

HERO QUEST™

The Quest for the Sword

Q U E S T



B O O K

Introduction

Prince Karad von Carron was a Hero known throughout the Old World. His victory over the Goblinoid hordes that attacked the town of Carroburg is the stuff of legends. The tale has tripped across the tongues of bards for centuries, and is told in inns and public houses all across the Empire. Even his death at the hands of the Ogre Ratgot Dwarfmangler in the final, climactic moments of the battle, when the fatally wounded Ogre managed to slash Karad's throat wide open, couldn't taint his memory. His burial in a tomb deep in the Skaag hills was an event of great sorrow for the people of Carroburg. Many of Prince Karad's loyal followers and retainers died that day, including Karad's lieutenant, Dolf. All who died that day in battle were buried with their former commander.

Since then the hills around the town have been relatively free of Goblinoids. Until recently, that is. Within the last few months the town has been attacked on no less than three occasions. Each time the casualties were higher and the damage greater. The town council, presided over by Karad's great, great, great grandson, decided it was time to take action: they called for help from local adventurers. You were the only ones to answer their plea.

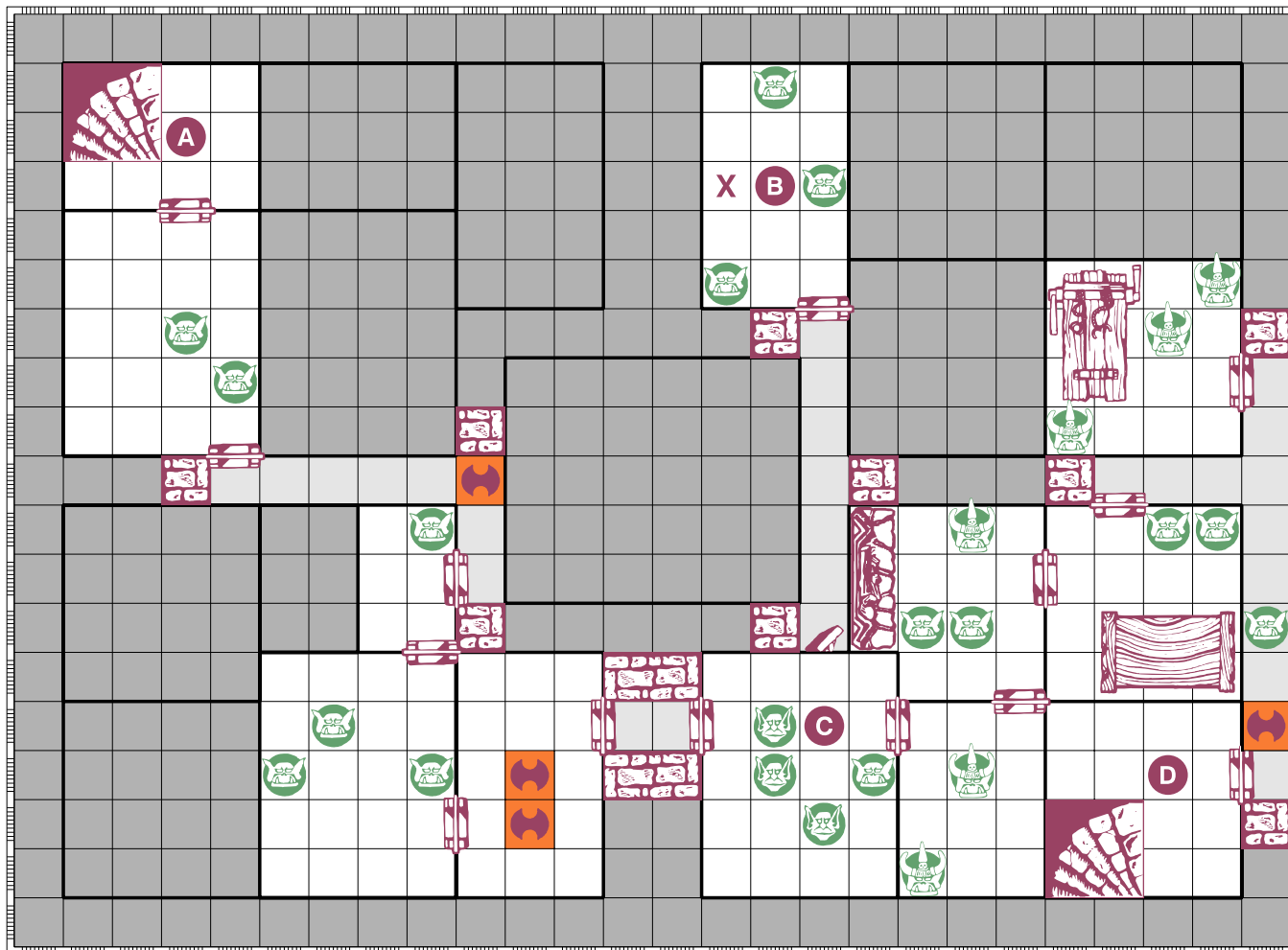
Erich von Carron reveals that he was visited in his bedchamber by the ghost of Prince Karad. Erich explains that his ancestor's soul is wandering the earth because Sonneklinge, the sword with which Dwarfmangler was slain, has been taken from Prince Karad's grave.

He goes on to explain that the Orcs who have been attacking the town are the same Orcs who've been involved in minor skirmishes with the town foresters for years. And now the Orcs have a new leader; the Orc Warlord who once led them, Gragath Rogant, has been replaced by Hogrod Trollslaughterer, a fearsome Ogre Chieftain from the same foul line that spawned Ratgot Dwarfmangler. Hogrod has risen to power with the help of a Chaos Warlock, Hemler Rottingflesh. It is believed that as soon as he can figure out the sword's magical power, Hemler wants to use it for his own evil purposes.

Erich asks you to enter the abandoned Dwarven town of Kazrad-Kain, which is where the Orcs make their lair, and retrieve the sword. He explains that only by

replacing it in the Prince's Tomb will his ancestor's soul be laid to rest. Finally, he warns you that you must not remove anything from the Tomb, as Prince Karad has set a curse upon the treasure.

Then Erich wishes you luck, and hands you a map that shows the entrance to Kazrad-Kain.



Quest 1

Ogre Chieftain's Stronghold – Level 1

You remember the words that Erich von Carron spoke to you in warning about the halls of Kazrad-Kain. It was once a thriving Dwarven community; now it is the home to a number of Orc clans held together under the merciless leadership of Hogrod Trollslaughterer, an Ogre Chieftain of considerable fame.

After silencing the guards, you step into the corridor of

Hogrod's Stronghold. The first thing you notice is that, like most Orc living quarters, the halls are in a serious state of disrepair: the doors are ill-fitting and battered and water seeps through the floor. The floors are covered with a thick layer of dirt and waste, and the air is damp and stale. To an Orc this is paradise; to you it is torture. However, it is a torture you must endure if you are to find Sonneklinge.

NOTES:

- A** This is the entrance to the Quest.
- B** Gragath Rogant is in this room. He is represented on the map with the letter X. His stats are below. If you don't have a large Orc to use for him, use the Orc with the notched sword. Read to the players when the first Hero enters this room: *"You see a large Orc here, plotting with some other Orcs. They appear to be planning the takeover of the stronghold. This Orc must be Gragath Rogant. He turns and sees you. 'What?' he screams. 'Spies! Kill them! Kill them all!' All the Orcs in the room attack."*
- C** When a Hero first enters this room, read: *"An Orc is leading some Goblin slaves by a chain here. He sees you and yells 'Attack', releasing the slaves."*
- D** This is the exit from the Quest.

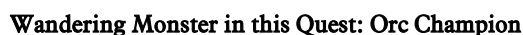
Gragath Rogant:

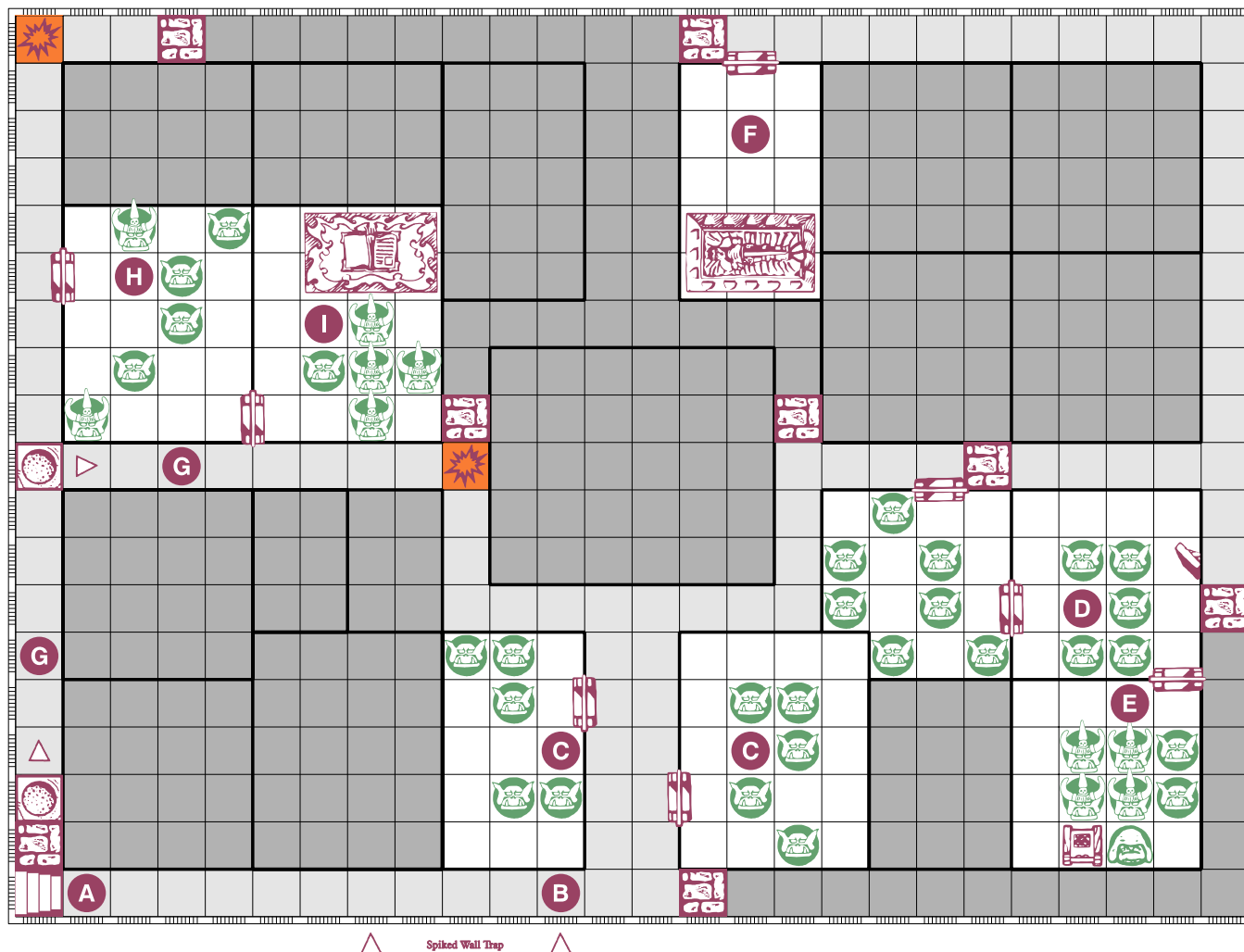
MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	4	3	2

- C** When a Hero first enters this room, read: *"An Orc is leading some Goblin*



Wandering Monster in this Quest: Orc





Quest 3

Ogre Chieftain's Stronghold – Level 3

You step onto the final level of the Stronghold. The conditions here are even worse than on the levels above – you must wade

through a thick layer of mud, bones, rusted armor, and dirt. Yet you know that somewhere on this level Sonneklinge is hidden.

NOTES:

The debris on the floor causes each Hero to move two fewer squares than rolled in this Quest.

A This is the entrance to the Quest.

B The squares pointed to by the arrows and those between are trapped. The trigger of the trap is in the square marked B. If a Hero steps on this square without first disarming the trap, spiked logs shoot out of the walls. The spiked logs do three Body Points of damage to every Hero caught in the trap. Each Hero does get to roll his normal defense dice, though. The Hero can deduct one Body Point of damage from the three caused by the spiked logs for every shield rolled.

If the Heroes trip the spiked log trap, the monsters in both rooms marked C will fling open the doors and rush into the corridor, screaming at the top of their lungs, and attack the Heroes.

C The monsters in these two rooms will attack the Heroes if the spiked log trap is sprung (see location B above). If the trap is not sprung these monsters will be surprised.

D This location contains half of Hogrod's bodyguard. Their objective is to delay

the Heroes until Hogrod himself can be warned of their presence. A monster can do this by opening the door and entering room E below. The monsters will stay and fight until their number is down to three, then one of the Orcs will try to warn Hogrod if possible.

If Hogrod is alerted, he and his forces will storm from the room to attack the Heroes. Don't forget to include the Orc that warned Hogrod in the attackers. Hogrod's stats are found in location E below.

E If the Orcs in room D failed to warn Hogrod, then read this when the first Hero enters the room: *"While this room, like the others, is strewn with bones and dirt, some attempt has been made to clear the floor of the worst rubbish; this room is obviously more important than the rest."*

"When you see the great wooden throne pushed up against the opposite wall you know why: sitting in it there is a large Ogre, dressed in thick chainmail and armed with a huge sword. This is the Throne Room of the Ogre Chieftain himself."

Hogrod:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
4	7	5	11	2



Wandering Monster in this Quest: 1 Orc Champion and 1 Orc

NOTES continued:

Note: I used the stats for Ogres found in the Elf Quest Pack and raised the attack, defend, and body stats by one to come up with the Ogre Chieftain. Below are some easier stats from the Quest "The Eyes of Chaos" found in White Dwarf #145.

Ogre Chieftain:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
4	6	6	3	2

F This is the room that contains Sonneklinge. Read this when the first Hero enters the room: *"Directly opposite you, lying flush against the wall, there is a low, stone altar. Lying on its surface there is a long handled sword made of a strange-looking red metal. In its pommel there is a milky-white gem glowing with a pale light that throws strange shadows around the walls. You have found Sonneklinge."*

Give the Hero that takes the sword the Sonneklinge card. Sonneklinge can only be wielded by Humans, but it can be carried by any Hero.

G These spots are the triggers for rolling ball traps. They can be found and disarmed. If they are not, the ball will start from the square with the rolling ball in it on the map and roll in the direction of the arrow eight squares per turn. The Hero who triggered the ball is "paused" while the ball rolls eight squares. Any Hero who is caught by the ball must roll five combat dice. The Hero loses a Body Point for every skull rolled. When the ball hits the wall, it disintegrates into dust and rubble. After the rolling ball has finished rolling eight squares, the "paused" Hero can finish his turn.

H When the first Hero enters this room, read: *"You are immediately struck by the stench of decay and disease that assails your nostrils. The smell is awful; it is like the stink of a thousand corpses rotting away."*

The floor is thick with slime and waste material, bubbling slowly as if it is boiling from within. A pale green mist rolls around the room, easing out of the door and into the passageway.

A symbol roughly gouged into the wall opposite you reveals that you have stumbled across a temple to Nurgle, the Chaos Power of Decay."

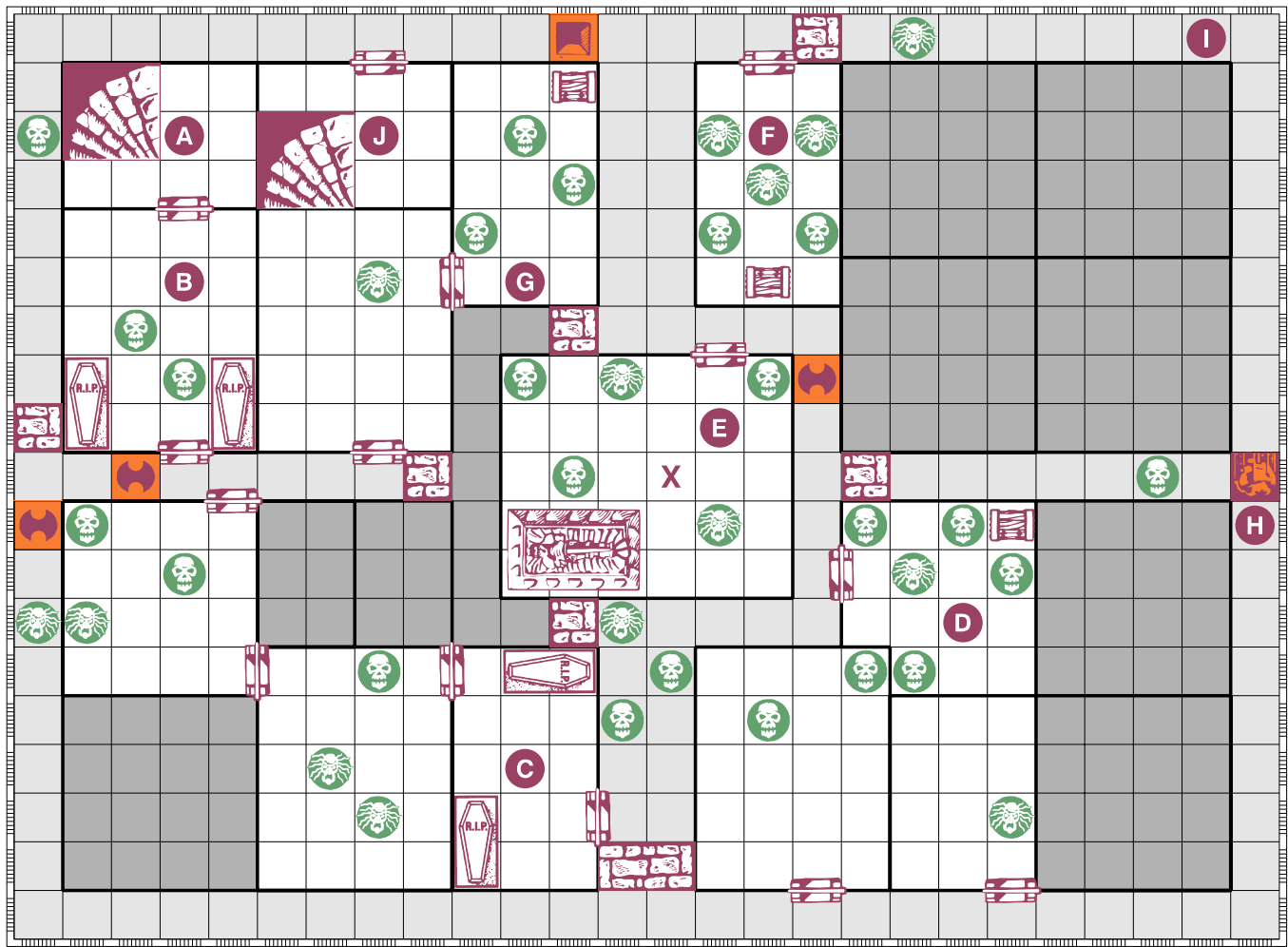
The monsters in this room are all diseased.

I When a Hero tries to enter the door into this room, read: *"The door to this room seems reluctant to open; only when you put all of your weight behind it does it respond. As you ease it back a thin curtain of slime spreads between the door and the frame."*

When the first Hero enters the room, read: *"Looking into the room your eyes are immediately drawn to the far wall. A huge stone altar, covered in mucus and moss, juts out of the wall. Lying on the top there is a pile of treasure, the glint of the coins barely visible beneath the dirt and excrement."*

The monsters in this room are diseased.

The first Hero to search this room finds 1000 gold coins on the altar.



Quest 4

Prince Karad's Tomb – Level 1

Prince Karad's tomb has been sealed for many years. Only recently has anyone dared to disturb the eternal rest of those that lie entombed inside. Until now, only the dead have walked the long-abandoned corridors.

The air within the tomb is dry and stale, and the doors are rusted with unused. The whole place exudes an aura of calmness and stillness.

NOTES:

- A** This is the entrance to the Quest.
- B** The coffins in this room can be opened. If a Hero searches for treasure or traps, and has not tried to open a coffin, you may have to hint to him that he can try to open the coffins. Read: *"There are no traps, but the coffins look like they deserve a second look"* or tell the Hero what treasure he finds, plus *"the coffins look like they should be searched more thoroughly"*.

If either coffin is opened, a Mummy climbs out and attacks the Heroes. Each coffin holds a broach worth 500 gold coins each.
- C** These coffins can be opened (see B above for hints to give the Heroes if they fail to do so). When either coffin is opened, a Mummy climbs out. The coffin in the north part of the room contains 500 gold coins. The coffin in the south contains 1000 gold coins, plus 4 gems worth 100 gold coins each.
- D** The chest here contains 500 gold coins.
- E** This is Lieutenant Dolf's Tomb. Dolf is represented by the X in this room. Do not place any of the monsters, including Dolf, on the board until you read

the following, which should be read when the first Hero enters the room:
"You see a large, ornate tomb. Runes on it read 'Dolf, Lieutenant and Friend of Prince Karad'. Suddenly, the tomb opens up. An Undead Warrior, which can only be Dolf, climbs out. I shall protect my master's tomb, and not let you thieves pillage it' shouts Dolf. He waves his hands, and some of Prince Dolf's loyal followers rise from the ground to help their Lieutenant." Place the monsters on the board at this time. Dolf is a fearsome monster; read the section on monster's special abilities in the Instruction Booklet for a description of this trait.

When the battle is finished, read: *"You catch a glint of gold coming from Dolf's tomb, and go over to look. Inside is wealth beyond your wildest dreams."*

If a Hero takes the gold, there are coins, gems, and jewelry worth 2000 gold coins here.

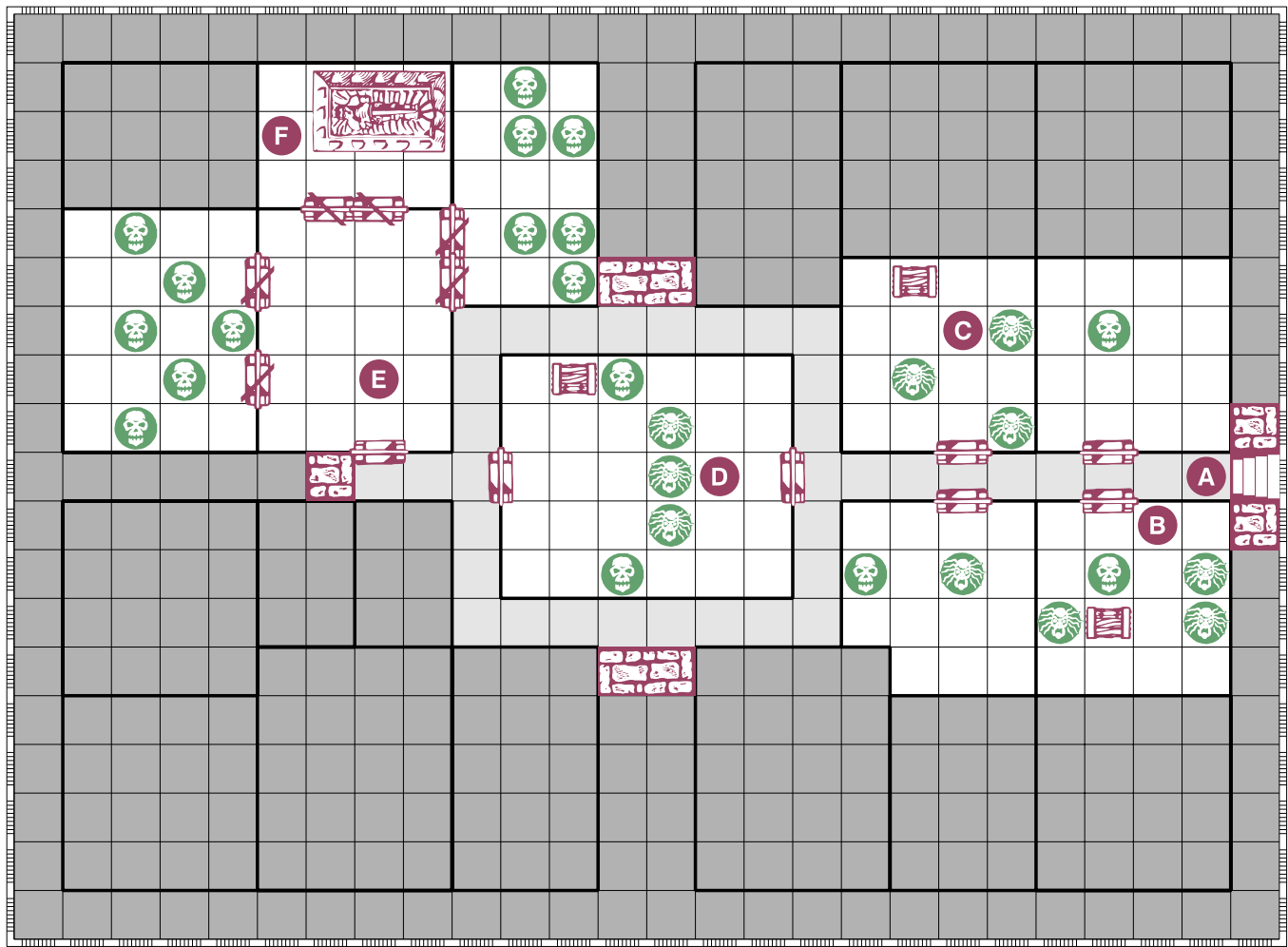
- F** The chest here contains 500 gold coins, plus 4 gems worth 100 gold coins each.



Wandering Monster in this Quest: Zombie

NOTES continued:

- G** The chest here has 1500 gold coins in it.
- H** If this falling rocks trap is sprung, it blocks the passages beyond. Place a blocked passage tile here.
- I** When a Hero steps on this spot, read: *"At the end of the hall you see a pile of rocks from what looks like a recent rock fall. A glint of gold peeks out from between the stones."* If a Hero searches the blocked passage tile, read: *"You find what looks like a smashed chest under the debris. In the stones and rubble you find 200 gold coins."*
- J** This is the exit from the Quest.



Quest 5

Prince Karad's Tomb – Level 2

The steps here are thick with dust, muffling your footsteps as you carefully descend into the Prince's tomb. Along the walls you can see the shields of the Prince's family, and those of his men that died by his side in the battle of Carroburg. You are entering the resting place of a great Hero.

You feel a change in the atmosphere of the tombs. The peaceful and calm aura has been replaced by one of tension. You would have thought that Prince Karad would allow you into his tomb to replace the sword, but apparently he does not recognize you and so considers you invaders. You must find his tomb quickly and return the Sonneklinge.

NOTES:

- A** This is the entrance to the Quest. The Heroes must also retrace their steps to these stairs to leave the Quest.
- B** This chest contains 100 gold coins.
- C** This chest contains 4 gems, each worth 200 gold coins.
- D** This chest contains jewelry worth 1200 gold coins.
- E** Note that the doors on the north, east, and west walls are all open doors. Heroes and monsters can go back and forth freely between these rooms.

When the first Hero enters this room, read: *"As soon as you enter the room you are struck by the condition it is in; the Orcs who stole Sonneklinge must have entered very cautiously, for they have destroyed nothing and have barely disturbed the carpet of dust that covers the floor."*

The walls of the room are hung with battered paintings depicting the Prince's

life. Even in their present condition, they show that the Prince was a fine figure of a man and an able fighter. His final battle must have been hard fought, and his glory well deserved. In the adjoining halls you can see the Prince's retainers, entombed beside their beloved master. Your attention is drawn to the two outer chambers by a hint of movement. You look closer, and see legions of skeletal retainers closing in to attack."

The twelve Skeletons move from the rooms to attack the Heroes. If you do not have twelve Skeletons wait until some of the monsters are killed, and move the figure back into one of the retainer's rooms where it can join the attack.

Tell the first Hero to search this room that the paintings on the walls are worth 75 gold coins each, for a total of 750 gold coins. Each Skeleton is wearing a gold chain worth 50 gold coins each.

- F** When the first Hero enters this room, read: *"As you enter the Prince's burial chamber you can only stare in wonder at the treasure that surrounds you, carefully placed on thick pads of velvet or hung from gold chains that are*



Wandering Monster in this Quest: 1 Zombie and 1 Skeleton

NOTES continued:

strung across the walls.

However, the most striking feature of the room is the alcove about four feet above the lid of the Prince's coffin. There is a deep hole in the wall about six feet square and a foot deep, at the top of which there is a gold shield with the crest of Prince Karad picked out in purple gems and filigree work. Below, lined with purple velvet, there are two brackets – one at either end of the alcove. You are certain that this is where Sonneklinge came from."

If a Hero searches for treasure in this room, read: "You find gold, jewels, and gems here worth 10,000 gold coins piled high as an offering to the memory of Prince Karad." Divide up the treasure among any Hero who wants it.

The Hero holding Sonneklinge can replace the sword in the alcove. If he does so, take the Sonneklinge Artifact Card from him and read: "As you replace Sonneklinge into its proper place, the gem at its pommel suddenly flashes with a bright, white light."

If any of the retainers are still alive, read: "The Skeletons that only moments before were attacking stop, stand motionless for a few seconds, and then slowly walk back to their rooms and return to eternal rest."

Next, whether or not any retainers were still alive, read: "The tension that you felt in the tombs has vanished – everything has become quiet and peaceful. [Pause for 10 or 15 seconds here] Suddenly you notice that the lid of the Prince's coffin is moving. It eases forward and drops to the floor with a resounding crash. Slowly, very slowly, Prince Karad himself rises up and climbs out of his coffin."

Use a Mummy figure for the Prince. His stats are below. Place the Mummy in an open square beside the tomb. Read the following to the Heroes: "Prince Karad shouts 'Intruders' and attacks. All retainers, including those you just killed, rise up again and assist their master."

Prince Karad and his retainers continue to attack the Heroes until they leave the room. If a retainer is killed, replace him in one of the two retainer rooms and move him back out to attack again. After Prince Karad is wounded

several times, read: "The Prince sustains what would be life ending wounds, but still battles on." Prince Karad cannot be killed; he has an unlimited number of Body Points.

Prince Karad:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
4	4	0	Unlimited	0

When the Heroes leave this room, the Undead will not pursue them. None of the other Undead in this level come back to life after Sonneklinge is returned; only the retainers around Prince Karad's tomb do so.

When the Heroes get back to the stairs (location A) read: "You ascend the stairs and leave the tombs, thankful to escape. You report your success back to Erich von Karad, who gratefully rewards each of you with 400 gold coins."

If any of the Heroes have taken anything from either of the levels of Prince Karad's tomb, be sure and follow the instructions found in the Instruction Booklet.