

# HERO QUEST™

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.

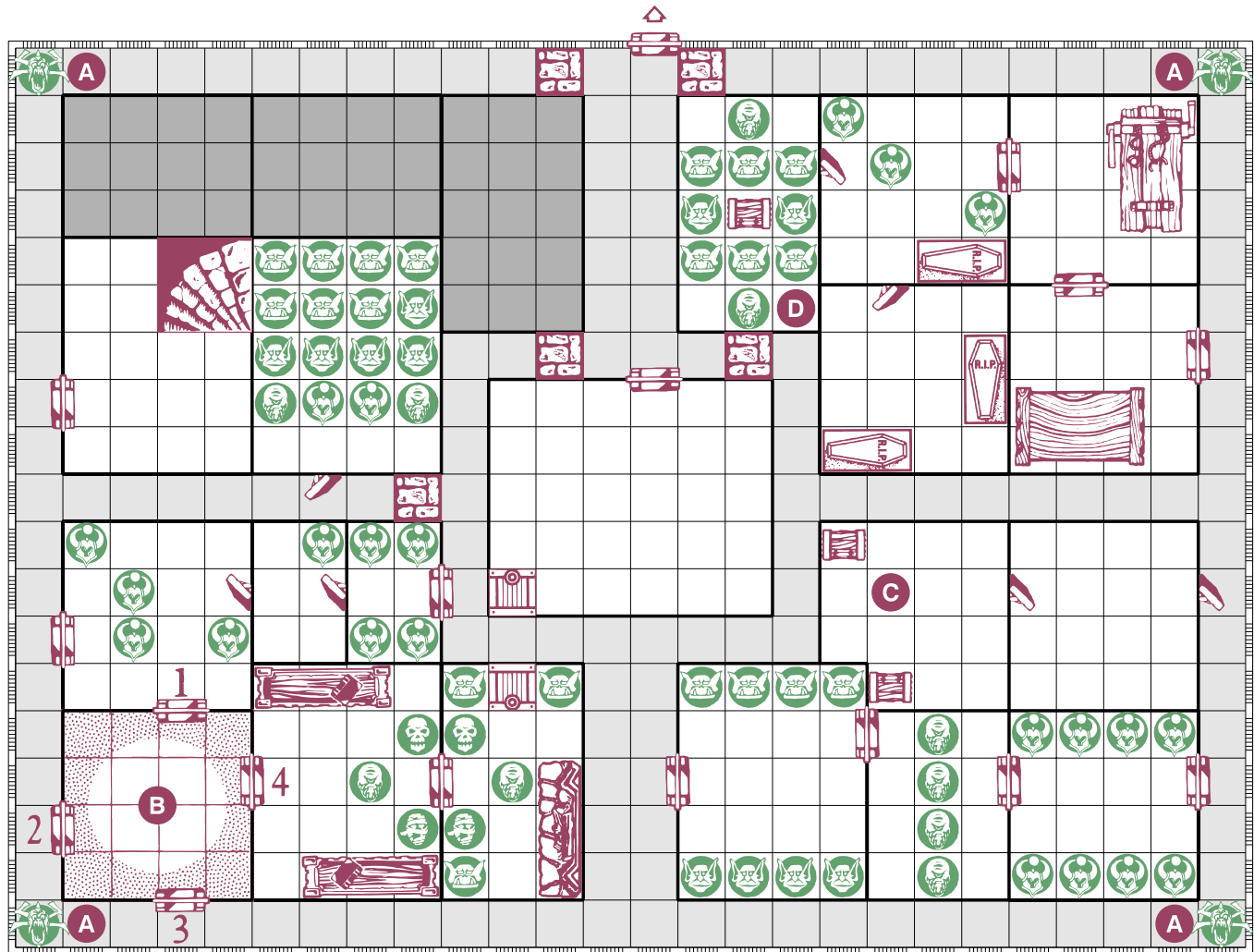
Warnoc was a Chaos Warrior who had practiced dark magic before being totally consumed by it. Zargon took a particular interest in him when his magic wiped out an entire division of the empire's troops single-handedly. Using the Altar of Death, a center of great chaos magic, Zargon augmented Warnoc's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



## 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

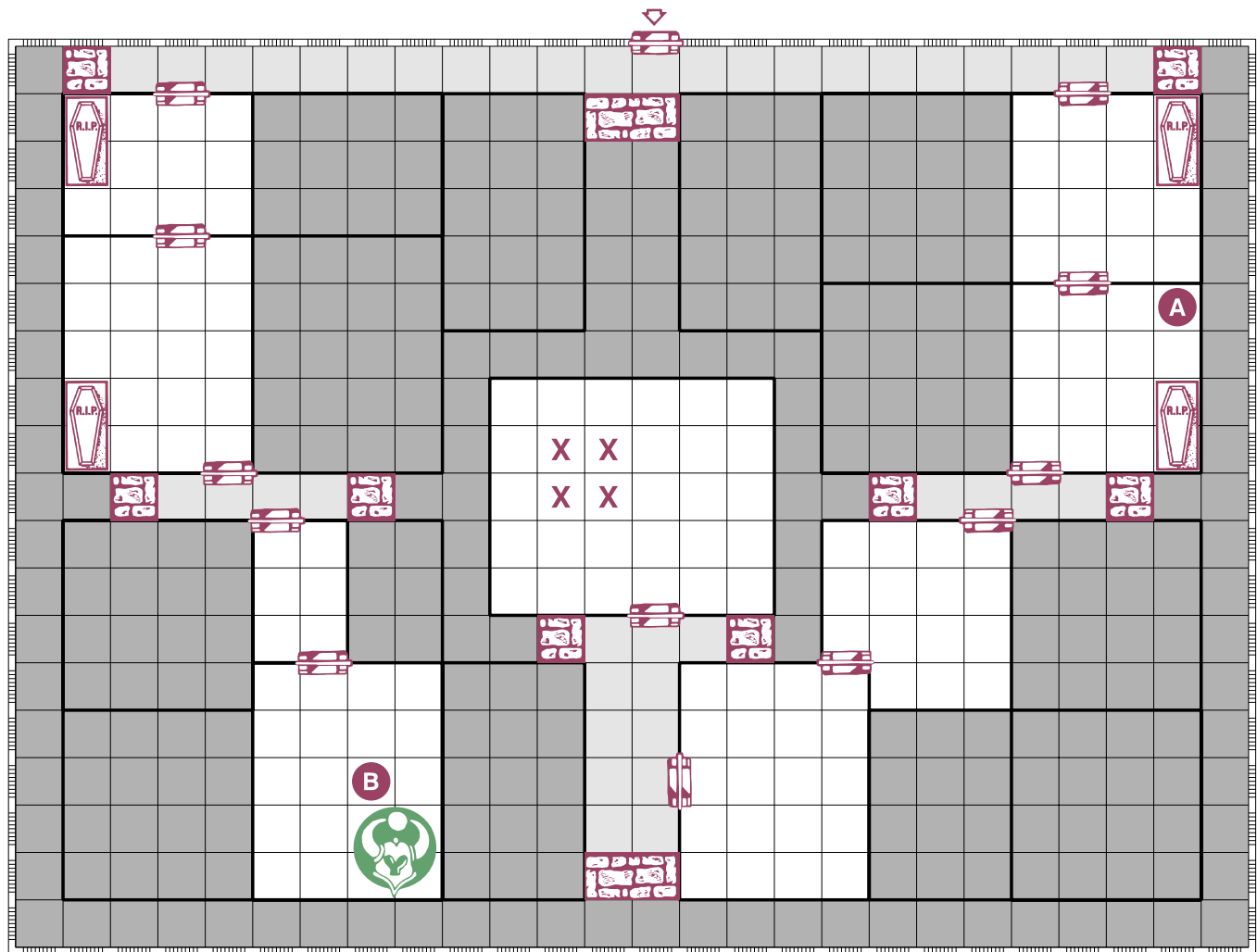


Wandering Monster in this Quest: Chaos Warrior





### Wandering Monster in this Quest: Chaos Warrior



## Quest 3

# Warnoc's Quarters

"To defeat Warnoc, you will need the magical weapon known as the Spirit Blade, which you found early in your questing days. Just in case you have not, I believe that this magical Artifact

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:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	5	6	3	3



Wandering Monster in this Quest: 2 Chaos Warriors



## Conclusion

**C**ongratulations, 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*