undead**, which he casts as soon as he reveals himself. He may cast this spell two more time after this, but never on consecutive turns.

He also calls forth the spirits of the twelve Warriors of the Royal Guard, buried by Mathor alongside the King. Place 1 Spirit of the Undead piece on each of the squares marked **D**, in front of the Chaos Warrior statues, they may move on Morcar’s next turn. These undead warriors can only be harmed by magical weapons (Spirit Blade, Spells, Vallandar’s Sword) and cannot be killed, every time their body points are reduced to 0 they will return to their starting positions, **D**. They can begin to move and attack again on Morcar’s next turn. When Morgrin is killed they will vanish. (*The 4 Chaos Warrior pieces can be used if no other suitable miniatures are available*).

#### ROYAL GUARD SPIRITS

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3	4	1	1

To win this battle the Heroes must take the swords from around Vallandar. If no one attempts to take one of these swords use Bretwald to hint that this is what they should do. When fighting inside the tomb, the Heroes can be considered to be fighting for Vallandar and will be able to roll 4 combat die in attack, as per the quest treasure card.

This quest ends once Morgrin has been killed and the Heroes have searched the high King's Hall for treasure.

Wandering Monster



## Epilogue...

*Having vanquished the spectre of Vallandar's evil half-brother and finished off the last of his undead army you all turn your attention to the golden casket next to Vallandar's throne. You lift the heavy lid of the casket, expecting to find wealth that transcends greed. Is this the unimaginable wealth of the realm spoken of in legend? Eagerly you peer inside*

~

*You find a silver crown, a handful of grain, a simple ploughshare, a wooden cross and a leather-bound book. Bretwald understands the message. "The treasures of Vallandar's realm!" he groans. "The King, the Land, the People, the Faith and the Law..."*

~

*After returning to the surface you part ways with Bretwald. He returns to his position of local priest a much sadder and wiser man, his adventuring days are over. However you have much more adventuring to do...*

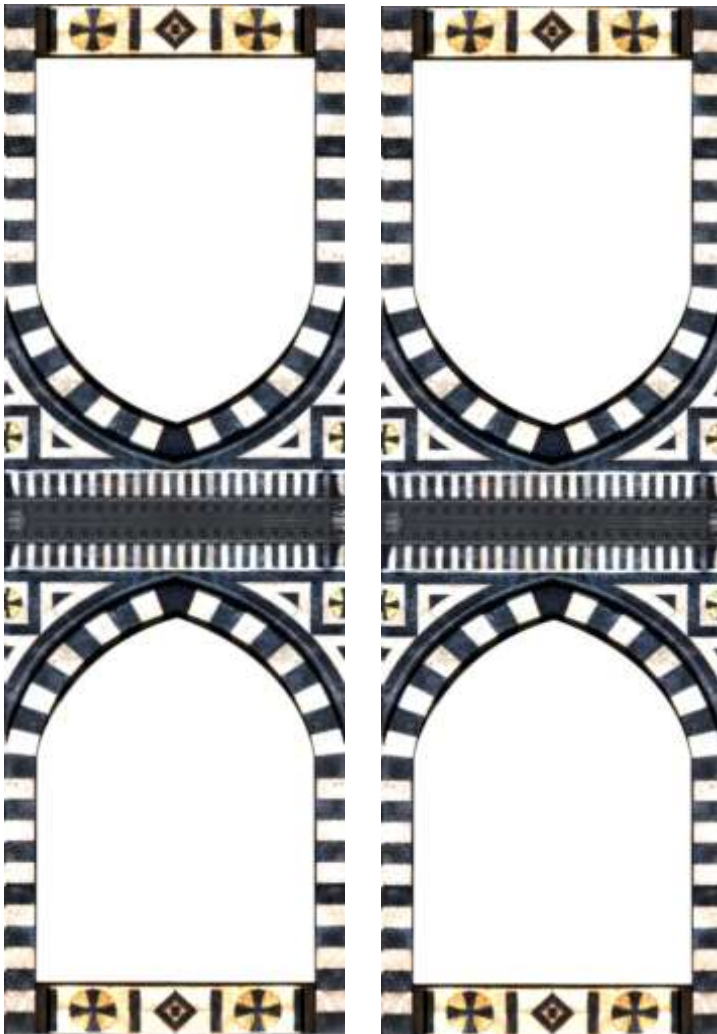






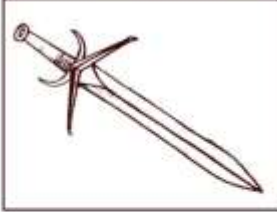






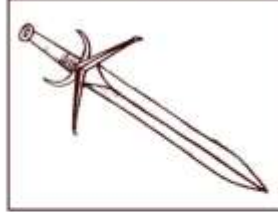
This quest also requires the 'Running the Gauntlet' tile by Jonathan Usiak, available from the tile download page of [yeoldeinn.com](http://yeoldeinn.com) or the stone bridge tile from 'Against the Ogre Hoarde'

### *Vallandar's Sword*



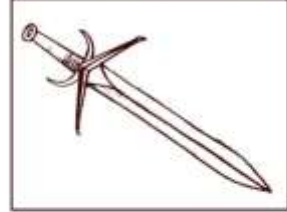
Vallandar's Sword allows you to roll 3  
combat dice in attack  
OR  
four dice in attack when fighting for  
Vallandar.  
A Hero who possesses this sword may  
never lose it, even if broken or  
destroyed. The Hero will mysteriously  
find it amongst their equipment at the  
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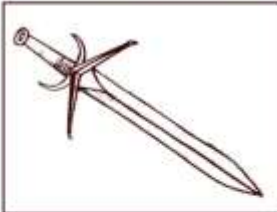
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