

# HEROQUEST

## THE TEARS OF TIMES PASSED



A GROUP QUEST BY: JACOB BUSBY

In 1989, Milton Bradley released the greatest fantasy board game of all-time, HeroQuest. During the next few years fans of the game would photocopy their blank maps and icon pages, cut and paste, or pencil in to design their own elaborate Quests in order to continue their heroic adventures. Then something miraculous happened... the dawn of the Internet. It was in 1998 that a small Website was born. Dedicated to HeroQuest fans the world over, many gathered at Agin's Inn, sharing their greatest adventures with everyone.

We've come a long way since then... No longer are we dependant on the likes of bitmap programs like MSPaint®. Software has improved greatly in the last decade and graphical programs such as Photoshop® and CorelDRAW!® are more common place. Through these, we may now reproduce these great adventures in likeness of the ones we grew up with. The ones that so deeply grabbed our interest and drew us into this great world that is HeroQuest.

It is our pleasure to present to all HeroQuest fans, the great Quests of Old. Throughout the year, we will be releasing the Agin's Inn Classic Series. Great Quests re-created in a modern, universal format that is not only pleasing to the eye, but will once again draw us back into the glory days of our youth and keep our great fantasy game alive for generations to come.

~The Innkeepers of Ye Olde Inn

This adventure has been written to bridge the gap between the European and North American versions of HeroQuest. Please read this adventure thoroughly before playing it.

-Jacob Busby

## Chronology

This quest was written with a specific goal in mind: to bridge the continuity gap between the American and European versions of HeroQuest. When the European (original) version of HeroQuest was released, the principal villain of the piece was Mentor's ex-apprentice, Morcar. When the North American version was released, the name of the principal antagonist was inexplicably renamed Zargon. Although one can ignore the name of the villain, I have written this quest to facilitate the transfer between the villains. I've also changed the focus of the antagonist; Morcar is hungry for power and seeks conquest, whereas Zargon is angry, vengeful and bitter.

The full Heroquest Chronology is given below.

- The Gathering Storm
- Kellar's Keep
- Return of the Witch Lord
- The Halls of Durrag-Dol
- Revenge of the Weather Mage
- The Inn of Chaos
- The Eyes of Chaos
- Against the Ogre Horde
- The Wizards of Morcar.
- The Dark Company
- **The Tears of Times Passed (This Quest)**
- The Frozen Horror
- The Mage in the Mirror

Trying to determine a Chronology for these Quests is somewhat tricky. I've left out the Solo Quests, Running the Gauntlet and A Growl of Thunder. If you wanted to, you could run these first, but they don't seem to have any connection to the overall storyline and are probably best used as one-off scenarios.

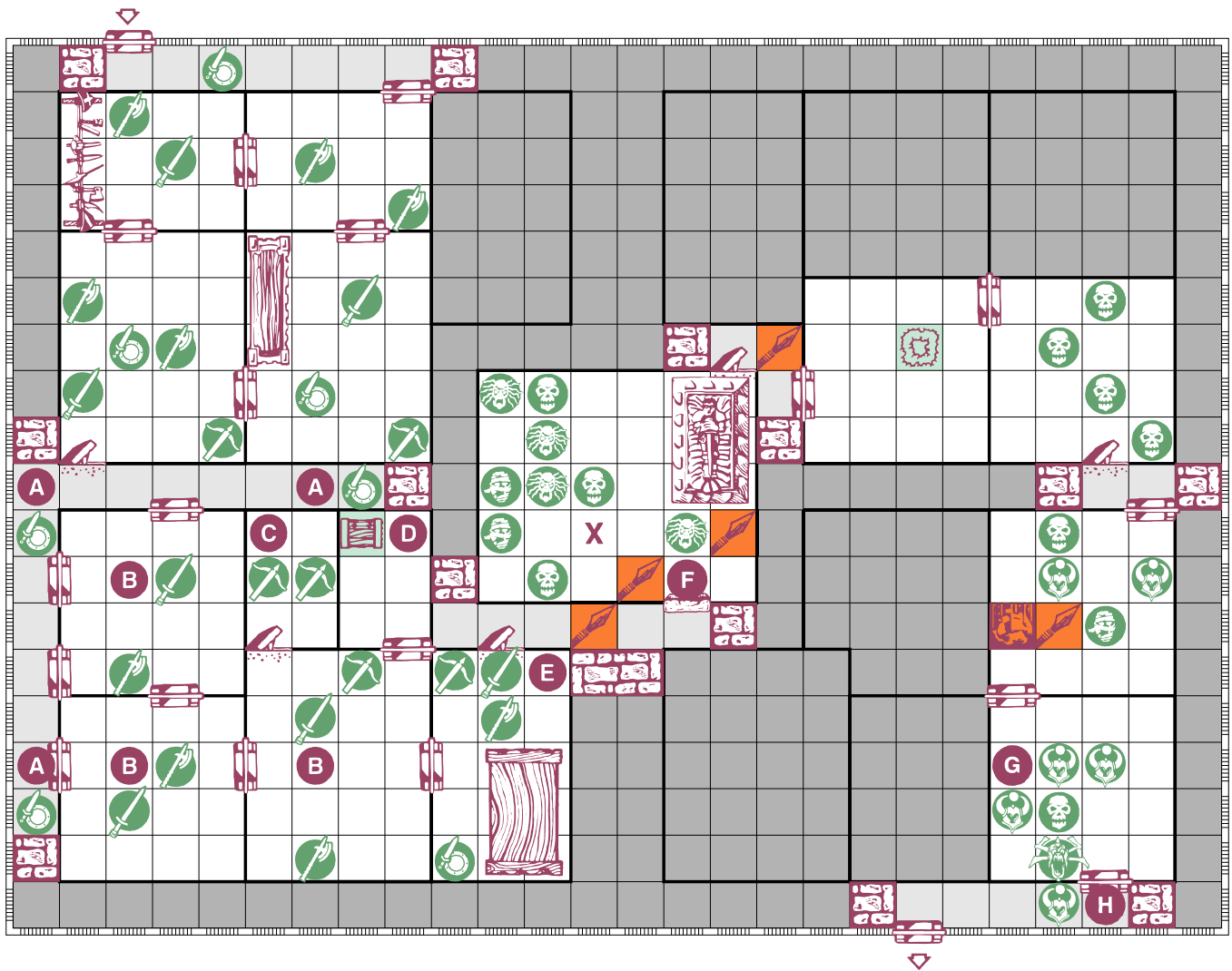
It is presumed that the initial Quest deals with Mentor's training regime and the Heroes rise to fame. For this reason, I've subtitled the initial Quest Pack The Gathering Storm. Following this Quest Pack, the Emperor is trapped in Karak Varn and must be rescued while the Witch Lord, one of Morcar's chief allies has arisen. Rescuing the Emperor should be the top priority, so Kellar's Keep comes before Return of the Witch Lord. As both Quests are a key priority, they should occur before any other Quest

It is stated it took Morcar some time to develop control over the Ogre Horde. In the intervening time, it is presumed that the Heroes will still continue adventuring on smaller semi-official Quests: The Halls of Durrag-Dol, Revenge of the Weather-Man and The Inn of Chaos (from Adventures Unlimited). The final semi-official Quest is a two part campaign entitled The Eyes of Chaos. Playing this scenario just before Against the Ogre Horde gives the impression that the Heroes have come across a conspiracy, must follow it up and neatly ties things together.

Wizards of Morcar starts with the refugees of the Ogre Horde being eliminated by Morcar's sorcerous lieutenants. At the end of Wizards of Morcar, the Heroes have defeated Morcar's lieutenants in Morcar's Citadel. It is presumed that Morcar is severely hampered by these developments and has to retreat. In the resulting power vacuum, The Dark Company can rise and become a threat to the Emperor. This would also explain why Hingsgrim didn't betray the Emperor earlier he couldn't attempt a coup whilst Morcar was a threat, as the country would fall to Morcar's forces. However, once Morcar had been curtailed, Hingsgrim is able to raise the Dark Company and attempt a takeover.

Following The Dark Company, the action switches to the machinations of Zargon. This Quest deals with what becomes of Eshlil, the spy who warned the Emperor of the Dark Company. It also explains where Zargon came from and sets up the final two Quest Packs.





## Group Quest

# The Tears of Times Passed

Tanal, the Outlaw King of Keldor Forest, has struck again! This time, he has gone too far, stealing a statue of the Emperor made of solid Adamantium. This almost indestructible material was hand-carved by the Dwarven masons in honour of the recent victories over Morcar.

In a further development, Eshlil, the Captain of the troupe who was leading the convoy carrying the caravan has also gone missing and is believed to be kidnapped. The Emperor has personally charged you with defeating Tanal and finding Eshlil and the missing statue.

## NOTES:

Having recently overcome the Dark Company, the Emperor's forces are depleted and Heroes may not hire mercenaries for this adventure. **Each Mercenary represents an Outlaw and carries 10 Gold Pieces.** Each time a Hero defeats a Mercenary in this adventure, they may claim 10 Gold Pieces in treasure without requiring a Treasure search.

### A Advanced Warning

If any of these Scouts end their turn within Line of Sight of the Heroes, they will shout out a warning. The Evil Wizard may open any of the doors in the rooms marked 'B'.

### B Excellent Troops

These henchmen are well-trained. They may roll an additional Combat Die in defence. They carry 15 Gold Pieces in wages instead of 10.

### C Murder Hole

This room is filled with eyeholes and arrow slits. The Crossbowmen in this room may shoot through and ignore the walls for the purposes of determining Line-of-Sight. The Heroes may not attack the Crossbowmen unless they have entered the room.

The Crossbows used by the Crossbowmen are of excellent quality. They allow the Crossbowmen to make ranged attacks of 3 Combat Dice and can be taken as regular Crossbows by the Heroes.

The Crossbowmen are also well-trained, rolling an additional Combat Die in defence and carry 15 Gold Pieces.

Wandering Monster in this Quest:



Scout (up to Room 'E')



Zombie

## NOTES (continued):

### D Treasure Chamber

The Chest in this room contains 150 Gold Pieces and a gem worth 75 Gold Pieces. The Gem has been cursed and on the turn after being found, the Hero who took the gem finds it has mysteriously vanished along with 250 Gold Pieces (or as much as was in the Heroes pouch at the time). *The curse may only be spotted by a Hero with 5 or more Mind Points searching for Traps in the same room as the gem carrier.*

### E Tanal's Hideout

The Swordsman in this room is Tanal, the leader of the Outlaws; his stats are as follows:

Movement	Attack	Defend	Body	Mind
5	3(5)	6	4	3

Tanal is armed with a Crossbow and may make ranged attacks of 3 Combat Dice instead of using his Longsword, which allows him to attack diagonally. In addition, he has the Spell Scroll: **Pass Through Rock**. If the fight is going badly, he will attempt to use it and retreat to room F. In the event that the Heroes kill Tanal before he escapes, read aloud his dying speech from note 'F'.

These are crack troops. Each carries 25 Gold Pieces and may roll 1 extra Combat Die in both attack and defense.

If the Heroes search for Secret Doors, they will find the door, but it is locked and cannot be opened.

If the Heroes search this room (once Tanal has been defeated, or fled), they find a Chest beneath the table containing 300 Gold Pieces and a diary. Flipping through the diary they find the following entry:

*"Feros has assured me that there will be more than adequate payment for the kidnap of Eshlil and the retrieval of the Emperor's statue. However, I am concerned about the morale of the men should they discover that our employer is a servant of Chaos. I have instructed Feros to remain in the tombs. He is perfectly safe there; the men do not know that the Secret Door can only be opened by pulling both hinges upwards whilst leaning on the left hand frame."*

The Heroes can only open the Secret Door if they follow the instructions in the diary.

### F The Tomb of Zargon

*Do not place the Undead into play when the Heroes first enter the room.*

This is the room in which Tanal will make his last stand. Place him on the square marked 'X'. Tanal has left a Healing Potion here in case of emergencies and will be at full strength. (In the event that the Heroes defeat Tanal in Room E, they will find a Healing Potion, which heals up to 3 Body Points of damage.)

If Tanal dies, he clutches his side and gasps before expiring. *"I knew I should never have trusted that Chaos Sorcerer... He has Eshlil and I think he plans to do something terrible..."*

If the Heroes search for Secret Doors in this room they will find nothing. However, when they search for treasure, they will notice the inscription on the tomb:

*Zargon, Fallen Champion  
Hero of the Realm and Servant of Chaos  
Buried by his friends, Rogar, Aak'ran and Mentor*

It is clear that the sarcophagus has already been opened once. When the Heroes open the tomb for a second time, the sarcophagus will slide sideways revealing the Secret Door. However, a magical warding spell has been placed, summoning the guardians of the tomb. Place all the Undead figures on the map in the room.

### G Ritual Chamber

This is the room where the hideous ritual is held. As the Heroes enter, Eshlil is stabbed by Feros and his blood spills, forming a pool on the floor. Feros snarls at the Heroes, "Fools, you are too late! This traitor has paid for betraying the Dark Company." He then attacks with his comrades and the following stats:

Movement	Attack	Defend	Body	Mind
6	3	4	4	5

Following his diabolic ritual, Feros has expended most of his magical energy. He will only be able to muster enough strength to cast the Spells **Fire of Wrath** and **Rock Skin**.

The Gargoyle in this room represents the statue of the Emperor. It is made out of Adamantium and may not attack or be attacked during the first round of combat. One round after the Heroes enter, a tremendous hurricane swells up as Eshlil's blood mixes with Zargon's remains and the statue comes to life. During this round, no Hero or Monster may move and all ranged attacks automatically miss.

Once the hurricane has died down, the statue comes to life. It animates Eshlil's and Zargon's bodies. Place a Skeleton and a Mummy anywhere in the room.

In the following round, the sheer presence of evil causes the dead Outlaws to start coming back to life. Place a Mummy on the 'X' where Tanal died. Each turn after, you may place an Undead Monster in any of the Outlaws' rooms. These Monsters will try to make their way toward to the Heroes as fast as possible. This is an automatic effect and Zargon does not need to spend any actions to accomplish this task.

### ZARGON, STATUE FORM

Movement	Attack	Defend	Body	Mind
6	3	6	4	5

Because the statue is made of Adamantium, it is very difficult to destroy. To simulate this, ignore the first point of damage scored by any spell, or weapon. For instance, if a Hero rolled 3 Skulls when attacking, Zargon would automatically block the first Skull and would only have to defend against 2 Skulls.

Zargon knows a large number of magical spells and has several combat abilities, but he is currently too weak to use them.

The Door between this room and corridor 'H' is held shut with magic and will not open until Zargon is destroyed.

### H Escape Route

When Zargon dies, the Chaos Warrior in this corridor will open this door. The essence of Zargon will stream into this Warrior, who will immediately flee the dungeon even if it is a Hero's turn. If necessary, Zargon empowers the Chaos Warrior to cast **Swift Wind**, **Pass Through Rock** and **Veil of Mist** to assist the escape.



# Epilogue

You return to the Emperor's Palace both weary and troubled. Although Tanal has been defeated, The Emperor's statue was destroyed beyond repair and Eshlil, the brave spy who warned the Emperor of the Dark Company, now lies dead. Zargon stalks the land and he seems to have an important connection to Mentor.

Upon your arrival you relay the news to the Emperor and Mentor. Neither seems to be very happy. Mentor asks you into his study to discuss the matter further.

"A long time ago," he begins, "I was an adventurer just like you. My party was formed of myself, Rogar the Barbarian, Aak'ran the Elven Archer and Zargon, a Dwarven Warrior. We faced grave perils and celebrated great victories.

"Zargon was an excellent warrior, perhaps a little too good. He revelled in the blood of his enemies and on more than one occasion, his hotheadedness led to trouble. Unlike many of his Dwarven kin, Zargon also had a rudimentary understanding of magic; although he was impatient and never devoted the necessary hours of study to fully express his talents.

"Our final adventure together was against Kraluk the Corrupter. Kraluk, a demon from the Netherworld had discovered a magical tome, the book you now know as Loretome. He studied it with a view to discovering its great secrets and dooming us all. All that was, is and will be is written in Loretome, but its riddles and magicks are hard to comprehend. Even now, so many years later, I have yet to discern more than a few of its secrets.

"Kraluk had already used the tome once; Gershwyn Valos, a mighty knight in the service of the Empire, was due to be married to his beloved Elisabetha. On the night before the ceremony, strange unearthly sounds were heard from his castle. Gershwyn, his three brothers and Elisabetha mysteriously vanished, and no man has had the courage to enter his domain since.

"We knew that Kraluk had used the Loretome and learnt the secrets of the Valos family and we knew that the same doom would await us all if Kraluk retained Loretome.

"We assailed Kraluk's deepest lair and after a hard fought battle, drove him away, securing Loretome for the Empire..." Mentor pauses for a moment. His eyes grow misty as he stares out of the window into the distance. "But our victory was not one without cost. Zargon, our Dwarven friend, had been severely wounded in the battle with Kraluk and a deep cut scarred his chest.

"We rushed Zargon to safety, and by the Gods, the hands of the Healers were able to preserve him. But he was confined to his bed for many months...

"Perhaps, we should have seen the tragedy coming, but we were blind in our victory and there were so many new threats emerging. I had recently taken on a pupil, Morcar, but he turned to the side of Chaos and fled to the Wastes across the Sea of Claws. We were so concerned about the armies gathering on our borders that we failed to notice the enemy within our midst. I used my magicks to counter Morcar, whilst Aak'ran scouted the wastelands and Rogar disrupted the army supply lines with lightning ambushes.

"It was the custom in those days for warriors to present their weapons to the Emperor once a year, at the Midwinter Feasts. It was the reign of Emperor Sven II and a grim winter. Few champions made it to the Emperor's court that year and those that did, often carried heavy wounds from the war that Morcar was waging upon the land.

"We gathered and were pleasantly surprised to see Zargon waiting in the court for us. Each member of our troupe stepped up, first myself, presenting my staff to my Lord and Master. Next Rogar; his sword stained red with Orc's blood that year. Then Aak'ran stepped forward to have his bow blessed." Mentor chuckles, "There were few that could avoid a shot from that bow."

"Finally," Mentor clutches the side of his chair, his knuckles turning white. "Finally Zargon stepped forward. He bowed low, his axe outstretched before the Emperor. As the Emperor leant forwards, Zargon thrust the hilt of the axe into the Emperor's face. The Emperor fell backward and Zargon lifted his axe into the air a familiar death strike we had seen him perform time and again during our escapades. The axe fell... but Rogar parried the death blow with his Broadsword.

"All too late I realised what had happened. Kraluk was also known as The Corrupter. Although we had cured the physical damage dealt by his blade, the spiritual damage still remained. We had been so busy concentrating on Morcar we failed to see Zargon's struggle against his inner demons. The daily assault on his sanity had been too much for him to bear and all that was good about my former comrade had been expunged from his soul. The shell that stood before us bore as much resemblance to the Dwarven Hero I knew as a walnut does to an apple.

"Rogar and Zargon battled. Rogar was skilful, but Zargon had strength and determination on his side. I prepared a spell to cause the Dwarf to sleep, but Zargon had prepared his counter-magicks well and the spell went awry. Zargon cut a desperate blow on Rogar, knocking his Broadsword from his hands. But as he swung his axe for the coup-de-grace, his face twisted in astonished agony as an arrow protruded from his back. With tears in his eyes, Aak'ran shot Zargon down. Our former friend died on the paved stones of the Emperor's court.

"As you know from the example of Sir Ragnar, it is now the fashion to hang

the heads of traitors from the walls so that all might know the wages of service to Chaos. But times and traditions had changed. In those days, the habit was to burn the body until it was naught but ash. In our compassion, we could not do this. Though our friend had turned to evil, we still remember the good times. We stole the body of Zargon away and buried him deep in Keldor Forest.

"There after, nothing was ever again the same. Rogar continued with his raids against Morcar, harrying the supply lines, but he knew he was only delaying the inevitable.

"Aak'ran, angry at the death of his friend, tracked down Kraluk, who was preparing to use an ancient device called the Darke Stone. In an epic battle, Aak'ran forced Kraluk back to his home plane and trapped him there, but Aak'ran died shortly after the conflict. And I...

"I no longer found any joy in adventuring. My joy had died on the floor of the Emperor's Court. I retired to study the Loretome more thoroughly. In time, I would instruct new Heroes; Kelvinos, Ladril, Durgin and Alethorn. Through my tutelage, they were able to unite and defeat the Witch Lord, one of Morcar's most powerful lieutenants. But Morcar was slow to react. He had summoned the Ice Demon known as the Frozen Horror, and with a powerful sceptre, was planning on creating a new Ice Age.

"Then disaster struck. Whilst peering through Loretome, I came across a passage that could only be read in the light of a full moon. The passage read:

The Doom of the Dwarf will be the Doom of All.

"Too late did I find its meaning, for as I read the text, dire treacheries were happening elsewhere.

"The Emperor had received a delegation from the Elven kingdoms. An emissary known as Sinestra, sister of the Elven Queen, Terrellia, had been invited to the court to forge an alliance between the Empire and the Elves against the might of Morcar.

"Alas, would that we could read the hearts and souls we meet in this world. Two years prior to our meeting, Sinestra had been seduced by Kraluk to the dark side. As the light of the moon met her forces, they transformed into Werewolves. The Emperor's bodyguards, dizzy from too much drink, were no match for Sinestra's wolf-men. We had only delayed the Emperor's departure from this world. The Emperor fell victim to Sinestra's forces before I could reach him.

"In the ensuing days, the Empire almost collapsed. Feudal barons argued about the succession to the throne and blamed each other for the Emperor's death. Men fell upon men as petty squabbles turned into the bitterest bloodshed. Refugees, fleeing from the blizzards sent by the Frozen Horror, found the Empire little safer than the homes they had abandoned. The Elves fared no better as Sinestra and Terrellia made war upon each other. The Orcs seized the opportunity to attack the Dwarven nation; without the trade links to the Empire, the Dwarves were poorer and less well-equipped than the Orcish forces. And in the background, Morcar was poised to cross the Sea of Claws and invade the Empire from the West.

"In desperation we struggled on. It was a hard decision to take, but we needed to concentrate our efforts on the Empire. The Dwarven, Elven and Barbarian lands would have to manage on their own. Even this decision was not without dissent and Kelvinos left our council for his own realm, hoping to rid it of the Frozen Horror.

"Loretome identified a magical gem known as the Star of the West. It was said that this gem had the power to unite the hearts of men. We dispatched Rogar, Ladril, Durgin and Telor to recover it, whilst I remained in the Empire to organise what little resistance I could to the ongoing chaos.

"I contacted the Cabiri; it was well I did. Their combined magical powers were able to slow Morcar's fleet and bought enough time for Rogar to find the Star of the West. Using the power of this gem, he was able to unite the warring factions in the Empire and rode to battle where he triumphed over Morcar's forces.

"With the Empire once more reunited, peace quickly flowed to the surrounding lands, but none of our victories were total. Kelvinos defeated the Frozen Horror, but was never seen again. Morcar still plotted in the Chaos Wastes far across the Sea of Claws. Sinestra was forced back to her stronghold in Glines Fen with her lover, Tormuk the Necromancer, and the Dwarves managed to maintain a hold over much of their lands, although Karak Varn had been lost to the Orcs.

Mentor pauses, and then stares steadily into your eyes.

"If Zargon has risen, he will be a terrible foe. He will be seeking a suitable body for his essence, and I fear he may strike a deal with other agents of evil. Already I have learnt that he has located the Glacial Sceptre and reanimated the Frozen Horror. Whispers have also reached my ears about a plot by Sinestra to claim the Eleven throne for herself.

"We may have driven Morcar deep into the Chaos Wastes, but I fear that with this new threat, the Empire may need your strength now more than ever."



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**CREDITS:**

*Executive & Design Editor/Publisher:*  
**Phoenix**  
*Communications & Copy Editor:*  
**Drathe**  
*Contributing Editor/Production Manager:*  
**Drathe**

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**SPECIAL THANKS TO:**

*Quest written by:*  
**Jacob Busby**, © 2003

*Cover Art by:*  
**Gary Chalk**

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