

HERO QUEST™

The Attack on Oakdale

Q U E S T



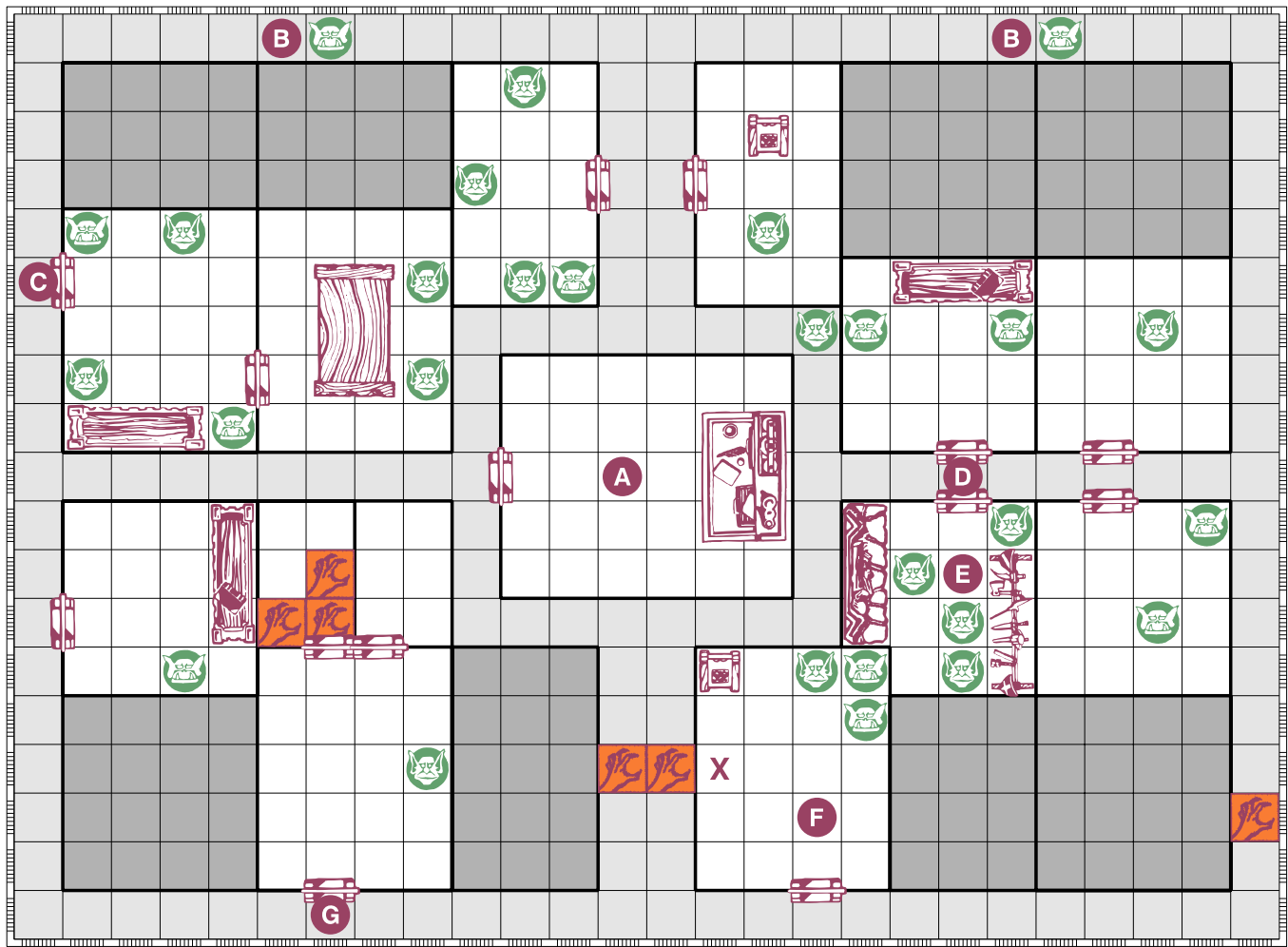
B O O K

Introduction

You received an urgent message from the Mayor of the small village of Oakdale, begging you to come to the town immediately. You arrived the next morning, to find the village in turmoil. Shopkeepers are packing up their wares, townspeople are loading their possessions onto carts. Everyone you met seems to have one thought on their mind – getting out of Oakdale as quickly as possible.

You asked a villager for directions to the Mayor's office, and followed his directions to the building in the center of town. The Mayor looked up from his desk as you entered. "You have arrived! Praise be to the gods!"

The Mayor unfolded a map onto his desk, and motioned you over to it. "Chaos has built a new fortress somewhere in the Darkfang Mountains." The Mayor pointed to the area on the map. "As you can see, our village is here, beside the Roanrush River." Again he pointed to the map, this time to a spot marked "Oakdale". His finger followed the blue line of the Roanrush from Oakdale to its source in the Darkfang Mountains. "The forces of Chaos have been following the river from their fortress to our village. We have had several skirmishes over the last few weeks. Yesterday a trapper entered the village with dire news, a considerable Chaos force is on its way to destroy Oakdale. I sent for you because you are the closest of the Emperor's forces and we are in dire need of defenders. I have also sent word to the Emperor himself asking for reinforcements for our village garrison, but they cannot possibly arrive for at least several days. You must help us to stave off the attacks of Chaos until these reinforcements arrive!"



Quest 1

The Attack of the Orcs

Just as the Mayor finishes explaining the situation to you, a man-at-arms rushes into his office. "The first wave of attackers is here! A band of Orc Raiders, along with their Goblin minions, has breached our defenses. They are in the village, pillaging and burning. The Orcs are led by the dread Warlord Golgarth!"

He turns and rushes out to return to his post.

The Mayor looks at you and shouts "Quickly, you must help our defenders rid the village of the attackers. Search each shop and home, destroying all the forces of Chaos that you find!"

NOTES:

- A** This is the Mayor's office. The Heroes start the Quest here. Place them in any of the squares around the Mayor's desk.

If a Hero attempts to search the room for anything, read: *"The Mayor looks up and shouts frantically 'You don't have time for that! You must find the Chaos attackers and destroy them!' Your search fails."*

To finish the Quest, the Heroes must return to the Mayor's office after killing all the monsters marked on the board. Each time the Heroes re-enter this room, read one of the paragraphs below:

If the Heroes return here but all the monsters have not been killed, read: *"The Mayor sees you enter and says 'You have done an excellent job so far, but an aide was just here telling me that there are still Raiders in the village. You must find them and destroy them.'"*

If the Heroes return here and have killed all the monsters, read: *"The Mayor sees you enter and says 'Wonderful. You have destroyed all the Orc Raiders and saved our village. I have news that a second wave is*

coming, so get some rest and make whatever preparations you need for the next battle.'" This is the end of the 1st Quest.

- B** These two Orcs each have a crossbow. They may shoot at any Hero that is at least 2 squares away for 3 attack dice with these. They attack normally any Hero adjacent to them. You may want to move one or both of the Orcs into other passages if the Heroes get near to give them more shots at the Heroes before the Orcs go to hand-to-hand combat.
- C** When the Heroes get outside this door, read: *"A sign above the door reads 'Oakdale Inn'."*
- D** When the Heroes get to the spot marked D, read: *"Above the door to the south is a sign that reads 'Blacksmith'."*
- E** The weapons rack contains 5 daggers, a broadsword, a helmet, and a suit of chain mail. The Heroes may take any of these, but if they do mark this down in your notes (they will have to pay for these items later, but don't tell them this.)



Wandering Monster in this Quest: Orc

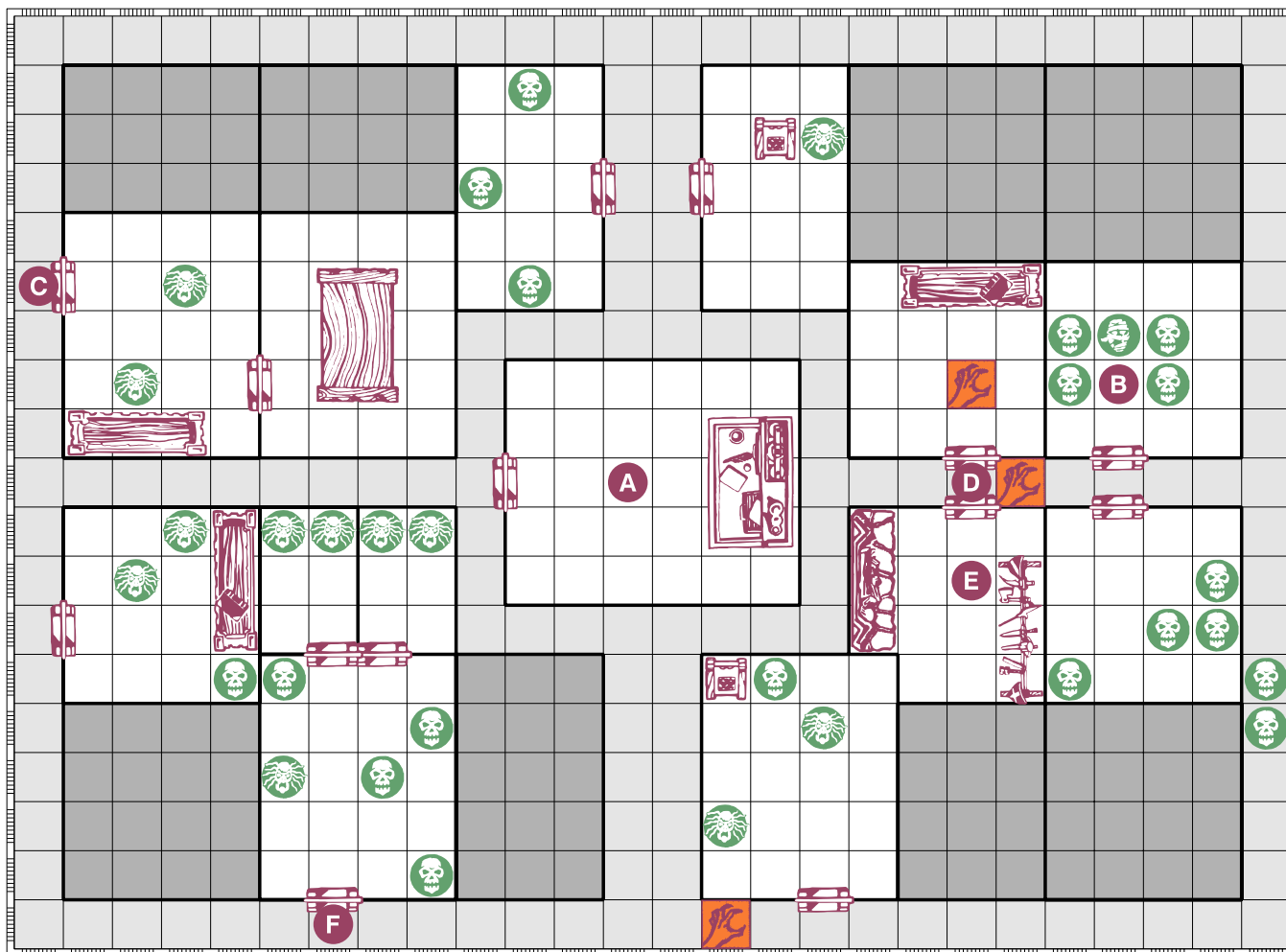
NOTES continued:

- F** The X marks the location of Golgarth. You can use the Orc with the notched sword for him. When a Hero enters this room, read: "*Bah, puny Human* [or Dwarf or Elf]. *Golgarth will kill you and destroy this village.*"

Golgarth:

Golgarth is carrying a longsword and a shield that the Heroes can take when he is destroyed.

- G** When a Hero steps on this spot, read: "*A sign above the door reads 'Jail'.*"



Quest 2

The Attack of the Undead

You are resting, when you receive an urgent call from the Mayor. You meet him in his office, where he briefs you on the current situation. "The Orcs managed to kill many of our defenders, leaving holes in our defenses. A group of Undead

has found one of these holes, and made it into the village. Our men are holding off the main group, but again you must search the village, destroying any of the foul Undead creatures that have made their way into our homes and shops."

NOTES:

- A** This is the Mayor's office. The Heroes start the Quest here. Place them in any of the squares around the Mayor's desk.

If a Hero attempts to search the room for anything, read: *"The Mayor looks up and shouts frantically 'You don't have time for that! You must find the Chaos attackers and destroy them!' Your search fails."*

To finish the Quest, the Heroes must return to the Mayor's office after killing all the monsters marked on the board. Each time the Heroes re-enter this room, read one of the paragraphs below:

If the Heroes return here but all the monsters have not been killed, read: *"The Mayor sees you enter and says 'You have done an excellent job so far, but an aide was just here telling me that there are still Undead in the village. You must find them and destroy them.'"*

If the Heroes return here and have killed all the monsters, read: *"The Mayor sees you enter and says 'Wonderful. You have destroyed all the Undead and saved our village. A scout has just given me news that a third wave of attackers is coming, so get some rest and make whatever*

preparations you need for the next battle.'" This is the end of the 2nd Quest.

- B** When a Hero first enters this room, read: *"You are met with a horrific sight upon opening the door. A huge Mummy, surrounded by lesser Undead, begins advancing towards you. The Mummy is wearing some sort of green, glowing amulet."*

The Mummy in this room is the leader of the Undead attackers. He is extra powerful. His stats are:

Mummy Leader:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	5	3	6

The Mummy is wearing a glowing amulet. As long as the Mummy is alive, each Undead monster in the room with it, including the Mummy itself, regains 1 Body Point of damage per turn. The Body Point is awarded to the Undead creature at the start of its turn. Each Undead monster's Body Point's

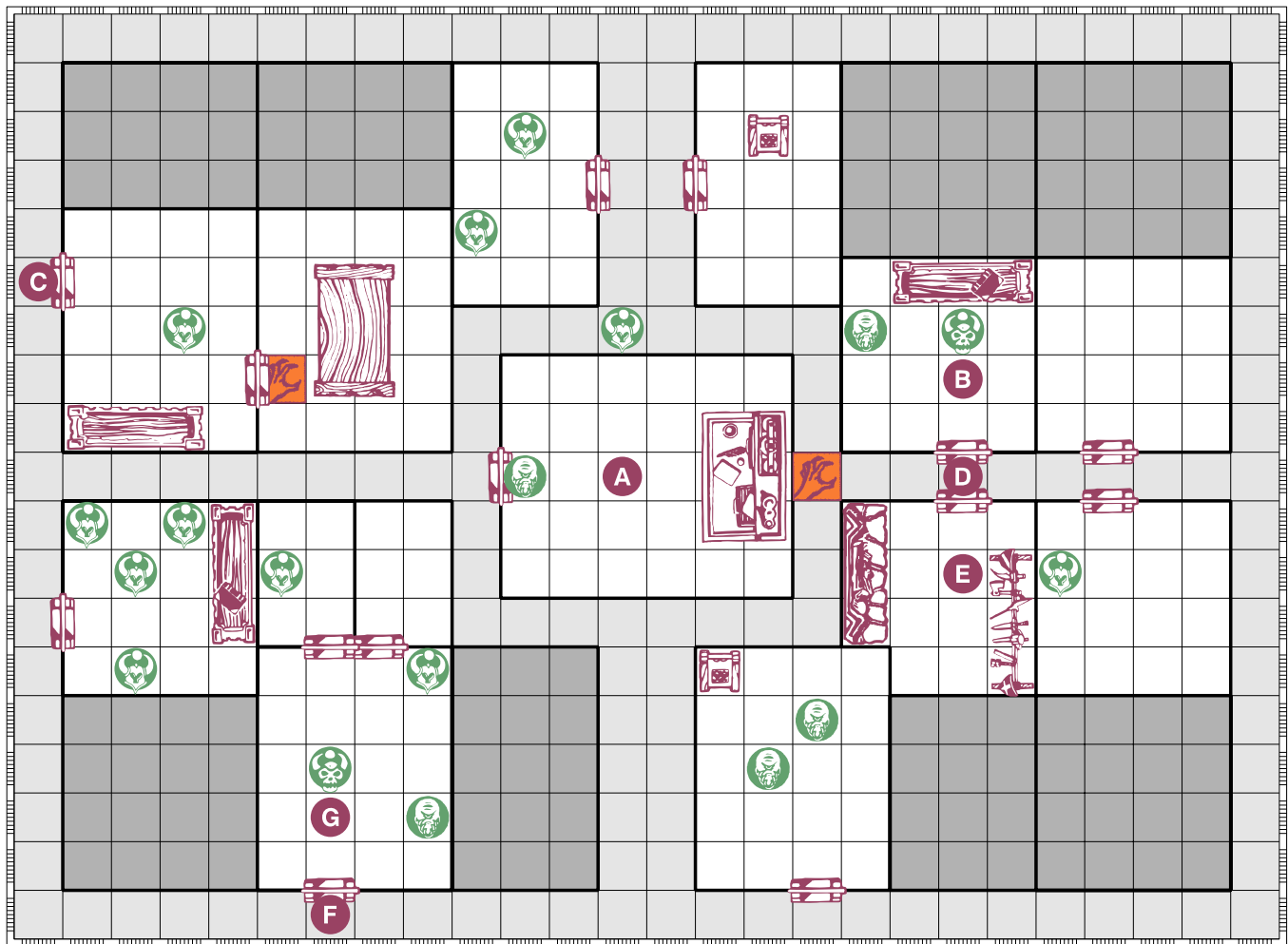


Wandering Monster in this Quest: Zombie

NOTES continued:

cannot go above its maximum. Once the monster reaches 0 Body Points, it no longer regains Body Points.

- C** When the Heroes get outside this door, read: *"A sign above the door reads 'Oakdale Inn'."*
- D** When the Heroes get to the spot marked D, read: *"Above the door to the south is a sign that reads 'Blacksmith'."*
- E** The weapons rack contains 5 daggers, a broadsword, a helmet, and a suit of chain mail. The Heroes may take any of these, but if they do mark this down in your notes (they will have to pay for these items later, but don't tell them this.) Note: Remove any items taken from the weapons rack in Quest 1. Do not tell the players about these items – they are gone.
- F** When a Hero steps on this spot, read: *"A sign above the door reads 'Jail'."*



Quest 3

The Attack of the Chaos Overlords

[Note: Place the Heroes on the board on location A before reading this.]

Once again you respond to a frantic call from the Mayor. "This is the worst news yet. Our defenses are crumbling under an all-

out Chaos assault. Several Warlock Overlords are in the city, seeking to destroy all that are loyal to the Emperor. If you cannot stop this attack, we are all doomed!"

NOTES:

A This is the Mayor's office. The Heroes start the Quest here. Place them in any of the squares around the Mayor's desk. Do not place the Fimir on the board until you have read the Quest intro above. After reading it, place the Fimir on the board. Read: "The Mayor turns to see a huge Chaos monster entering the room. 'The Overlords' minions have entered my office. Please, protect me' he screams".

If a Hero attempts to search the room for anything, read: "The Mayor looks up and shouts frantically 'You don't have time for that! You must find the Chaos attackers and destroy them!' Your search fails."

To finish the Quest, the Heroes must return to the Mayor's office after killing all the monsters marked on the board. Each time the Heroes re-enter this room, read one of the paragraphs below:

If the Heroes return here but all the monsters have not been killed, read: "The Mayor sees you enter and says 'You have done an excellent job so far, but an aide was just here telling me that there are still Chaos forces in the village. You must find them and destroy them.'"

If the Heroes return here and have killed all the monsters, read: "The Mayor sees you enter and says 'Wonderful. You have destroyed all the Overlords and their minions and saved our village again. Here is a reward for your faithful service'. The Mayor gives you 1000 gold coins."

If any of the Heroes have taken any of the items on the weapons rack in the Blacksmith's shop, read: "Rolf the Blacksmith has been hiding in his shop, and says that he saw you take some items, and has asked me to deduct their price from your reward. The cost of the items is [add up what was taken] leaving you with [subtract the cost of the items from the reward] gold coins."

Whether the Heroes took anything from the Blacksmith or not, read: "The Mayor concludes 'The Emperor's troops have arrived, and we can finally defend our village. I must ask one more favor from you, though. Until the Chaos Fortress in the Darkfang Mountains is found and destroyed, our village will never truly be safe. I beg you to please find the fortress and destroy it. Perhaps you can find the leader of the forces and put a stop to his evil scheming forever!'"



Wandering Monster in this Quest: Fimir

NOTES continued:

B The Chaos Overlord Mage in this room has these stats:

Chaos Overlord Mage:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	3	3	3	5

He knows these spells: Rust, Fear, Ball of Flame.

C When the Heroes get outside this door, read: *"A sign above the door reads 'Oakdale Inn'".*

D When the Heroes get to the spot marked D, read: *"Above the door to the south is a sign that reads 'Blacksmith'".*

E The weapons rack contains 5 daggers, a broadsword, a helmet, and a suit of chain mail. The Heroes may take any of these, but if they do mark this down in your notes (they will have to pay for these items later, but don't tell them this.) Note: Remove any items taken from the weapons rack in Quest 1 and/or Quest 2. Do not tell the players about these items – they are gone.

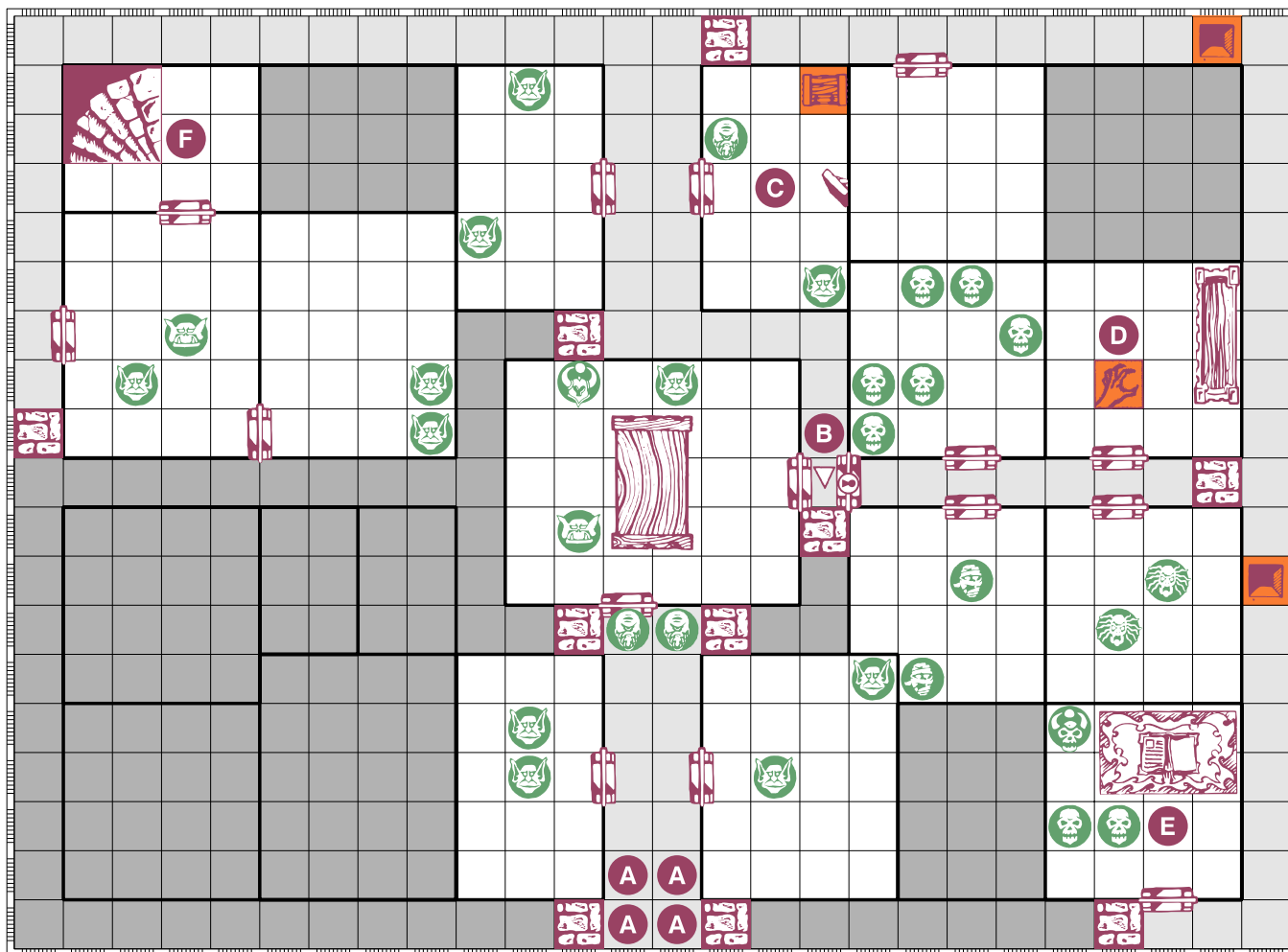
F When a Hero steps on this spot, read: *"A sign above the door reads 'Jail'".*

G The Chaos Overlord Mage in this room has these stats:

Chaos Overlord Mage:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	4	4	4	7

He knows these spells: Summon Orcs, Command, Cloud of Chaos, and Firestorm.



Quest 4

The Chaos Fortress Level 1

You follow the Roanrush River to the Darkfang Mountains. The trail left behind by the Chaos attackers is not hard to find; you follow it to a high crag deep in the range. High on the

mountain you spy the Fortress; a dark, foreboding place. You wait until night, then you creep up to the entrance.

NOTES:

A Place the Heroes on any of the 4 places marked. Place the Fimir on the board, but before allowing the Heroes to move read: *"In the darkest part of the night you creep up on the Fimir guarding the entrance to the fortress. Both are half asleep, and do not see you coming until it is too late to raise the alarm."*

B The door to the right is locked. When a Hero steps on the space marked by the arrow, read: *"The doorway into the hallway in front of you is locked. The door looks weak, though. If you do not have a key that fits the lock perhaps it could be broken down."*

If a Hero attempts to break down the door, have him roll one red die. On a roll of 1, he has inflicted 1 point of damage to the door. It can take 3 points of damage before it is broken. If the Hero fails to roll a 1, roll 1 red die. On a roll of 5-6 a group of wandering monsters hears the noise and comes to investigate. Place them as near to the group of Heroes as possible, and either coming out of a door or around a corner.

The key from room E will unlock the door. When the door is unlocked (or broken open), take the key tile away from the player.

C The chest here is trapped. If it is opened without being disarmed first, a poisonous gas trap does 1 Body Point of damage to every Hero in the room.

The chest contains 300 gold coins and a Scroll of Water of Healing.

D The first Hero to search the room for treasure will find a Potion of Healing hidden in the cupboard.

E When a Hero first enters this room, read: *"You have obviously entered the room of a Necromancer. Dark, evil runes cover the floor and the walls, and the stench of death permeates the entire chamber. As you look around, a dark shape steps out from the shadows – the Necromancer! Two Skeletal guards surround him, to guard him from harm."*

The Necromancer is represented by the Chaos Mage sign on the board and has these stats:

Necromancer:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	3	2	3	6

The Necromancer knows these spells: Summon Undead (2).

Use the Chaos Warlock figure to represent the Necromancer. The



Wandering Monster in this Quest: 1 Goblin and 1 Orc

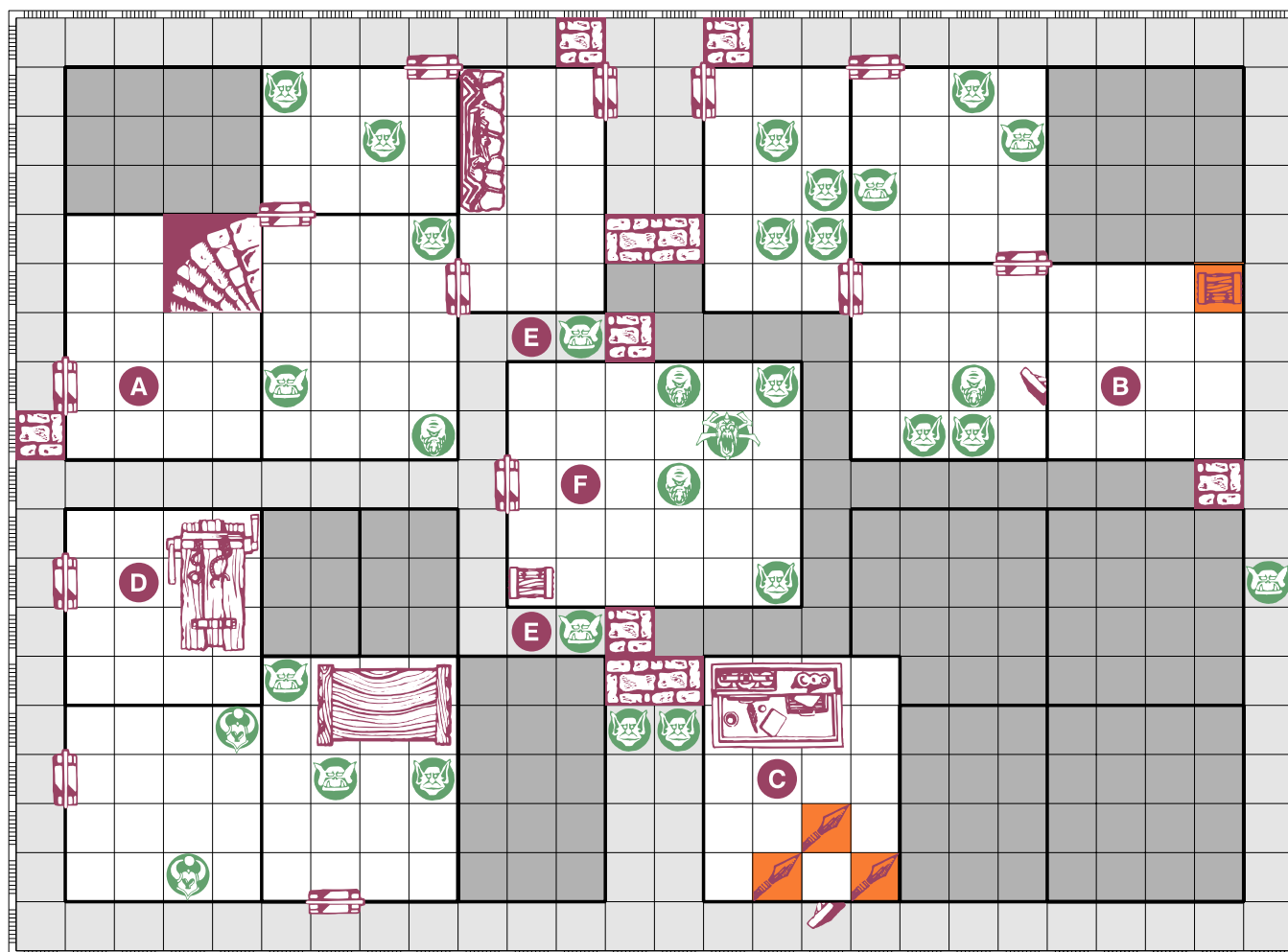
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Necromancer has two vials containing Grave Dust. He may use them anytime during the battle. Casting the Grave Dust in the air restores all Undead in the room to full Body Points. If he is killed before using both of the vials, they are worthless to the Heroes.

The first Hero to search the room finds a key on the Necromancer's table [give the Hero the key tile]. This key will unlock the door at location B. If the door has been previously broken open, do not give the tile to the player, but tell him he has found a key.



These stairs are the exit from the Quest.



Quest 5

The Chaos Fortress Level 2

You have reached the top level of the Fortress. If the leader of the dark forces is to be found, it will be here. In the distance

you hear screams, as if from someone in pain.

NOTES:

- A Start the Quest in this room.
- B This chest is trapped. A spring will shoot a sharp needle into the hand of anyone attempting to open the chest without first disarming it, doing 2 Body Points of damage. The chest contains 500 gold coins, and 2 daggers.
- C The first Hero to search this room for treasure will find a Spell Scroll of Ball of Flame on the desk.
- D When the first Hero enters this room, read: *"You open the door to find a poor wretch chained to a rack. You recognize him as one of Oakdale's defenders. The man sees you and yells 'The Demon walks! The Demon walks!' His head rolls to one side, and with a final gasp of air he expires."*
- E If either of the Orcs in these two spots are not killed before the Heroes enter room F, they will enter the room and attempt to surround the Heroes.
- F When the first Hero enters this room, read: *"A huge Demon fills one corner of this room. He looks at you and sneers 'So, you dare attempt to stop me and my conquest. You will pay with your lives!'"*

The Gargoyle figure represents the Demon. He has these stats:

Demon:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3/1*	5	4	3

*The Demon may attack twice per turn, once with his longsword for 3 attack dice, and once with a whip for 1 attack die. He may make both attacks on the same or on different Heroes. Both weapons may attack diagonally.

Instead of attacking with its weapons, the Demon may cast Ball of Flame twice.

The chest in this room contains 4 diamonds, each worth 250 gold coins.

When all the monsters in the room are destroyed, read: *"After destroying all the foul Chaos creatures, you set fire to the fortress to make sure that it will never again be used to attack the Empire. You return to Oakdale, where the citizens proclaim a day of celebration. When the day of jubilation is over, you join in the effort to rebuild the village and restore it to what it was before the attacks. A few days of hard labor and you are not sure which is worse – fighting the hordes of Chaos or helping a peasant rebuild his hut under the watchful eye of his shrewish wife. At last the rebuilding efforts are complete.*



Wandering Monster in this Quest: 2 Orcs

NOTES continued:

and you quickly head onto your next adventure before the Mayor can find some other 'work' for you to do..."

The End