



*The Chronicles
of Sir Ragnar*



*Volume II
Dealing with Death*

HEROQUEST

*The Chronicles
of Sir Ragnar*



Volume II

Dealing with Death

Contents

<i>Acknowledgements</i>	iii
<i>Introduction to the Chronicles</i>	iv
<i>Introduction</i>	v

Dealing with Death

Chapter I	
<i>Secrets in the Stone – Part I</i>	8
The Final Journey	9
At the Heart of the Swamp	11
Chapter II	
<i>Secrets in the Stone - Part II</i>	14
An Unpleasant Discovery	15
The Vault	17
The Battle of Hinderoth Palace	20
A troubled cure for a troubled mind	23
Chapter III	
<i>Secrets in the Stone - Part II</i>	26
Reedle's Study	27
Preparing for Battle	29
Kasarin's Tomb	31
Tyrell-Kesch	33
Chapter IV	
<i>The Legend of the Kahniliach</i>	37
The Ferryman	38
Familiar Faces	40
The Path Home	43
<i>The Long Wait Begins Again</i>	45
Chapter V	
Where our choices have led us	47
Conclusions	56
<i>Appendices</i>	
The Heroes	58
Non Player Characters	59
The Armoury	60
Quest Treasures	61
Special Dungeon Features	63

Acknowledgements

It seems to be a very long time since I first contacted drathe about the Chronicles of Sir Ragnar community project. It was January 2013 and I had decided that this year I was going to write a quest pack of 10-15 quests, a much bigger project than any I had undertaken before. I had ideas for a story of my own, a follow up to 'The King under the Forest' but the Chronicles of Sir Ragnar project was also very appealing. Some of us were asking in the forum what had happened to this project and after reading through the Chronicles section in the adventurers' guild my mind was made up. I intended to build on an idea first suggested by Phoenix back in 2009. What if Sir Ragnar died in quest 2 of the game system 'The Rescue of Sir Ragnar'?

When I began writing this quest pack it was my intention to involve as many members at Ye Olde Inn as possible. The Chronicles is supposed to be a community project and our community possesses a lot of great talent and wonderful resources. My grateful thanks are due to all of you have contributed to his quest pack, contributing tiles, artwork cards, advice and guidance: Sjeng, Maik05 (for his great tiles!), torilen, Big Bene, mikemacdee (who kindly rewrote the Legend of the Kahniliach) thrawn, Daedalus, Goblin-King (who created the amazing artwork used for Goki's Armour), Ethica (for allowing me to use and edit the Necromancy Spells) and of course drathe for the original idea for this project.

Finally, I owe a word of thanks to my children Austin, Fraser and Murray, who have rekindled my love for this board game after 25 years of neglect.

Introduction to the Chronicles

(by Drathe)

It is the primary goal of the Adventurer's Guild at Ye Olde Inn 's forums to provide a gathering place for anyone designing a HeroQuest Quest or Quest Pack in order to gain feedback, insights, or general advice on designing Quests.

Through the Adventurer's Guild, we would like to generate a true, community collaborated Quest Pack.

Anyone who wishes to assist in this grand-scale project should feel free to do so, be it contributing Quests, artwork, feedback and ideas. All are welcome.

*The **Chronicles of Sir Ragnar** is a Quest Pack project unlike any other. The main goal of this community project is to create a story-driven Quest Pack following the destiny of one of the Empire's most powerful Knights, Sir Ragnar. Each Quest may contain multiple exits, and decision—making scenarios that will lead Hero players onto totally different paths. Each of these Quest exits will lead into a different quest from one another, opening a wide range of storyline possibilities, making for a totally unique Quest Pack each and every time it is played.*

Even though the possibilities are near endless, there will be some limitations to the project in order to keep it on track and consistent. These limitations will be listed at the Adventurer 's Guild headquarters on the Ye Olde Inn forums, along with basic guidelines, possible storyline ideas and some unique treasures and other items some of us plan on making available for this one-of-a-kind HeroQuest adventure.

We welcome you all to join us and hope to see you in the Adventurer's Guild.

The Innkeepers of Ye Olde Inn

Introduction

Dealing with Death has been written to deal with the possibility that Sir Ragnar may die, either in 'The Rescue of Sir Ragnar' from the game system or in any quest written as a contribution to The Chronicles of Sir Ragnar. If you are playing this quest pack as part of The Chronicles of Sir Ragnar there are two requirements that must be met:

- 1. Sir Ragnar must not have already converted to Chaos*
- 2. Sir Ragnar must be dead.*

I hope that this quest pack will make it easier for other authors to create stories for the project without having to worry about the continuity of keeping Sir Ragnar alive. Put simply, if Sir Ragnar dies a group can play through this story before continuing on to other quest packs.

This quest pack has been designed to be played with three of the soldiers from drathe's prequel, Outpost at the Mountains' Base. The players take on the roles of Sneeks the Scout, Sarymor the Crossbowman and Garmin the Halberdier. The stats for these Heroes can be found in Appendix I. The final member of this adventuring group is a standard Wizard.

I have introduced some elements in this pack that not all of you will agree with. For example I have created a Halberd for Garmin with four combat dice. This is not in line with the original Men-At-Arms as the Halberdier only attacked with three combat die. I take the view that there is already a weapon that attacks with three combat dice and allows diagonal attacks in the armoury, the Longsword. To me this makes a direct conversion of the Men-At-Arms Halberd redundant. If you disagree you can download Sjeng's more accurate version of this weapon from Ye Olde Inn.

I have also added weapons restrictions to the three Soldiers that can be found in Appendix III. It is not essential that you use these restrictions but I hope that you will consider them. They have been designed to differentiate between the soldiers when they have bought all of the weapons available to them. Sarymor is an expert in ranged attacks, Garmin is an expert in hand-to-hand combat (a combination of the original Halberdier and Swordsman) and Sneeks is a good all-rounder with the added ability of being capable of disarming traps in the same way as a Dwarf.

It is also important to note that the Wizard should take all four of the spell sets from the game system. The Wizard is the only spell caster in the group and some of the quests rely on the use of particular spells to complete them. The soldiers will also rely heavily on the Wizards healing spells due to their lower Body Points.

*Richard Saunders
'The Road Warrior'
Sept 2013*

HEROQUEST

*The Chronicles
of Sir Ragnar*



Volume II

Dealing with Death



Chapter I

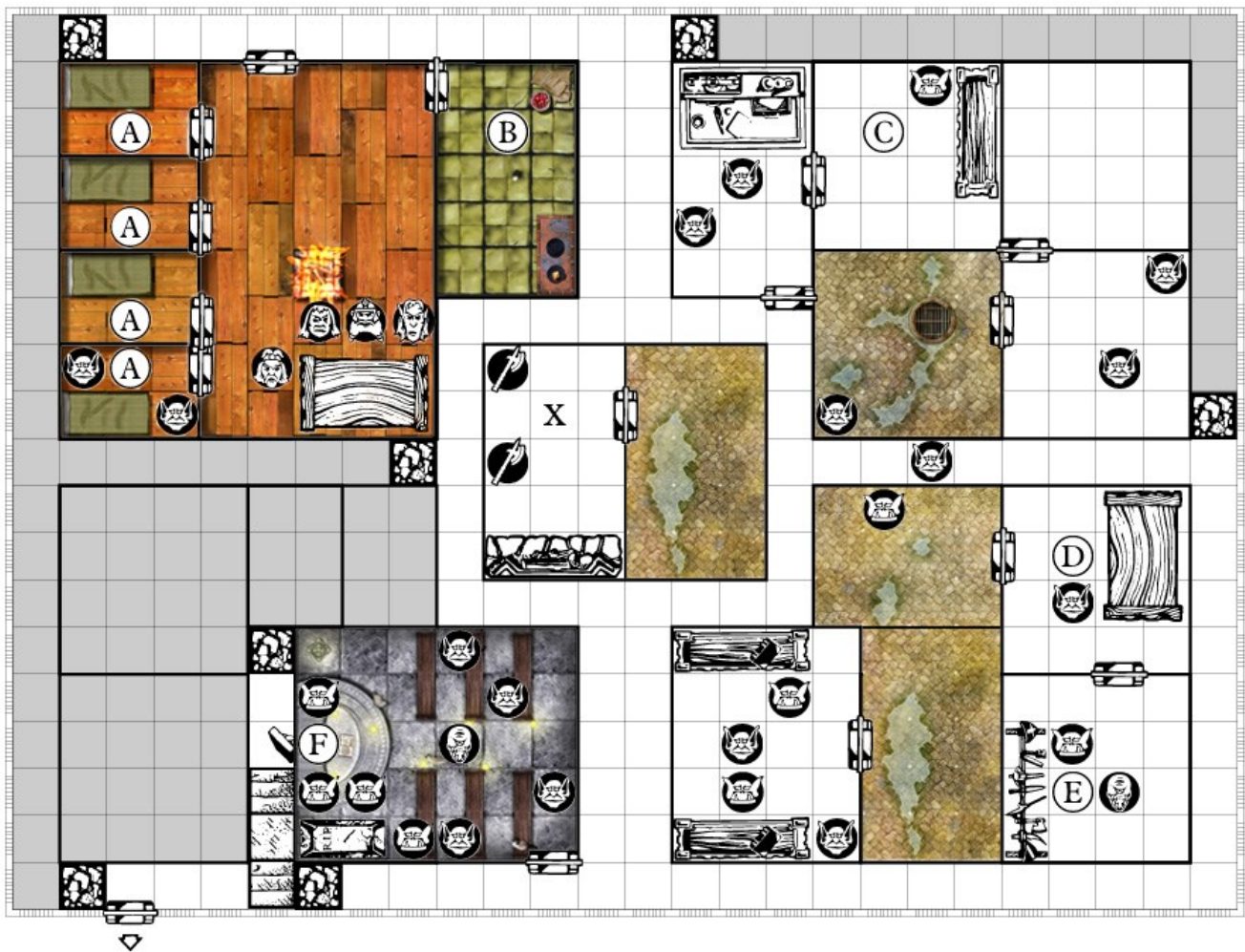
Along the Corpse Road

Secrets in the Stone – Part I

The Stone was large, far too large. Around them lay many smaller, more suitable rocks but their client had insisted that this particular stone be used to make the arch's keystone. It had been shipped down river to them from the World's Edge Mountains at great expense. But it was too large. It would need cutting.

As the two men set to work on their task they began to wonder what the significance of this particular stone might be. There appeared to be nothing special about it, just another chunk of granite, much like the many other stones that lay around them. Carefully they used their chisels to make holes in the boulder where they wanted the stone to split. Then they pushed their pitching tools into the holes they had prepared, and finally together they brought their driving hammers down with all their strength. The stone split just as they had wanted ...

...and then the whole world changed forever.



QUEST 1

The Final Journey

The Empire is in mourning. From the Sea of Claws in the North to the Black Mountains in the South black flags are flying as a sign of respect to the Empire's favourite son. Sir Ragnar is dead and the task of accompanying his body home has fallen to you. I have arranged boarding for you in this small town on the edge of the Shuddering Forest. The mayor has arranged free lodgings for you at the town's Inn and the local priest has permitted you to leave Sir Ragnar in the Church overnight.

Notes

The Soldiers have left their equipment in their rooms and each carry only a shortsword. They all attack and defend with two combat dice only. The Wizard attacks with one combat die and defends with two. He also carries all four of the elemental spell sets from the original game system.

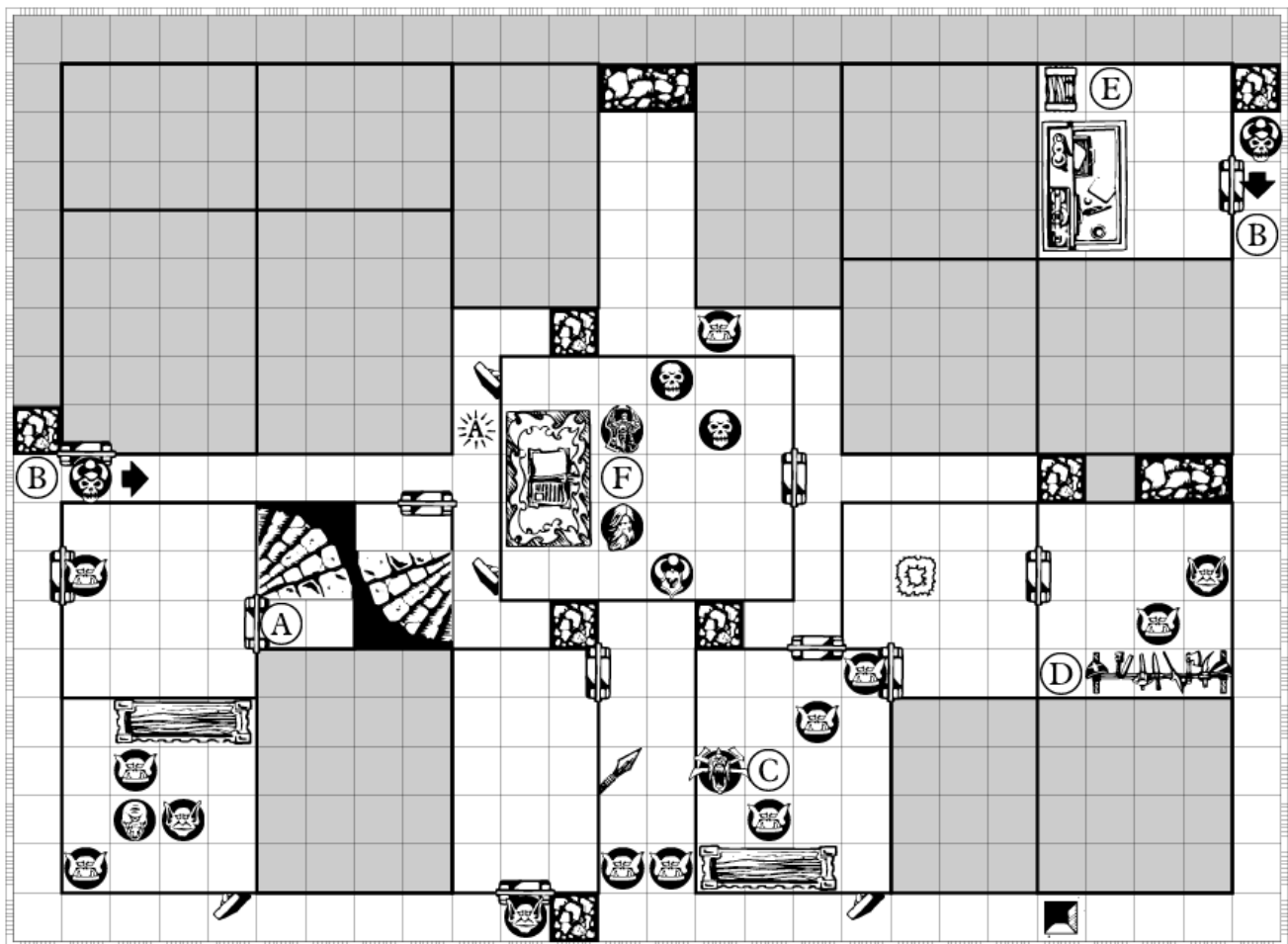
This quest also uses the street tiles. Arrange them as shown on the map as soon as the Heroes can see them and explain that this is the town square and that all walls between these tiles and the corridor squares should be ignored.



- Ⓐ Goblins have broken into the Hero's room and stolen all of their equipment. Each of these rooms may only be searched for treasure once.
- Ⓑ The Kitchen. This cupboard contains 2 sharp kitchen knives. Any Hero using these knives may roll one combat die in attack. A Hero may throw these knives but if they do so they lose it.
- Ⓒ The Apothecary. The cupboard in this storeroom contains one potion of healing that will restore up to four lost body points.
- Ⓓ The Blacksmith's. The Blacksmith is hiding under the table. After the Goblin has been defeated he offers the Heroes anything of use they can find on the weapons rack in the next room.
- Ⓔ Most of the weapons on this rack are unfinished. The first Hero to search this room may draw one random card from the equipment cards and keep it. Remove the plate armour, Chain Mail, Battle Axe, Halberd and Crossbow before the Hero draws this card.
- Ⓕ The Church. The 4 Orcs surrounding the Tomb escape through the secret door on Morcar's first turn after the Heroes enter the Church. They take Sir Ragnar's body with them. Remove them and the tomb from the board.
- ✕ This is the Mayor. He offers the Heroes 50 gold coins each if they can clear the town of monsters.

Wandering Monster





QUEST 2

At the Heart of the Swamp

'You have followed the Orc's trail to an ancient crypt at the heart of the Graveyard Swamp. This is the home of Fanrax the Malicious, a master of necromancy. I fear the worst for our fallen Hero. You must recover his corpse before it is too late.'

Notes

- (A) The Heroes begin at this stairway.
- (B) These are magical statues of Chaos Sorcerers. At the beginning of each of Morcar's turns they will launch a fireball down the corridor in which they are standing, in the direction of the arrow. This fireball will inflict two points of body damage on any player or monster in the corridor. They may roll two combat dice, reducing the damage by one for each shield rolled.
- (C) This Gargoyle is made of stone and cannot move, attack or be harmed.



- Ⓓ The first Hero to search this room finds a random weapon on the weapons rack. Use the same rules for choosing a weapon as in room E of Quest 1.
- Ⓔ The first Hero to search this room for Treasure will find an ancient Tome of Necromancy. This Tome is a Quest Treasure and the player who finds it should take the appropriate Quest Treasure card. They also find one potion of healing that will restore up to four lost body points and a potion of speed. This will allow them to throw twice as many dice as normal the next time they move after drinking it.
- Ⓕ Read the following when the door to this room is opened.

“You have disturbed a meeting between Fanrax the Malicious and Reedle Waller, a senior member of the Cult of Kalos”

On Morcar’s first turn after this room has been revealed Fanrax will leave the room through the northern secret door and escape using the teleport trap. Reedle quickly gathers up some spell books from the sorcerer’s table and then uses the southern secret door to flee to the stairway.

The Heroes may only exit the crypt by either the stairway or the teleport trap, not both. If one of the Heroes steps on the teleport trap before the door to the stairway has been opened then that Hero should be removed from the board and the remaining Heroes will find the door to the stairway locked. If the Heroes use this exit, continue on to Chapter II.

~OR~

When the door to the stairway is opened the teleport trap will be disabled and should not be revealed to the Heroes. If the Heroes use this exit, continue on to Chapter III.

Wandering Monster





Chapter II

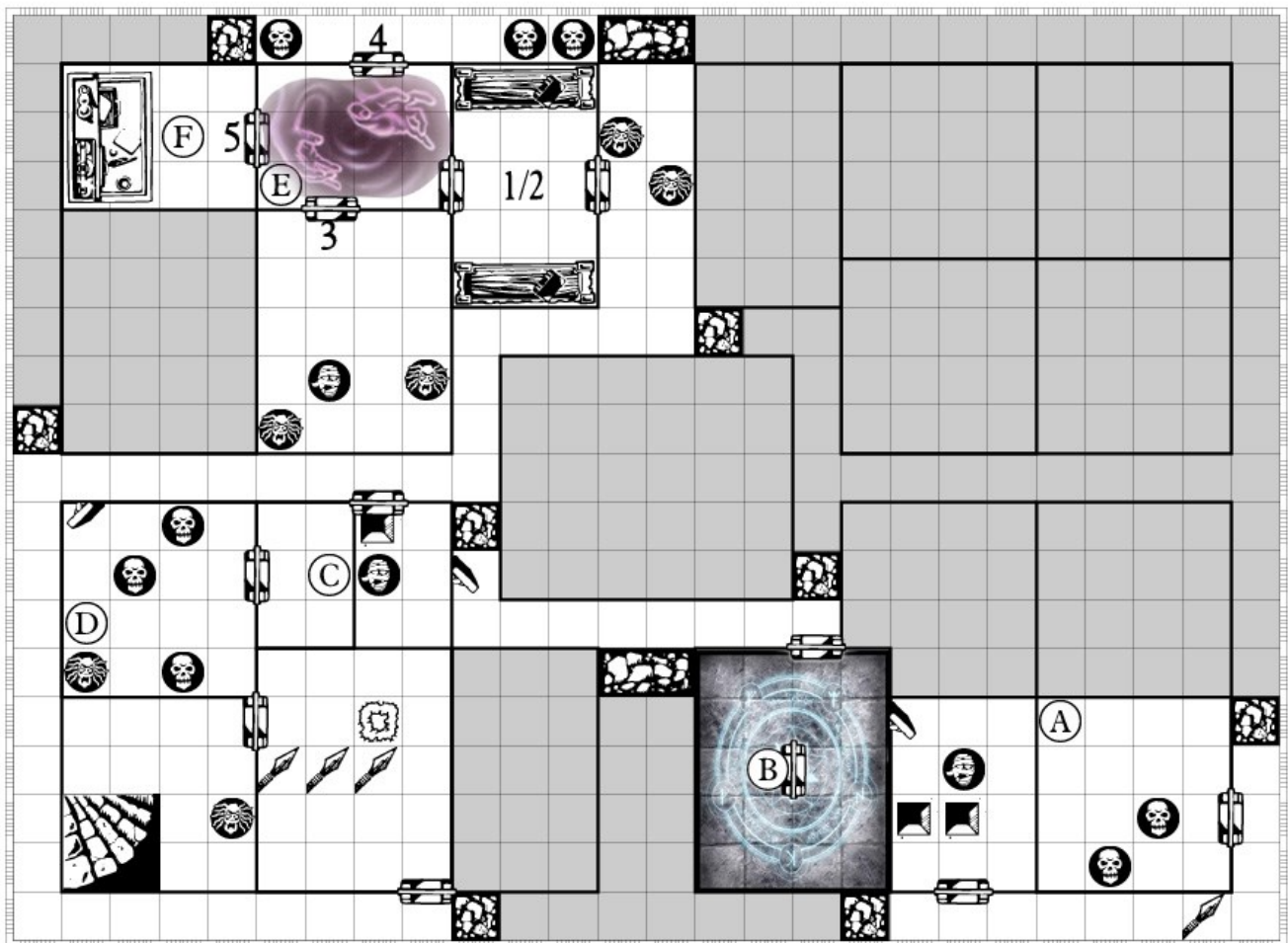
Reviving the Dead

Secrets in the Stone – Part II

Out of the stone fell a strange ornately decorated book. The cover was embossed with the image of a fanged skull. How could a book come to be inside the stone? The surface of the boulder had been nearly perfect. There was certainly no cracks or fissures that could have concealed this ancient tome.

The older of the two, the father, stepped forward to inspect this strange artefact. He opened the leather cover, turned a few pages and began to read. At first the inscription on the pages was impossible to read. He had been lucky enough in his youth to learn to read but the letters formed on these pages were unlike anything he had ever seen before. But then the letters seemed to change before his eyes. It was as though the book wanted to be read, it was adapting to make sure it's message could be spread.

As the son looked on, he saw his father's face begin to crumble. His eyes went vacant and he collapsed to the floor in convulsions. The son knew he should act quickly. His father needed help. But the book had his attention. It wanted to be read and first he was going to read it.



QUEST 3

An Unpleasant Discovery

It seems you have been teleported to the inner sanctum of Fanrax's Crypt. Here he carries out his most despicable experiments. There should be another exit nearby but first explore this area of his crypt. Maybe we can find out what plans he has for Sir Ragnar's corpse.

Notes

All Skeletons in this quest are special creations of Fanrax himself. Their stats are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	3	3	1	0

- Ⓐ The Heroes begin the quest in this room. You may place them on any unoccupied square in the room at the start of the quest.



- Ⓑ Place an open door in the centre of the room.

Tome of Necromancy

A chapter on opening magic portals can be read in this room. This will activate the portal in the centre of the room. Replace the open door with the magic portal. Any Hero moving through this portal will be teleported to room C.

- Ⓒ The first Hero to search this room will find a small lever hidden behind a loose stone in the wall. This lever opens the secret door in room D. This is the only way to open this secret door.

- Ⓓ The Zombie in this room is Sir Ragnar. He is surrounded by a magical barrier and can not move. Any Hero who attempts to attack him will lose 1 Body Point when he touches the barrier. You may use the Chaos Sorcerer to represent him but make sure the players are aware he is now a Zombie.

The secret door in this room can not be found by searching (see note C).

- Ⓔ This room is filled with a Cloud of Chaos. Any Hero who enters the room must roll one die.

If he rolls:

- 1 or 2 The Hero ends up back in the previous room marked 1/2.
- 3, 4 or 5 The Hero walks through into the adjoining room
- 6 The Cloud of Chaos attacks the Hero. Roll one combat die. If you roll a skull, all Heroes in the room lose 1 Body Point.

- Ⓕ *Tome of Necromancy*

A chapter on resurrection and the Chalice of Sentience can be read in this room. The Chalice of Sentience can be used to restore the mind of an Undead creature.

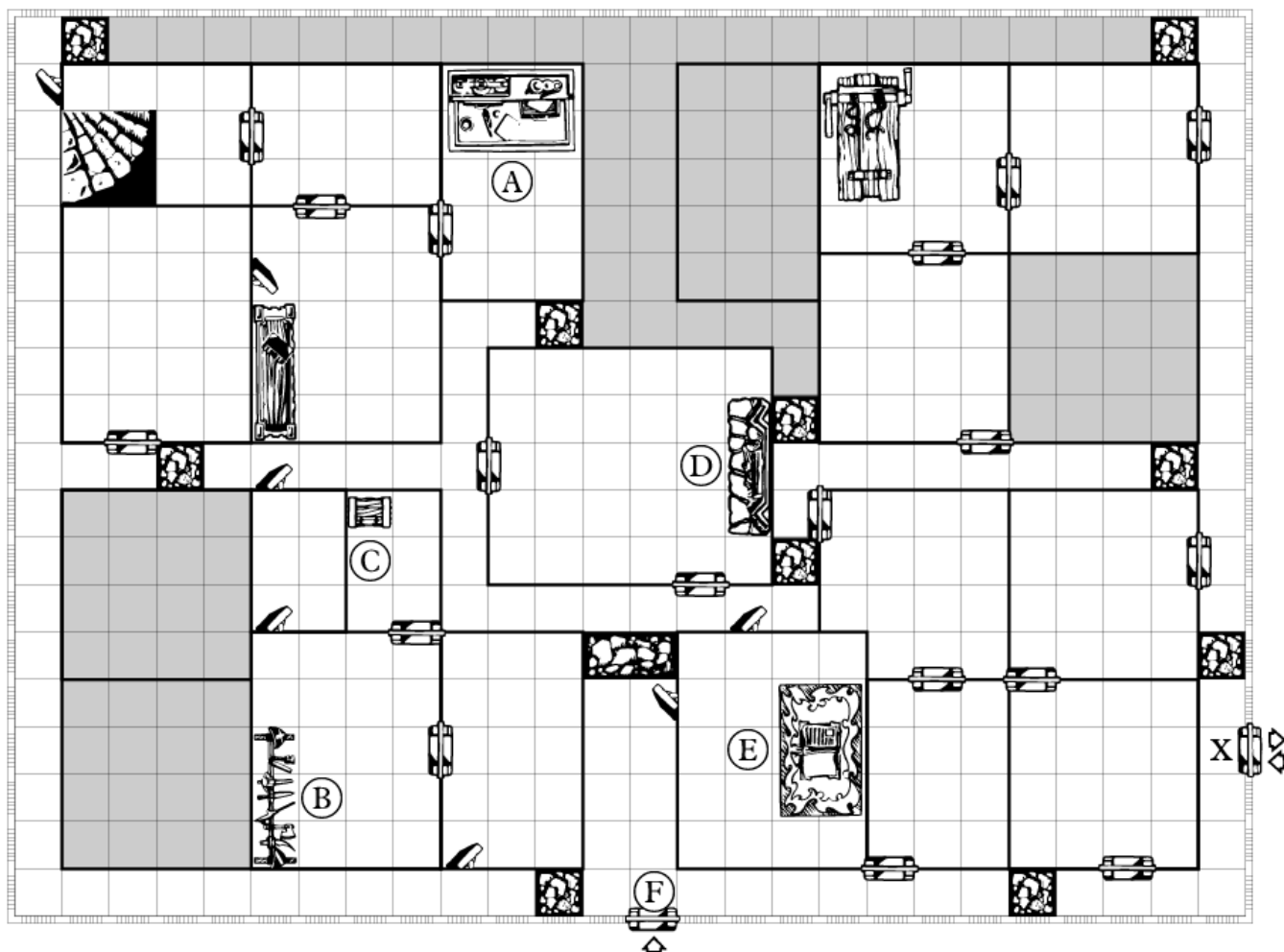
Wandering Monster



Completing this Quest

The Heroes must discover both notes for the Tome of Necromancy before leaving this quest. If they fail to do so then you should miss out the rest of the quests in this chapter and continue on to Chapter III.





QUEST 4

The Vaults

So Fanrax searches for the Chalice of Sentience. Many believe the Hinderoths, a family of great explorers, discovered the Chalice over 200 years ago and hid it in the labyrinthine vaults beneath their palace. The last of the Hinderoth family was slain by Orcs many years ago and their palace is now the site of an on-going battle. I have had word from Kennaron, a Captain in the Empire's forces at the Palace, that they have secured an entrance to the vaults. You must venture inside and locate the Chalice before Fanrax.

Notes

- X** Fanrax enters the vaults through this door on Morcar's first turn. He is accompanied by two skeletons
- A** Heroes searching this room will find a potion of healing on the alchemist bench that will restore up to 4 lost Body Points.
- B** This room is full of many ancient and antique weapons. The first Hero to search here finds the quest treasure Goki's Armour and should take the appropriate Quest Treasure card. The rest of the weapons are of no use to the Heroes.



- Ⓒ The treasure chest contains 300 gold coins.
- Ⓓ The first Hero to search this room will find the Hinderorth Bow hanging above the fireplace. This is a Quest Treasure and the player who finds it should take the appropriate Quest Treasure card.
- Ⓔ On the altar in this room is the Chalice of Sentience.
- The first Hero to search this room will find the Chalice. It must be returned to the spiral staircase to complete the quest.
 - If the Chalice has not been found when Fanrax enters this room he will take the Chalice and cast an Escape Spell. Remove him from the board.
 - If the Hero carrying the Chalice dies any other Hero may pick the Chalice up as their action for that turn, it does not need to be searched for. If Fanrax is in the same room or corridor he will steal it at the beginning of Morcar's next turn and cast an escape spell. Remove him from the board.

This room will always be empty and no dice roll should be made for monsters.

- Ⓕ When the Chalice has been found this door opens and Orcs storm the vaults. The Heroes must run for their lives.
- Roll 1d6 on your turn (and each future turn) to see how many monsters enter the vaults through this door. You may choose any Greenskin monster (Orc, Goblin or Fimir).

Wandering Monster



Special Notes

Morcar's adventurers

In this quest Morcar controls a group of adventurers who are also searching the vaults for the Chalice of Sentience. This group consists of Fanrax & 2 Skeletons.

Fanrax

MOVEMENT	ATTACK	DEFEND	BODY	MIND
2d6	4	6	5	7

** Fanrax has all six necromancer spells from Wizards of Morcar
He may open doors and secret doors. He does not need to search for secret doors.*

Skeletons

MOVEMENT	ATTACK	DEFEND	BODY	MIND
1d6	3	3	2	0

** All Skeletons in this Quest have these stats. They may open doors.*

Other Monsters

There are no monsters on the map for this quest. When a door is first opened one combat die and 1d6 should be rolled to discover what type of monster & how many are inside the room.

The combat die decides what type of monster is inside the room.



Foe

Orcs if the Heroes opened the door.
Soldiers if Fanrax or a Skeleton entered the room



Nothing



Friend

Soldiers if the Heroes opened the door.
Orcs if Fanrax or a Skeleton entered the room

The 6 sided die determines how many monsters there are inside the room. The number rolled should be divided by 2 and rounded down.

Examples:

- Sarymor opens a door and rolls a 3 and a black shield. He can then place 1 soldier in the room. He may now control that soldier on all his future turns.
- A Skeleton opens a door and rolls a 5 and a skull. The Heroes must now place 2 soldiers inside the room and should move them at the end of Morcar's turn / before their turn.
- Garmin opens a door and rolls a 6* and a white shield. The room is empty and no monsters should be placed on the board.

** The room will also be empty if a 1 is rolled on the 1d6*

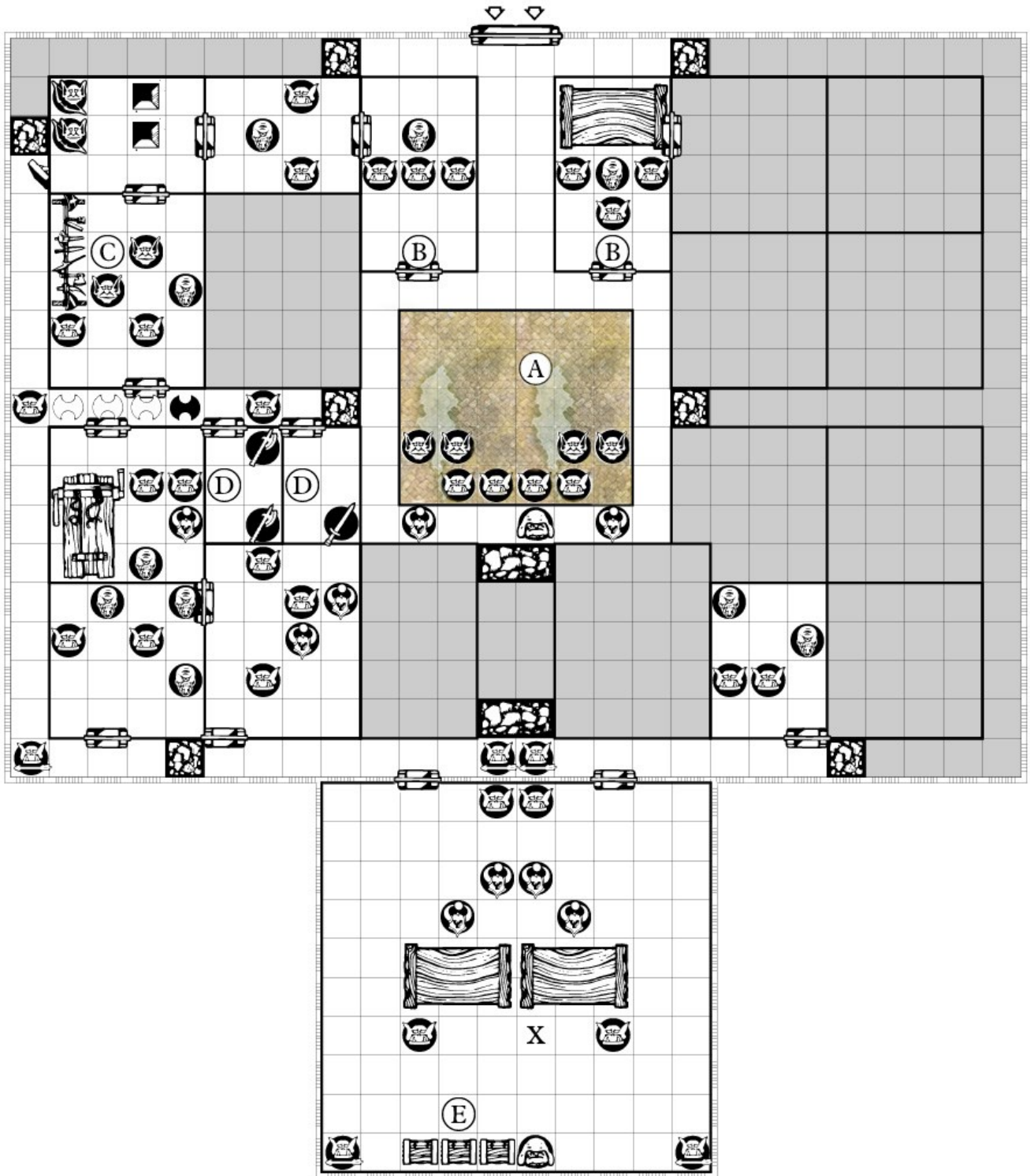
All soldiers found inside rooms should be controlled by the Hero that opened the door. They may move and attack during that Heroes turn and have the following stats. The soldiers may not attack diagonally or perform ranged attacks.

Soldiers

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	2	2	1	3

Completing this Quest

This quest is a race between the Heroes and Fanrax to the Chalice of Sentience. If the Heroes win this race and leave the vaults with the Chalice you should continue on to the next quest in this chapter. If Fanrax is successful and leaves the quest with the Chalice you should play through the next quest (The Battle of Hinderorth Palace) and then continue on to Chapter V.



Wandering Monster



The Battle of Hinderoth Palace

Greenskin reinforcements have arrived at the Palace and the Empire's army is quickly being overrun. Kennaron's plan is to go on the offensive, seeking out the Fimir Warlord, Granje. He hopes that when the Warlord dies, his army will scatter. The palace is surrounded, there is no escape. You have no choice but to join Kennaron and hope his plan works.



Notes

Some of the Orcs in this quest are armed with crossbows and may attack any hero they can see that is not adjacent to them with 3 combat dice. Some of the Goblins are armed with shortbows and may attack any hero they can see that is not adjacent to them with 2 combat dice.

- (A) The centre room on the board and the surrounding corridors represent the Palace Courtyard. Use the 2 town squares from to cover the centre room & ignore the walls between these tiles and the corridors.

The Ogres in this quest have the following stats:

Ogre

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	5	5	4	1

- (B) These monsters are waiting to ambush the Heroes. Morcar should open any closed door marked B at the beginning of his first turn after any other door marked B is opened.
- (C) The first Hero to search this room may choose any one weapon from the armoury. The rest of the weapons on this rack are weapons for the prisoners - see note D.
- (D) These soldiers are being held captive by the Orcs. They are unarmed and once freed they must move to room B to get weapons before they can join the battle.
- (E) These treasure chests are marked with the seal of the Cult of Kalos. Each chest contains 200 gold coins.

- X** This is Granje, the Fimir Warlord. He knows the Chaos spell rust. When the Heroes slay Granje the Orcs will panic and flee the battle and the quest is over.

Granje

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	3	4	4	5

Special Rules

Each Hero begins this quest with two Soldiers. These Soldiers are used in exactly the same way as the Men-at-Arms that feature in the HeroQuest expansion packs. The Heroes do not have to pay to hire Men-at-Arms.

The soldiers all have the following stats and may not attack diagonally or perform ranged attacks.

Soldiers

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	2	2	1	3

The Heroes are also accompanied by the Soldiers' Captain, Kennaron. He should be controlled by the Wizard and is used in the same way as a normal Man-At-Arms.

Kennaron

MOVEMENT	ATTACK	DEFEND	BODY	MIND
2d6	3	4	3	3

Kennaron has a positive effect on all the soldiers in his presence. Any soldier who has direct Line of Sight to Kennaron may roll one extra combat die in attack and defence.

Completing this Quest

This quest is complete once the Heroes have defeated Granje and the other monsters in the final room. If the Heroes do not have the Chalice of Sentience you should now skip ahead to Chapter V.



- ⓑ Place an open door in the centre of this room.

Tome of Necromancy

A chapter on opening magic portals can be read in this room. This will activate the portal in the centre of the room. Replace the open door with the magic portal. Any Hero moving through this portal will be teleported to the room marked C.

- ⓒ The first Hero to search this room will find a small lever hidden behind a loose stone in the wall. This lever opens the secret door in room D. This is the only way to open this secret door.

- ⓓ The Zombie in this room is Sir Ragnar. He is surrounded by a magical barrier and can not move. Any Hero who attempts to attack him will lose 1 Body Point when he touches the barrier.

- ⓔ Fanrax has the same stats and spells as in quest 4. When he is defeated he vanishes in a cloud of black smoke. A healing potion and the spell scroll summon zombie is found on the alchemists bench.

Tome of Necromancy

To successfully use the Chalice of Sentience a healing potion must first be blessed on the altar at the Temple of Lost Souls.

- ⓕ Place an open door in the centre of the room. The runes around the portal read:
'There is no way back from the Temple of Lost Souls'

Tome of Necromancy

A chapter on opening magic portals can be read in this room. This activates the portal in the centre of the room. Replace the open door with the magic portal. Any Hero moving through this portal will be teleported to the 2nd room marked F.

- ⓖ The Gargoyle is a statue of the god. It will come to life and attack immediately as soon as a Hero searches this room for treasure, traps or secret doors.

Tome of Necromancy

A chapter on the ritual of blessing potions can be read here. If the Heroes have a Potion of Healing it will now be ready for Sir Ragnar.

Completing this Quest

To successfully complete this quest the Heroes must use the Tome of Necromancy to bless a healing potion in the Temple of Lost Souls. Sir Ragnar should then be forced to drink the potion. The Heroes must use the 'Summon Zombie' scroll to summon the Sir Ragnar zombie to the temple. Note that before he has drunk the potion Sir Ragnar is a zombie and can move and attack like any other monster once he is free from his magical cell. After completing this quest you should continue on to Chapter V even if the Heroes have failed to resurrect Sir Ragnar.





Chapter III

The Cult of Kalos

Secrets in the Stone – Part II

Out of the stone fell a strange ornately decorated book. The cover was embossed with the image of a fanged skull. How could a book come to be inside the stone? The surface of the boulder had been nearly perfect. There was certainly no cracks or fissures that could have concealed this ancient tome.

The older of the two, the father, stepped forward to inspect this strange artefact. He opened the leather cover, turned a few pages and began to read. At first the inscription on the pages was impossible to read. He had been lucky enough in his youth to learn to read but the letters formed on these pages were unlike anything he had ever seen before. But then the letters seemed to change before his eyes. It was as though the book wanted to be read, it was adapting to make sure it's message could be spread.

As the son looked on, he saw his father's face begin to crumble. His eyes went vacant and he collapsed to the floor in convulsions. The son knew he should act quickly. His father needed help. But the book had his attention. It wanted to be read and first he was going to read it.

Ⓑ The treasure chest contains 25 gold coins.

Ⓒ In this room there are two cultist, they have the following stats:

Cultist

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	3	2	2	4

Ⓓ The first Hero to search this room for treasure will find Reedle's diary on the alchemist table. This contains details of many of the cult's plan and will be of great interest to Mentor.

Ⓔ The first Hero to search this room for secret doors will find a lever hidden in a small recess in the wall. This moves the bookcase in Reedle's Study (room D) left or right one square, depending on it's current position. This lever may be activated as many times as is necessary as the action in a Heroes turn.

Ⓕ The spear traps in this corridor cannot be found by searching and should only be set off when a hero moves on to the pit trap to disarm it. Any Hero stood on one of these squares when this happens will receive the normal damage.

Ⓖ When searching for treasure each Hero may choose to search 1 item of furniture in this room. Each piece of furniture may only be searched once.

If they search the weapons rack they may choose one random card from the equipment cards.

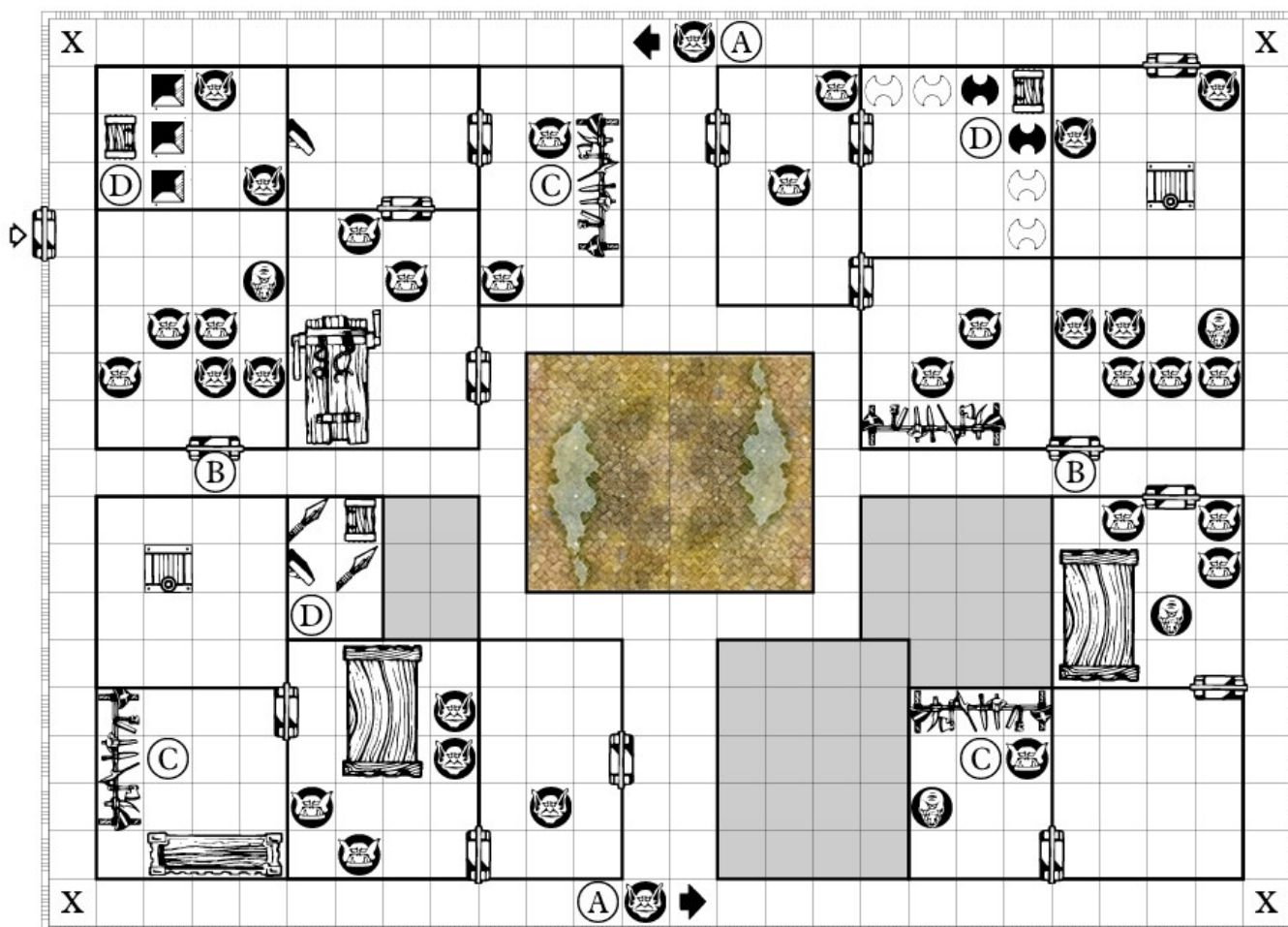
If they choose to search the treasure chest they should roll 1d6 & 1 combat die.

- If they roll a skull they will find 5x the number rolled on the d6 in gold coins
- If they roll a white shield they will find 15x the number rolled on the d6 in gold coins
- If they roll a black shield they will find 50x the number rolled on the d6 in gold coins

The cupboard contains the Quest Treasure, Goki's Armour. The Hero should take the quest treasure card for this armour.

The bookcase contains 12 spell scrolls that are the same as the 12 spells from the elemental spell sets (Earth, Fire, Wind, Water). The Hero may choose one, this may be kept until used (multiple quests).





QUEST 8

Preparing for Battle

The Fimir, Granje, is gathering a Greenskin army in an abandoned town at the edge of the Graveyard Swamp. His orders are to march on the Palace of Hinderoth and reinforce the Chaos army there. There is no time to wait for reinforcements from the Empire, but there may be a way to delay this army. The papers you stole from 'Reedle's study indicate that the Cult of 'Kalos is funding this army, supplying Granje with the gold he needs to equip his army. 'Break into the town, destroy the weapons and loot as much of the gold as you can carry.

Notes

Place the two goblins marked A on the board when the Iron door is first opened and read note A to the players. The corridor squares and the centre room are all considered outside squares for this quest.

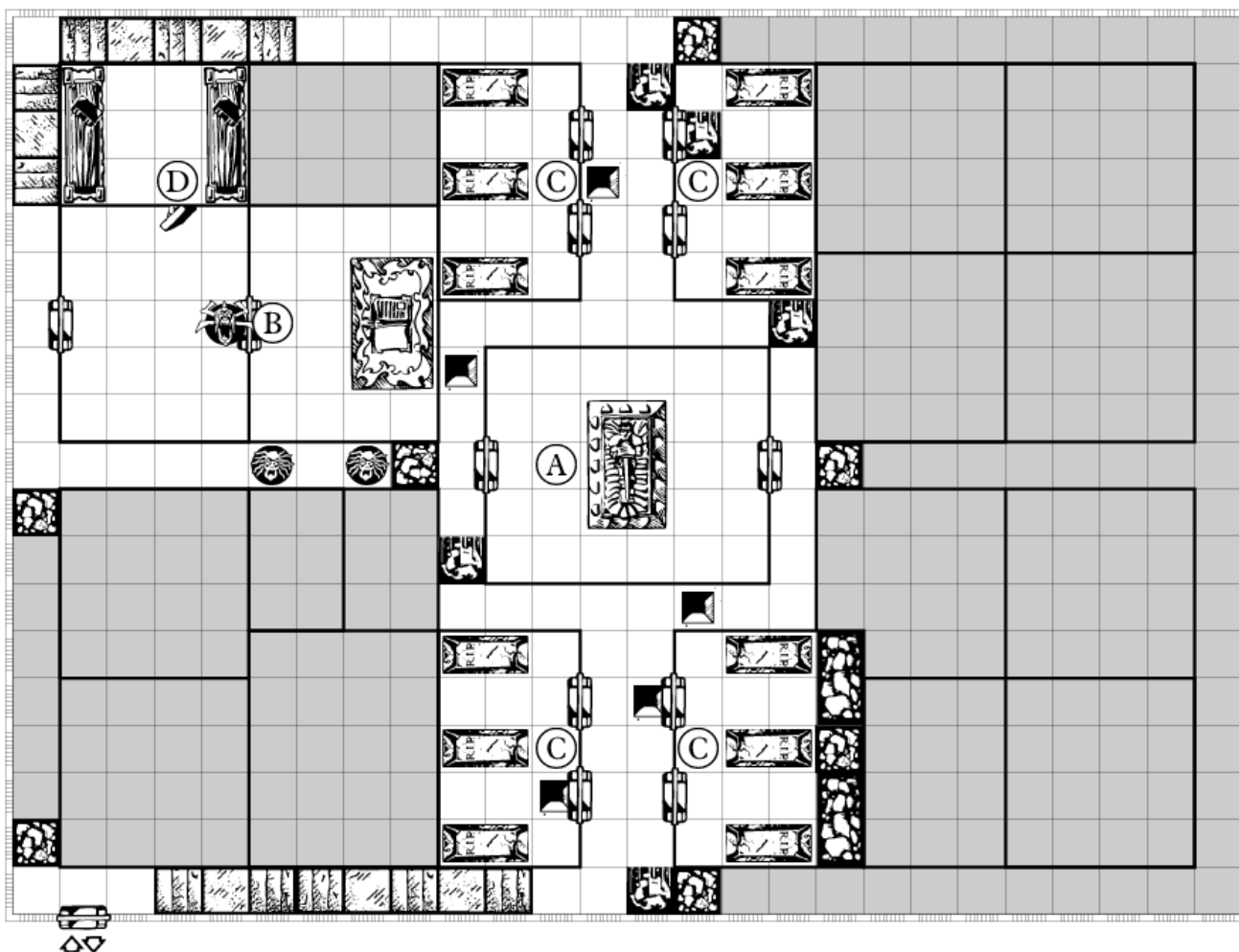
- (A)** These Goblins are patrolling the perimeter of the town. On each of Morcar's turns they move their maximum movement in the direction indicated by the black arrow. When they reach an X they should stop and wait there for one turn before continuing on their next go. If at any time they can see one of the Heroes they will raise the alarm. When this happens open the doors marked B and play resumes with Morcar's turn.



- Ⓑ These doors are locked and cannot be opened.
- Ⓒ The first Hero to search any of these rooms may choose one weapon from the armoury. They then destroy the weapons rack. Remove the weapons rack from the board.
- Ⓓ These treasure chests can not be opened. The first Hero to search for treasure in this room should take the treasure chest and place it on their character card. They are now carrying the treasure. When carrying a treasure chest a Hero may only roll 1d6 for movement. A Hero carrying a treasure chest may not attack or defend. Each Hero may only carry one treasure chest.
- A treasure chest can be put down at any time but if it is put down in a square that is outside it is immediately lost and may not be picked up again. A treasure chest is also lost if a hero moves outside without picking up a treasure chest he was previously carrying.
- Any Hero that manages to leave the quest with a treasure chest is rewarded with 50 gold coins.

Wandering Monster





QUEST 9

Kasarin's Tomb

It seems the Cult have quietly set about gathering many ancient artifacts associated with the 'Witch Lord'. Defeating Granje and delaying his army was most important as the Labyrinthine vaults under the 'Palace of Hinderoth' contain many ancient treasures that we cannot allow the Cult to obtain. They are also searching for the 'Roll Call of the Damned'. This list contains the names of the 'Witch Lords' most loyal warriors and could be used to raise his 'Undead army'. It was entrusted to 'Kasarin', who fled when the 'Witch Lord' was defeated and now rests in his tomb, awaiting his masters return. Many have searched for the 'Roll Call of the Damned' but none have been successful. I suggest you begin your search inside his tomb.

Notes

All doors should be open when placed on the board.

- (A)** This is Kasarin's tomb. Any Hero searching this room for treasure or traps will disturb the tomb and Kasarin will rise up to deal with the intruders. Use the chaos sorcerer to represent Kasarin and place him on any available square next to the tomb. He may move and attack immediately in the same



way as a wandering monster. Kasarin also knows the following Chaos spells: Terror, Command and Summon Undead.

Kasarin

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	5	5	7	4

Tome of Necromancy

The Tome of Necromancy can be used in this room to seal Kasarin's Tomb. If he is still inside he should not be used in this quest and any Hero searching for treasure should draw a card from the Treasure deck as normal.

- Ⓑ The Roll Call of the Damned is on the Sorcerer's desk. The Gargoyle blocking the doorway appears to be made of stone. It will spring to life and immediately attack when the Roll Call of the Damned is removed from room B.
- Ⓒ If the Heroes reach the central, square corridor **with** the Roll Call of the Damned the tombs in these rooms will open. Morcar may place two Skeletons and 1 Chaos Warrior in each of these rooms. The Chaos Warriors represent Undead Warriors who have the following stats.

Undead Warrior's

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3	4	1	0

- Ⓓ This room should only be used if the Heroes arrive in the Gargoyle's room without both of the spells 'Veil of Mist' & 'Pass through Rock' . The Bookcases hold replacement spell scrolls for these two spells. If the Wizard already has both of these spells this room and secret door may be ignored.

Wandering Monster



Scout

MOVEMENT	ATTACK	DEFEND	BODY	MIND
9	2	3	1	2

Crossbowman

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	2*	3	1	2

*May be ranged

Halberdier

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3*	3	1	2

*May be diagonal

- Ⓐ There is one Potion of Healing on the alchemist's bench. It will restore 4 lost body points.
- Ⓑ The Gargoyle and Chaos Warriors in this room are stone statues. They cannot move or be destroyed while they are still in this form.

Tome of Necromancy

An ancient incantation can be found in the Tome of Necromancy that will bring the statues in this room to life. They can now move, attack and defend on Morcar's next turn as normal. When the Gargoyle moves (or is defeated if he has not already moved) a trapdoor should be placed on this square. This trapdoor links with the 2nd trapdoor marked B.

- Ⓒ This is the tomb of the Kahniliach. The inscription on the tomb indicates that the Kahniliach came from a long line of ancient stone masons but he abandoned the family trade after discovering a dark secret. He then went on to create one of the most powerful empires in history.
The stone carving on top of the tomb holds the Quest Treasure, Az-a-Karazdum. The first Hero to search this room should take the quest treasure card for this weapon.
- Ⓓ The weapons on this rack are all of poor quality and are no use to the Heroes.

- E** Place an open door in the centre of the room.

Tome of Necromancy

A chapter on opening magic portals can be read in this room. This will activate the portal in the centre of the room. Replace the open door with the magic portal. This portal is an alternative exit from the quest.

- X** This is Fengellan. He knows the following Chaos Spells: Tempest, Rust and Firestorm. Use any suitable wizard figure to represent him.

Fengellan

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	3	3	4	7

The Swordsman in this room is Fengellen's personal bodyguard. He needs to only roll one Black Shield in defence to successfully fend off any number of Skulls rolled against him.

Fengellan's Bodyguard

MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	4	5	3	2

Completing this Quest

If the Heroes leave this quest through the portal in Room E, continue on to Chapter IV.

~OR~

If the Heroes leave this Quest through the door on the edge of the board, continue on to Chapter V.

Wandering Monster





Chapter IV

From what Myths are made

The Legend of the Kahniliach

When first they saw the shadow of the Red Phoenix horde blackening the horizon, the Caerpithians rode out to meet them in battle on the plain of Antiluch. They formed a battle line from one end to the other and prepared themselves for the battle that would ultimately decide the fate of Caerpithia.

But then the horde's ranks parted and a colossal warrior stepped forward, a wall of black armour twice as tall as a man, a broad battle axe the size of a tree lain across his folded arms like a personal pet. He offered the Caerpithians a challenge: if their greatest hero could beat him in single combat, his army would give them until the following morning to flee their city.

There was a murmur or two among the Caerpithian soldiers, but not a one stepped forward. Just as it seemed that no one was brave enough to meet the challenge, a grey-haired veteran pikeman appeared -- nearing his 6th decade of service -- and casually accepted, ending their brief duel with a single deadly thrust to the titan's heart. But to the Caerpithians' astonishment, the titan was unfazed by what should have been a deathblow -- he simply laughed, pulled the spear out of his chest and tossed it back into the pikeman's hands. Then he spoke in a soft, rumbling voice like a waking volcano. "Old man, what is your name?"

The pikeman did not waver as he said, "Hrothgar, Sir."

The titan said, "For your bravery I will grant you immortality. Today your body dies at my hands, but the name Hrothgar shall live forever as the only Caerpithian brave enough to fight the Red Phoenix horde. The slow, painful deaths of these cowards behind you will be swiftly forgotten."

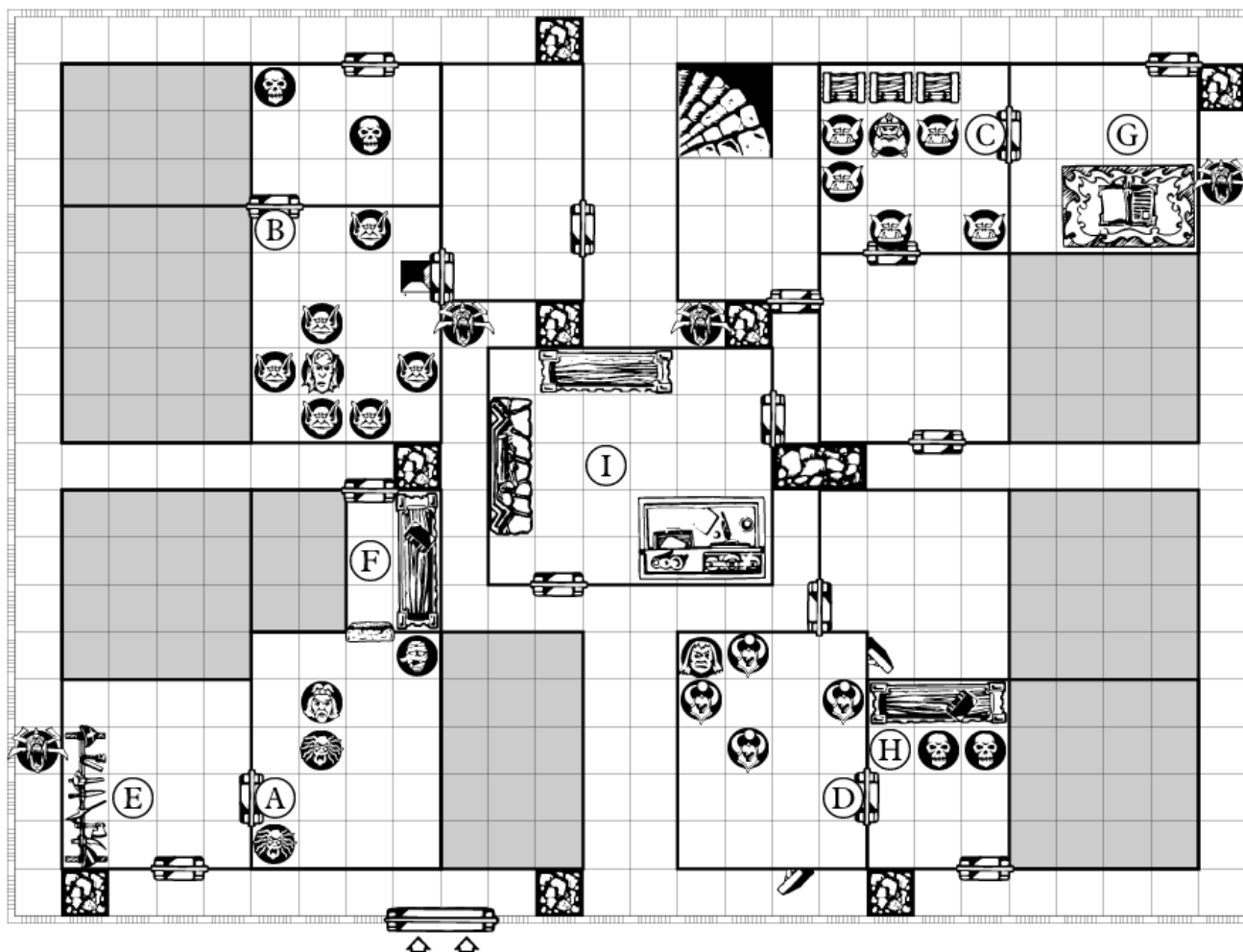
Thus began the legend of the Kahniliach.

- A traditional fable of the Empire

- Ⓒ The Fimir have been stealing from the dead on this side of the river for many years. Two Obols are hidden in the treasure chest that can be used to pay the Ferryman.
- Ⓓ The Zombie in this room is carrying one Obol that can be used to pay the Ferryman.
- Ⓔ The Zombie in this room is carrying one Obol that can be used to pay the Ferryman.
- Ⓕ This Skeleton is wearing the Headband of Volition. The Hero that defeats this Skeleton may claim this Quest Treasure. They should take the appropriate Quest Treasure card.
- X** This is the Ferryman. He guards the exit to this quest, which represents a small jetty out into the river. He will carry anyone across the river in exchange for an obol. He will not accept the Heroes gold as it is 'not meant for him'. The Ferryman may not be attacked and no Hero may pass through the exit door without first paying the Ferryman.

Wandering Monster





QUEST 12

Familiar Faces

The Ferryman has delivered you to the citadel across the marshy river. 'You are far beyond the realms of my influence and there is little I can do to help you here. 'You must keep moving forward. All hope is not lost as long as you still carry the Tome.

Notes

The following notes apply to all of these rooms/doors marked A, B, C and D.

These rooms represent each fallen Hero's personal hell. It is their fate that they should fight the monsters in their room for all eternity....

The marked doors should be removed once the Heroes have entered the room. Any Hero who has entered a room through one of these doors should not be allowed to use it to exit the room again, even if there are other Heroes still outside the room (remove the door if they attempt to do this and then replace it once their turn is over).



Each of these rooms contains a 'fallen Hero'. They may move and attack after all four of the players have taken their turn and before Morcar's turn. The players must nominate one player to control the Fallen Hero in each room.

If the Fallen Hero's Body points are reduced to 0 remove all remaining monsters and the fallen Hero from the room. Morcar should now miss his next turn. On his subsequent turn the room should be reset. All the monsters on the quest map and the fallen hero should be placed back on the board in any available space in that room, their initial HP will be restored and the Wizard and Elf should have all of their spells returned to them. If all of the monsters are defeated Morcar should miss one turn before resetting the room in the same way except the fallen Heroes Body Points will not be restored. Open doors should not be closed when a room is reset.

The monsters in these rooms cannot leave the room and they will only attack Heroes that are inside their room.

(A) Telor: The Wizard's Hell.

If Telor survives the monsters he will speak to the Heroes.

"Thank you for your help but I fear your efforts have been in vain. I have fought with those foul beasts for more years than I could possibly count. Sometimes I have won and sometimes....

If only Rogar were here. He would have moved that stone door with ease, even Durgin or Ladril may have succeeded where I continue to fail, but it is too heavy for me. Ah, my fellow adventurers. I fear for their sanity if they have suffered the same fate as me."

Resetting the room.

If Telor attempts to leave the room the stone doorway should close. It can be opened again at any time by one of the Heroes capable of opening a stone doorway.

(B) Ladril: The Elf's Hell

If Ladril survives the monsters he will speak to the Heroes.

'I cannot thank you enough for your help. This time I survived but they will return. The door out of this room is trapped and I have no toolkit to disarm it. Many times I have fallen into that trap attempting to leave. If Durgin were with me he would disarm it in moments. I suppose I will be trapped here forever.'

Resetting the room.

If a Hero has already sprung the pit trap it should be reset (remove the pit trap tile from the board). If the trap has been disarmed and there is a Hero standing on this square, the trap will not be sprung until this Hero moves and another Hero moves on to this square.

The door may not be opened from inside the pit, however if the door is already open a Hero may climb out of the pit into the next room or the pit may be jumped as usual. If Ladril attempts to leave the room he will fall into the pit, even if the trap has already been disarmed. If he attempts to jump the trap he will automatically fail and fall in.

Ⓒ Durgin: The Dwarf's Hell

If Durgin survives the monsters he will speak to the Heroes.

'Stay away from my gold. I saw it first, it's mine.'

He frantically begins collecting gold from the treasure chests. Every time this room is searched for treasure 500 gold coins may be taken from the treasure chests.

Any Hero searching for secret doors will discover a message engraved in Elvish on the door. If they can roll less than their Mind Points on 1d6 they will be able to translate the message. It reads **'Only the impoverished will find salvation'**. A Hero can only pass through this door if they are carrying no gold. If they have taken treasure from the chests it must be returned. Any other gold they are carrying must also be given up. Durgin will never surrender his gold and so will never be able to leave the room

Ⓓ Rogar: The Barbarian's Hell

Rogar has gone insane. If he survives the monsters he will call out **'Is there no end to the minions of Chaos!'** before attacking the Heroes. Whenever there are no other monsters in this room he should be controlled by Morcar and treated as a monster.

The secret doors cannot be opened from inside this room. The only way for the Heroes to escape is for the Wizard to cast the spell 'Pass through Rock' and then open the secret doors from the outside.

- Ⓔ The first Hero to search this room for treasure will find a Tool Kit.
- Ⓕ The first Hero to search this room for treasure will find the quest treasure Elixir of Life and should take the appropriate Quest Treasure card.
- Ⓖ The first Hero to search this room for treasure will find a Pass through Rock spell scroll.
- Ⓗ If the Heroes do not have the Spell Scroll from room G and the Wizard has already cast the Pass through rock spell, then another Spell Scroll may be found on this bookcase.
- Ⓘ The door out of this room is locked. The Cupboard contains many identical vials. Each vial is labelled with a name and appears to contain an Elixir of Life. The alchemist's bench is strewn with many empty bottles all labelled with the same name, "The Kahniliach".

The first Hero that searches this room for treasure will recognise many of the names on the vials including Telor, Ladril, Durgin & Rogar, but one name is of far more interest. Sir Ragnar. The Hero should take the quest treasure 'Sir Ragnar's Elixir'. They also find a key that will unlock the exit door.



Use a Swordsman Man-At-Arms miniature to represent Sir Ragnar.
Sir Ragnar has the following stats:

Sir Ragnar

MOVEMENT	ATTACK	DEFEND	BODY	MIND
2d6	3	4	6	4

Sir Ragnar should be treated as a normal Hero after he has left this room.
When his Body Points are reduced to 0 he is dead again and should be removed from the board permanently.

The X in this room is Ulag. Use the Orc figure with the large sword to represent him.
Ulag has the following stats:

Ulag

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	4	5	5	3

- Ⓑ The Kahniliach has been waiting here for many centuries, unable to open the portal he created without the Tome of Necromancy. He defends with white shields and has all 6 of the Necromancer Spells from Wizards of Morcar.

The Kahniliach

MOVEMENT	ATTACK	DEFEND	BODY	MIND
9	7	6	6	5

- Ⓒ Place an open door in the centre of this room. The runes around the portal read:
'Only the Living may leave the Land of the Dead'

Tome of Necromancy

A chapter on opening magic portals can be read in this room. This will activate the portal in the centre of the room. Replace the open door with the magic portal. This portal is the exit from this quest. Sir Ragnar may not pass through it until he has taken the Quest Treasure Sir Ragnar's Elixir.

Wandering Monster



The Long Wait Begins Again.

Screams of anguish filled his ears as he sat down to begin. He had waited before, convinced that the book would return to him and he had been right. But when it did return he had failed. The living souls had eluded him and escaped through his portal with the book.

His book.

It would always be his book but he knew that really the book had chosen him. His thoughts turned to the first time he had come to this place. The book had shown him how to build a stone portal to get here and then another so that he could return. From that point on he had thought himself to be immortal. He carried the book everywhere. As long as he had it when he passed over he was safe. It would be with him when he arrived, he would use it to open the portal and then he would return to the Land of the Living.

Silently he cursed the day he had died without his book.

He understood that this was his eternal punishment. It was his fate to sit here until the end of time, waiting beside the portal that he had used to cheat death for so long. Without his book the portal was no more than a simple stone archway. But his book had returned once and he was certain he would see it again. The next time he would be ready. It would be his again, he would return and Hell would follow with him.



Chapter V

The Hero Returns

If the Heroes have played through Chapter II – Reviving the Dead, read the following parchment text:

QUEST 14

Where our choices have led us

My friends I can no longer ignore the threat of the Cult of 'Kalos. The treasure chests you found in Hinderoth Palace are a clear sign that the Cult's influence spreads further than anyone suspects. This cult are fanatical followers of the evil 'Witch Lord and although he was defeated long ago, they believe that one day he will return. The 'Emperor, and his advisors, believe the Cult to be irrelevant, however Loretome has shown me that they should be taken more seriously. I fear their work and cannot allow them to continue in their preparations for the 'Witch Lord's return. I suspect that the Tower of 'Ungul 'Roth is the Cult's main stronghold. You must climb the tower's many levels and destroy the cult once and for all.



If the Heroes have played through Chapter III – The Cult of Kalos, read the following parchment text:

QUEST 14

Where our choices have led us

The time has finally come to deal with 'Reedle 'Waller. The Cult of 'Kalos may be seen as a harmless group of fanatics by the 'Emperor but I fear their work and cannot allow them to continue in their preparations for the 'Witch Lord's return. I suspect that the Tower of 'Ungul 'Roth is the Cult's main stronghold. You must climb the tower's many levels and destroy the cult once and for all.



Sir Ragnar

If Sir Ragnar was successfully resurrected in Chapter II **or** returned from the Land of the Dead in Chapter IV he will accompany the Group. One player should be nominated to control him as part of their turn and he has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
2d6	3	4	6	4

Cultists

This quest also features members of the Cult of Kalos as monsters. Use the Men-At-Arms miniatures to represent them.

They have the following stats:

Scout

MOVEMENT	ATTACK	DEFEND	BODY	MIND
9	2	3	1	2

Crossbowman

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	2*	3	1	2

* May be ranged

Halberdier

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3*	3	1	2

* May be diagonal

Swordsman

MOVEMENT	ATTACK	DEFEND	BODY	MIND
4	4	5	1	2

Elite Cultists

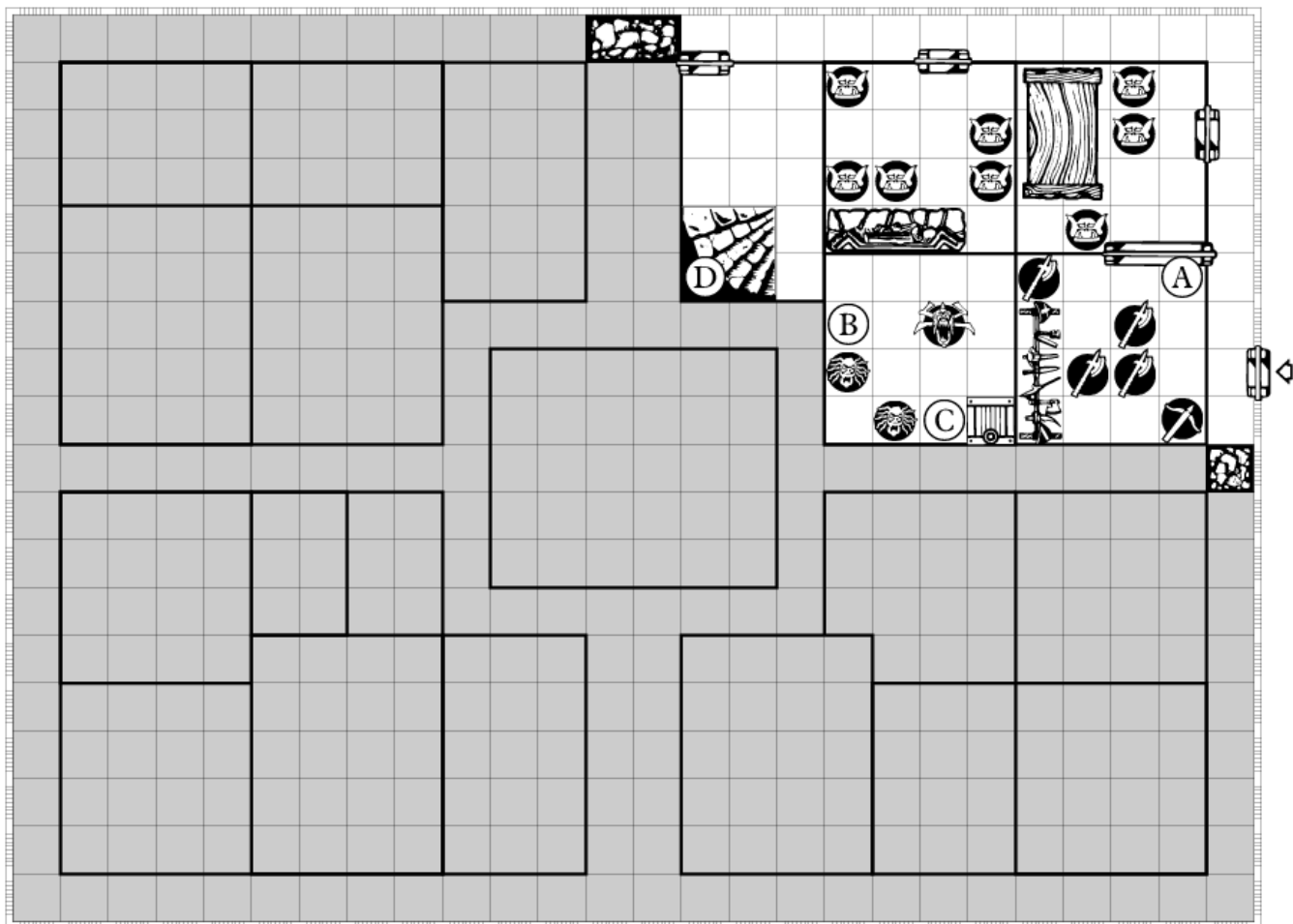
These warriors have devoted their life to the Cult of Kalos and are expert fighters. The Elite Fanatics defend in a special way. If they roll at least one black shield when defending they defend successfully and remain unharmed. They have the same stats as the Cultists listed above.

Doomguard

This quest also uses the Doomguard, an elite regiment of Chaos Warriors. These monsters defend in the same way as the Elite Cultists – they need only roll one black shield to defend against any number of skulls rolled by an attacker

The Doomguard have the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	5	1	2

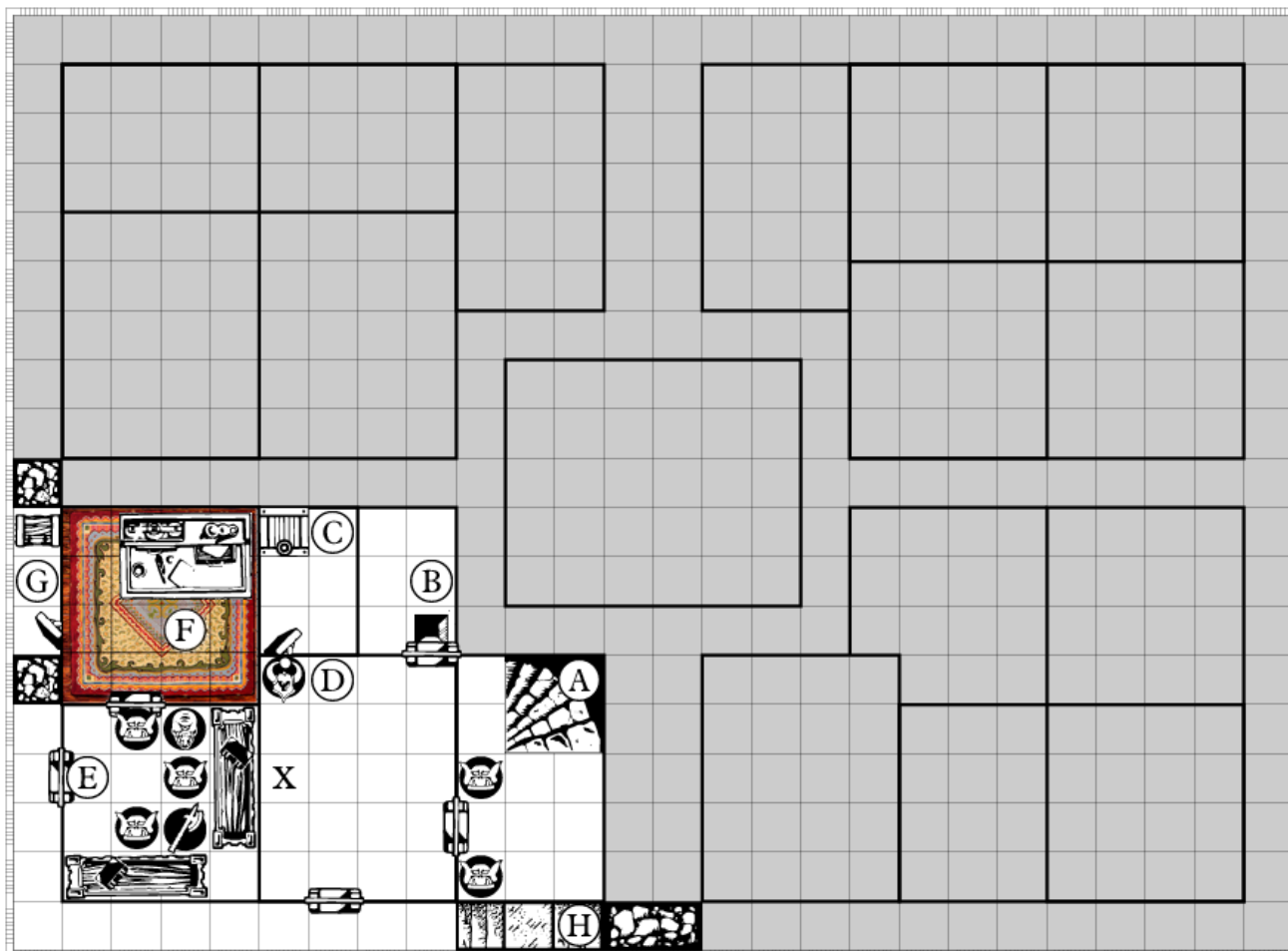


The Ground Floor

Notes

This quest takes place inside the tower of Ungol-Roth. The Board has been divided into five sections each representing one floor of the tower. Each floor has been given its' own map to make the notes easier to understand however the quest can be played all at once without clearing the board when the Heroes move from one floor to the next.

- Ⓐ This double door should be open when it is first placed on the board. Place the contents of both of these connected both rooms on the board at the same time. The cultists in this room defend in the same way as a normal monster.
- Ⓑ Any Hero that falls through the pit trap on the first floor should be placed on this square.
- Ⓒ This trapdoor is connected to the trapdoor on the first floor.
- Ⓓ These stairs lead up to the first floor. Any hero that moves on to this stairway should immediately be moved to the connecting stairway on the first floor.



The First Floor

Notes

- (A) This stairway connects to the ground floor.
- (B) Any hero falling into this pit trap falls through the floor down to the ground floor. They lose one body point and their turn is over. Place them on the square marked B on the ground floor map.
- (C) This trapdoor is connected to the trapdoor on the ground floor.
- (D) This Chaos Warrior is a stone statue.
The first Hero to search this room for traps or secret doors will discover a pressure plate on the square marked X. When a Hero first stands on this square the statue moves one square to the right, revealing the secret door behind it. This is the only way the Heroes may discover this secret door.
- (E) This door is locked and may only be opened using the key found in room C on the third floor.

Ⓕ The monsters in this room depend on which quests the Heroes have previously played through and the outcome of those quests. Read these notes carefully before placing any monsters in this room.

- If the Heroes are accompanied by Sir Ragnar on this quest **and** they have played through Chapter IV this room will contain:

Reedle Waller

<u>MOVEMENT</u>	<u>ATTACK</u>	<u>DEFEND</u>	<u>BODY</u>	<u>MIND</u>
<u>7</u>	<u>3</u>	<u>3</u>	<u>5</u>	<u>4</u>

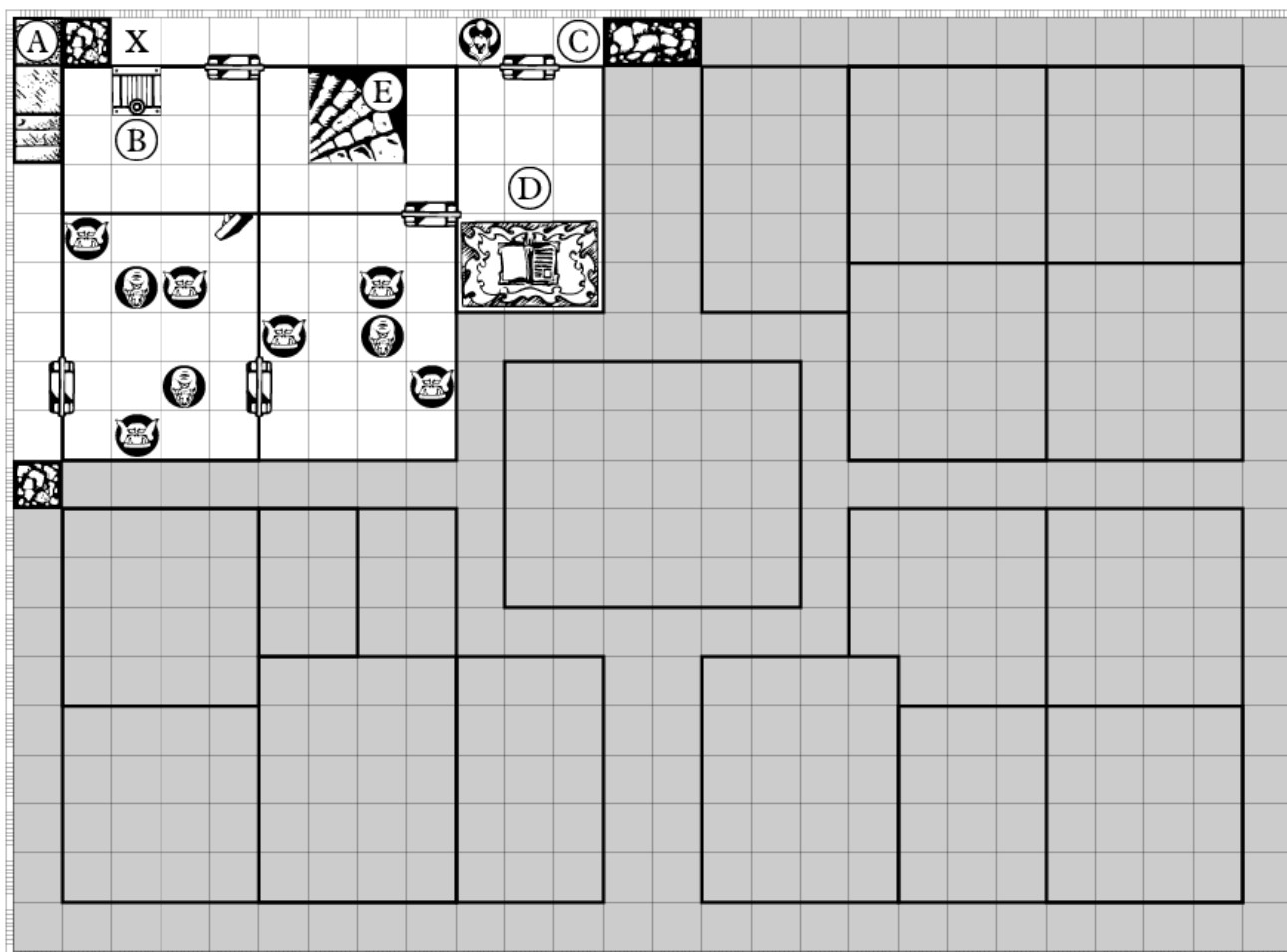
Reedle knows the Chaos Spell Command and may use it two times. He may only control one Hero at a time and may not cast this spell for the second time until his first victim has broken the spell.

- In all other circumstances there will be no monsters in this room.

The Alchemists Bench contains one Potion of Healing that will restore up to four lost Body Points and one Potion of Antidote that heals up to two Body Points of damage caused by poison only. The potions are found here no matter what monsters are placed in this room.

Ⓖ This treasure chest contains a trap. When a Hero searches this room for treasure the secret door slams shut. The room begins to fill with a poisonous gas and the Hero immediately loses one Body Point. He loses an additional Body Point at the end of each turn that he is trapped in this room. The secret door can only be forced open by rolling two skulls on two combat dice in the same way as a Stone Doorway. Heroes in room F can also attempt to open the secret door in the same way. This trap can not be found by searching for traps.

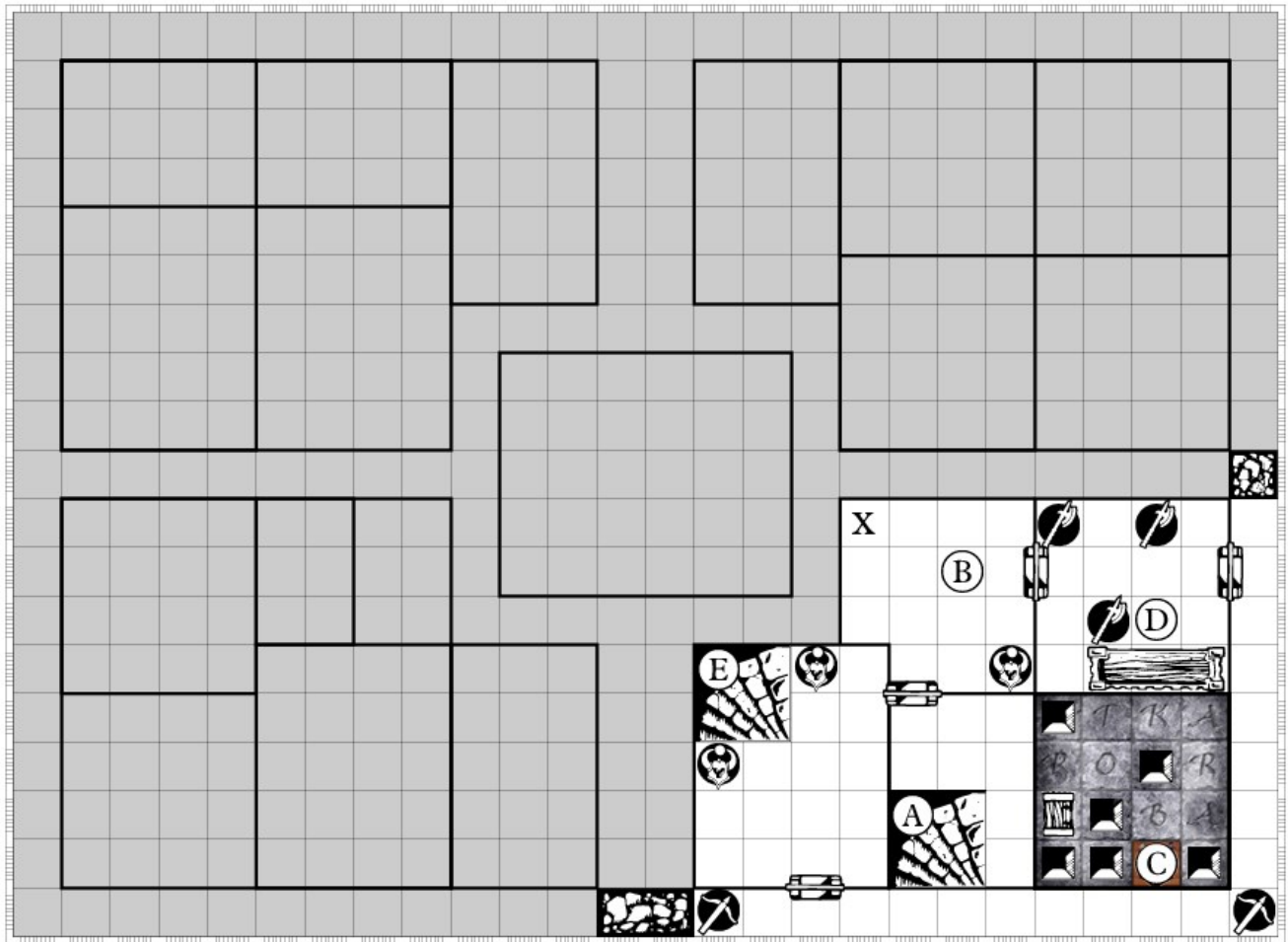
Ⓕ This is the stairway up to the second floor. The square marked H connects to the square marked A on the second floor map.



The Second Floor

Notes

- Ⓐ This stairway connects to the first floor.
- Ⓑ This trapdoor is connected to the trapdoor on the third floor.
- Ⓒ **Do not place the door into room D on the board until the statue has been moved**
This Chaos Warrior is a stone statue.
The first Hero to search this corridor for traps or secret doors will discover a pressure plate on the square marked X. When a Hero first stands on this square the statue moves two squares to the right, revealing the door behind it.
- Ⓓ On the Sorcerer's table is the Spell Scroll Courage.
- Ⓔ This stairway connects to stairway A on the third floor.

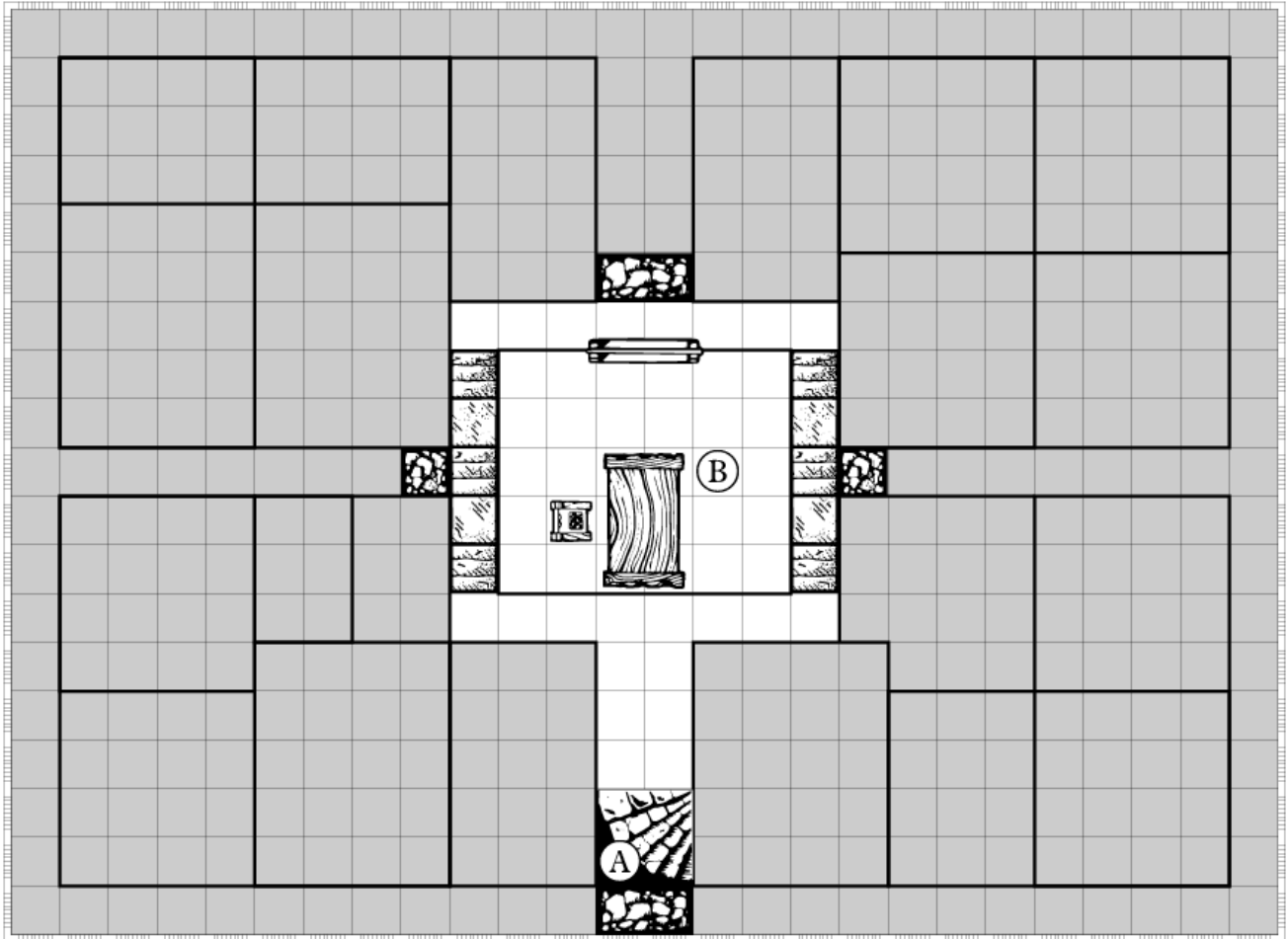


The Third Floor

Notes

- Ⓐ This stairway connects to the second floor.
- Ⓑ This Chaos Warrior is a stone statue. The first Hero to search this room for traps or secret doors will discover a pressure plate on the square marked X. When a Hero stands on this square the statue shoots a poison dart at the Hero causing 1 Body Point of damage. The Hero may not defend against this.
- Ⓒ This trapdoor is connected to the trapdoor on the third floor.
Place the puzzle tile on the board exactly as shown on the map. When a hero searches this room for traps tell them that the floor in this room looks very unsafe but do not show them where the pit traps are located. Any hero falling into one of the pit traps falls through the floor down to the second floor and they will lose one Body Point. This room is directly above room B on the second floor. The safe route across this floor spells out Barak Tor, the final resting place of the Witch Lord.
The treasure chest may only be opened by a hero who is standing in the safe square above it. It contains one quest treasure, either the Hinderorth Bow or Az-a-Karazdum depending on which weapon has already been found by the players. It also contains one Potion of Healing that will restore up to 4 Body Points and a small gold key that may be used to unlock door E on the second floor

- Ⓓ The Halberdiers in this room are Elite Cultist.
- Ⓔ This stairway connects to stairway A on the top floor. The Chaos Warriors in this room are members of the Doomguard.



The Top Floor

Notes

- Ⓐ This stairway connects to stairway E on the third floor.
- Ⓑ The monsters in this room depend on which quests the Heroes have previously played through and the outcome of those quests. Read these notes carefully before placing any monsters in this room.

- i. If the Heroes are being accompanied by Sir Ragnar on this quest and they successfully resurrected him in Chapter II this room will contain the monsters from room F on the First Floor.

Completing the Quest

The Quest is over when the Heroes defeat all the monsters in this room. You should now read the conclusion 'Good Endings' unless Sir Ragnar has died. If this has happened you should read the conclusion 'Dead Again?'

- ii. If the Heroes are being accompanied by Sir Ragnar on this quest and he returned from the Land of the Dead with them in Chapter IV this room will contain an evil incarnation of Sir Ragnar, resurrected by Fanrax. He has the same stats as Sir Ragnar and also defends with white shields. When the room is opened he casts the Chaos Spell 'Paralysis' on all of the Heroes anywhere on the board. They may not move or perform actions again during this quest. This spell does not affect the Sir Ragnar that is accompanying the Heroes. The two Sir Ragnars will then fight to the death, there can be only one.

** If the Sir Ragnar accompanying the Heroes has already died during this quest play option 3 for this room.*

Completing the Quest

The Quest is over when the one of the Sir Ragnars is defeated. If the Chaos convert Sir Ragnar wins the fight he casts the Chaos spell Escape, leaving the Heroes for dead. You should now read the conclusion 'Bad Endings'.

If the Sir Ragnar controlled by the Heroes wins the fight you should read the conclusion 'Good Endings'.

- iii. If the Heroes have failed to resurrect Sir Ragnar in any of the earlier quests this room will contain an evil incarnation of Sir Ragnar, resurrected by Fanrax to serve Morcar. He has the same stats as Sir Ragnar and also defends with white shields. Sir Ragnar knows the Chaos Spell Summon Doomguard.

Completing the Quest

When Sir Ragnar's Body Points are reduced to 0 he casts the Chaos Spell Escape and vanishes. Remove him from the board.

You should now read the conclusion 'Bad Endings'.

Wandering Monster



Conclusion

Bad endings

"I have not known a darker day for the Empire since Morcar first pledged his allegiance to the Great Powers of Chaos. You have failed miserably in the task that was given to you and now our once great and loyal hero is the new head of the Cult of Kalos. To make things worse Loretome has revealed to me that the Cult's prophecy will soon be fulfilled. As we speak another group of intrepid adventurers heads towards Barak Tor, the final resting place of the Witch Lord. It is their destiny to release him from his tomb and he will find powerful allies in Morcar, Ragnar and the Cult of Kalos.

As for the four of you, it was all I could do to convince the Emperor not to have you executed for your failings. I only hope you have it within you to redeem yourselves in the adventures to come.....

Dead Again?

He was alone again and back in the hands of the enemy once more. His companions had abandoned him and left him for dead. Even as he had clung to life they continued on with the quest. Once he had considered them friends, but they had not come back for him. He knew this would have angered the Emperor and this pleased him. He hoped that his old friends were suffering the full power of the Emperor's wrath.

The Necromancer had come to him as he drew his last breaths. He had been snatched from the jaws of death and offered a new life in service to the old arch enemy, Morcar. It had been an easy decision; he would have gladly accepted anything to prevent his return to the afterlife now that he knew what awaited him there.



Good endings

Congratulations my brave friends. The loss of Reedle Waller will hurt the Cult of Kalos badly and I believe that they will not have time to regroup and elect a new leader before the Witch Lord returns. Yes, their prophecy will be fulfilled. Loretome has revealed this to me and his return is not far off. As we speak another group of intrepid adventurers heads towards Barak Tor , the final resting place of the Witch Lord. It is their destiny to release him from his tomb but we will deal with him when the time comes.

As for Sir Ragnar, well for better or for worse he is back with us. The news has been met with great celebration inside the Imperial Court and the Emperor's advisors are already working on discrediting the original reports of Sir Ragnar's death. Personally I fear for the sanity of a man who has gone through his ordeal and will be keeping a close eye on his actions for some time to come.

A final note...

If you have just read the conclusion 'Good Endings' you may now continue The Chronicles of Sir Ragnar with any quest pack in which Sir Ragnar is still good and fights on the side of the Empire.

Alternatively, if you have just read either of the conclusions 'Bad endings' or 'Dead Again?' then Sir Ragnar has been converted to Chaos. From now on you may only play quest packs in which Sir Ragnar fights for Morcar and Chaos.

Good Luck.



Appendix I

The Heroes



The Scout - Sneeks

You are an experienced scout with a keen eye and steady hand. Your dwarf-like ability to disarm traps has earned you an important position among the ranks of Sir Ragnar's men.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
2d6	2	2	4	4



The Crossbowman - Sarymor

You are a well- revered crossbowman. With keen eyes and a quick finger you take aim from afar.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
2d6	2	2	5	3



The Halberdier - Garmin

You are a great swordsman. You swing your blade with elegance and grace, but you have a deadly strike.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
2d6	2	2	5	3



The Wizard

You are the Wizard. You have many spells that can aid you. However, in combat you are weak. So use your spells well and avoid combat.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
2d6	1	2	4	6

**The Wizard should take all four of the elemental spells sets, Earth, Fire, Wind & Water.*

Appendix II

Non Player Characters



Sir Ragnar

Once a great hero of the Empire, and personal friend of Prince Magnus, sadly Sir Ragnar has now passed on to the afterlife. The news has sent the whole Empire into mourning and arrangements are currently being made for this great knight to be given a state burial with full military honours.



Fanrax the Malicious

Although he is a master of the dark art of necromancy, Fanrax has so far remained neutral in the war between the Empire and Chaos. However with every passing day he appears to fall deeper under the influence of Morcar.



Reedle Waller

As a young man, Reedle displayed great intelligence and exceptional skill in the art of politics. He seemed destined for greatness until he discovered the Cult of Kalos. His interest in the history of The Witch Lord quickly grew into a dark obsession and he has since become the leader of the secretive Cult.



The Kahniliach

This mythical ruler is said to have once ruled an empire that stretched from the Sea of Claws to the Black Gulf. Legend says that he ruled his Empire for well over a thousand years leading many historians to believe that he is more myth than historical fact. In modern times he has come to represent a bogeyman, used by parents to frighten their children. "If you misbehave, the Kahniliach will get you!"



Ulag

Ever since their paths first crossed in the northern town of Birkenthal the fates of Sir Ragnar and this foul Orc Warlord seem to have been inextricably linked. Despite his execution by the Empire for the kidnapping of Sir Ragnar, it seems Ulag's part in this tale is not yet complete.

Appendix III

The Armoury

The soldiers' intensive military training has led to them all being highly skilled with their chosen weapon. It has also led to them shunning certain other weapons. Each soldier may only use weapons as indicated in the table below.

	<i>Sneeks</i> <i>The Scout</i>	<i>Sarymor</i> <i>The Crossbowman</i>	<i>Garmin</i> <i>The Halberdier</i>
<i>Weapons</i>			
Dagger	x	x	x
Staff	x	x	x
Shortsword	x	x	x
Spear	x	x	x
Hand Axe	x	x	x
Shortbow	x	x	
Broadsword	x	x	x
Longsword	x		x
Crossbow		x	
Battle Axe	x		x
Halberd			x
<i>Armour</i>			
Helmet	x	x	x
Shield	x	x	x
Chain Mail	x	x	x
Plate Mail		x	x

Appendix IV

Quest Treasures



Tome of Necromancy

The origins of this ancient tome are unknown. The dark powers held within its pages are so strong that only a Wizard may safely carry this book. Any other Hero will lose one mind point at the end of each turn when they are in possession of the book. If their mind points are reduced to 0 they will be knocked unconscious and remain out of play for the rest of the quest. A Hero may only pick up or put down this tome as part of their turn, they may not do both.

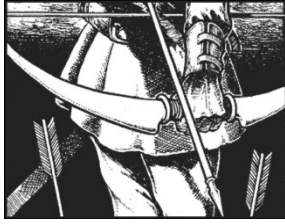
Any Wizard carrying this book may also take three random Necromancy Spells in addition to their normal spells at the beginning of each quest. They may also choose to consult this Tome in any room during a quest. This will count as their action for that turn and also comes at a price, consulting the Tome of Necromancy will cost them 1 mind point. However, this action can unlock hidden treasures and alternative routes through this quest pack. The quest notes contain many Tome of Necromancy notes. These should be read out to the Heroes if they consult the Tome in the correct room and the correct action should be taken as indicated in the Tome of Necromancy note.



Goki's Armour

The Northern Armourer Goki was one of the few metalsmiths to emerge from the races of Man or Elf whose creations could surpass the workmanship of the Dwarves. Goki's Armour is perhaps the most famous of his creations. Throughout history this exquisite armour has been worn by some of the most famous Heroes and well known rulers from the Kingdoms of Man. Sadly it disappeared into the hands of private collectors and has not been seen in battle for over 50 years.

This armour allows the wearer to roll four combat dice in defence. It may also be combined with a helmet and shield.



The Hinderoth Bow

The Hinderoth family were once renowned throughout the Old World for their love of adventure and exploration. Over many generations they built up the largest collection of ancient relics and valuable artefacts ever known. This collection was stored in the Labyrinthine Vaults beneath their Palace in the foothills of the Black Mountains not far from the Black Fire Pass. The Hinderoth Bow was a great hunting bow, passed down from father to son as a family heirloom.

The Hinderoth Bow allows you to attack with four combat dice. It may be used by any of the adventurers except for the Wizard.



Az-a-Karazdum

This great war axe is believed to have been forged in the fires of the Mountains of Mourn. Legends say that it was carried into battle by the Kahniliach for well over a thousand years and that he still carries this mighty weapon in the afterlife.

This weapon allows a hero roll three combat dice in attack and they may also attack two times during their turn. They may only attack twice and then move or move and then attack twice. They may not attack once, move and then attack again.

Appendix V

Special Dungeon Features

Many special traps and doors appear in these quests from the original expansion HeroQuest expansion packs. They are listed here for quick reference.

Fireburst Traps

When a player enters an empty room, place a Fireburst token in the centre of the room. This will remain in place until the beginning of the Evil Wizard Player's turn, when it will explode attacking any figures in the room with three attack dice. It may only be disarmed with a Tempest spell



Stone Doorways

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 Scout, the Crossbowman and the Halberdier all roll two dice. The Wizard cannot open a Stone Doorway. Once a Stone Doorway has been opened it remains open for the rest of the quest.

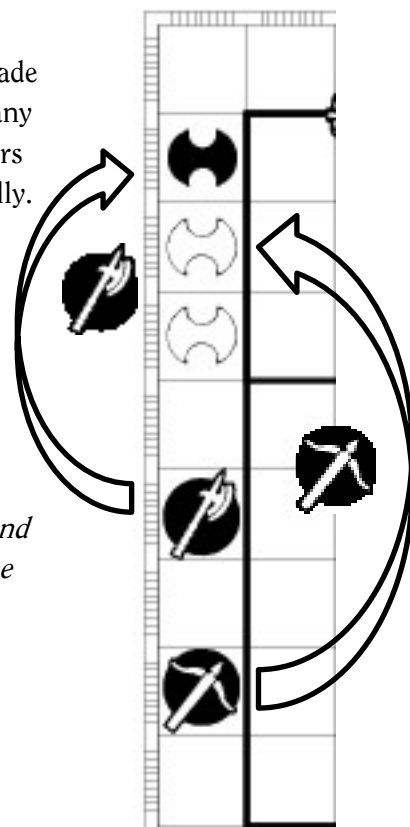


Swinging Blade Trap

The trap is tripped when a character lands on a space marked with a black blade symbol: a huge blade swings down from the roof attacking any character in any one of the spaces marked with a white or black blade symbol. These characters will be attacked with two combat dice which they may defend against normally. A Swinging Blade Trap can only be detected by a search in the room or corridor containing the black blade symbol.

Any character with a Tool Kit may attempt to disarm a Swinging Blade Trap. To do so they must roll any shield, using only one combat die. If they roll a skull, they will set off the Swinging Blade Trap. The Scout may disarm a Swinging Blade Trap automatically once it has been discovered.

Example: *In the diagram on the right, the Crossbowman moves five spaces and lands on a white blade space., he does not set off the trap, but on his turn, the Halberdier moves four spaces and lands on the black blade space. The blade swings down attacking both the Crossbowman and the Halberdier with two combat dice.*



HERO QUEST

The Chronicles of Sir Ragnar

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