

HeroQuest™

The Lost City

Q U E S T



B O O K

A Message from Mentor

Mentor has summoned you to his study, as you enter he sits at the large desk that holds the vast, mystical pages of Loretope. After a few moments he raises his eyes from its ancient writings.

"Greetings my friends, I have news: several days ago, a company of Imperial scouts came across what appears to be an ancient cavern carved underneath the Linlorn woods far to the south.

They were not able to enter the cavern but were able to make notes of the strange carvings they found by its entrance. I have studied these markings, and with the aid of Loretope I think I have discovered their meaning. The language is an ancient Elven dialect, one that has not been spoken in millennia! I believe this cavern to be a sentry post of the City of Linn'Tad."

Mentor stares at you, seeing if there is even a flicker of recognition in your eyes, he lingers the longest on the Elf before he continues...

"You have not heard of it? Still, there is no reason you should, Linn'Tad was lost long, long before man ever set foot on these shores. Linn'Tad and its sister city, Linn'a'dien were situated in what is now called the Linlorn woods. In those ancient days the wood was even vaster than it is now, covering most of the south. At its heart the two great Elven cities stood, no one knows what became of those cities, no one knows why or how, but they simply vanished, no one remembers what became of them. No-one even knows where they were... But that may change. This sentry post may contain clues or even a map to Linn'Tad! Who knows what treasures may be found inside its ancient halls, who knows what lore and learning may be waiting for us! My magics can take you to the sentry post and get you inside. Go quickly; discover the location of the Lost City!"

Mentor

Epilogue

As the battle ends a silence falls in the room, slowly, the treasures begin to glow. The light builds faster as a rumble grows in the foundations of the building. Eventually the shaking threatens to knock you off your feet and the roar of the tremors is deafening, then, the treasures vanish in a blinding flash. The shaking continues to grow, the room around you beginning to crumble. Falling masonry clatters around you, eventually landing on you. Despite your best efforts to escape, the room is sealed and eventually the debris knocks you unconscious.

You awake in mentors study, the ancient wizard is as usual, buried deep in the pages of Lore tome,

"Greetings my friends, I'm glad to see you've recovered. You've been asleep for more than a day, but after your adventure I thought it best to let you rest. Much has happened while you've slumbered. Mainly, a rather large city has just appeared in the Linlorn Forest! The Emperor has sent his forces to secure it, the Elven kingdoms are sending support too; it may take years to fully explore Linn'l'ad though. It would appear that the cities greatest secret is, in fact, the city itself. Almost certainly there will be a lifetimes worth, no, several lifetimes worth of learning to sort through.

It is a pity that the treasures you found vanished; they would have been powerful assets in the days ahead. No matter, maybe they will be discovered again someday; possibly we will find other artifacts of great power there as well.

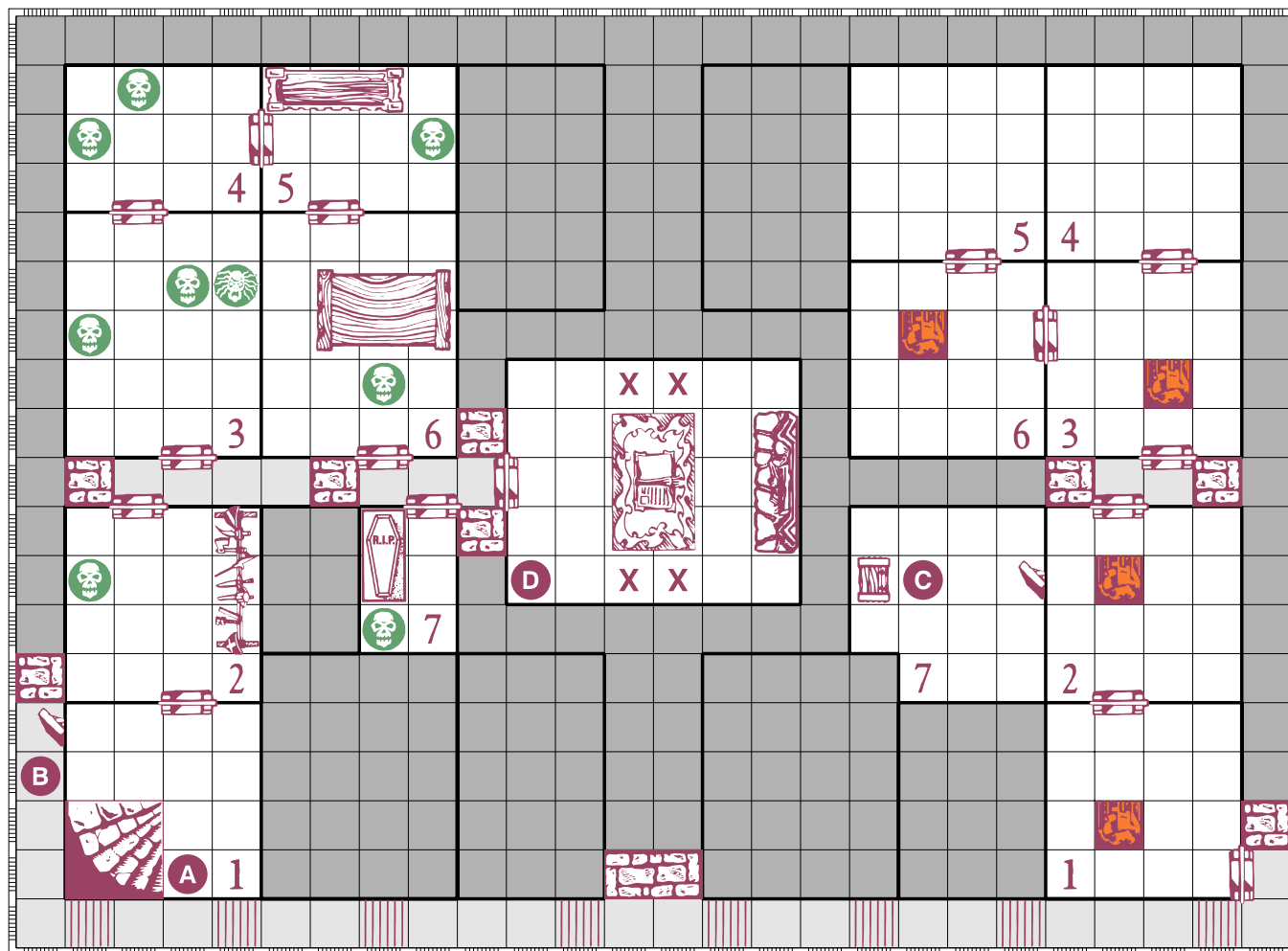
We must not drop our guard though, the Dark Elves you defeated were not alone, the rest of their kind are still out there, hidden somewhere in that great forest. We will meet them again no doubt, the reappearance of Linn'l'ad will surely catalyze them into action.

Congratulations on your victories over them, should the power of Linn'l'ad have fallen into their hands it would have certainly been a major blow to the empire! Do not take your victories over them lightly either. I believe them to be some of the most dangerous adversaries you have ever faced!

Rest now, no doubt other challenges will soon arise for you to face!"

End

Mentor



Quest 6

The Central Spire

With all four of the treasures claimed, you should now be able to enter the central spire. Split up and find the four keystones that must be retrieved and presented in the inner chamber along with the treasures. This will unlock the cities greatest

secret! I do not need my Magic's to know that the Dark Elves will be waiting for you. This will be your final confrontation, give no quarter for you shall receive none! Good luck!

NOTES:

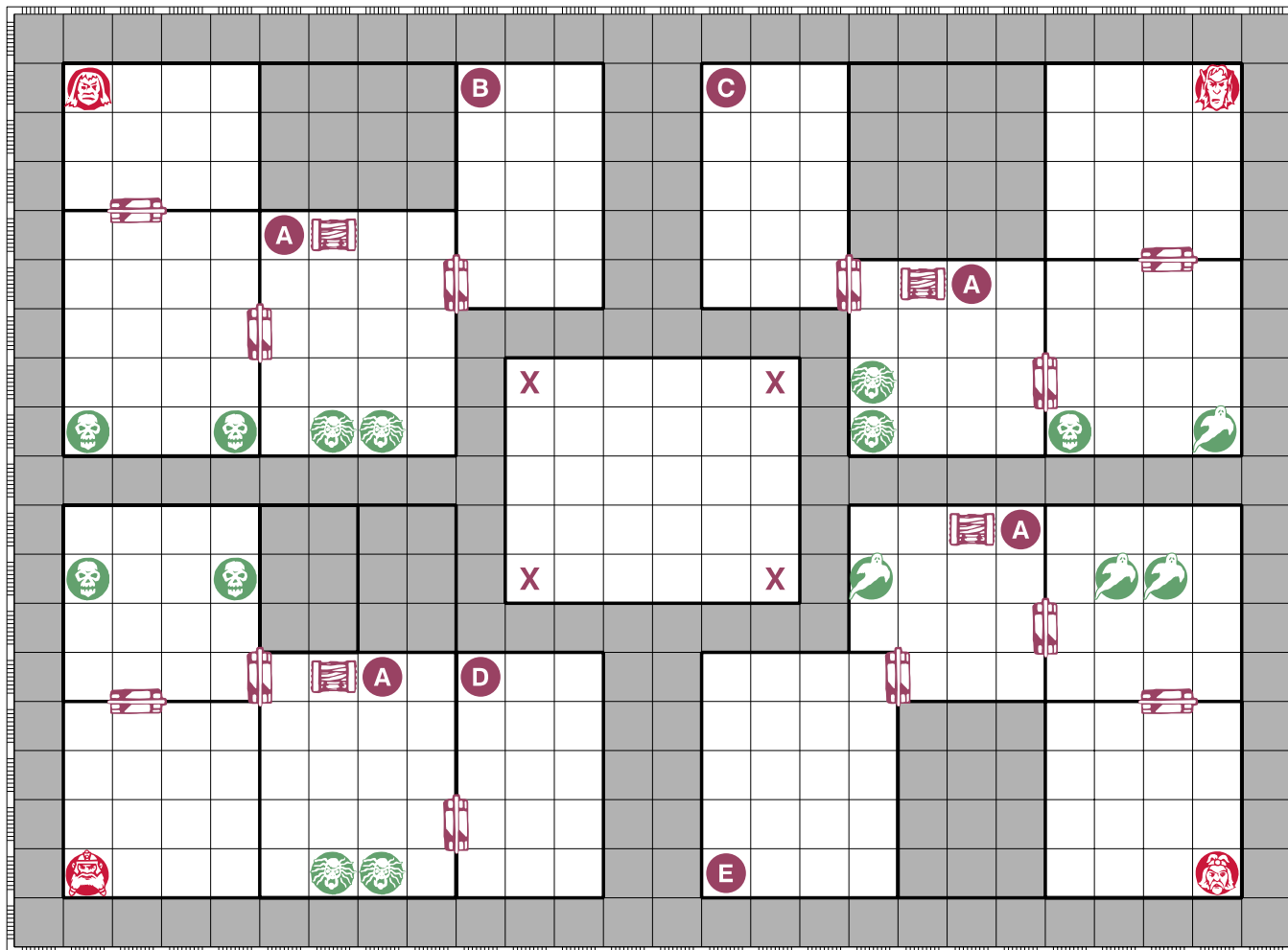
NOTE: Do not place the Dark Elves on the board at the start of the Quest.

- A** This Chest contains a key crystal.
- B** This is Kainaan of the Sword Brethren, if he won Ann'si Ur - Blade of the Highborn, adjust his stats accordingly.
- C** This is Rithir, the Shadow Walker, if he won Insinni - Bow of the Ancient Forests, adjust his stats accordingly.
- D** This is Toruuk of the Wild if he won Konn'dien - Axe of the Old Runes, adjust his stats accordingly.
- E** This is Morothin of the Ebon Flame, if he won Sal'stir - Staff of the Midday Star, adjust his stats accordingly.

The winner of each battle is immediately transported to the nearest X in the central room where they may join their comrades or avenge them.



Wandering Monster in this Quest: Ghost



Quest 1

The Sentry Post

My magics have brought you to just inside the cavern. I advise caution my friends; the structure is truly ancient and may be unstable. I sense that the spirits of the soldiers that died there

still roam its halls, but there is something else... be on your guard...

NOTES:

- A** The numbered rooms on the left side of this dungeon have **Crumbling Floors**; see the new rules section for more information.
- B** This secret door can only be found and opened from the corridor side.
- C** This chest contains a gem worth 350 gold coins. The secret door in this room can only be found and opened from this side.
- D** Place the 4 Dark Elf pieces on the X's and read the following aloud:

"Four shadowy figures surround a map table in the center of the room, as they see you approach the two closest brandish their swords but the third stops them; "We have what we came for, forget them. Morothin, get us out of here!" With that the fourth figure raises his staff and in a flash of shadow they vanish! You examine the table and as well as the map you find several documents written in a strange language. You should take them to Mentor."



Wandering Monster in this Quest: Skeleton

Once again you enter Mentors chambers, as always he is entranced by the pages of Loretome, the room is silent except for the crackle of the fire and it is several moments before mentor closes the mighty tome, his face creased with worry.

"Well done my champions, I trust you are suitably recovered from your adventures? You did well, yet the news you bring was troubling indeed. The map you discovered and the papers with it do indeed tell us where the ruins of Linn'Tad can be found, and the papers hint at its fate. Linn'Tad and Linn'a'dien were engulfed in civil war!

The sentry point we found was far to the north of Linn'Tad, further north still from Linn'a'dien; it would have been one of the last to fall. The papers tell much of the war, and, they document Linn'Tad's fall.

A huge and terrible conflict it was, to have destroyed Linn'Tad and very nearly Linn'a'dien as well! For many years the battles raged, what caused the awful and bloody conflict, we cannot say, but eventually it seems that Linn'a'dien was the victor, but at seemingly too high a price, the Elves of Linn'Tad were wiped out to the last, the Elves of Linn'a'dien very nearly so, bare handfuls seem to have survived. Driven from the world they have watched and bided their time; they have been hidden, rebuilding and waiting all these long centuries.

Those four warriors that you faced were descendants of the Elves of Linn'a'dien. Driven from the world, retreating back to the darkened ruins of hidden Linn'a'dien. Their society has festered, their hatred of all life outside its walls growing with generation after countless generation!"

Mentor stirs, he had been staring wide eyed at the fire as he dwelled on the sad tale of the ancient cities. His reverie broken, he turns to you sharply.

"Yet it seems that those Elves were there for the same purpose as us! To discover the location of Linn'Tad! They make their way there now. Follow them, find out what they seek and make sure they do not find it, be on your guard for as formidable as you are, they may be your equals!

Through the power of Loretome I have discovered the identities of your opponents:

Kainaan of the Sword Brethren – the mightiest of the warriors, trained in battle since he was able to walk, his blade is deadly!

Rithir, the Shadow Walker – armed with both sword and bow, he is as dangerous at range as he is in melee!

Morothin of the Ebon Flame – a powerful mage, he has many spells that can aid his allies and bring doom to his foes!

Toruuk of the Wild – the leader of the four, he is a fearsome warrior, and a cruel and terrifying opponent.

You must go to the ruins of Linn'Tad, you must face them again and above all you must stop these Dark Elves!"

Mentor

Quest 5

The College of Magic

The final treasure is kept in the College of Magic, I can detect strong arcane energies surrounding this building, but its inner

corridors are covered in a veil... as always be wary. The Dark Elves will oppose you at every turn!

NOTES:

- A** The rooms of the college of magic are forever changing. The doors move each turn. Do not lay the doors down as normal. At the start of each characters turn roll a normal dice. The number rolled determines the door that appears:

1 = West
2 or 3 = North
4 = East
5 or 6 = South

Each characters door disappears at the end of their turn.

Characters in corridors are not affected by this, the doors that they can see are always present and in effect, they can 'hold doors open' for their team mates – and opponents.

- B** This Gargoyle is a magical statue. Whenever a character enters the room the statue holds them in stasis. They may not move, attack, be attacked or cast spells. When all 4 members of a team have entered the room, the statue banishes the other team out of the college and vanishes. The statues magic is powerful, any character killed in the college will be returned to their starting point, with all wounds healed.

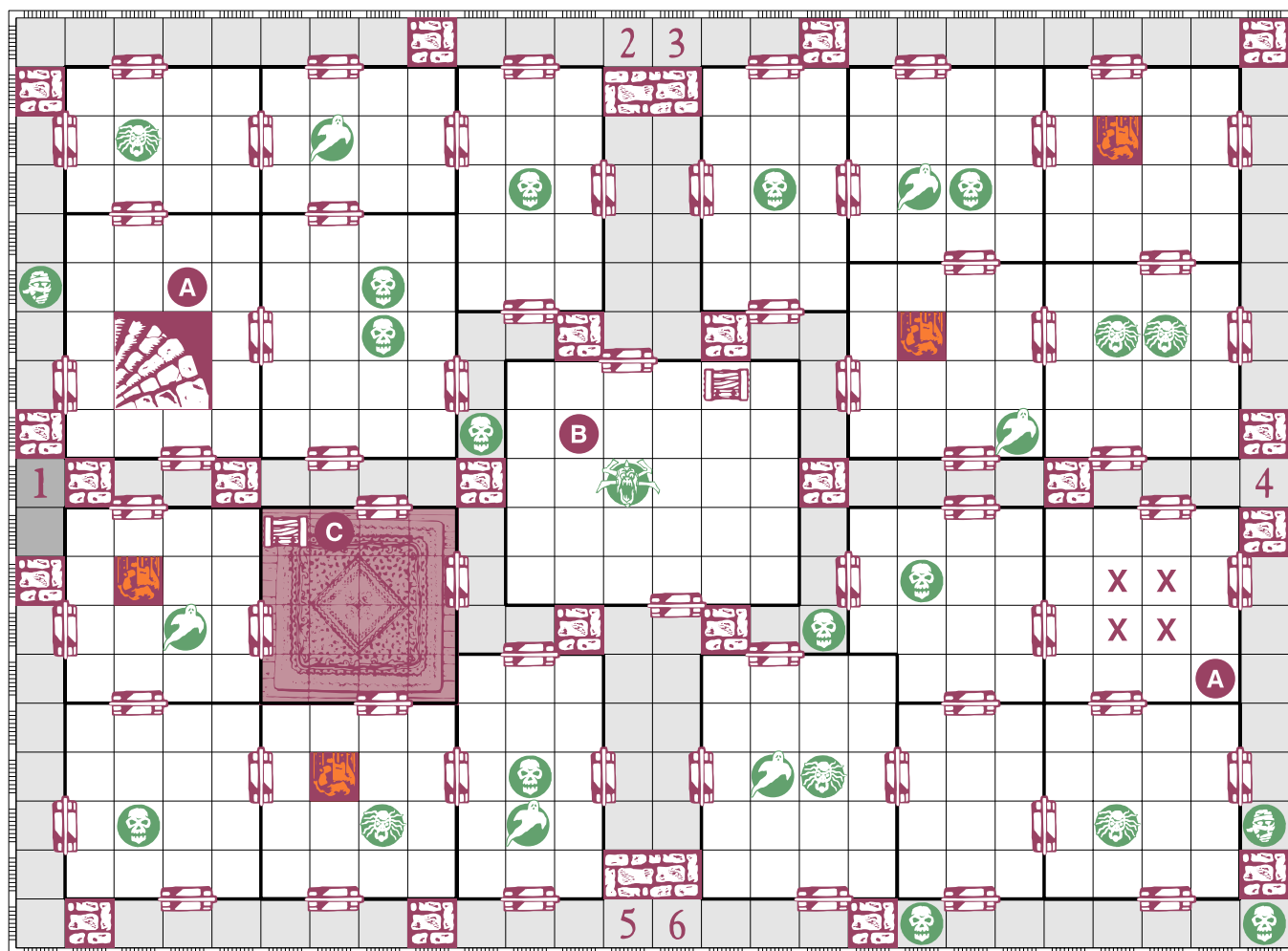
The Chest contains Sal'stir - Staff of the Midday Star, the relevant Artifact

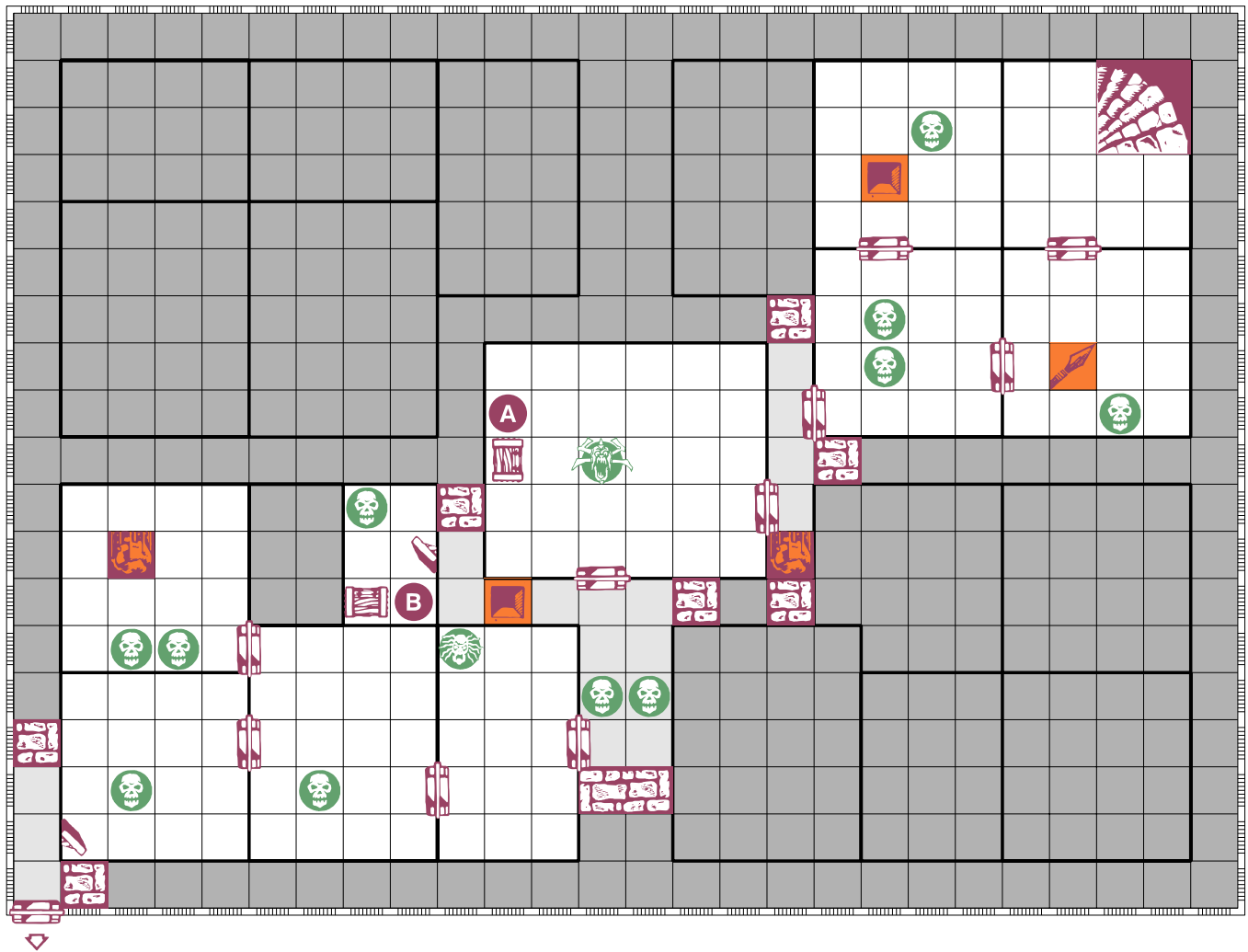
Card should be given to the Wizard player, or Morothin, which they keep.

- C** This chest contains a gem worth 100 gold coins.



Wandering Monster in this Quest: Ghost





Quest 4

The Royal Palace

The Hunt continues my friends! With the second treasure claimed our attention is now drawn to the Royal palace, where Ann'si Ur; the Blade of the Highborn can be found. Spare not a

moment my champions, the Dark Elves will hound you every step of the way!

NOTES:

- A** As each numbered door is opened, remove its counterpart from the other side of the board. The first time you do this, read the following aloud:

"The first door has been removed, hurry and find another path! Once all 5 doors have been opened - it is over!"

- B** The Gargoyle fights with the following stats:

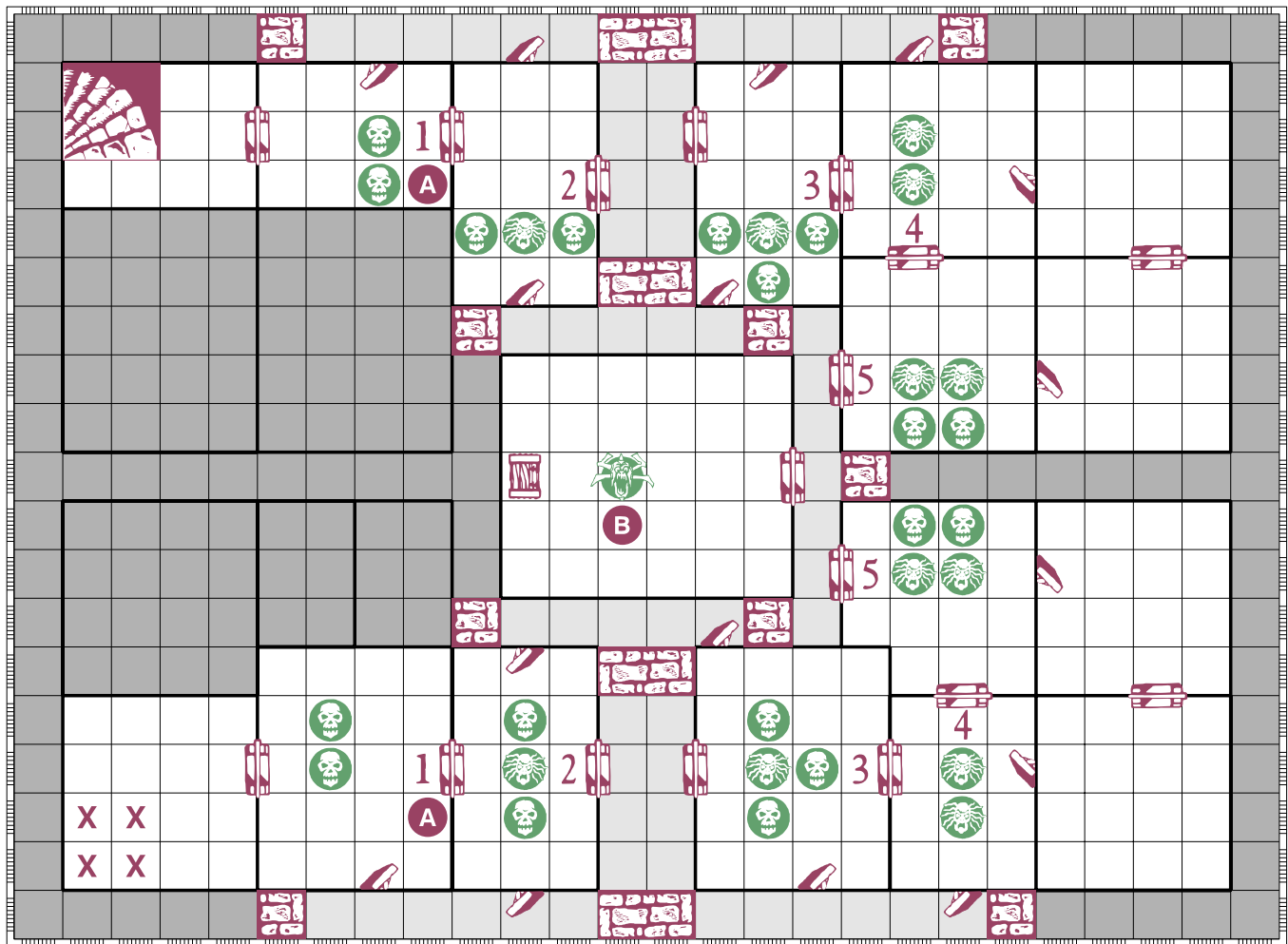
MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3	3	5	3

The Gargoyle may attack twice each round and every time an attack is successful, one of the removed doors will be replaced. The doors should be replaced in the order that they were removed and when all 5 doors have been replaced the Gargoyle explodes, killing it and damaging everyone in the room for 1 Body Point each. Now however, the other team may enter!

The chest contains Ann'si Ur - The Blade of the Highborn, the relevant Artifact Card should be given to the Barbarian player, or Kaina, which they keep.



Wandering Monster in this Quest: Skeleton



Quest 2

The Northern Gate

My spells have brought you to the northern gate; the entrance to the city. I cannot detect the presence of the Dark Elves; it would seem you have beaten them there. Hurry my friends and

pass through to enter the city itself. Keep your eyes peeled, who knows what you will find!

NOTES:

- A** This chest contains the Artifact: Insinni - Bow of the Ancient Forests, the relevant Artifact Card should be given to the Elf player. Then, read the following aloud:

"You hear sounds coming from the entrance behind you, the Dark Elves have arrived! You are not yet ready to face them, quickly, do not let them catch you! Go!"

Place the Dark Elves pieces on the stairway tile; they will pursue the Heroes each turn.

If the Rithir character should ever enter the same room as the Elf AND the Elf lose a Body Point in damage, read the following aloud;

"The Elf drops Insinni in the struggle, seizing the moment, Rithir picks up the bow and flees back to the entrance, quickly, get after him!"

Rithir will now head back to the stairway tile, the roles are now reversed and the Heroes should chase the Dark Elves. If Rithir should lose a Body Point while the Elf is in the room, read the following aloud:

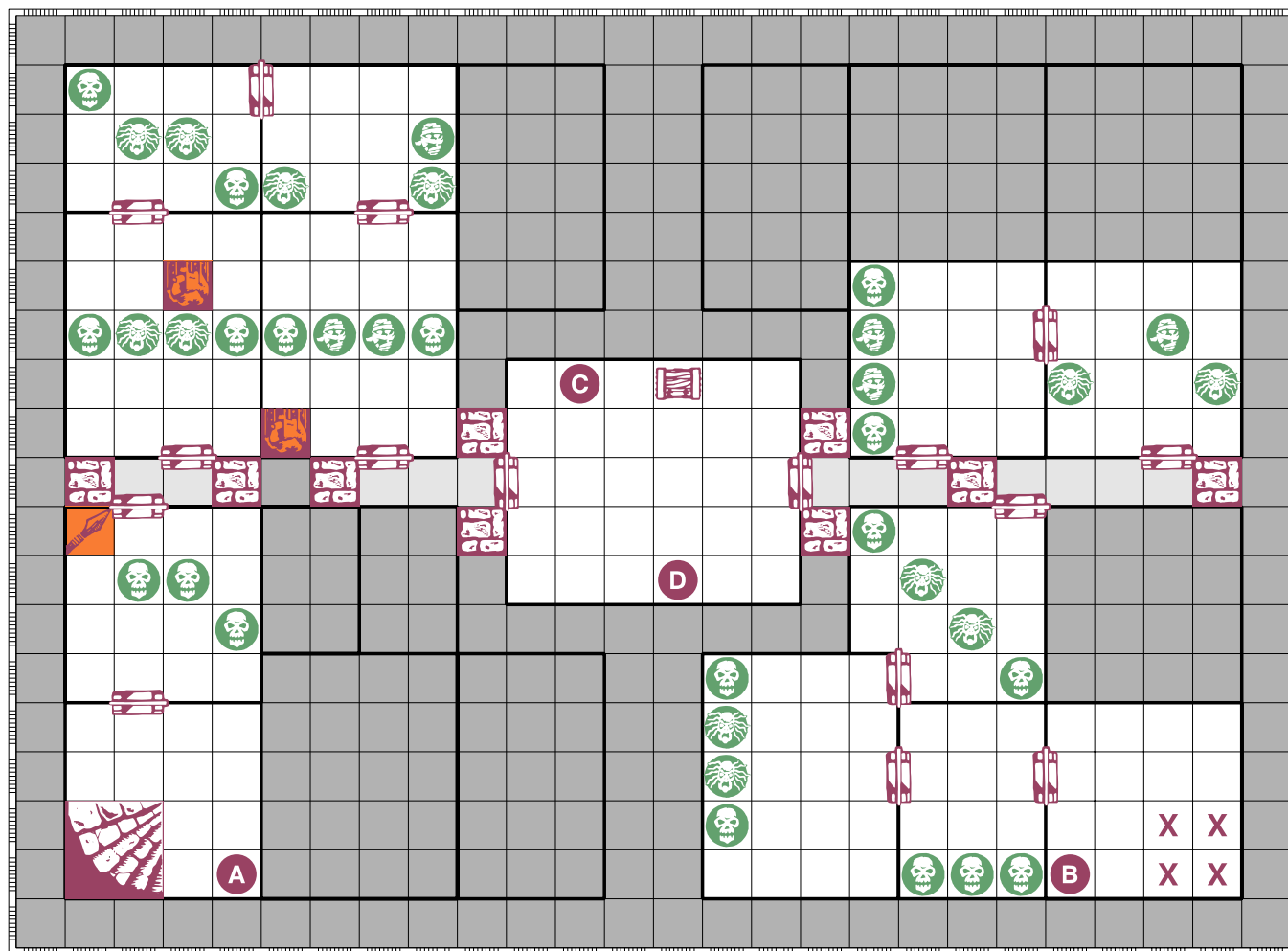
"You have reclaimed Insinni! Now get out! Go!"

The Elf must make it off of the board with Insinni to complete the Quest. Should Rithir escape the board with Insinni, the players can also finish by leaving but you must note for future Quests that Insinni - Bow of the Ancient Forests is in Rithir's possession and he benefits from it bonuses.

- B** This chest contains a gem worth 100 gold coins.



Wandering Monster in this Quest: Skeleton



Quest 3

The Noble Garrison

The artifact you discovered in the Northern Gate, Loretome has revealed that it one of the four treasures of Linn'Tad. When presented in the central spire they will unlock the cities

greatest secrets! I believe this is what the Dark Elves are seeking. The second is housed in the garrison, be swift, your head start is no-more...

NOTES:

- A** The Heroes start in this room
- B** The Dark Elves start in this room; place them on the X's
- C** If a player enters this room first read the following aloud:
"Quickly, lock the other door before your opponents enter!"
 If a Dark Elf enters the room first; read the following aloud:
"Quickly, you must stop them before they lock the door!"
 Once any figure is stood on the square next to their opponent's door it is locked and can be removed from the board.
- D** The Chest contains Konn'dien - Axe of the Old Runes. The relevant Artifact Card should be given to the Dwarf player, or Toruuk, which they keep.



Wandering Monster in this Quest: Skeleton