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ADVANCED HEROQUEST™

THE QUEST FOR SONNEKLINGE

by Andy Warwick

The first thing you should do if you plan to run the Quest for Sonneklinge is to read the whole thing, so that you can familiarise yourself with the dungeons, work out what the Heroes' responses are likely to be, and plan the monsters' tactics.

Once you're ready to play, read out the following text. This is the basic story behind the Quest. The GMs information section gives you some additional details that the Heroes don't know - yet.

Prince Karad von Carron was a Hero known throughout the Old World. His victory over the Goblinoid Hordes that attacked the town of Carroburg is the stuff of legend. The tale has tripped across the tongues of bards for centuries, and is told in inns and public houses all across the Empire. Even his death at the hands of the Ogre Ratgot Dwarfangler in the final, climatic moments of the battle, when the fatally wounded Ogre managed to slash Karad's throat wide open, couldn't taint his memory. His burial in a tomb deep in the Skaag hills was an event of great sorrow for the people of Carroburg.

Since then the hills around the town have been relatively free of Goblinoids. Until recently that is. Within the last few months the town has been attacked on no less than three occasions. Each time the casualties were higher and the damage greater. The town council, presided over by Karad's great, great, great grandson,

decided it was time to take action: they called for help from local adventurers. You were the only ones to answer their plea.

Erich von Carron reveals that he was visited in his bedchamber by the ghost of Prince Karad. Erich explains that his ancestor's soul is wandering the earth because Sonneklinge, the sword with which Dwarfangler was slain, has been taken from Prince Karad's grave.

He goes on to explain that the Orcs who've been attacking the town are the same Orcs who've been involved in minor skirmishes with the town foresters for years. And now the Orcs now have a new leader; the Orc Warlord who once led them, Gragath Rogant, has been replaced by Hogrod Trollslaughterer, a fearsome Ogre Chieftain from the same foul line that spawned Ratgot Dwarfangler.

Erich asks you to enter the abandoned Dwarven town of Kazrad-Kain, which is where the Orcs make their lair, and retrieve the sword. He explains that only by replacing it in the Prince's Tomb will his ancestor's soul be laid to rest. Finally, he also warns you that you must not remove anything from the Tomb, as Prince Karad has set a curse upon the treasure.

Then he wishes you luck, and hands you a map that shows the entrance to Kazrad-Kain.



GM'S INFORMATION

The sword has indeed been stolen. On the advice of Hemler Rottingflesh, the Chaos Sorcerer of Nurgle who is ultimately responsible for Hagrod's sudden rise to a position of power, the Ogre sent a band of Orcs to loot Karad's tomb. Hemler assured him that if he possessed the sword he would be able to cast a spell powerful enough to raze the town of Carroburg to the ground.

But Hemler lied; or rather he had too much faith in his own abilities. Now the sword lies useless in the Ogre's stronghold while the Sorcerer works out what to do with it.

Meanwhile, Karad's eternal rest has been disturbed. He walks the streets of Carroburg in the middle of the night, a translucent figure emitting a wailing shriek of anger as he calls for justice and revenge.

It is up to the Heroes to retrieve the sword and lay Karad's soul to rest. Even then, there is one last surprise in store...

Running The Quest

The first thing the Heroes must do is enter the Ogre Chieftain's Stronghold and retrieve Sonneklinge. They should explore the first two levels of the Stronghold, searching for the stairways that lead them down to the Ogre's Halls and the room where the sword is kept. They don't have to do this all in one go; Erich is quite happy for them to stay in the town between expeditions. Even though the Heroes were the only ones to answer the council's plea, there are still a large number of people the Heroes can hire as Henchmen.

The Sorcerer of Nurgle in the Ogre Chieftain's Stronghold is a member of the Jade College. He has the following spells: The Green Eye, The Pool of Many Places, The Cloak of Dainne and The Emerald Waterfall. He has enough material components to cast each spell once.

If the Heroes do not leave the dungeon, when they return the Lairs and Quest Rooms are re-stocked with monsters. Only killed character monsters and treasure (except that which the monsters carry) are not replaced.

Once the Heroes have found the sword they must take it back to Prince Karad's Tomb. The objective on the first level of the Tomb is to find the stairs down to the Prince's Burial Chamber.



Unfortunately, having been dead for so long, the Prince and his retainers cannot tell the difference between their enemies and the Heroes; the mere presence of the Heroes in the Tomb means the Heroes are attacked by the soldiers that died at Karad's side, and that share the tomb with him.

Once the sword is replaced the Heroes probably think the quest is over; this is when you should spring the final surprise on the players. Even with the sword returned, the Heroes are still in the tomb and are therefore considered to be enemies. The Heroes must escape as quickly as possible, before the dead rise again and kill them all.

Traps, Hazards and Magic

The Quest for Sonneklinge includes new traps, hazards and the basic spellbook of the College of Jade Wizards.

The new traps and hazards can either be used on their own, or combined with those in the *Advanced Heroquest* rulebook so that you can use them in your own quests.

The extra spells can be used to create Wizards aligned to the Jade College in exactly the same way the *Advanced Heroquest* rulebook gives details for creating Bright Wizards. The table below lists the cost of the various spells of the Jade College.

JADE WIZARDS' SPELLS COST TABLE

ADDITIONAL SPELLS

The Jade Casket	100 GCs
The Emerald Fountain	125 GCs
Hand of Decay	175 GCs
The Thousand Cuts	200 GCs
Mist of Speed	150 GCs
The Emerald Waterfall	200 GCs

Have you got any ideas for *Advanced Heroquest*?

If so, we'd like to see them. They can be new traps, hazards, spells, or even whole quests.

Your submission should be typed (use double-spacing and 40mm margins), and can be of any length up to about 4,000 words. You should send a photocopy of your submission, along with any maps or diagrams that are required to:

Advanced Heroquest Material, Games Workshop Design Studio, Enfield Chambers, 14-16 Low Pavement, Nottingham, NG1 7DL.

Please include a SASE if you want your submission returned.

THE OGRE CHIEFTAIN'S STRONGHOLD

The halls of Kazrad-Kain, once a thriving Dwarven community, are now home to a number of Orc clans held together under the merciless leadership of Hograd Trollslaughterer, an Ogre Chieftain of considerable fame.

Like most Orc living quarters, the halls are in a serious state of disrepair: the doors are ill-fitting and battered and water seeps through the floor. The floors are covered in a thick layer of dirt and waste, and the air is damp and stale. To an Orc this is paradise: to a Hero it is torture. However, it is a torture they must endure if they are to find Sonneklinge.

The Ogre Chieftain's stronghold is on three levels. On the first two levels the normal rules for setting up and dungeon creation apply. The third level is a Quest Location and is shown on the GM map.

CHARACTERS AVAILABLE

The Ogre Chieftain's stronghold contains three characters: Gragath Rogant, an Orc Warchief; Hemler Rottingflesh, a Chaos Sorcerer of Nurgle; and Hograd Trollslaughterer, the Ogre Chieftain himself. The characters available on each level of the dungeon are listed below. When the Heroes enter a new level take the relevant character, plus any from previous levels that are still alive. Gragath Rogant, however, cannot be used on the third level.

Level	Character
Level One	Gragath Rogant, Orc Warchief
Level Two	Hemler Rottingflesh, Chaos Sorcerer of Nurgle
Level Three	Hogrod Trollslaughterer, Ogre Chieftain



FIRST & SECOND LEVEL

Stairs Down: If these are rolled up as a passage feature, they are replaced by stairs out.

Quest Rooms: Roll on the *Quest Room Table* to find the contents of each Quest Room. In addition, roll a dice to see if there are any stairs down to the next level in the room; on a score of 1-4 there is a set of stairs down, on a score of 5-12 there isn't.

Hazards: When the Leader determines that a room contains a Hazard, roll a dice; on an even score roll on the *Hazard Table* from the rulebook, on an odd score roll on the *Hazard Table* included with this Quest, adding +2 to the dice roll.

THE HALLS

Having struggled through the upper levels, the Heroes find that the conditions in the Halls themselves are even worse: the Heroes must wade through a thick carpet of mud, bones, rusted armour and dirt as they search for the sword.

When the Heroes descend from the second level, they enter the area shown on the GM map: the Ogre Chieftain's Halls. The following special rules apply here.

Exploration Turns: You should use the GM map to lay out the new dungeon sections as the Heroes explore. It also tells you what monsters are in each room.

Dungeon Counters: You may not use any trap, wandering monster, ambush or character monster counters in the Halls (however, see *Character Models* below).

Traps: Traps are marked on the map. Each trap is set to go off when the Heroes enter the square or squares marked as the *trap trigger*. The roll to see if a Hero spots the trap is made when he enters the trap's square.

Combat Turns: Monsters in the Halls can open doors; if a door is opened, refer to the map to place any newly-revealed sections and monsters.



Character Models

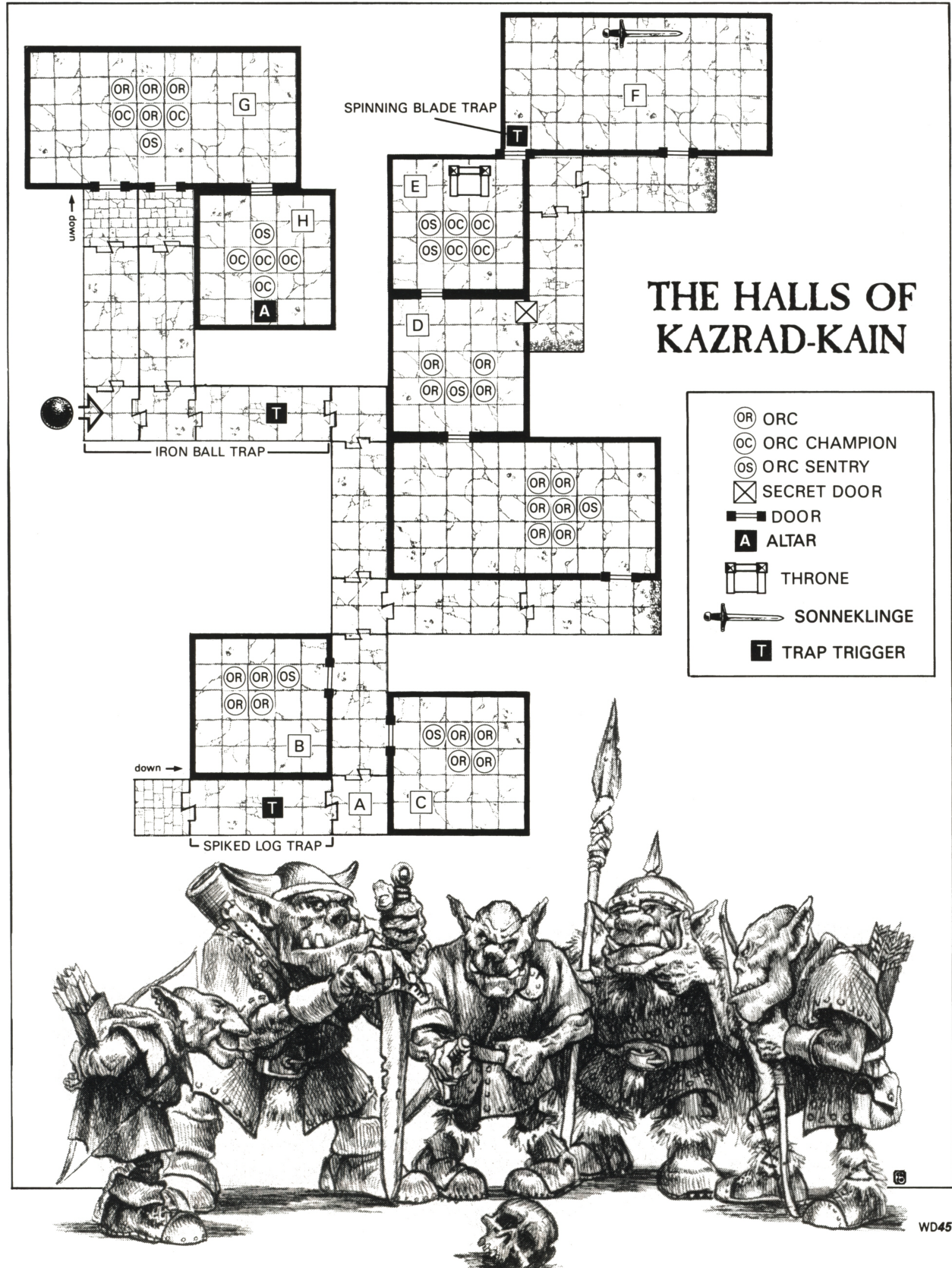
At the start of the Ogre Chieftain's Halls, take the Ogre Chieftain character monster counter. This may be played at any time when placing monsters.

If the Chaos Sorcerer of Nurgle is still alive when the Heroes reach the Halls, he may also be played when placing monsters.

The Orc Warchief, even if he is still alive, may not be played here.

Location A

If the trap in the corridor isn't spotted and disarmed the Orcs in rooms B and C will be aware that the Heroes are approaching. When they reach point A the Orcs will fling open the doors to rooms B and C, rush into the corridor screaming at the top of their voices, and attack the Heroes. If the trap was disarmed, the Orcs won't come out, and will be automatically surprised when the Heroes attack them.



Locations B & C

These are the Orc guard rooms, and are the first line of defence in the Ogre Chieftain's chain of command.

Location D

Location D contains the first half of Hogrod's bodyguard. Their objective is to delay the Heroes until Hogrod himself can be warned of their presence; they can do so by opening the door to room E, as the noise of combat is sufficiently loud to alert their Chieftain.

Location E

This is the Ogre Chieftain's Throne Room. If he hasn't been alerted that the Heroes are here, read them the following text as they enter. If the Heroes have met Hogrod, only read the first paragraph.

While this room, like the others, is strewn with bones and dirt, some attempt has been made to clear the floor of the worst rubbish; this room is obviously more important than the rest.

When you see the great wooden throne pushed up against the opposite wall you know why: sitting in it there is a large Ogre, dressed in thick chainmail and armed with a huge sword. This is the Throne Room of the Ogre Chieftain himself.

Unless he has already been used elsewhere or has already been killed, Hogrod should be placed on top of the throne floorplan at the start of this battle.

Location F

This is the room that contains Sonneklunge. When the Heroes enter read them the following:

Directly opposite you, lying flush against the wall, there is a low, stone altar. Lying on its surface there is a long-handled sword made of a strange-looking red metal. In its pommel there is a milky-white gem glowing with a pale light that throws strange shadows around the walls.

You have found Sonneklunge.

Location G

Locations G and H are a Chaos Temple dedicated to Nurgle. This is where Hemler is usually found; if he is still alive, he may be played when you place the Orcs in these rooms. The monsters here are never surprised.

As soon as the Heroes open either door you should read the following text:

You are immediately struck by the stench of decay and disease that assails your nostrils. The smell is awful: it is like the stink of a thousand corpses rotting away.

The floor is thick with slime and waste material, bubbling slowly as if it is boiling from within. A pale green mist rolls around the room, easing out of the door into the passageway.

The symbol roughly gouged into the wall opposite reveals you have stumbled across a temple to Nurgle: the Chaos Power of Decay.

Location H

This is the temple itself. Read the following as the Heroes open the door.

The door to this room seems reluctant to open; only when you put all of your weight behind it does it respond. As you ease it back a thin curtain of slime spreads between the door and the frame.

Looking into the room your eyes are immediately drawn to the far wall. A huge stone altar, covered in mucus and moss, juts out of the wall. Lying on the top there is pile of treasure, the glint of the coins barely visible beneath the dirt and excrement.

You should roll three times on the *Treasure Chests Table* to determine the treasure on the altar.

SONNEKLINGE

Sonneklunge is a magic weapon and can only be wielded by Human Heroes with a strength of 6 or more, although anyone can carry it. It adds +2 to the wielder's Weapon Skill, +2 to his Strength, causes criticals on a hit roll of 11-12, and causes a fumble on a hit roll of 1.

It can be used against any monsters or characters, with the exception of the Prince Karad, on whom it has no effect.

LEAVING THE HALLS

Once the Heroes retrieve Sonneklunge and get out of the dungeon they are rewarded with 1 Fate Point. They must now enter Prince Karad's Tomb and return the sword into Prince Karad's possession.



PRINCE KARAD'S TOMB

Prince Karad's Tomb has been sealed for many years. Only recently has anyone dared to disturb the eternal rest of those that lie entombed inside. Until now, only the dead have walked the long-abandoned corridors.

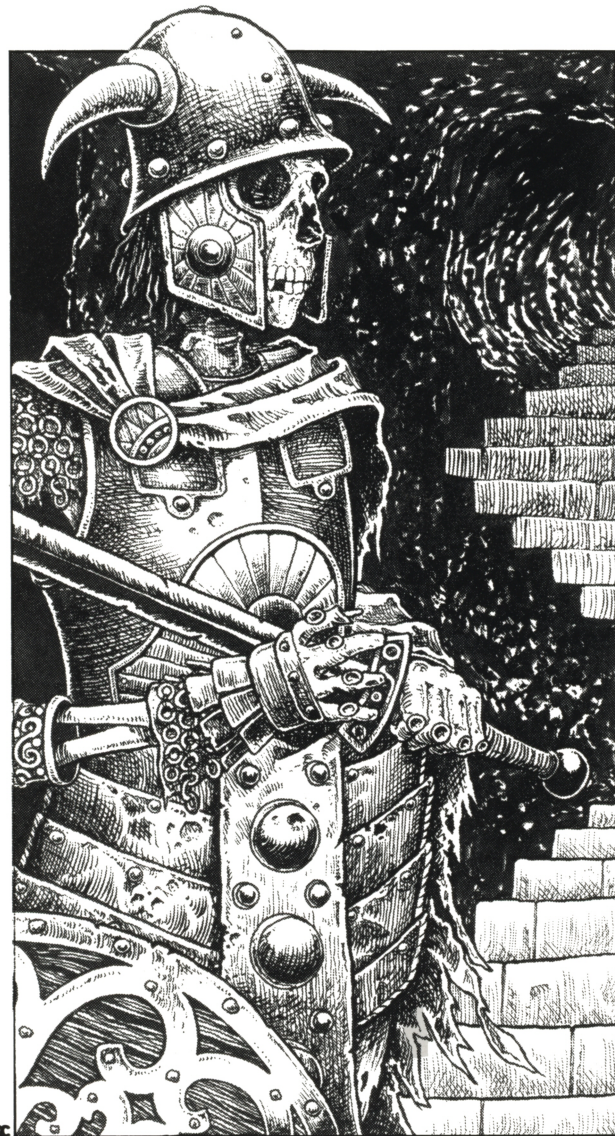
The air within the Tomb is dry and stale, and the doors are rusted with unuse. The whole place exudes an aura of calmness and stillness. The rooms are plain and featureless, and one looks much like any other. The whole place is bland in the extreme.

The Tomb is on two levels. On the first level the normal rules for setting up and dungeon creation apply. The second level is a Quest Location and is shown on the GM map.

CHARACTERS AVAILABLE

Prince Karad's Tomb contains two characters: Dolf, Prince Karad's lieutenant, and Prince Karad himself. However, only Dolf may be encountered anywhere in the tomb; Prince Karad is unable to leave the room that contains his coffin.

Dolf is an Undead Champion, and is represented by the Undead Champion character counter that comes with the game. You should take him as soon as the Heroes enter the first level. He may be played anytime you place other monsters.



FIRST LEVEL

Stairs Down or Stairs Out: If these are rolled up as a passage feature, they are replaced by a dead end. Roll a dice; on a score of 1-6 there is a Wight in the dead end (see the *Hazards* section for details of Wights).

Hazards: When the Leader determines that a room contains a Hazard, roll a dice; on an even score roll on the *Hazard Table* from the rulebook, on an odd score roll on the new *Hazard Table*.

Quest Rooms: Roll on the *Quest Room Table* to find the contents of each Quest Room. In addition, roll a dice to see if there are any stairs down to the second level in the room; on a score of 1-6 there is a set of stairs down, on a score of 7-12 there isn't.

THE BURIAL CHAMBER

When the Heroes descend from the first level they enter the area depicted on the GM map: Prince Karad's Burial Chamber. The following special rules apply here.

Exploration Turns: As soon as the Heroes enter the Burial Chamber, the whole level should be set out at once. The map tells you where the Prince's retainers start.

Dungeon Counters: You may not use any trap, wandering monster, ambush, escape or character monster counters in the Burial Chamber.

Hidden Treasure: The Heroes may search for hidden treasure in any room. Don't roll on the *Hidden Treasure Table* when the Heroes search; instead you should refer to the location description which tells you if the Heroes find anything. If the Heroes take anything, note how much they take and refer to *Leaving the Tomb*.

Combat Turns: During combat turns the Prince's retainers can move between the rooms of the Burial Chamber at will.

Character Models

Unless Dolf, the Prince's lieutenant, has been killed in another part of the Tomb, when the Heroes reach the Burial Chamber he is placed in location A. Refer to the relevant room description for information on how he is used.

Location A

As the Heroes descend the stairs and enter the double width passageway leading to this room, read them the following:

The steps here are thick with dust, muffling your footsteps as you carefully descend into the Prince's Tomb. Along the walls you can see the shields of the Prince's family, and those of the retainers that died by his side in the battle of Carroburg. You are entering the resting place of a great Hero.

The room is a large open hallway with a tall vaulted ceiling. When the Heroes enter the room read the following text out loud:

As soon as you pass beneath the archway and enter the room itself you are struck by the stillness of the air: it is stale and musty and, save for the recent intrusions, hasn't been disturbed for many years. Even the Orcs who stole Sonneklinge must have entered very cautiously, for they have destroyed nothing and have barely disturbed the carpet of dust that covers the floor.

The walls of the room are hung with battered paintings depicting the Prince's life. Even in their present condition, they show that the Prince was a fine figure of a man and an able fighter. His final battle must have been hard-fought, and his glory well-deserved.

As soon as you have finished describing the scene to the Heroes, bring their attention to the Skeletons of the Prince's retainers in the adjoining rooms - the Skeletons are moving!

The retainers, 11 Skeletons and Dolf (if he hasn't already been killed), move from the adjoining rooms and attack the Heroes.

The ten paintings on the walls are worth 75GCs each, for a total value of 750GCs, while the retainers have gold chains worth a total of 500 GCs. However, see *Leaving the Tomb* if the Heroes take any of this treasure.

Location B

This is Price Karad's final resting place. It is crammed with articles of wealth, indicating how important he was when he was alive.

Read the following text to the players when they reach this room:

As you enter the Prince's burial chamber you can only stare in wonder at the treasures that surround you, carefully placed on thick pads of velvet or hung from gold chains that are strung across the walls.

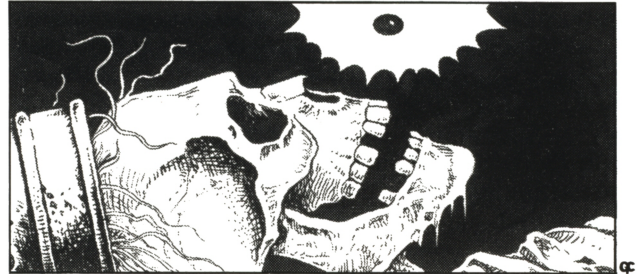
However, the most striking feature of the room is the alcove about four feet above the lid of the Prince's coffin. There is a deep hole in the wall about six feet square and a foot deep, at the top of which there is a gold shield with the crest of Prince Karad picked out in purple gems and filigree work. Below, lined with purple velvet, there are two brackets - one at either end of the alcove. You are certain that this is where the sword came from.

To determine the treasure that this room contains you should make 5 rolls on the *Treasure Chests Table* in the rulebook. As long as the total worth of the goods here does not exceed the amount

rolled, they can be anything you like. You might, for example, replace 100GCs with a painting of the same value.

Of more immediate interest to the Heroes however, is the alcove in the wall above the coffin:

The Hero holding Sonneklinge can replace the sword in the alcove. If he does so the gem at its pommel suddenly flashes with a bright, white light. If there are any of the Prince's retainers still active they immediately stop attacking the Heroes. They stand motionless for a few seconds, and then slowly walk back to their rooms and return to eternal rest. Any Skeletons that have been killed remain where they are - for the moment.



For a few minutes you should let the Heroes think that the Quest is over. Tell them how quiet everything is, and peaceful now the dead have returned to their long sleep. You should aim to shock them when you spring the final surprise.

Just when they are least expecting it, announce that the lid of the Prince's coffin is moving.

As the Heroes look at it, the lid eases forward and drops to the floor with a resounding crash. Slowly - very slowly - Prince Karad himself rises up and climbs out of his coffin.

Unless the Heroes leave the tomb immediately, Prince Karad attack them as intruders. At this point all of the retainers, including those killed, rise again and assist their master. They continue to attack until the Heroes break off and leave. The undead will not pursue fleeing Heroes; the Skeletons' only aim is to get them out of the tomb so that they can rest in peace.

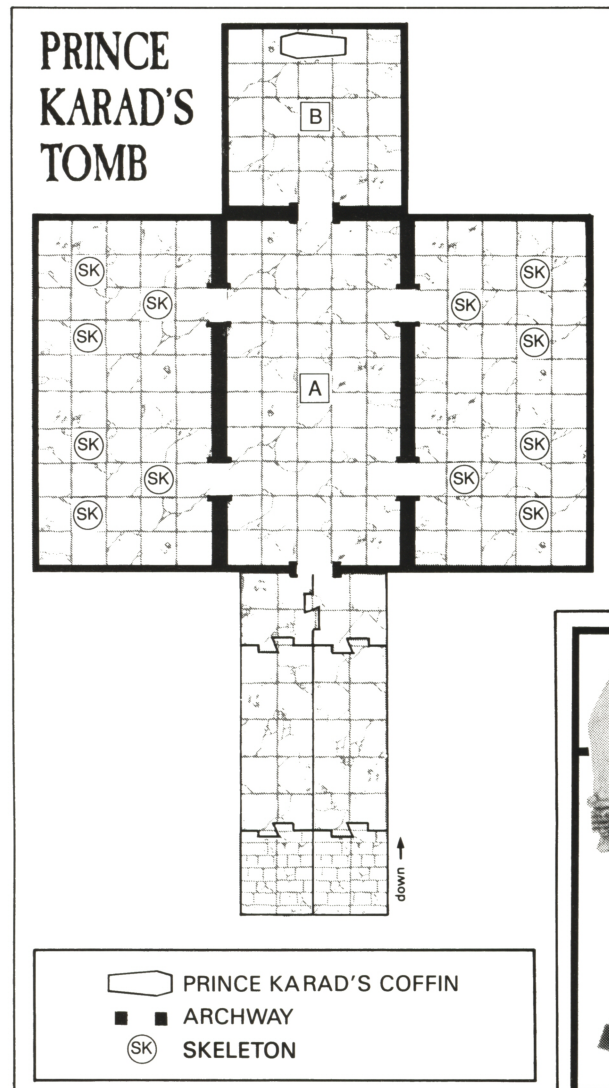
LEAVING THE TOMB

If the Heroes escape with any treasure, be sure to make a careful note of the value of the goods they take, including the value of GCs from monsters they meet on the first level.

For every 1000 GCc of goods they take out you should roll a dice for each Hero: on a score of 1-6 that Hero loses a Fate Point.

For instance, if the Heroes remove 2345GCs worth of goods, you should roll 2 dice for each Hero to see if Prince Karad's curse has any effect.

If the Heroes replace Sonneklinge and leave the tomb without taking any treasure they should be rewarded with 2 Fate Points each.



PRINCE KARAD

WS	BS	S	T	Sp	Br	Int	W	PV
9+1	3	6+1	9	6	10	7	4	8

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	2	2	2	3	4	5	6	7	8	9	3

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

MAGIC SWORD (+1 WS, +1 S)
FUMBLE 1, CRITICAL 12

MONSTER MATRICES

In the Quest for Sonneklinge, the monsters are either Goblinoids or Undead, depending upon which dungeon you are in. Use the following Monster Matrices to roll wandering monsters for the occupants of Lairs and Quest rooms.

The exploration rules explain when you should roll on the various tables. Each Table lists the room occupants or wandering monsters and the gold crowns that the monsters carry. Heroes can take the treasure from any monsters that they've killed.

WANDERING MONSTERS MATRIX			
THE OGRE CHIEFTAIN'S LAIR		PRINCE KARAD'S TOMB	
D12	Occupants	Occupants	Treasure
1-2	4 Goblins	4 Zombies	15 GCs
3-4	1 Orc & 2 Goblins	3 Zombies & 1 Skeleton	20 GCs
5-6	1 Orc, 2 Goblins & 2 Goblin Archers	4 Zombies & 1 Skeleton	25 GCs
7-8	1 Orc & 1 Orc Champion	5 Zombies & 1 Skeleton	30 GCs
9	2 Orcs & 1 Orc Champion	6 Zombies & 1 Skeleton	35 GCs
10	1 Orc, 1 Orc Champion & 2 Goblins	6 Zombies	40 GCs
11	1 Orc, 2 Goblins, 2 Goblin Archers & 1 Orc Champion	5 Zombies & 1 Skeleton	50 GCs
12	1 Orc, 2 Goblins & 2 Orc Champions	8 Zombies	60 GCs

LAIRS MATRIX			
THE OGRE CHIEFTAIN'S LAIR		PRINCE KARAD'S TOMB	
D12	Occupants	Occupants	Treasure
1	3 Orcs & 2 Goblins	6 Zombies	35 GCs
2	2 Orcs & 1 Orc Champion	4 Zombies & 1 Skeleton	40 GCs
3	3 Orcs & 1 Orc Champion	7 Zombies	45 GCs
4	4 Orcs & 1 Orc Champion	5 Zombies & 1 Skeleton	50 GCs
5	4 Orcs & 1 Orc Sentry	8 Zombies & 1 Skeleton	55 GCs
6	2 Orcs, 1 Orc Sentry & 1 Orc Champion		60 GCs
7	2 Orc Champions & 1 Orc Sentry	4 Zombies & 2 Skeletons	65 GCs
8	3 Orc Champions	4 Skeletons	70 GCs
9	8 Orcs	10 Zombies	75 GCs
10	6 Orcs & 1 Orc Champion	8 Zombies & 1 Skeleton	80 GCs
11	4 Orcs & 2 Orc Champions	6 Zombies & 2 Skeletons	90 GCs
12	4 Orcs, 1 Orc Sentry & 1 Orc Champion	6 Zombies & 3 Skeletons	100 GCs

QUEST ROOMS MATRIX			
THE OGRE CHIEFTAIN'S LAIR		PRINCE KARAD'S TOMB	
D12	Occupants	Occupants	Treasure
1	10 Orcs	12 Zombies	95 GCs
2	8 Orcs & 1 Orc Champion	10 Zombies & 1 Skeleton	100 GCs
3	6 Orcs & 2 Orc Champions	8 Zombies & 2 Skeletons	110 GCs
4	6 Orcs, 1 Orc Sentry & 2 Orc Champions	14 Zombies	115 GCs
5	4 Orcs, 1 Orc Sentry & 3 Orc Champions	10 Zombies & 2 Skeletons	120 GCs
6	2 Orcs, 1 Orc Sentry & 4 Orc Champions	8 Zombies & 3 Skeletons	120 GCs
7	10 Orcs & 1 Orc Sentry	6 Zombies & 4 Skeletons	125 GCs
8	10 Orcs, 1 Orc Sentry & 1 Orc Champion	2 Zombies & 7 Skeletons	130 GCs
9	12 Orcs & 1 Orc Sentry	4 Zombies & 6 Skeletons	135 GCs
10	1 Orc Warlord, 4 Orcs & 2 Orc Champions	6 Zombies & 5 Skeletons	140 GCs
11	1 Orc Warlord, 2 Orcs, 1 Orc Champion & 1 Orc Sentry	8 Zombies & 4 Skeletons	150 GCs
12	1 Orc Warlord, 4 Orcs, 1 Orc Champion & 1 Orc Sentry	9 Skeletons	160 GCs

ORC SENTRY

WS	BS	S	T	Sp	Br	Int	W	PV
6	6	5	7	7	7	5	4	2

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	3

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

SHIELD, SWORD
(FUMBLE 1, CRITICAL 12)



WIGHT

WS	BS	S	T	Sp	Br	Int	W	PV
6	1	5	5	5	10	2	3	6

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	3

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

FEARSOME MONSTER
INVULNERABLE (FUMBLE 1, CRITICAL 12)



SORCERER OF NURGLE

WS	BS	S	T	Sp	Br	Int	W	PV
7	3	5	7	8	9	10	4	11

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	3	4	5	6	7	8	9	10	10	10	3

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

SWORD (FUMBLE 1, CRITICAL 12)
HAS A SPELLBOOK CONTAINING: THE GREEN EYE, THE POOL OF MANY PLACES, THE CLOAK OF DAINNE AND THE EMERALD WATERFALL



TRAPS

The following traps may be used in any dungeon you wish. They can be used as either preset traps in a Quest Location, or when the GM plays a trap counter.

If you need to determine a random trap which includes those from both the standard *Traps Table* and the *Traps Table* below, roll a dice; on an even result roll on the *Traps Table* from the rulebook, on an odd result roll on the *Traps Table* below.

TRAPS TABLE				
Room or Passage	Chest	Trap	Spot Chance	Disarm Chance
1-4	-	Iron Ball	7	11
5-8	1-6	Spinning Blade	8	8
9-12	-	Spiked log	9	6
-	7-12	Flooding Room	7	6



IRON BALL

This trap is set off by a switch set into the floor of the corridor. Once tripped, a hole appears in the roof at the opposite end of the passage and a huge iron ball drops out. It then comes hurtling along the corridor towards the Heroes.

Each Hero in the corridor should roll a dice. If the result is less than his Speed the Hero manages to avoid the sphere as it rumbles towards him. If the result is greater than his Speed the ball has caught him; the difference between the Hero's Speed and the dice roll indicates how many Wounds he has sustained. For instance, the dice roll is 9 and the Hero's Speed is 7, so he takes 2 Wounds.

Once the ball has rolled to the end of the corridor, it falls down another trapdoor set in the wall.

SPINNING BLADE

A spinning blade pops out of a slot in the wall (room or passage trap) or chest (chest trap) and tears into the Hero. Roll 6 damage dice for injury. If the Hero suffers 3 or more Wounds, a limb has been severed: roll on the following table.

D12	Limb
1-3	Left Arm
4-6	Right Arm
7-9	Left Leg
10-12	Right Leg

Heroes who lose an arm suffer an immediate loss of half their Weapon Skill. They may not use any kind of bow, nor any two-handed weapon. Wizards may not cast any spell which requires 2 or more material components.

Heroes who lose a leg halve their Speed (round up), may only move 8 squares in exploration turns, may not use a shield, and may not use two-handed weapons.

These injuries may only be healed between expeditions.

SPIKED LOG

A spiked log swings down into the corridor from a hole in the roof where it was concealed. The GM picks an area 2 squares wide by 5 squares long; any models in this area are possible targets.

Starting from one end of the area, the GM rolls a dice for each model in sequence (ie if you start from the left, roll for the models from left to right). If two models are standing next to each other roll for both at once. Unless the model can roll less than its Speed, the log hits it causing 7 damage dice of injury. If the model manages to duck, the next model in the sequence must successfully roll less than its Speed or is hit. If it ducks, the next model must roll, and so on. Once the end of the area is reached the process is repeated, but starting from the opposite end of the area.

FLOODING ROOM

As the Hero opens the chest he feels a slight resistance, only to notice that he has pulled a cord attached to the lid. Almost immediately the doors to the room slam shut and water begins to pour out of a series of grills just below the roof.

The whole room is watertight, and fills with water in three turns. Heroes inside the room when the door slams have two choices:

Magic: The Wizard can escape from the room by creating a new exit. For instance, a Bright Wizard could use The Bright Key, while a Jade Wizard could use The Pool of Many Places.

Breaking the Door Down: The Heroes can attack the door in an attempt to make a hole and allow the water to flood out. The door is treated as if it had a Toughness of 8 and 4 Wounds. One Hero can attack the door at a time, hitting it once per turn. He can continue to attack the door until he breaks through or the room is full of water (after 3 turns).

Unless the Heroes spend a Fate Point each or choose the first or second options they will die. Upon spending a Fate Point a Hero manages to find a loose section in the roof and can squeeze into an air pocket. He can remain here until the water drains away, five turns later.

Heroes outside the room can also attack the door (see *Breaking the Door Down*), but make attacks against its normal values: Toughness 6 and 3 Wounds.

Five turns after the water reaches the roof of the room, the water drains away and the doors re-open, so that the Heroes are free to leave.



HAZARDS

The following *Hazard Table* introduces four new Hazards to use in your games of *Advanced Heroquest*.

HAZARD TABLE	
D12	Hazard
1-3	Wight
4-6	Rockfall
7-9	Slime
10-12	Cess Pit

WIGHT

As the Heroes enter there is a shimmering in the air and a shrouded, glowing corpse materialises in the farthest corner of the room. The Wight can be represented with the appropriate Citadel Miniature. The Heroes have two choices:

Fight it Out: The Heroes attack the Wight. Each time a Hero is hit by the Wight, whether a Wound is caused or not, the Hero's Strength is reduced by -92-1 (this will alter his damage dice). If a Hero is reduced to 0 Strength he is effectively out of the combat and must rest. Upon draining 10 points of Strength the Wight will disappear. Drained characters recover their Strength during exploration turns: at the end of the gamemaster phase every Hero at less than full Strength recovers 1 point.

Slam the Door: The Heroes slam the door to the room that contains the Wight. It won't follow them as it haunts only that location.

ROCKFALL

As the Heroes enter this room they see a chest lying unguarded against the opposite wall. However, the roof is obviously unsafe as it is propped up with rotting beams and there are huge chunks of masonry scattered around the floor. Roll a dice every time someone moves in this room (including when the Heroes enter and leave). On a result of 1-2 there is a low rumble and the roof caves in, roll on the table below. On a result of 3-12 nothing happens. Roll for the contents of the chest on the *Treasure Chests Table*.



D12	Effect
1	Crushed: The Hero is buried under tons of rubble; unless he spends a Fate Point he dies.
2-6	Battered: The Hero is crushed under the edge of the rockfall and takes 2 Wounds. Roll a dice: the Hero is KO'd for that many turns.
7-8	Stunned: The Hero manages to avoid most of the rockfall, but is hit by a few of the smaller rocks. The Hero takes 1 Wound.
9-12	Lucky Escape: The Hero nimbly dodges the rocks as they come crashing down, suffering nothing more than a few minor bruises.

SLIME

Lying around this room there are shallow puddles of slime and half-dissolved bits of armour. Against the opposite wall there is a chest, its surface corroded by the gunge oozing over it. If the Heroes enter the room, a great lump of slime drops down from the roof, covering anyone beneath and suffocating them.

For each Hero who passes through the doorway roll on the following table:

D12	Effect
1	Choked: The slime smothers the Hero, oozing down his throat and filling his lungs with mucus. Unless the Hero spends a Fate point he dies.
2-7	Burnt: The slime seeps into the Hero's clothes, coming into contact with his skin where it burns away the flesh and causes 1 Wound.
8-11	Irritant: The Hero manages to scrape most of the slime off before it does any harm, but not quickly enough to stop it burning. The Hero's Weapon Skill is reduced by -2 for the next combat, after which it returns to normal.
12	Missed Me! The Hero dodges the slime as it drops. It splashes onto the floor nearby, out of harm's way.

Roll the contents of the chest on the *Treasure Chests Table*.

CESS PIT

There is a pool of dirty liquid in the centre of the room. Above it there is a thin cloud of steam, while the surface is bubbling slowly. But it is the smell that really turns the Heroes' stomach - it is absolutely disgusting! The cess pit can be represented with the pool floorplan.

If one of the Heroes is brave enough to disturb the surface of the pool, roll on the following table:

D12	Effect
1	Gotcha! There is a sudden splash, and a large tentacle leaps out of the pool and pulls the Hero in. Unless he spends a Fate Point the Hero is dragged under to his death.
2-6	Squiggly Beast: As the Hero gets close to the surface of the water a creature about 4 feet long comes hurtling out of the sludge and clamps a huge set of jaws around the Hero's face. The Face-Eater must be killed before it will let go; it has a Toughness of 6 and 8 Wounds. For each turn that the Face-Eater remains alive, the Hero sustains 1 Wound. One other person may help the Hero by attacking the Face-Eater, but if he rolls a fumble then the Hero is hit - roll for damage normally.
7-11	Yeuch! Nothing happens. The Hero simply gets very dirty.
12	Found Something: The Hero pulls a rotting corpse out of the pool. Clenched tightly in the cadaver's hand there is some treasure. Roll on the <i>Treasure Chests Table</i> to see what it is.

JADE WIZARD'S SPELL BOOK

THE GREEN EYE

Component: Small Glass Lens



The Wizard's stare becomes glassy as a green fire seems to ignite within his eyes. The two bright balls of emerald light grow brighter and larger until they merge into one and, with a loud crack and a cascade of sparks, shoot out a beam of green energy which injures any model in its path. The Wizard should choose a direction to fire to the beam. It shoots forward in a straight line in the chosen direction, forming a corridor 1 square wide and 12 squares long. Every model, friendly or enemy, in this corridor of light is automatically hit. Roll 5 damage dice for each model to see what effect a hit has.

THE JADE SHROUD

Component: A Giant Spider's web



The Wizard waves his hands above the wounded body of an injured comrade, causing a fine mesh of green filaments to drift down and cover the Hero's body, healing any injuries he has. Using this spell, the Wizard restores any Wounds lost by one model, including himself. There must be no model in the Wizard's death zone, other than the wounded comrade, when this spell is cast.

You know only the above spells at the start of the game. Tick the boxes as you learn the spells below.

THE JADE CASKET

Component A Giant Spider's Web and Emerald Dust



The Wizard lays his hands onto the body of a fallen comrade, in an attempt to bring him back to life.

Immediately the Hero levitates and is smothered in a thin cocoon of crystalline material, a deep green in colour. After a few moments the cocoon splits and the Hero inside steps out, fully restored to life. This spell may only be cast on a dead model, and only in the turn after the model was killed. If the Wizard passes an Intelligence test, the character is returned to life at full vigour. If he fails, the Hero appears to be alive, only to crumble into dust mere seconds later as his soul is destroyed and his body falls apart.

THE EMERALD FOUNTAIN

Component: Swamp Dragon Blood



The Wizard raises his hands above his head, placing his palms together for a few moments. His fingers begin to spark and a green mist begins to flow from their tips. Upon easing his hands apart a stream of green energy flows from between them, like water from a fountain, covering his opponents and burning their flesh. It cascades down onto the surrounding area, spitting and crackling with the discharge of vast energies. Every model, friendly or enemy, within four squares of the Wizard take 5 damage dice of injury.

HAND OF DECAY

Components: Spleen of Toad



The Wizard's hands take on a pale green hue, and the flesh seems to rot away leaving just the pale white of his bones showing through the lumps of peeling skin.

If the Wizard hits a target during this combat, it begins to age and wither, the flesh falling from its body in bloody lumps. Roll a dice; the target loses that many Wounds. Do not roll conventional damage dice. The Wizard's hands return to normal at the beginning of the next exploration turn.

THE CLOAK OF DAINNE

Component: Green Dragon Dust



Upon throwing the Green Dragon Dust into the air, a thin, insubstantial cloak of pale green light forms in the air and draws itself around the target. It adds +1 to the model's Toughness, and lasts until the end of the next exploration turn. This spell may be cast against any model in the Wizard's death zone.

THE POOL OF MANY PLACES

Component: A Suspension of Crushed Jade in Water



The Wizard lets a single drop of water fall onto the ground at his feet. As it touches the flagstones it grows in volume until the Wizard is standing next to a pool of deep green water that sparkles with otherworldly energy. The pool can be represented with the pool floorplan. It allows up to 5 models per turn to teleport to another location. Upon jumping into the pool the models disappear, only to reappear elsewhere. The models may be placed on any of the dungeon sections that are currently in play. All of the models must be placed in an area 3 squares by 3 squares centred on the first model placed. The pool lasts until the end of the next exploration turn.

THE THOUSAND CUTS

Component: A Jade Statuette



A swirling maelstrom of tiny green shards forms around the Wizard's hand as he crushes the statuette. They spin around in ever-increasing circles, gradually causing the mass of whirling blades to get bigger, until they suddenly detach themselves and hurtle towards the chosen target. They cluster around him, stabbing and slashing his flesh as they constrict and squeeze tighter and tighter. The Wizard may choose any target in his line of sight (treat this as a ranged attack) and up to 12 squares away. The shards surround the target, inflicting 12 damage dice of injury. If the shards fail to cause a Wound on the chosen target they move on to the next nearest model. This process continues until they have wounded one model, at which point they disappear.

MIST OF SPEED

Component: Crystal Vial of Chlorine



As the Wizard utters this spell a thick green mist spews from his mouth, quickly enveloping the area around him. As he moves so does the fog. Beyond the area covered by the cloud, the air is still and time runs slowly. For one turn, the Wizard and a number of others may move at a rapid rate. Roll a dice and halve the number (rounding up); that many Heroes may be moved at either 18 squares (exploration turn) or may double their Speed (combat turn).

THE EMERALD WATERFALL

Component: Swamp Dragon Blood and Emerald Dust



The Wizard throws his arms into the air, clapping his hands together three times. As he does so, a raging torrent of green fire arcs upwards from between his palms. It drenches the surrounding area, sending out bright green sparks into the air as it spits and crackles with unnatural vigour. Every model, friendly or enemy, within four squares of the Wizard take 7 damage dice of injury. Before casting this spell the Wizard must make an Intelligence test; if it is failed, only 5 damage dice can be rolled.