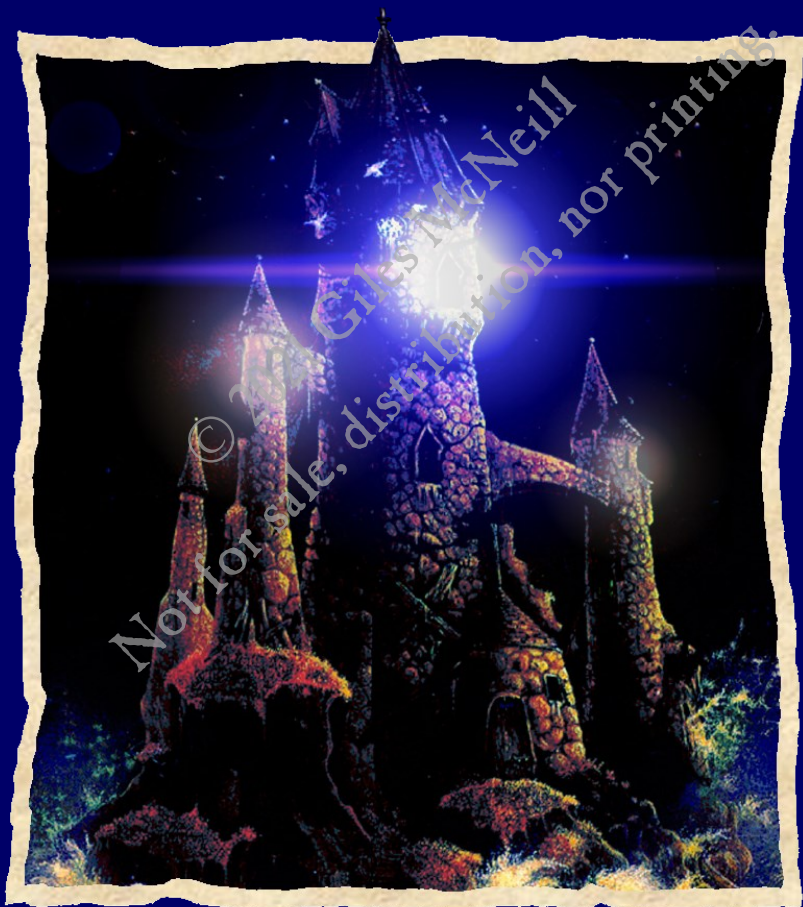


HEROQUEST

THE NORTHERN FEAR



A set of HeroQuest™ Adventures by Giles McNeill

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THE NORTHERN FEAR

Introduction

The Northern Fear continues where *Wizards of Morcar* left off. It is assumed that players will have completed and be familiar with *Return of the Witch Lord*, *Kellar's Keep*, *Against the Ogre Horde* and *Wizards of Morcar* expansion packs to the original game. *The Northern Fear* requires no additional items for game play, although it makes use of items contained within the original game system and five expansion packs.

A Quest to Defeat the Northern Sorcerer

The players' primary aim in each Quest is to survive and find their way to the next Quest, thus ultimately finding and defeating the Northern Sorcerer. The Quests should be played as a continuous adventure. *The Northern Fear* introduces a number of new elements to the HeroQuest game.

Playing the Quests as a Series

The Northern Fear is designed to be played as a series of Quests taking place in an enemy stronghold. Characters may not replenish their mind or body points between quests. Characters may not buy new equipment or potions between these Quests, but may keep anything they find; nor may they hire any Men-at-Arms. They may replenish their spells between Quests, but they must keep the same spells that they choose at the start of the first Quest.

The 'Charm Potion' card should be removed from the Treasurer pack. The Evil Wizard Player should reshuffle the treasure pack between quests returning any used cards from the previous Quest to the pack.

The Gathering

The night is cold and windy as four figures make their way through the dark, cobbled streets of the citadel. Rain is pelting down and wind is howling in the night down the narrow streets. The figures visibly dripping as they moved.

Shadows danced across some of the walls when the strange dim light, from the rear figure's staff, strayed into the nooks and crannies of the buildings.

The light glinted on the front figure's sword. Then the third figure announced, as the light caught his axe, "Look ahead!"

They move in the direction he indicated and reached the doorway of a small building with what appeared to be a tavern on one side and an armourers on the other. The second figure moved in front of the dark burgundy door and passed a hand in front of himself, across the surface of the doorway. A Elven rune began to emerge on the door, brightly shining silver light into the darkness. A sweeping curve on the right with three dots to a line across the centre and a sweep underneath in the opposing direction. The Elf spoke: "This is the place." The rune dimmed and vanished.

The Elf clasped the handle of the door and giving it a turn released it and pushed the door open. The door creaked open, they squinted as light poured from the doorway into the street, illuminating the faces of the Heroes of the Empire.

Moving into the room they started to remove their sodden outer garments and began warming themselves by the welcoming fire that roared and crackled in the hearth.

As if from nowhere a voice spoke, "Long ago the people of the old world lived in peace and life was good. Then came the great catastrophe. And Chaos was unleashed."

As the voice continued you notice that it is Mentor, sat in an armchair in the corner, who is speaking. You are unsure if he was there when you entered the room or not.

"Morcar, even now, is plotting and planning to destroy the Empire. The time to be ready will soon be upon you. Once again you will need to hold back whatever Morcar throws at us."



Rules Update for Men-at-Arms

In order to improve play a number of minor revisions have been made to the established Rules of Play and addenda contained within the expansion packs.

Movement and Actions

Each player's Men-at-Arms may move and undertake their actions prior to, or subsequent to, the movement of a player's Character.

Halberdier Diagonal Attack

The Halberd, that a Halberdier carries, is a long polearm that may be used to attack diagonally.

Stone Doorways

Stone doorways, introduced in *Against the Ogre Horde*, are large slabs of rock which must be pushed out of the way using brute force before they are open. Whilst the Barbarian, Dwarf and Elf are able to attempt to open stone doorways; some Men-At-Arms possess the strength necessary to open stone doorways too.

In an attempt to open a stone doorway, a Halberdier may roll two combat dice, whilst a Swordsman may roll three combat dice; both attempting to open a stone doorway in the same way as player characters.

Crossbowmen and Scouts do not possess the same physical strength as the Halberdier or Swordsman. However, a group of Crossbowman and Scouts, standing adjacent to each other, may attempt to open a stone doorway. Each Crossbowman or Scout in the group contributes one whole combat dice to the attempt.

As with the players' characters, Men-at-Arms must score two skulls on their roll to open one of these doors.

The Northern Sorcerer

Long ago, a woodsman was in the Loren Forest collecting kindling. An Elven princess was riding through the forest when the two came across one another. They fell in love. The Wood Elves had learnt to dwell in concord with the seasons and the weave of life and death that binds all living things together. Staunch defenders of the forest, and guardians of all things natural and pure. For millennia, the Wood Elves lived in this state of harmony, untouched and secluded from the rest of the Old World. Despite the disapproval of her kin, she bore her love a son.

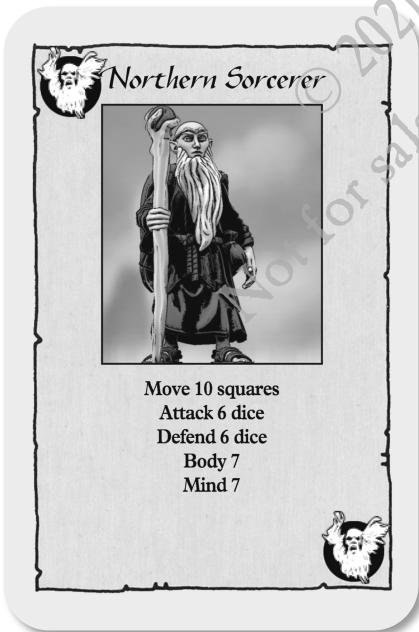
They were banished from the forest and found a life in Quenelles in the Kingdom of Bretonia, living by the River Brienne. For a time life was good. He excelled in his studies and in time learned from his mother about the mysteries of Elven magic.

However, as time passed his mother did not age, his father did. And when his father passed from the mortal world his mother's heart was broken.

The Northern Sorcerer aged more slowly than other men and in time grew bitter, that his wisdom and abilities were always scorned, because people were mistrusting of his heritage.

In time this bitterness grew, he turned to chaos and soon fled.

The Northern Sorcerer in HeroQuest
The Northern Fear introduces the
Heroes to the Northern Sorcerer who
they will have to face.



Commencement of the Quests

At the start of the first Quest, each character should receive 2 healing potions which will heal the character up to his maximum body points. Players should note the healing potions on their character sheet and cross them off once used. Any number of potions may be used in any one Quest.

Players may purchase new equipment from the Armourers prior to the commencement of the first Quest.

Prior to the first adventure characters that use magic should select their spells in the normal way. They must keep the same spells for the duration of the Quest.

Prior to the first Quest, players may hire Men-at-Arms to accompany their Hero on the quest. However, because of our Hero's distance from the Empire, players may not hire new Men-at-Arms between Quests; a number of possible recruits can be found during the adventures that lie ahead. All Men-at-Arms, regardless of their origin, must have their upkeep paid, by their player.

The Revolving Room

In *The Northern Fear* the Revolving Room tile, introduced in the *Return of the Witch Lord* expansion pack, provides the entry and exit point for a number of the quests.

Once a player's character or men-at-arms pass through a doorway, regardless of if it is an entry or exit doorway, into the Revolving Room, they may not pass through it again.

On the map of the dungeon the Revolving Room may appear with an entry doorway and/or an exit doorway marked.

If the Entry Door to the Quest is marked on the map connected to the Revolving Room then the Evil Wizard Player should allow the first player's character and any of his Men-at-Arms to be placed in the room and set out the Entry Door as marked on the map. The Evil Wizard Player should not reveal the location of any Exit Door into the Revolving Room at the commencement of a Quest. Once all the players' characters and men-at-arms have exited the Revolving Room the Entry Doorway is removed from the board.

If the Exit Door to the Quest is marked on the map connected to the Revolving Room then the Evil Wizard Player should place both the Revolving Room tile (if it is not already on the board) and the Exit Door on the board when it is discovered by the players.



The Halls of Chaos

Morcar sat on his throne of pure jet surveying the Empire in the image he had conjured before him. He had been so close to victory; his four lieutenants, the ogre hoard, his close ally – the Witch Lord – and so many others. He could not conceive how events had turned against him. He let his eyes blur and lose focus.

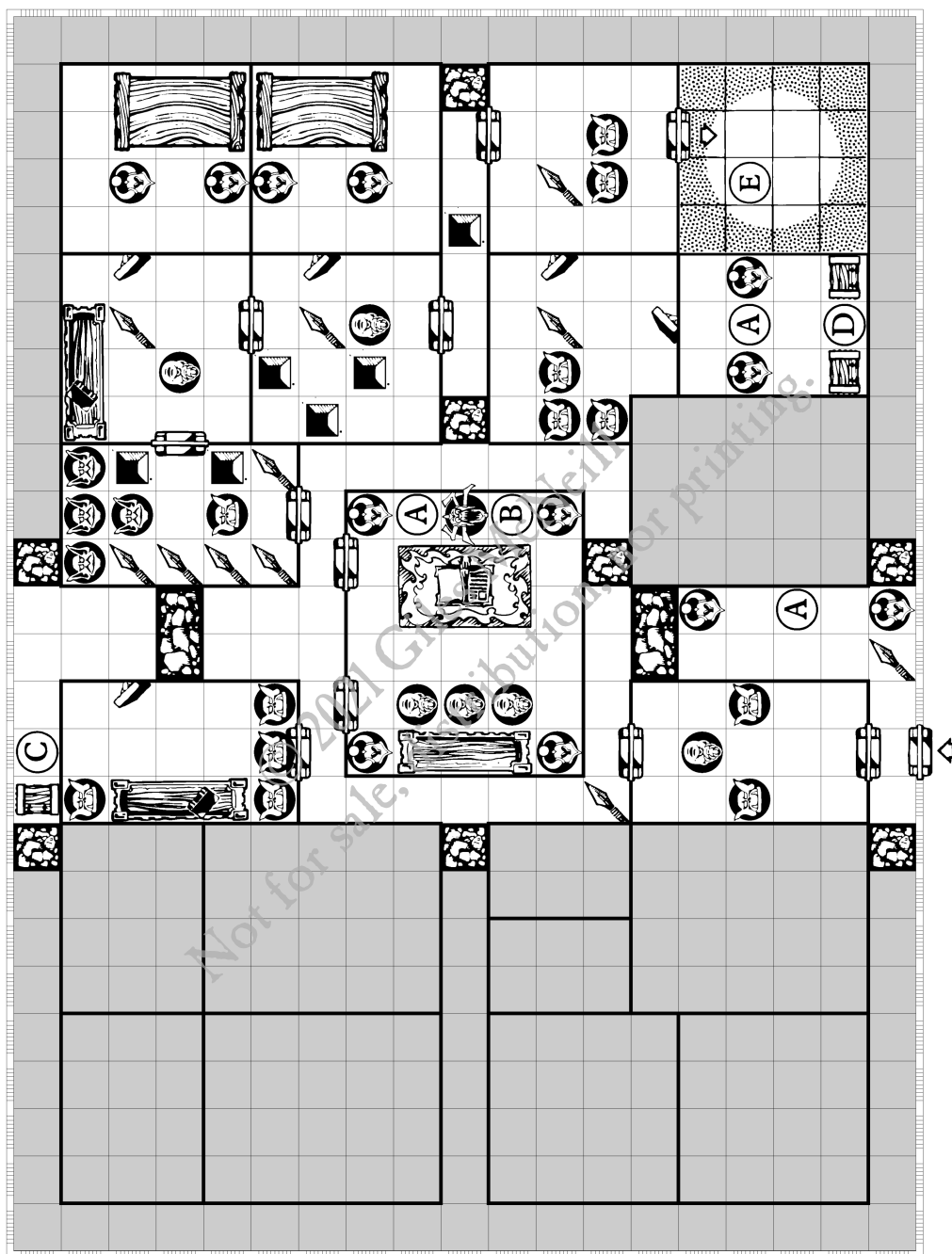
A goblin busied himself around the feet of his master, picking up the pieces of crushed skull of the orcs who had felt the brunt of their master's rage. The goblin then looked up and saw the distress on his master's face. He whispered something, almost a breath, too quiet to be heard, breathless and of almost no substance.

His master's gaze focused sharply on the small wretched creature. He stretched out his aged hand towards the goblin.

The goblin, gripped by his master's power, lifted off the cold stone floor, and floated towards the dark, ancient figure. Morcar gripped the creature's ragged tunic and, in a voice that was cold with menace, and seemed to make the room feel cooler, said: "What did you say?"

He replied, fearfully: "The... the.... the Northern Sorcerer."



































Into the Tower

'You will enter the Northern Sorcerer's Tower through what Loretome reveals to be an unused entrance, that is being used by a former Chaos Warrior. Gormox, who has become rich in raids against the Empire. His wealth allowed him to acquire some understanding of chaos magic. Gormox's remaining treasure is located somewhere inside and the Emperor would doubtlessly be pleased if it was returned. Tread with care, the path ahead has many dangers.'



NOTES

- A These Chaos Warriors are part of Gormox's Elite. They have an additional combat dice in attack and defence. They have 4 mind points and can move 7 squares. They also have 2 body points and, because of a special enchantment, cast by Gormox, must lose both in a single attack in order to be killed. They can not be affected by Fire Spells.
- B This is Gormox. Using the understanding of chaos magic has been growing and he has transformed into a Gargoyle. He knows the chaos spell Mind Blast and has five of them. He has the following characteristics:
Move 6, Attack 4, Defend 4, Mind 4  and Body                             
- C This treasure chest contains a spear trap that can not be detected during a search of traps or panels.
- D These treasure chests both contain 1,000gcs each.
- E When a player first enters the revolving room read to them the following: "This is a revolving room that is a marvel of machinery and magic. The Northern Sorcerer has placed it in his tower as a way of moving between levels. As you stand inside you hear the gears and cogs whirl and click as the whole room begins to rotate and move upwards. On to the next adventure."

The Halls of Silence

These halls are a maze that will lead you to the Outer Chambers of the Northern Sorcerer's Tower. You must be swift for your defeat of Gormax has alerted the sorcerer to your presence and your power. You must hurry. If he is allowed to gather his forces and his power all shall be lost. Tread carefully, be swift.



NOTES

- A These doorways that lead into greyed rooms are false doors and can not be opened. The following should be read to the players: "This door is locked."
- B Within these passages if a player or scout searches for a trap he will find nothing for the Halls of Silence have been enchanted with a Cloak of Discretion by the Northern Sorcerer.

The Outer Chamber

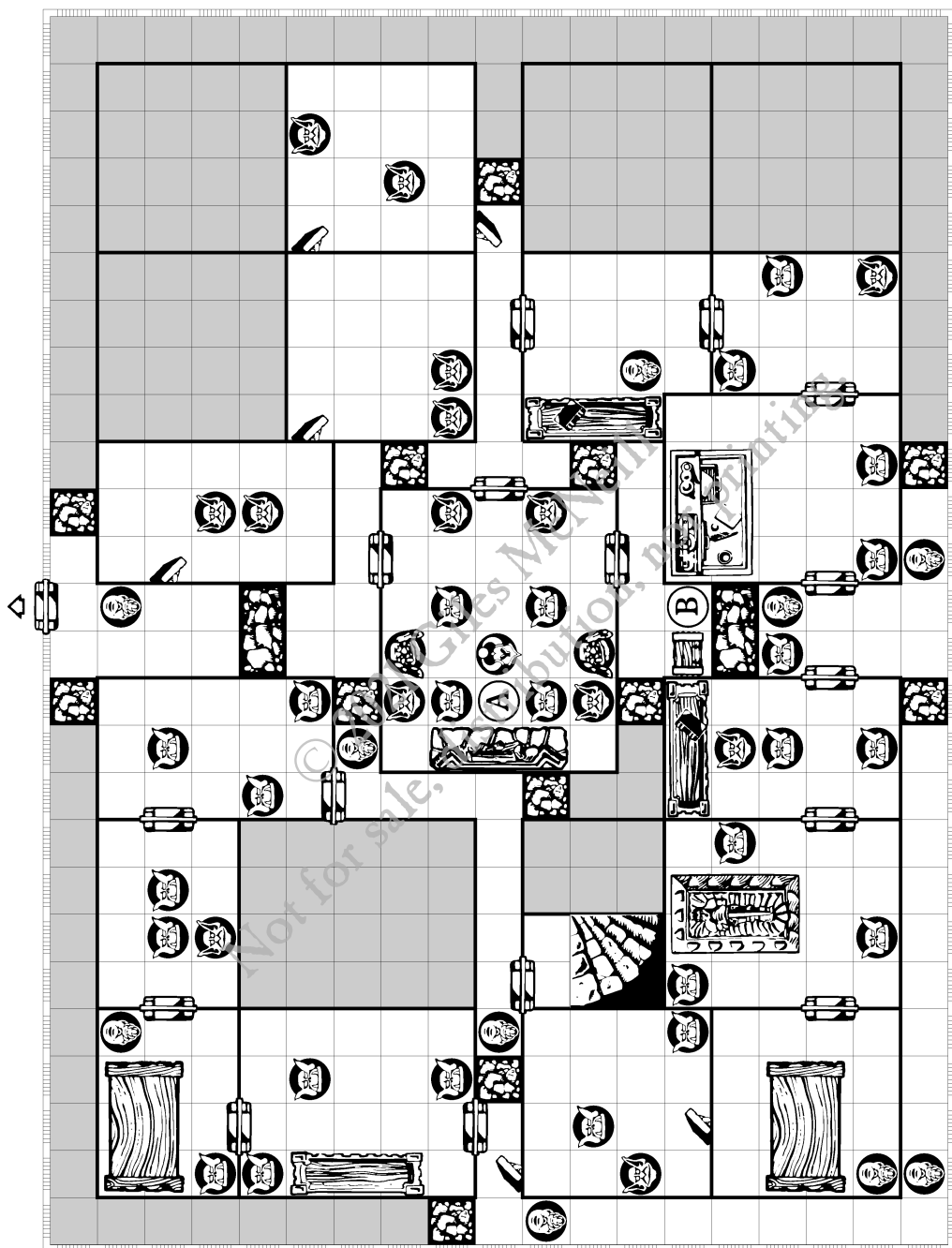
Loretome reveals little of what lies ahead in the Outer Chamber, or what you may find beyond. If you make haste you may catch the Northern Sorcerer's Guard unprepared.

However, before I leave you to your adventure, I have some disturbing news, the Emperor has become ill. Loretome suggests he may have few precious days left to him. He has been drifting in and out of consciousness for days now. All he speaks of is ramblings of times past.



NOTES

There are no notes for this Quest.



The Lower Levels

'You have entered the Lower Levels of the Northern Sorcerer's Tower. Loretome has revealed to me little except that the path before you shall be long and arduous. These halls are guarded by a militia of Goblins, Orcs and Firmir, lead by a fearsome Chaos Warrior, Fangast. He will stop at nothing to halt your advance. The Northern Sorcerer has eyes and ears everywhere, you must press forward and clear the way so that reinforcements might join you later. Good luck!



NOTES

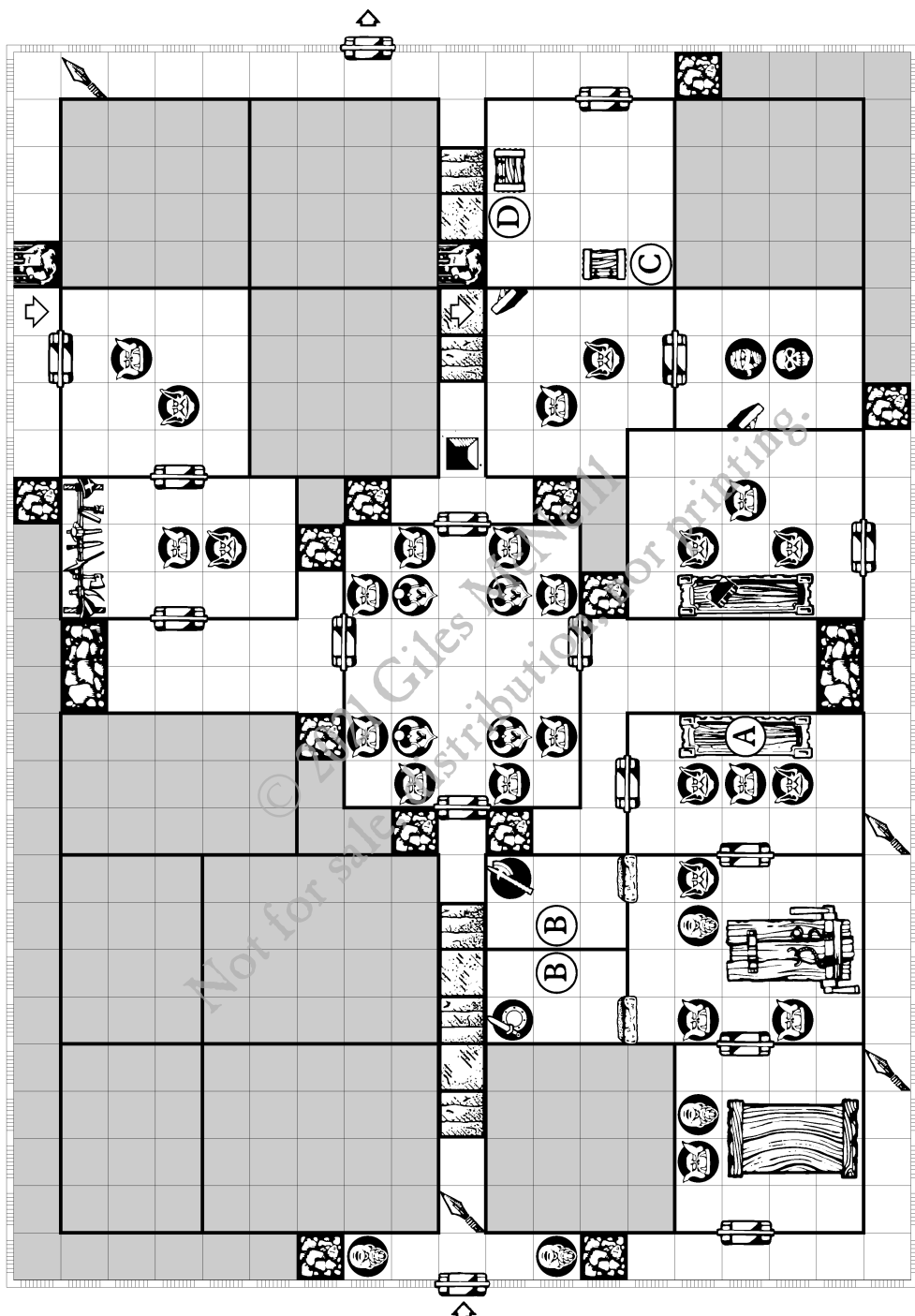
A This is Fangast. He will stop at nothing to halt the Heroes' advance. To this end he has hired two mercenary ogres; Grolg (to his left) and Mrultch (to his right).

- Grolg's body points:

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- Mrultch's body points:

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B This treasure chest contains 200gcs.



The Central Halls

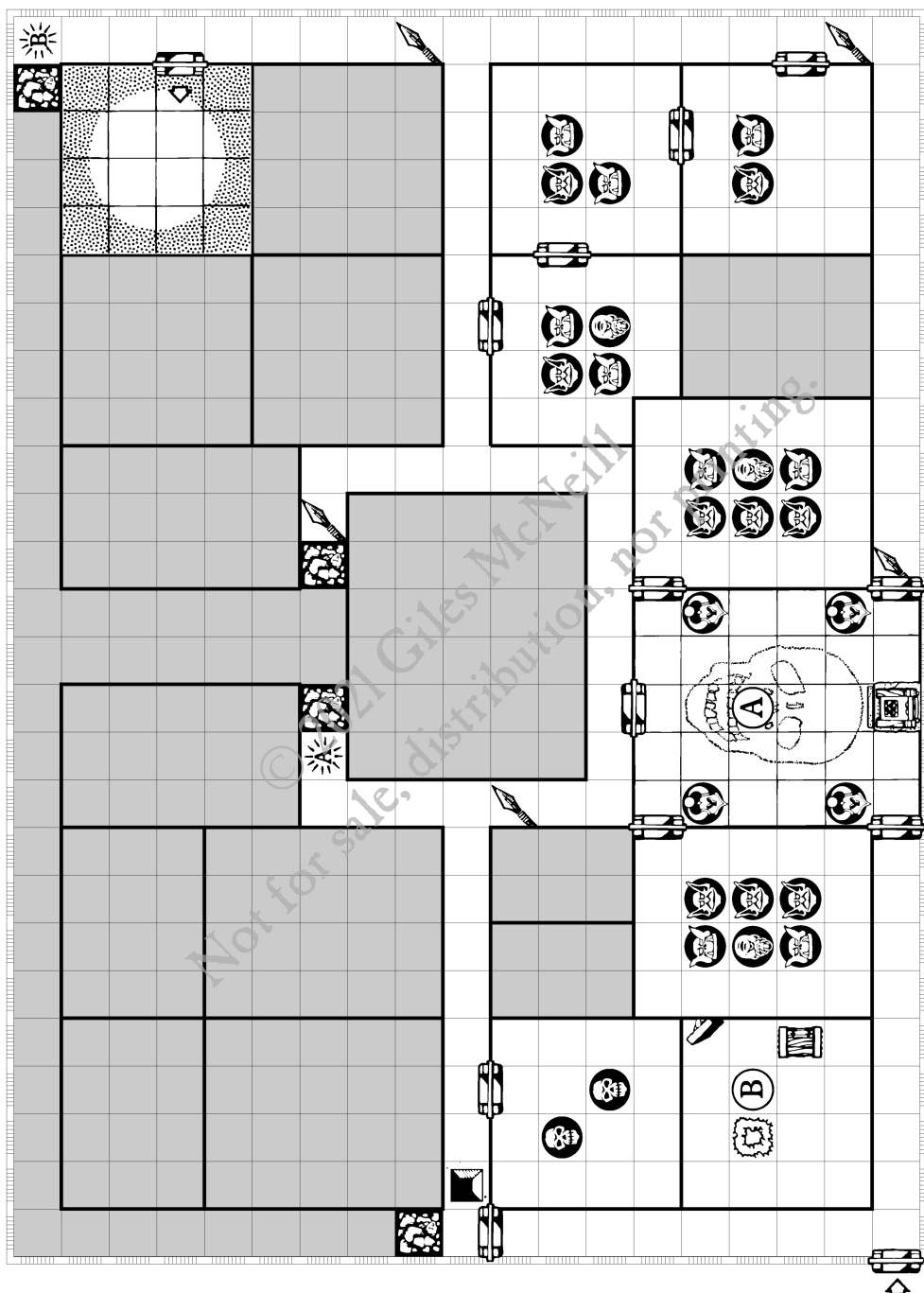
'You have continued your ascent of the Tower of the Northern Sorcerer. You move ever closer to his chancel and your confrontation with him. First you must pass through the Central Halls.

I also bring grave tidings of the Emperor, who has fallen into a deep sleep from which I and the finest court physicians have been unable to wake him. If he does not recover the Empire could be plunged into chaos and be unable to meet any opportunistic advance by our adversaries.



NOTES

- A This cupboard contains a potion of healing that will restore four lost body points and a small leathery pouch which contains 50gcs.
- B In each cell is a Man-at-Arms. Any player opening either of these cells may add the appropriate Man-at-Arms to his entourage. Otherwise the Man-at-Arms has been consumed by chaos and is replaced with a Zombie.
- C This treasure chest contains a potion of healing that will restore four lost body points.
- D This treasure chest contains 150gcs.



The 'Upper Levels

This is the final part of the tower before you confront the Northern Sorcerer. Loreto reveals nothing of what lies ahead.



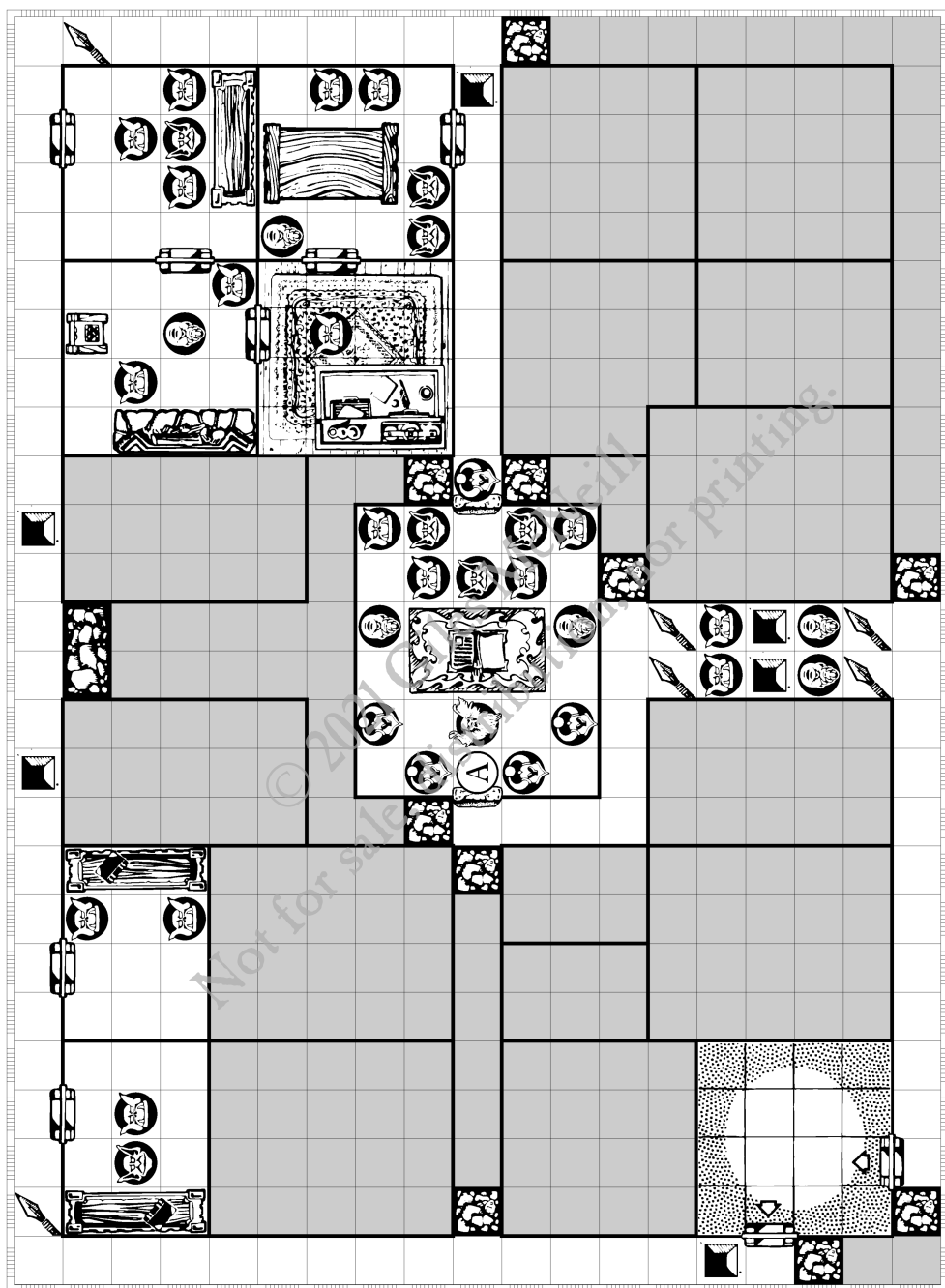
NOTES

A This is the Chaos Sorceress Vritrix. She may open any door on the board. She knows all three chaos spells (Mind Lock, Dominate and Mind Blast) and has two of each. She has the following characteristics:

Move 7, Attack 5, Defend 5, Mind 6  and Body 

The Chaos Warriors in this room are part of The Northern Sorcerer's Black Guard. They have an additional combat dice in attack and defence. They have 4 mind points and can move 7 squares. They also have 2 body points and, because of a special enchantment, cast by the Northern Sorcerer, must lose both in a single attack in order to be killed.

B This treasure chest contains a potion of healing that will restore four lost body points and 100gc.





The Tower's Apex

The Rotating Room falls silent. The whirs and clicks of the paraphernalia of prestidigitation of the Northern Sorcerer's contraption has come to rest. Before you lies your final confrontation with the Northern Sorcerer. I must also report to you that the Emperor is close to the end. If you can not defeat the Northern Sorcerer this day, then I fear that the Empire may well crumble and we will be consumed by chaos and darkness.



NOTES

- A This is the Northern Sorcerer. He knows all three chaos spells (Mind Lock, Dominate and Mind Blast) and has three of each. He has the following characteristics: Move 10, Attack 6, Defend 6, Mind 7  and Body . The Chaos Warriors in this room are part of The Northern Sorcerer's Black Guard. They have an additional combat dice in attack and defence. They have 4 mind points and can move 7 squares. They also have 2 body points and, because of a special enchantment, cast by the Northern Sorcerer, must lose both in a single attack in order to be killed. The Exit Door will not become viable to the players until the Northern Sorcerer is defeated.

Epilogue

In the city of Altdorf a strange silence permeated the streets of this great imperial city. In a bedchamber, surrounded by members of the Imperial Family, his closest advisors, court physicians and his trusted aide Mentor, the Emperor lay dying.

A strange chill passed over those present. A tear glistened on the face of the Queen. No one spoke. But everyone thought the same thought: That the Emperor had departed from the mortal world.

Meanwhile, far away, beyond the World Edge Mountains, in the Dark Lands, the Heroes of the Empire had just slain the Northern Sorcerer.

The chill worsened in the bed chamber and gradually grew into a howling wind. The Emperor sat bolt upright in his bed. His mouth wide open as foul, black smoke gushed forth and was expelled from his lips.

He slumped back. Mentor approached him, the eyes of those present fixed intently on the Emperor. He spoke: "The Emperor has been released from some dark incantation. He is free of it, but requires rest."

The word of the Emperors recovery spread like wildfire. Bells rang out across the city to proclaim the good news and the hustle and bustle of life returned.

Several weeks had passed as the Empire's Heroes made their way into the throne room. There to be met by the beaming and ebullient gaze of the Emperor. You placed down in from of him the two-thousand gold coins you retrieved from Gormox and he issued you will two-hundred and fifty gold coins each in recognition of your achievements and made you Commanders of the Knights of the White Wolf.





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Thank You

The production of *The Northern Fear* would not have been possible without the assistance of a number of family members:

- Beta Testers F. Julia McNeill
 Peter F. McNeill
- Proof-Reader Patrick J. McNeill

My grateful thanks goes to my eldest brother John C. McNeill; without whom HeroQuest would not have been part of my life.

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