

# HERO QUEST



The Tears of Times Passed  
INSTRUCTION  
BOOKLET



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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 Hinsgrim 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, Hinsgrim 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.

## New Magical Trap

Magical traps cannot be found by searching. They can only be disarmed with certain spells specified below. Magical traps may only be activated once. As soon as a magical trap has been activated, players can move safely through that room or corridor.



*Fireburst Trap:* When a player enters an empty room, place a Fireburst token in the center of the room. This will remain in place until the beginning of Zargon's turn, when it will explode attacking any figures in the room with 3 attack dice. It may only be disarmed with a Tempest spell.

## New Tiles and Quest Map Symbols

### Iron Entrance Door

This iron door is placed on the edge of the gameboard. Heroes line up outside the iron door to begin the Quest.



### Wooden Exit Door

This special wooden door is used to exit the gameboard in the end of a Quest.



### Stone Doorway

Stone Doorways are large slabs of rock which must be pushed out of the way using brute force before you can pass. To open one of these doors, a character must roll a number of combat dice and score two skulls. The number of dice he throws depends on what character type he is: the Dwarf and the Elf both roll two dice, the Barbarian rolls three dice. The Wizard cannot open a Stone Doorway. Once a Stone Doorway has been opened it remains open for the rest of the Quest.

