

# HeroQuest™

The King under the Forest

Q U E S T



B O O K



## Introduction

**H**ave 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...

## Epilogue...

**H**aving 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...



NOTES continued:

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 Zargon'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 Zargon'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 Artifact Card.

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

# 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.



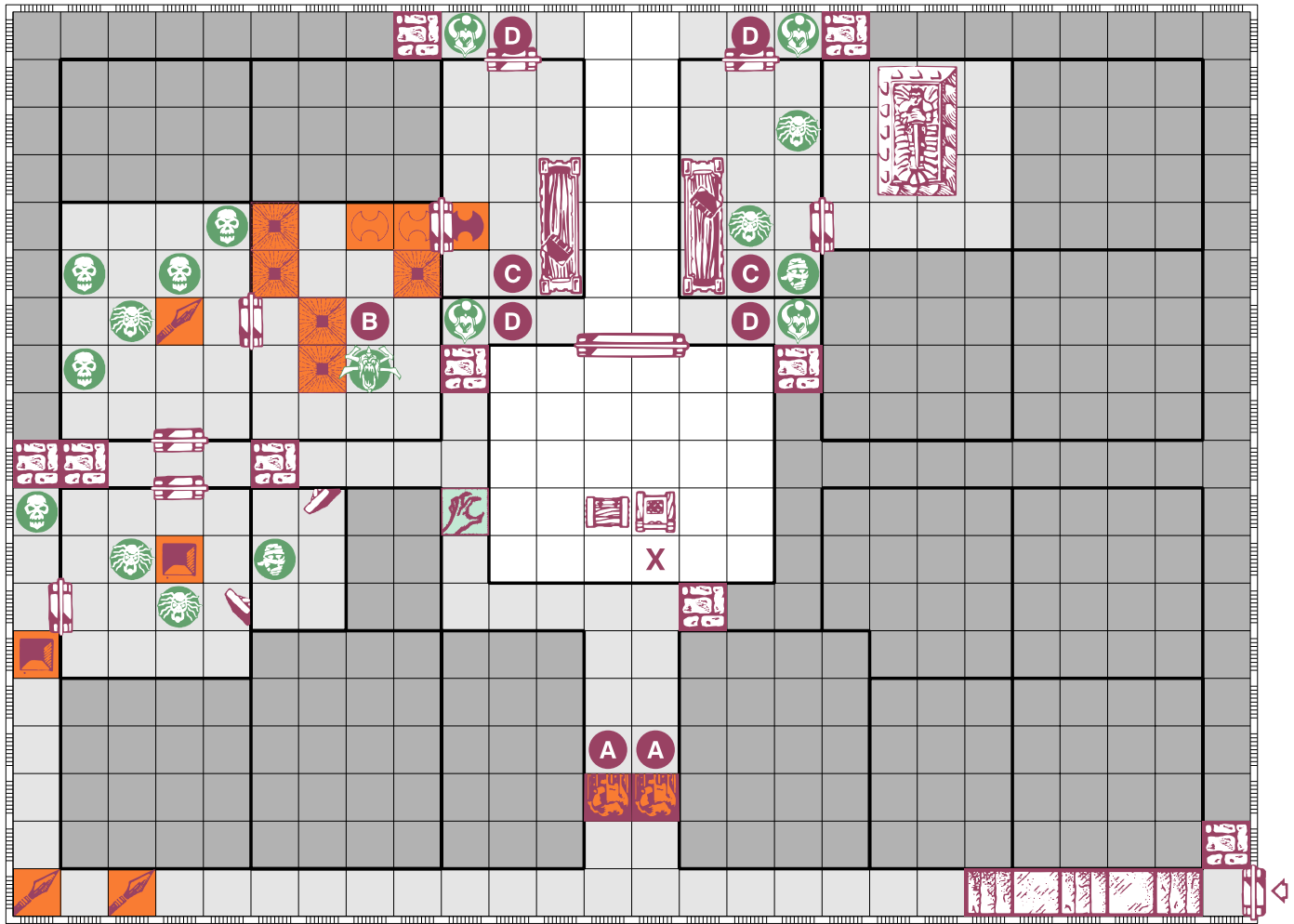
**Light Green:** This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.



**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.

**Wandering Monster in this Quest: 2 Skeletons**



## 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 recognizes 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 armor, still in the faded hue of the tapestry, and their faces are the color 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 Zargon'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".*

**C** The alchemists bench contains 1 Potion of Healing.

**D** Both of the swinging axe traps will be set off when a Hero steps on either of the black axe squares.

**E** 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 1 Body Point of damage. The Giant Spider should then be placed on any square adjacent to the Hero. Play resumes with the next Hero or Zargon.

### Giant Spider

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3	2	2	1



Wandering Monster in this Quest: Orc

NOTES continued:

- 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 Armory, but the front has been polished and the Hero can clearly see his reflection in it.
- F** 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.
- G** 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.

NOTES continued:

**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

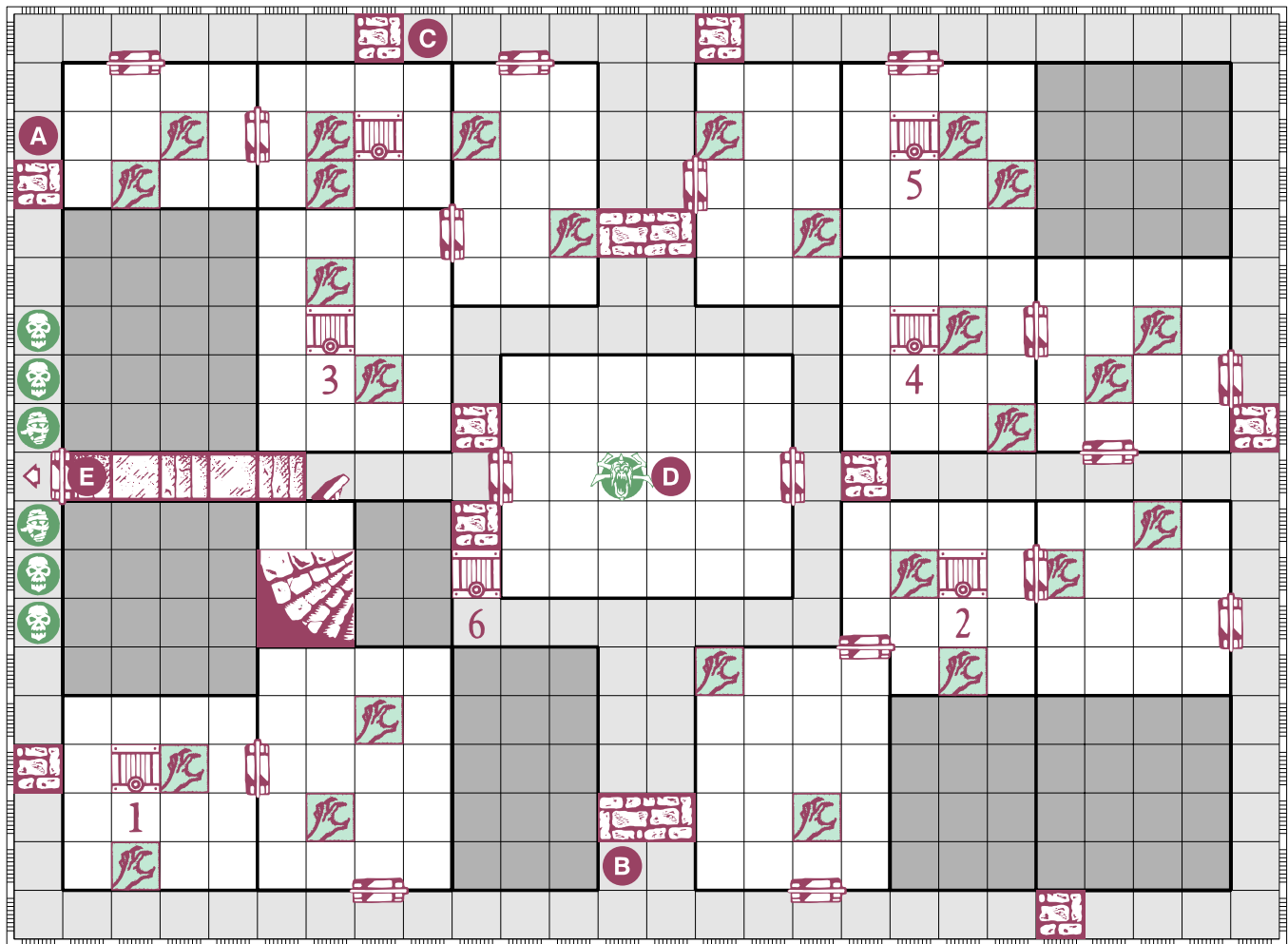
If one of the Heroes is carrying the polished shield **and** the room is illuminated by Bretwald's Lantern she should roll 1d6. If she rolls the same number as her Mind Points she sees her gaze reflected back at her and is "petrified". If not, she will close her eyes and fight the characters blind rather 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.





## Quest 3

# A Lady in Waiting

"My friends, a darker magic is at work here than Mathor's. I expected the Orcs 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.

**B** 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 Zargon should place all the monsters in the room on the board. These can now be moved on Zargon's next turn. The door marked B 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 defense.

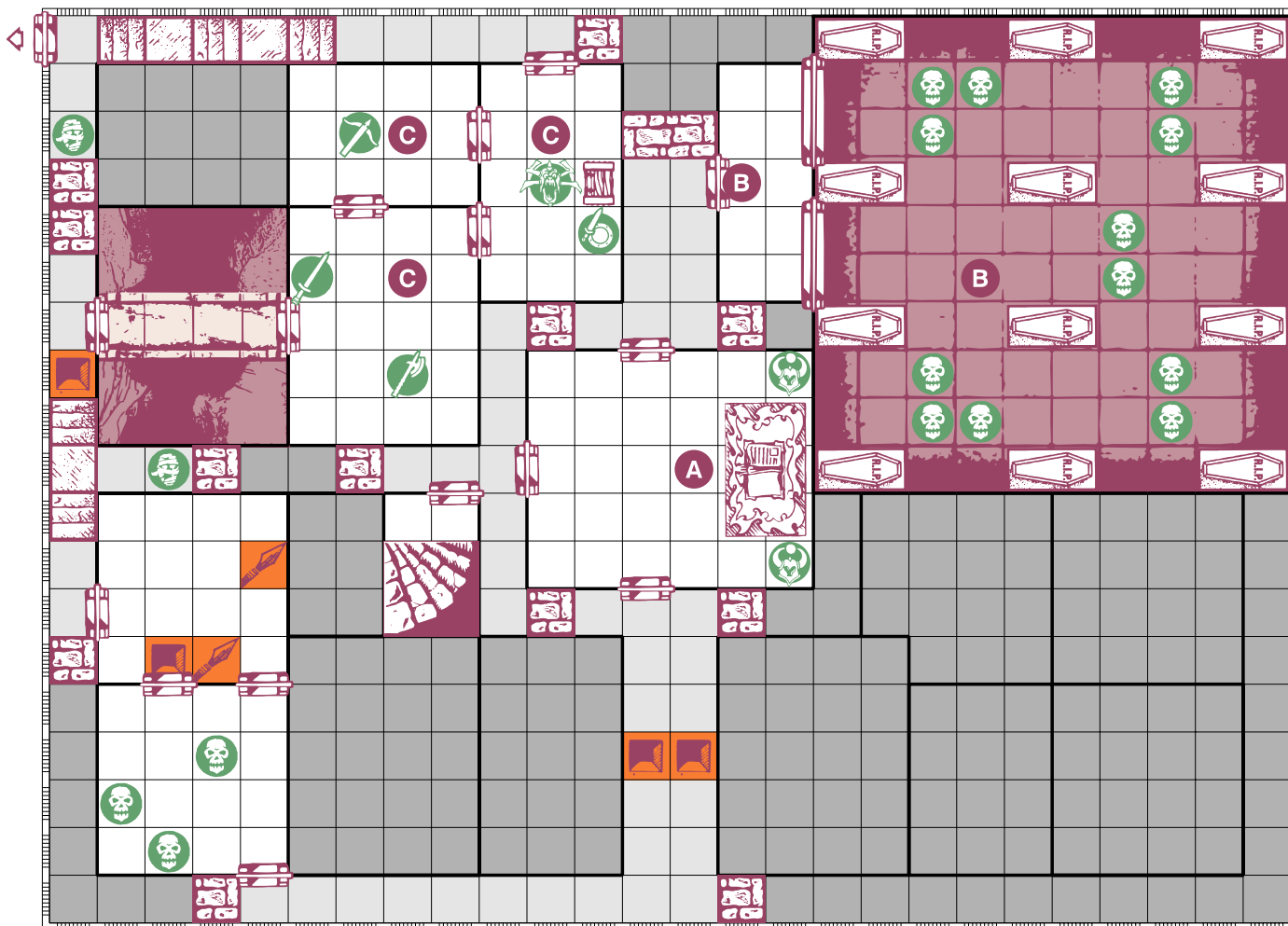
If the Heroes did not find the polished shield in the spider's web in Quest 1 the first Hero to search for treasure after the Skeletons have been defeated will find the shield in the possession of one of the Skeletons. The shield is identical to the one that can be bought from the Armory, but the front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

**C** 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.



Wandering Monster in this Quest: Zombie



## 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

Zargon 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
- 1 Zombie
- No monsters
- 2 Skeletons
- 1 Skeleton and 1 Zombie
- 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.

- D** 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 Zargon's turn it will swing its arms around. Any Hero standing within 2 squares of the statue will lose 3 Body



Wandering Monster in this Quest: Skeleton



**NOTES continued:**

- Points but may roll 3 combat dice and reduce the damage by 1 for each white shield rolled.
- E** All of the monsters behind this door should be placed on the board when this door is opened even though they are not illuminated.