

HeroQuest™

The Chronicles of Sir Ragnar

Q U E S T



B O O K

A Message from Mentor

Mighty shadows dance throughout the dark corners of the room. A flame atop a heavily used candle struggles to burn. Whispers of light flicker across an old oak desk. Small bottles sit neatly in a row along the small upper shelf. Parchment clutters the surface and black ink creeps slowly along the edge of a long feathered quill. The pooling ink is from a small black bottle quickly knocked aside to make room for a heavily worn book. Although it appears ragged due to age, the book is free from dust. An old man studies its ancient text deeply and vigorously.

"Everything that ever was... Everything that shall ever be... is recorded throughout these pages," whispers the old man to a small group of fellows peering over the tattered cloth on his shoulders, "Kingdoms, great battles, Heroes, Villains... the lives of each and every one of us echoes from page to page. It is the history of our world, from beginning to end. It is Lore tome." The old man, weathered from time, appears frustrated as he flips through numerous pages in clumps.

"But does that mean the future is already set in stone?" the man asks rhetorically. "Or is destiny of our own choosing? As I study these pages, I am troubled. What is life, if we are unable to shape it to our own will? Are those who fall from grace, doomed by prophecy? Are those who are predetermined to be the Kings of Men, truly deserving of said honors?"

"My friends, we shall soon see for ourselves. As I've studied this great book, I've been drawn to a tale... A tale of a great man, a Hero to many, who falls from grace and is drawn toward the very evil that he fights so valiantly against. Sit by my side, friends, as I tell you the tale of Sir Ragnar..."

Mentor

NOTES continued:

are as follows:

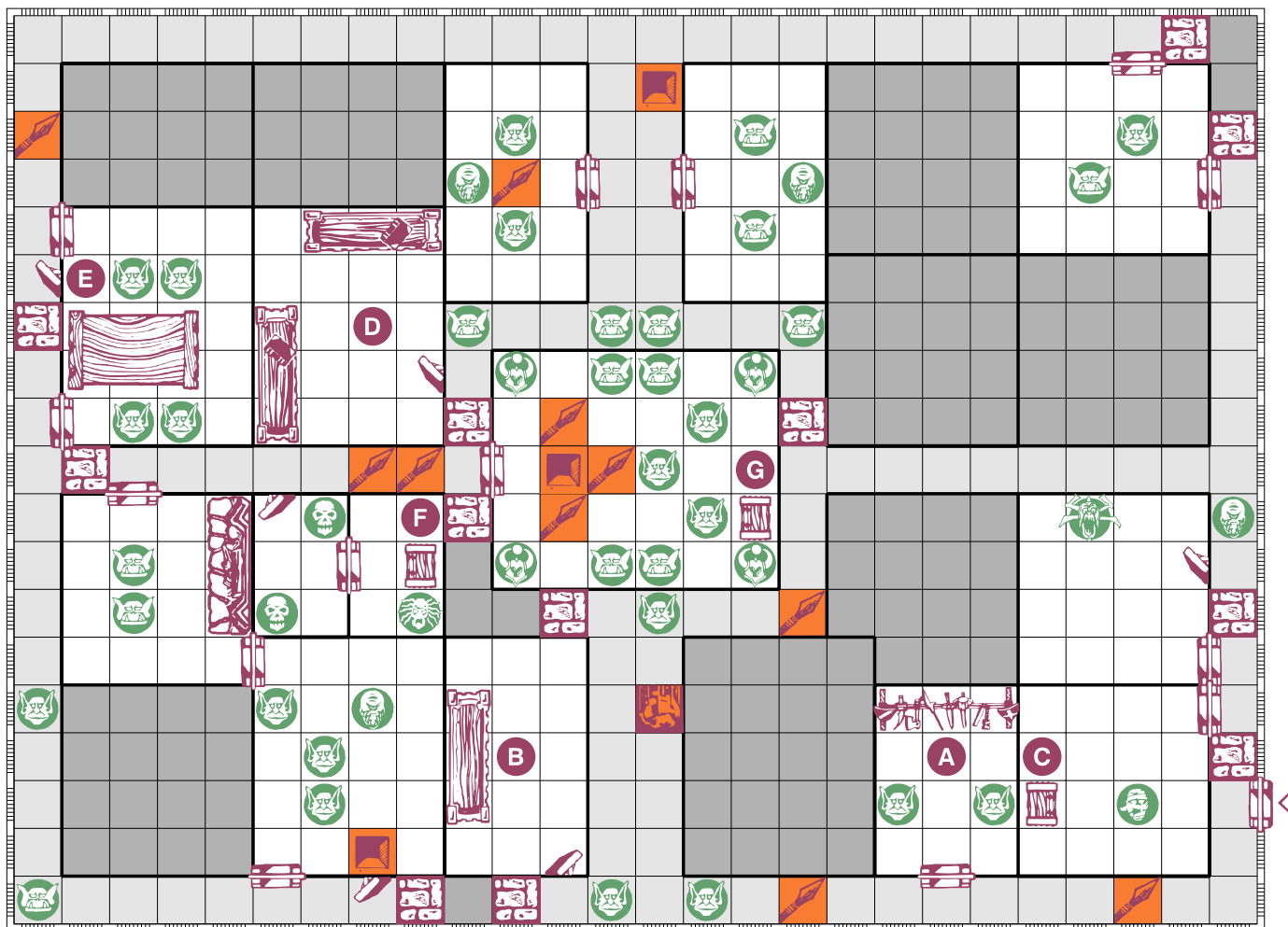
| MOVEMENT | ATTACK | DEFEND | BODY | MIND |
|----------|--------|--------|------|------|
| 10 | 4 | 5 | 5 | 3 |

The treasure chest in this room is empty and exists only for your Zargon's amusement. As this Quest is designed to end in the capture of all four Heroes, they will never be able to search for its contents. Watch in bastiferousness as the Heroes wonder what treasures lay beyond their grasp!

Zargon, once all the Heroes have lost all their Body Points, read the following aloud:

"Wounded and lacking strength, your bodies fall to the ground. They are not however, without life. Ulag, the Orc Warlord, has captured you! Your minds lose consciousness as the Orcs drag your limp bodies to unknown locations."

In the rare event that the Heroes survive and successfully kill all of the monsters, a strange green mist begins filling the room. The mist overtakes the Heroes and they fall to the floor. Read the above quote aloud.



Prequel Quest

Outpost at the Mountains' Base

"The foot of the Black Mountains have long been a strategic point for any who desire control of the charcoal peaks. Chaos has decided to gain some footing by constructing an outpost here. Sir Ragnar, you are to gather your companions and claim

this base in the name of our Emperor. Be wary, good knight, for a vicious Warlord, Ulag, maintains this Outpost. His minions will fight tooth and nail to keep it. Be strong, fight with valor, return safe."

NOTES:

This Quest will not be played by the traditional four Heroes, but instead by Sir Ragnar and his companions. Use one of each of the Mercenary miniatures to represent them. Their stats and abilities are listed on their Character Cards. This Quest is designed to end in the capture of all four Heroes. When a Hero loses the last of their Body Points, they are not dead, but rather captured by Ulag and his band of Orcs. Do not reveal this to the Heroes, although they should know that Sir Ragnar at least gets captured.

- A** Sitting among broken weapons is an old battle axe with a worn handle. It appears as though it is not long for this world. Secretly roll one red die to see how many attacks the weapon can handle before breaking (make sure and keep track).
- B** Stashed in the cupboards between empty flasks and fermenting liquids is a Potion of Healing. The potion will restore up to 4 lost Body Points.
- C** The first Hero to search this room for treasure will discover a longsword and a vial of Holy Water inside the chest. The longsword is identical to the one in the Armory. The Holy Water may be used to instantly destroy any one

regular Skeleton, Zombie or Mummy.

- D** Wedged between some old tomes are two spell scrolls: Ball of Flame and Courage.
- E** The Goblins in this room are aware of the secret door and it may be opened on your (Zargon's) turn.
- F** This chest contains two Potions of Healing. Each will restore up to 4 lost Body Points.
- G** When the last of the four Heroes enters this room, a portcullis will drop from above, sealing the room. Switch the opened door with a portcullis.

This is Ulag, the Orc Warlord. Use the Orc with the large notched sword to represent him. Ulag may cast one of two Chaos Spells on his turn instead of attacking; Summon Orcs & Escape. If Ulag becomes at risk of death, then he will use the Escape spell to escape from this Quest. He also has a Potion of Healing which he may use should a Hero take his last Body Point. Ulag's stats



Wandering Monster in this Quest: Goblin