

HERO QUEST



The Chronicles of Sir Ragnar
The Beginning
INSTRUCTION
BOOKLET

Introduction

What's special about this Quest? Well, the main difference is that you don't play the four characters you're used to, the brave Barbarian, Dwarf, Elf and Wizard, but, recreating the adventures of Sir Ragnar, you take up the roles of the valiant knight and his trusty companions.

You probably have met Sir Ragnar before, when you freed him from the hands of Ulag, the Orc warlord, and his filthy flock. Now you are to witness how it could have come to this.

You will play Sir Ragnar and his three companions, Sneeks, Sarymor and Garmin. Character cards with statistics and further details are to be found added in this Quest Pack. They are designed to be played using the mercenary figures (from the Wizards of Morcar, Dark Company or Frozen Horror Quest Packs) with the four respective weapon choices:

Ragnar:	swordsman	Sneeks:	scout
Sarymor:	crossbowman	Garmin:	halberdier

I should note that these characters were designed by Drathe for the original prequel Quest of the Chronicles of Sir Ragnar Project, named Outpost at the Mountain's Base. I did this on purpose – I could easily have made four characters by my own, not as good perhaps, but still fitting – but these are the Heroes the rest of the chronicles are designed for.

Outpost is a gem of a Quest, and by writing an alternative I don't want to replace it. My version of the prequel is just a bit more elaborated, stretching over several Quests.

As Drathe put it:
"The base idea for the Chronicles of Sir Ragnar is to have a series of Quests that are different each time you play. I think having an entirely new starting point will only benefit the project".

So, have fun!

New Tiles and Quest Map Symbols

Open Door

These doors are already open.



Trap Door

These two trap doors link apparently unconnected rooms via an unseen tunnel. When a Hero or monster steps on a trap door square, he moves instantly to the other trap door square.



Iron Entrance Door

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



The Weapons Forge

The forge is a place where Dwarven blacksmiths once created the finest and sturdiest weapons in the land.

