

# HeroQuest™

The Northern Fear

Q U E S T



B O O K



## The Gathering

The night is cold and windy as four figures make their way through the dark, cobbled streets of the citadel. Rain is pelting down and wind is howling in the night down the narrow streets. The figures visibly dripping as they moved.

Shadows danced across some of the walls when the strange dim light, from the rear figure's staff, strayed into the nooks and crannies of the buildings.

The light glinted on the front figure's sword. Then the third figure announced, as the light caught his axe, "Look ahead!"

They move in the direct he indicated and reached the doorway of a small building with what appeared to be a tavern on one side and an armorer on the other. The second figure moved in front of the dark burgundy door and passed a hand in front of himself, across the surface of the doorway. An Elven rune began to emerge on the door, brightly shining silver light into the darkness. A sweeping curve on the right with three dots to a line across the center and a sweep underneath in the opposing direction. The Elf spoke: "This is the place." The rune dimmed and vanished.

The Elf clasped the handle of the door and giving it a turn released it and pushed the door open. The door creaked open, they squinted as light poured from the doorway into the street, illuminating the faces of the Heroes of the Empire.

Moving into the room they started to remove their sodden outer garments and began warming themselves by the welcoming fire that roared and crackled in the hearth.

As if from nowhere a voice spoke. "Long ago the people of the old world lived in peace and life was good. Then came the great catastrophe. And Chaos was unleashed."

As the voice continued you notice that it is Mentor, sat in an armchair in the corner, who is speaking. You are unsure if he was there when you entered the

room or not.

"Morcar, even now, is plotting and planning to destroy the Empire. The time to be ready will soon be upon you. Once again you will need to hold back whatever Morcar throws at us."

*Mentor*



## Epilogue

In the city of Altdorf a strange silence permeated the streets of this great imperial city. In a bedchamber, surrounded by members of the Imperial Family, his closest advisors, court physicians and his trusted aide Mentor, the Emperor lay dying.

A strange chill passed over those present. A tear glistened on the face of the Queen. No one spoke. But everyone thought the same thought: That the Emperor had departed from the mortal world.

Meanwhile, far away, beyond the World Edge Mountains, in the Dark Lands, the Heroes of the Empire had just slain the Northern Sorcerer.

The chill worsened in the bed chamber and gradually grew into a howling wind. The Emperor sat bolt upright in his bed. His mouth wide open as foul, black smoke gushed forth and was expelled from his lips.

He slumped back. Mentor approached him, the eyes of those present fixed intently on the Emperor. He spoke: "The Emperor has been released from some dark incantation. He is free of it, but requires rest."

The word of the Emperors recovery spread like wildfire. Bells rang out across the city to proclaim the good news and the hustle and bustle of life returned.

Several weeks had passed as the Empire's Heroes made their way into the throne room. There to be met by the beaming and ebullient gaze of the Emperor. You placed down in from of him the two-thousand gold coins you retrieved from Gormox and he issued you will two-hundred and fifty gold coins each in recognition of your achievements and made you Commanders of the Knights of the White Wolf.

*Mentor*

## The Halls of Chaos

Morcar sat on his throne of pure jet surveying the Empire in the image he had conjured before him. He had been so close to victory; his four lieutenants, the ogre hoard, his close ally – the Witch Lord – and so many others. He could not conceive how events had turned against him. He let his eyes blur and lose focus.

A Goblin busied himself around the feet of his master, picking up the pieces of crushed skull of the Orcs who had felt the brunt of their master's rage. The Goblin then looked up and saw the distress on his master's face. He whispered something, almost a breath, too quiet to be heard, breathless and of almost no substance.

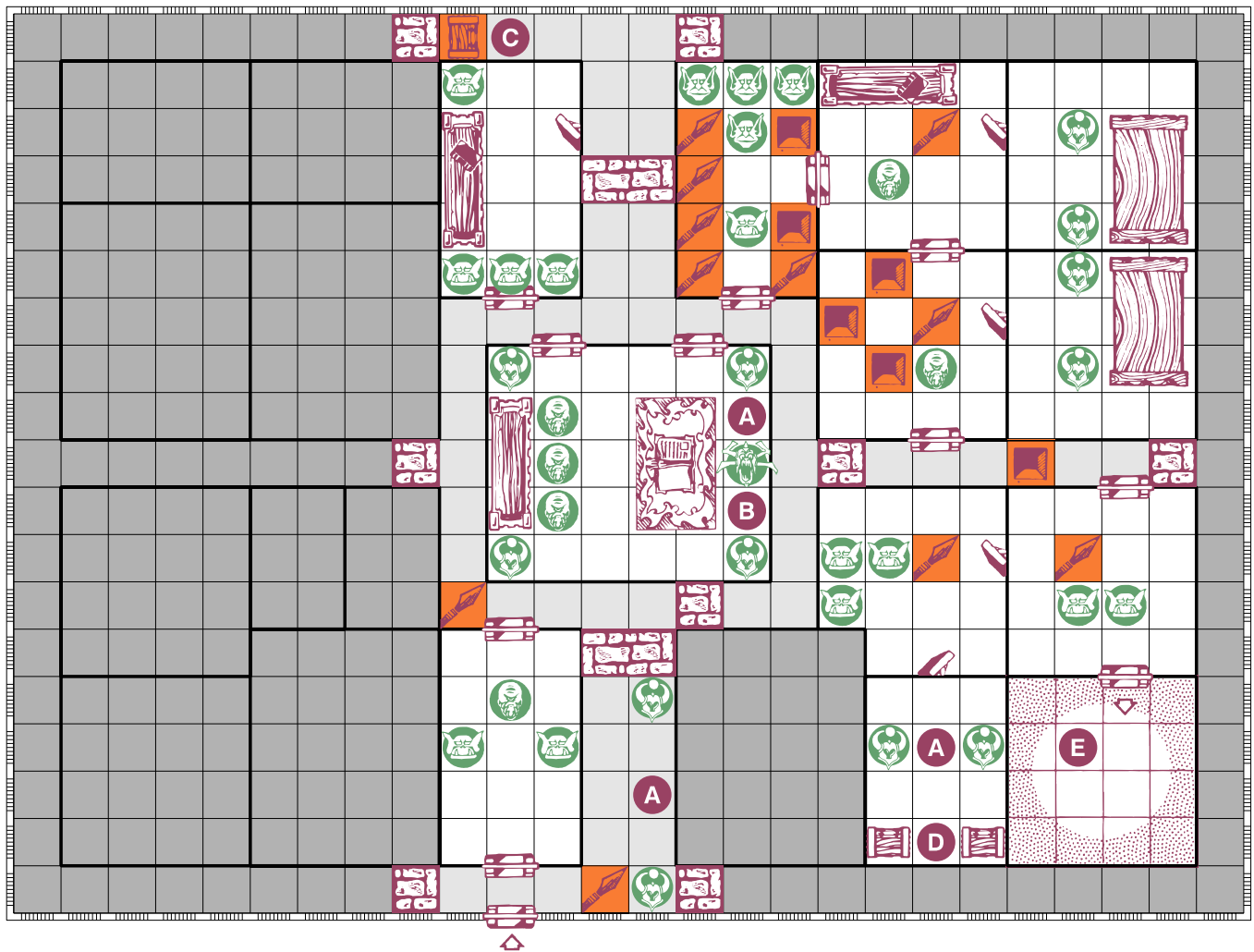
His master's gaze focused sharply on the small wretched creature. He stretched out his aged hand towards the Goblin.

The Goblin, gripped by his master's power, lifted off the cold stone floor, and floated towards the dark, ancient figure. Morcar gripped the creature's ragged tunic and, in a voice that was cold with menace, and seemed to make the room feel cooler, said: "What did you say?"

He replied, fearfully: "The... the.... the Northern Sorcerer."

*Mentor*





## Quest 7

# The Tower's Apex

The Rotating Room falls silent. The whirs and clicks of the paraphernalia of prestidigitation of the Northern Sorcerer's contraption have come to rest. Before you lies your final confrontation with the Northern Sorcerer. I must also report to

you that the Emperor is close to the end. If you cannot defeat the Northern Sorcerer this day, then I fear that the Empire may well crumble and we will be consumed by chaos and darkness.

### NOTES:

- A** This is the Northern Sorcerer. He knows all three Chaos Spells (Mind Lock, Dominate and Mind Blast) and has three of each. He has the following characteristics:

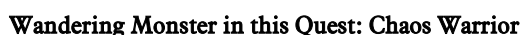
MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	6	6	7	7

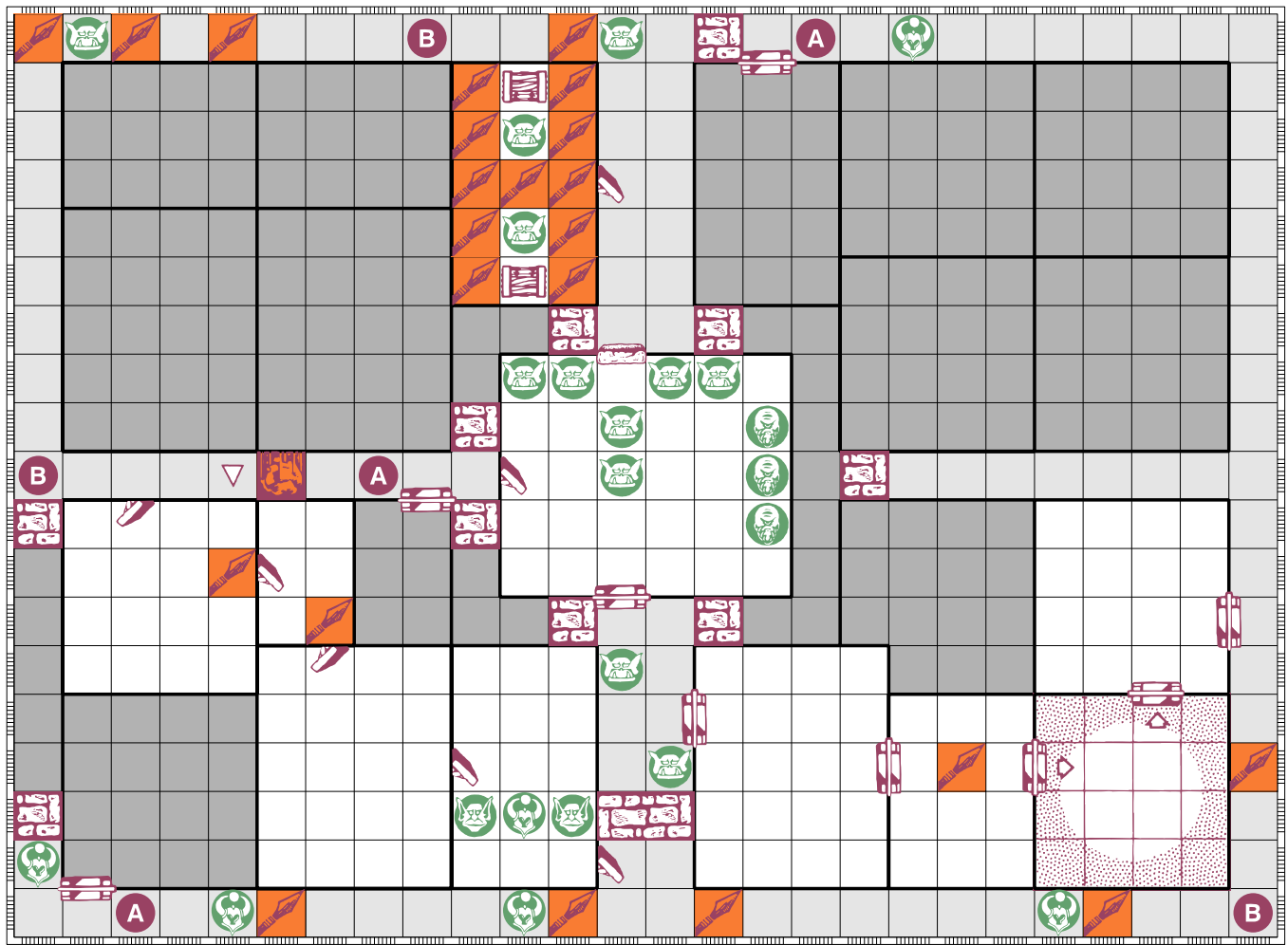
The Chaos Warriors in this room are part of The Northern Sorcerer's Black Guard. They have an additional combat dice in attack and defense. They have 4 Mind Points and can move 7 squares. They also have 2 Body Points and, because of a special enchantment, cast by the Northern Sorcerer, must lose both in a single attack in order to be killed.

The Exit Door will not become viable to the players until the Northern Sorcerer is defeated.



Wandering Monster in this Quest: 2 Fimir





## Quest 6

# The Upper Levels

This is the final part of the tower before you confront the Northern Sorcerer. Loretome reveals nothing of what lies ahead.

### NOTES:

- A** This is the Chaos Sorceress Vritrix. She may open any door on the board. She knows all three Chaos Spells (Mind Lock, Dominate and Mind Blast) and has two of each. She has the following characteristics:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	5	5	5	6

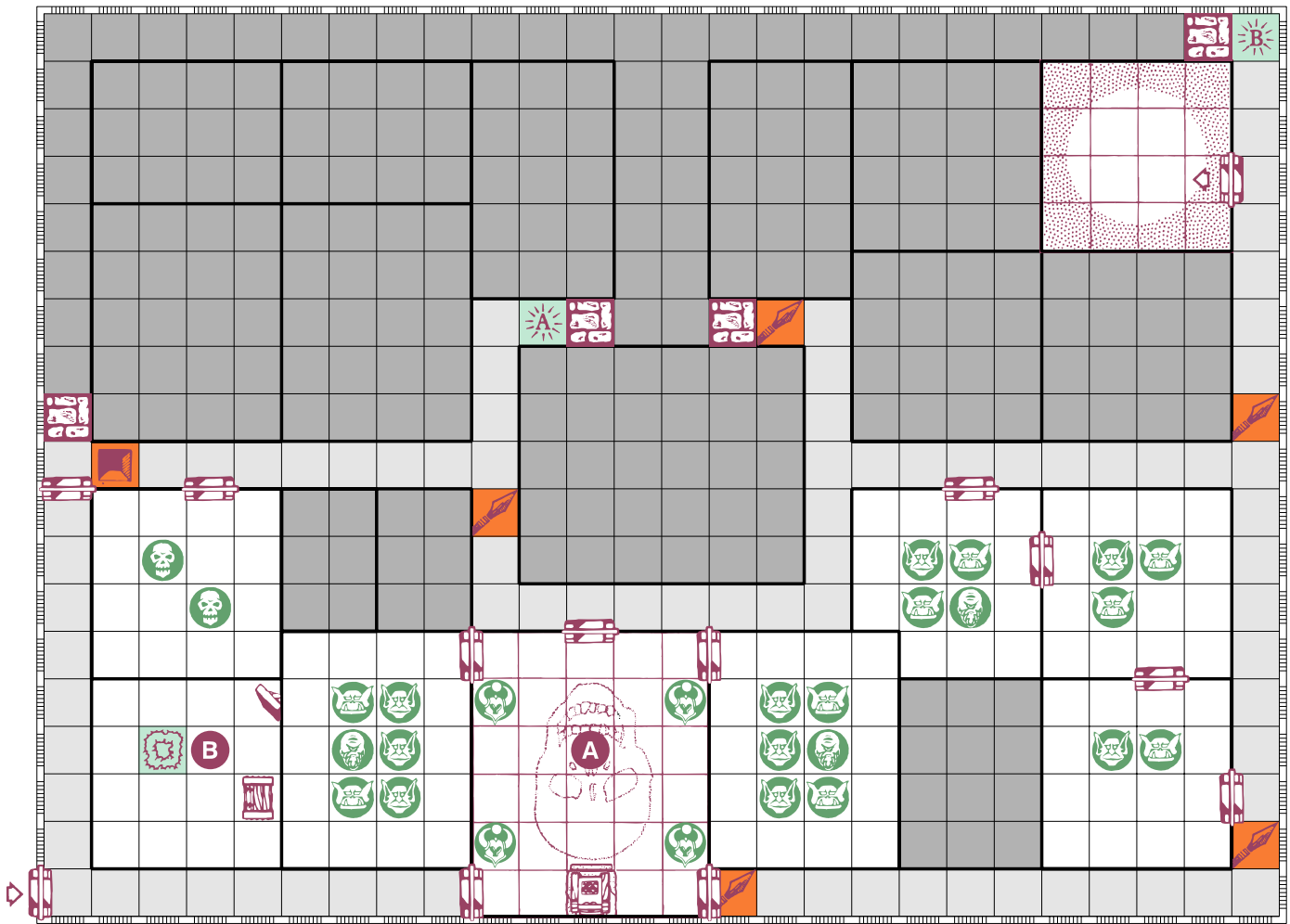
The Chaos Warriors in this room are part of The Northern Sorcerer's Black Guard. They have an additional combat dice in attack and defense. They have 4 Mind Points and can move 7 squares. They also have 2 Body Points and, because of a special enchantment, cast by the Northern Sorcerer, must lose both in a single attack in order to be killed.

- B** This treasure chest contains a Potion of Healing that will restore four lost Body Points and 100 gold coins.



Wandering Monster in this Quest: Fimir





## Quest 2

# The Halls of Silence

These halls are a maze that will lead you to the Outer Chambers of the Northern Sorcerer's Tower. You must be swift for your defeat of Gormax has alerted the sorcerer to your

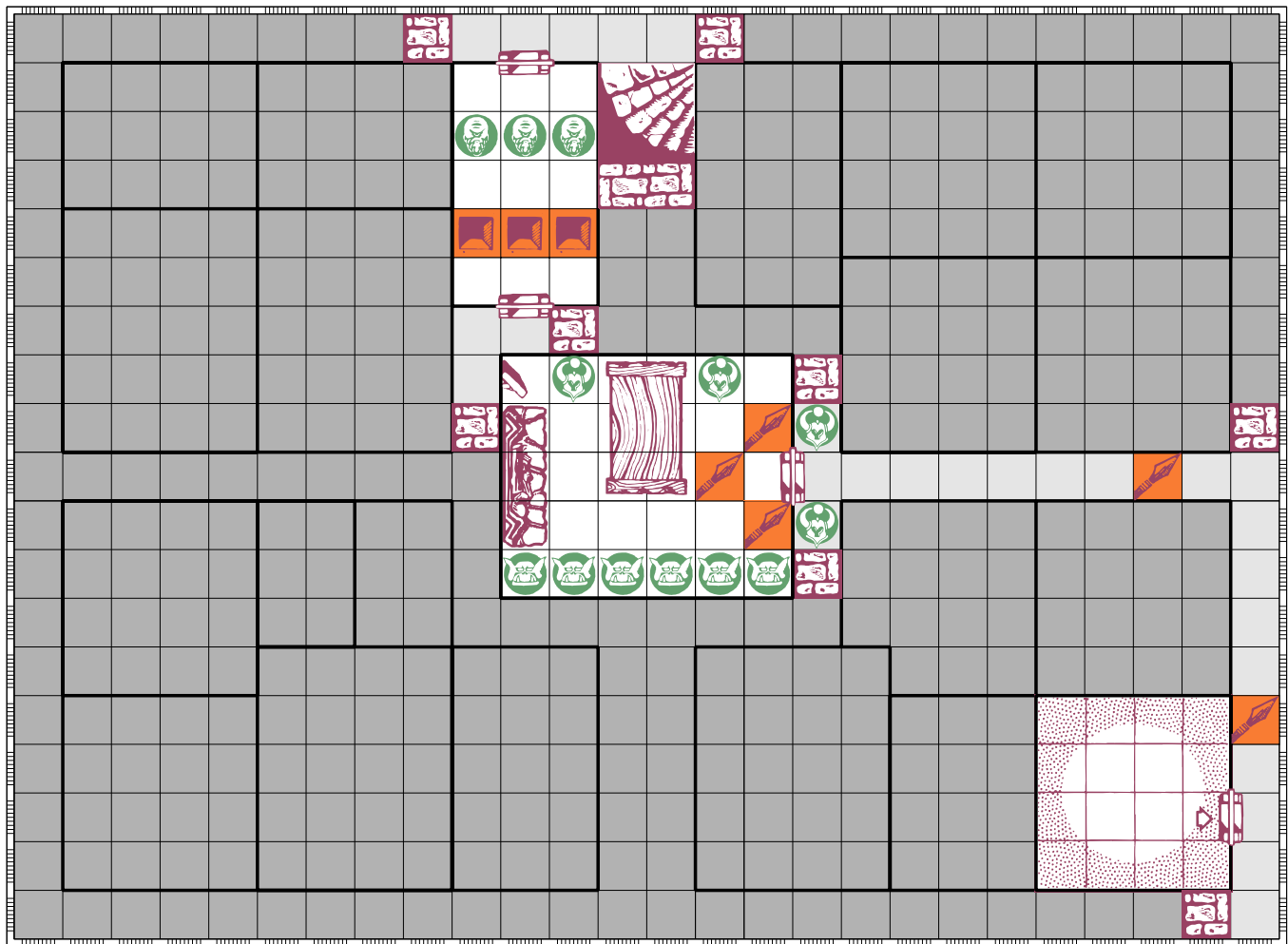
presence and your power. You must hurry. If he is allowed to gather his forces and his power all shall be lost. Tread carefully, be swift.

### NOTES:

- A** These doorways that lead into greyed rooms are false doors and cannot be opened. The following should be read to the players: *"This door is locked."*
- B** Within these passages if a player or scout searches for a trap he will find nothing for the Halls of Silence have been enchanted with a Cloak of Discerption by the Northern Sorcerer.



Wandering Monster in this Quest: Fimir



## Quest 5

# The Central Halls

You have continued your ascent of the Tower of the Northern Sorcerer. You move ever closer to his chancel and your confrontation with him. First you must pass through the Central Halls.

I also bring grave tidings of the Emperor, who has fallen into a deep sleep from which I and the finest court physicians have been unable to wake him. If he does not recover the Empire could be plunged into chaos and be unable to meet any opportunistic advance by our adversaries.

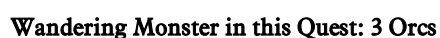
### NOTES:

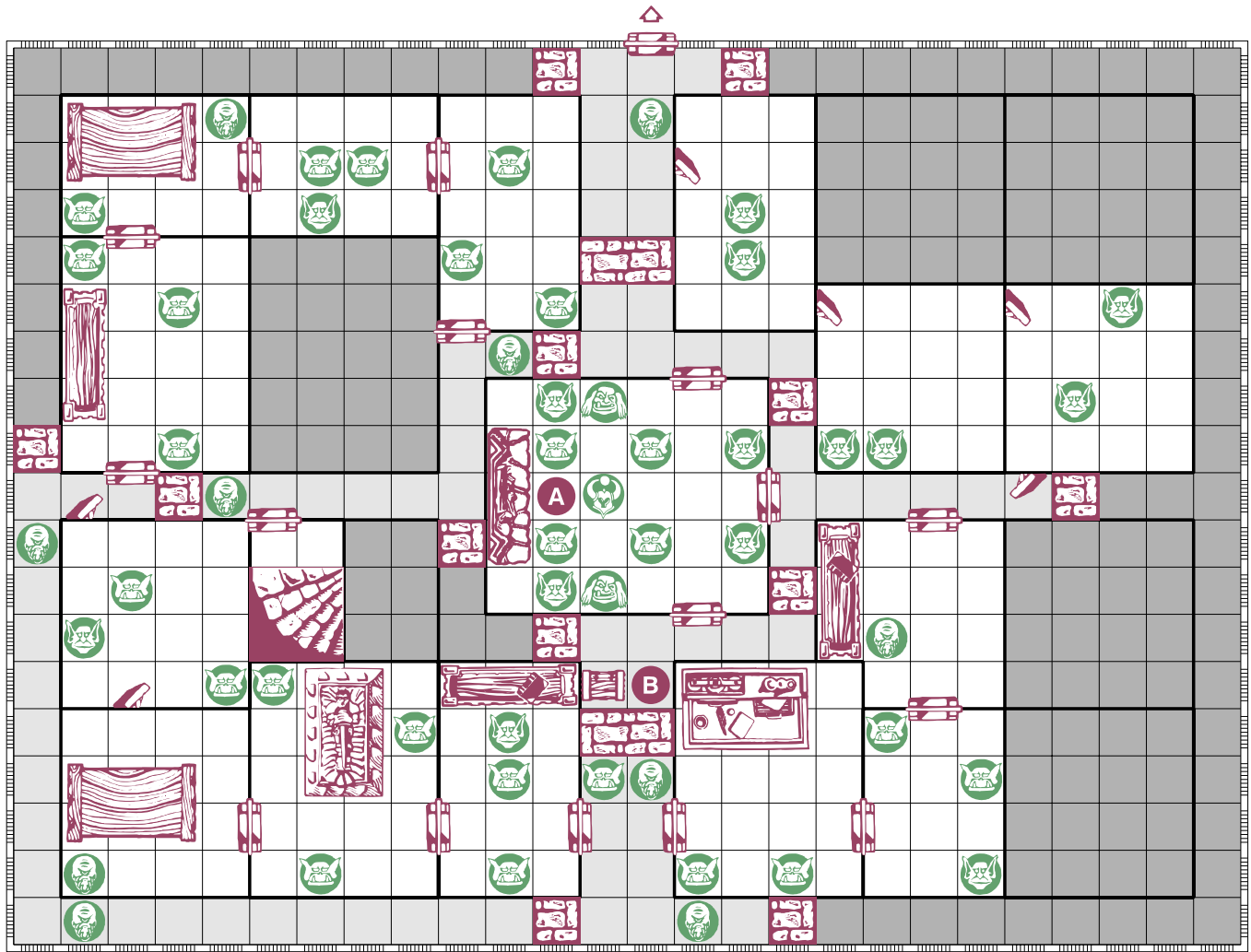
- A** This cupboard contains a Potion of Healing that will restore four lost Body Points and a small leathery pouch which contains 50 gold coins.
- B** In each cell is a Man-at-Arms. Any player opening either of these cells may add the appropriate Man-at-Arms to his entourage. Otherwise the Man-at-Arms has been consumed by chaos and is replaced with a Zombie.
- C** This treasure chest contains a Potion of Healing that will restore four lost Body Points.
- D** This treasure chest contains 150 gold coins.



Wandering Monster in this Quest: Fimir







## Quest 4

# The Lower Levels

You have entered the Lower Levels of the Northern Sorcerer's Tower, Loretome has revealed to me little except that the path before you shall be long and arduous. These halls are guarded by a militia of Gobins, Orcs and Firmir, led by a fearsome Chaos

Warrior, Fangast. He will stop at nothing to halt your advance. The Northern Sorcerer has eyes and ears everywhere, you must press forward and clear the way so that reinforcements might join you later. Good luck!

### NOTES:

- A** This is Frangast. He will stop at nothing to halt the Heroes' advance. To this end he has hired two mercenary Ogres; Grolg (to his left) and Mrultch (to his right).

Grolg's Body Points: 5  
Mrultch's Body Points: 7

- B** This treasure chest contains 200 gold coins.



Wandering Monster in this Quest: Fimir