

# HeroQuest™

Warnoc

Q U E S T



B O O K



## A Message from Mentor

**M**y friends, gather around and listen very carefully to my words...

Thousands of years ago, Zargon took a personal interest in three mages who showed a lot of promise in the dark arts. There was an Orc, a Skeleton, and a Chaos Warrior. Zargon trained each of his "darlings" personally, instructing them in many chaos magic arts and in combat skills. They are warrior mages, making them very dangerous opponents.

As Heroes of the realm, I give you the task to seek out and destroy each one, ending the threat forever. I should warn you, Zargon used magic to increase not only the monster's strength, but the size as well. Each of these monsters I send you to destroy is four times the size of any monster you have faced before.

Warnoc was a Chaos Warrior who had practiced dark magic before being totally consumed by it. Zargon took a particular interest in him when his magic wiped out an entire division of the empire's troops single-handedly. Using the Altar of Death, a center of great chaos magic, Zargon augmented Warnoc's size and magical prowess.

Today, Warnoc is one of the most formidable mages in Zargon's army. The gigantic Warnoc leads his forces into battle using terrible magic to fell opposing armies before his soldiers ever put anyone to the sword.

You must journey to Warnoc's lair and defeat him. But first, you must cut off his source of power, the Altar of Death. Once you have destroyed that foul artifact, Warnoc's strength should weaken enough that you can face him. Be warned! On his way to Arcania, Lanmarr the magician has stopped here on some unknown mission. I fear he has laid hands on the magic to animate Gargoyles, an ancient practice I had hoped was forgotten.

Be wary as you traverse these passages. Chaos Warriors are among your most powerful foes, and they reside here in great numbers. Remember, when you need my guidance, listen deep within yourself.

*Mentor*



## Conclusion

Congratulations, my friends. You have done very well, and earned that 1000 gold coin award ten times over.

Warnoc is destroyed, and the world is safe from his evil chaos magic. He will threaten us no longer. Your next task ahead is to destroy the evil Ograk, a giant Orc who is preparing to lead a charge against the kingdom. Your enemy, Lanmarr, who you have met twice already, is quite another story. I don't know what has happened to him.

I have consulted Loretome a number of times concerning Lanmarr, and sometimes the great book tells me that he will take over the land and rule it forever, other times it tells me that you have killed him. Sometimes, it says that you serve him. Finally, I read of a mysterious man in an unknown armor who carries a strange, small gold shield who helps you defeat Lanmarr. Then that disappears...

Loretome, the great book, appears to be changing what it says every day. All that is written in its countless pages cannot be changed for changing the words would undo time itself. We must figure out what is happening with Loretome, and quickly.

For tonight, rest easy and enjoy some ale at a local bar. You have earned it.

*Mentor*



forged by the Dwarves and cooled in the Elven Fountain of Leben is located in a tomb somewhere here. Good luck, my friends."

**NOTES:**

There are no enemies except for Warnoc in here, but his knowledge of the Chaos Spell Summon Chaos Warriors more than makes up for that.

- A** If the Spirit Blade was lost in a previous Quest, the Heroes will find it in the tomb tile.
- B** Warnoc stands in this room. He is a powerful Chaos Knight who knows the spells Fear, Sleep, Command, Tempest, Escape, and the new spell Summon Chaos Warriors (see the new Chaos Spell Card).

If his Body Points are greatly reduced, he should chant Escape, which will teleport him to the center room on the designated squares. Place him there only when the Heroes look into the room (even if they had previously opened the door). Warnoc cannot move through doors.

If Warnoc is killed, read aloud the conclusion on the following page.

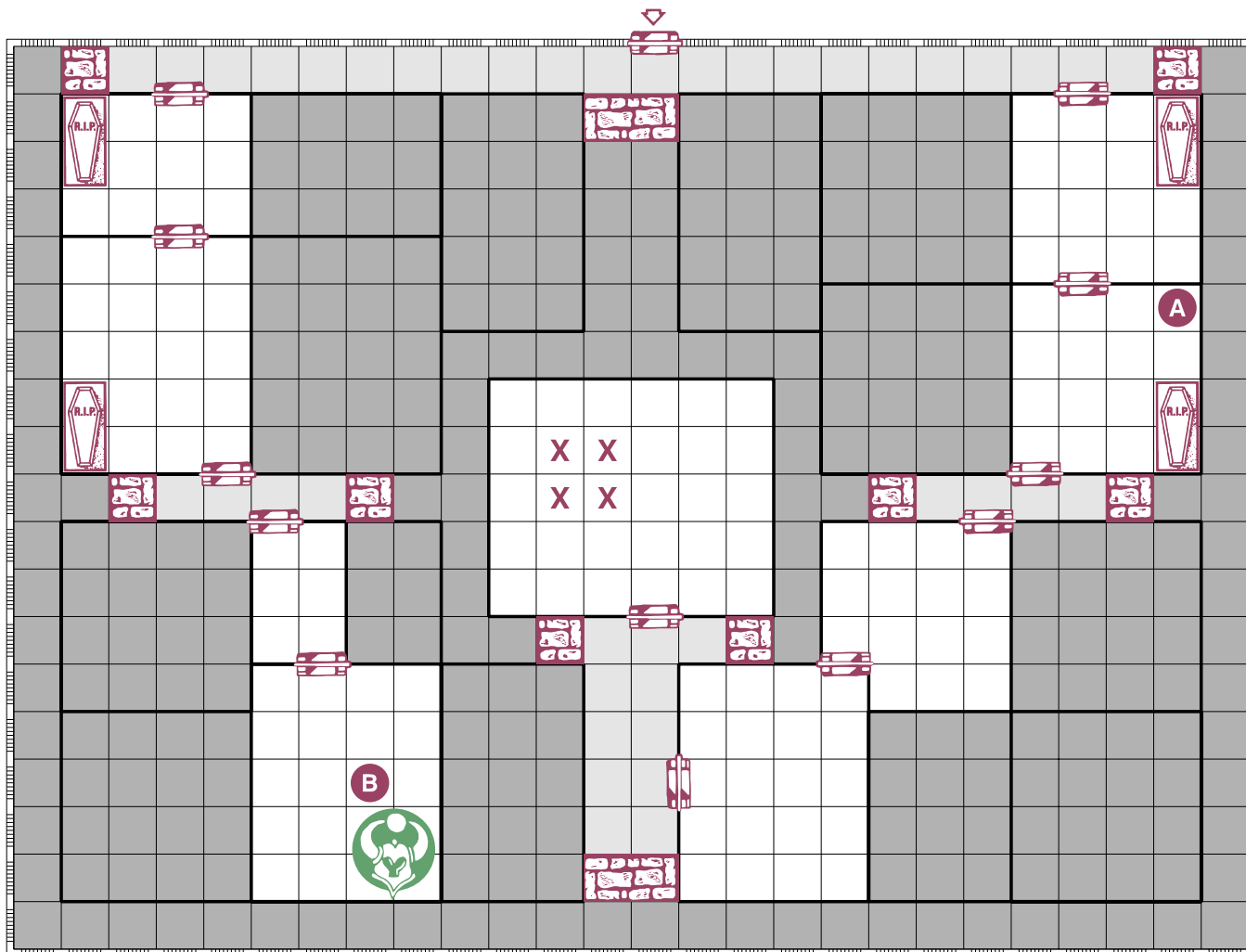
Warnoc:

<b>MOVEMENT</b>	<b>ATTACK</b>	<b>DEFEND</b>	<b>BODY</b>	<b>MIND</b>
6	5	6	3	3



**Wandering Monster in this Quest: 2 Chaos Warriors**





## Quest 1

# The Entryway

"To find Warnoc's base, you must first destroy the Altar of Death, from which he draws his power. In this Quest, you will

penetrate his outer defenses. Be wary!!! His fortress is heavily guarded against enemy attack."

### NOTES:

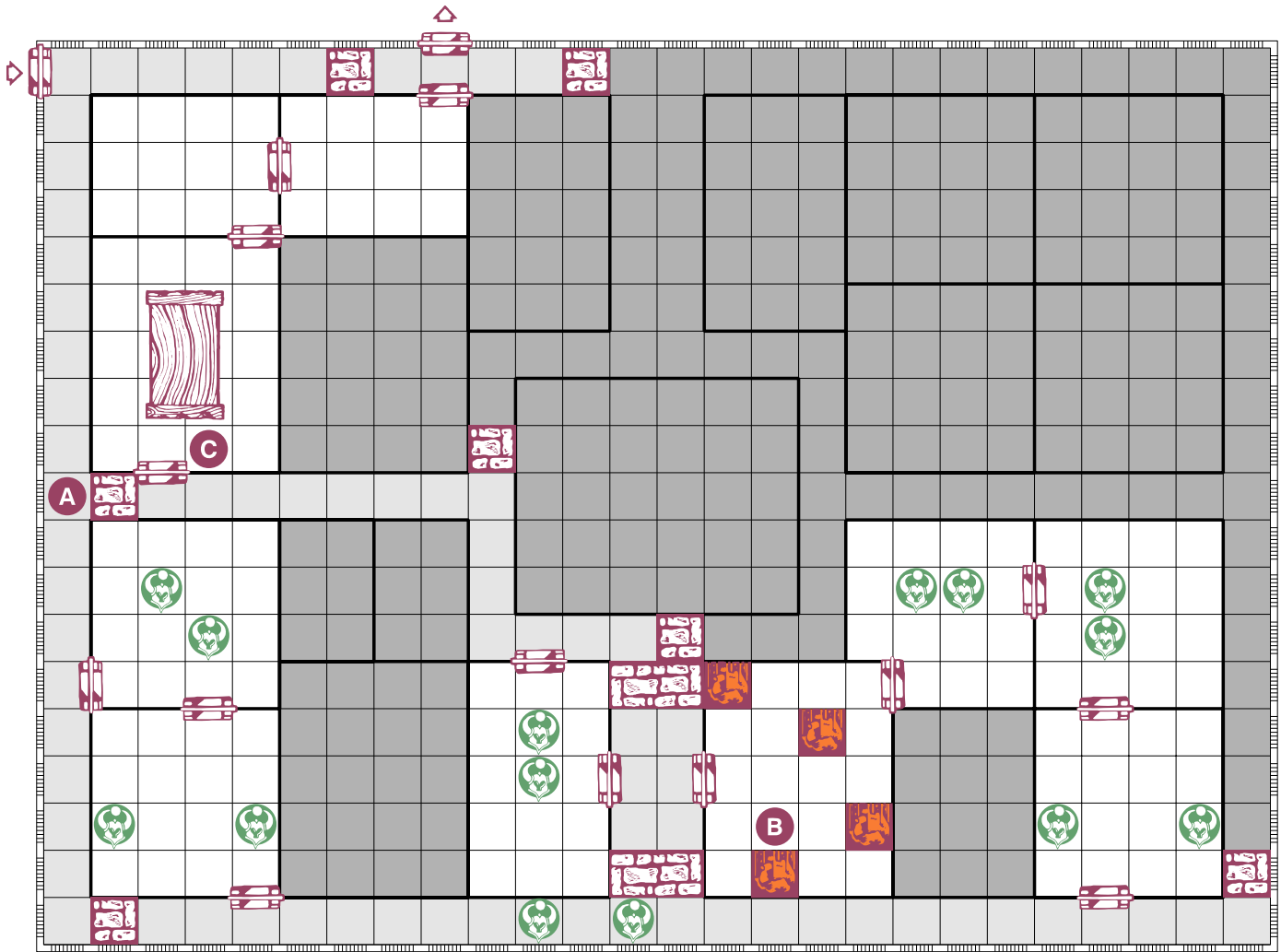
The Heroes enter on the spiral stairway.

trap door. Monsters cannot use the trap door.

- A** These Gargoyles are stone statues that do not move or attack and cannot be attacked. If a Hero tries to attack one of the Gargoyles, the attack will fail. If the attacking Hero rolls three or more skulls in the strike, tell him his weapon broke. Missile weapons or Artifacts will not break.
- B** Place the revolving room tile where shown when any of these doors are open. This room is constantly spinning, so Heroes will never know where they are about to exit. Roll 2 red dice when any Hero attempts to exit the room. On a roll of a 2 or a 3, the Hero exits through door 1. On a roll of a 4, 5, or 6, the Hero exits through door 2. On a roll of a 7, 8, 9, 10, or 11 the Hero exits through door 3. The Hero will only exit through door 4 on a roll of a 12.
- C** Each treasure chest has 100 gold coins in it. This gold may be divided among the surviving Heroes.
- D** This treasure chest has 200 gold coins in it. This gold may be divided among the surviving Heroes.
- E** These trap doors are connected by an unseen tunnel. Any Hero that moves on to one will move through the tunnel and instantly find himself on the other



Wandering Monster in this Quest: Chaos Warrior



## Quest 2

# The Altar of Death

"Warnoc feeds on the Altar of Death's tremendous power. To destroy it, you must sacrifice a weapon of good to it. Lay one of your mystical artifacts that has served the cause of good very

well for a great number of years as a sacrifice. The Altar will swallow up the weapon and vanish. Be careful, for Loreto tells of a powerful magic besides the Altar that resides here."

### NOTES:

**A** When the first Hero steps on this square, read the following sentence aloud:

*"You hear the sound of distant footsteps from the iron entrance door. It is a charge, heading straight for you. There is a war party hunting you down! Hurry!"*

Beginning on your (Zargon's) next turn, roll one red die and move that many monsters into the corridor from the iron entrance door. You may choose any available monster except for the Chaos Warriors, the Gargoyles, and the Chaos Warlock.

**B** The falling block traps in this room aren't actually traps. Place the corresponding tiles on the game board when the Heroes enter this room. Lanmarr, the evil Chaos Warlock, is also in this room on the square marked "B." Lanmarr knows the Chaos Spells of Tempest, Fear, Sleep, and Escape. He should chant Escape if his Body Points are greatly reduced. Casting Escape moves him out of the dungeon to safety.

Lanmarr is a very powerful character. On his turn he can attack, cast a Chaos Spell, attack Mind Points, or animate a rock pile.

To attack the mind of a Hero, Lanmarr selects a target within his line of sight. Then he rolls one red die for each of his Mind Points. For each 5 or 6 rolled, the defender loses 1 Mind Point.

To animate a rock pile, Lanmarr selects a rock pile in his line of sight. It will then come to life as a Gargoyle. The Gargoyle has the same stats as a normal Gargoyle, but will return to a rock pile if killed.

**C** This table is the Altar of Death. The first Hero to search for treasure in this room will find that information out. To destroy it, a Hero must place a weapon-oriented Artifact on the table. Weapon and table will disappear (remove the table and the Hero must cross the Artifact off of his character sheet). That event will kill all of the monsters that remain on the game board.

Lanmarr

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	6	3	8



Wandering Monster in this Quest: Chaos Warrior