



SKRAGGMAR

Quest Pack Design by Cory Tucholski

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Gift Shop

Potion	Cost	Description
Potion of Body	100 gold	Restores 1 lost body point when consumed. Cannot give the Hero more than his starting number.
Holy Water	200 gold	Blessed by the monks of the mountain, this liquid will destroy one regular Skeleton or Zombie. See "New Rules" for how to throw potions.
Potion of Mind	600 gold	This foul-tasting liquid will give the Hero who consumes it fresh insight, restoring all mind points lost during combat.
T-Shirt	10 gold	An ordinary shirt without any magical properties. It is jet black with white block lettering and reads, "I Killed Skraggmar, and All I Got was This Lousy T-Shirt." (Hey, this <i>is</i> a gift shop, right?)

Author's Note

I think this was the first Quest Pack that I designed on a computer and distributed to the general public. The *very* first Quest Pack I designed, and its sequel, were too stupid for words and will never be distributed.

The idea for the trilogy of Skraggmar, Warnoc, and Ograk came from a dream. I dreamed that Milton Bradley created an "MVP Series" of Hero Quest expansion kits. Each included a miniature that occupied four game board squares, extra monsters (themed with the giant miniature), and three Quests starring the giant miniature as the central villain. When I woke up, I realized that MB didn't sell anything of the sort, so I went ahead and designed Skraggmar and Warnoc with pencil and graph paper. I never got around to Ograk.

Years later, I was contacted by fellow Hero Quest fan Dewayne Agin and I discovered that he (and others) were still designing Quests and Quest

Packs for Hero Quest. Using Windows Paint, I painstakingly copied and pasted graphics onto a template map to make Skraggmar. Agin was very interested in featuring it on his website. It proved popular, so I did a version of Warnoc as well.

Since my skill as a writer and designer, as well as desktop publishing itself, have advanced beyond what they were in 1998, I redesigned the original Quest Packs using the latest design tools: HeroScirbe for the maps and OpenOffice.org for the Quest Books. The MS Word 6.0 version of the Quest Book didn't age well, as I found out when I opened it recently. Thank God for PDF technology!

Happy gaming, and good luck! If you should have any ideas, critiques, or questions that you'd like to share on Hero Quest, philosophy, Christian apologetics, chess, or fantasy role-playing games, feel free to contact me by e-mail: cory@josiahconcept.org.

Skraggmar

“Skraggmar” is a mini-Quest Pack for Milton Bradley’s Hero Quest Game System consisting of three Quests. It is the first of a trilogy featuring an “MVP” monster. This pack focuses on the undead monsters, the other two will focus first on Chaos and then Orcs.

New Components

The following new components are required to play this Quest Pack. If they are available, the description will explain how to obtain it.

Giant Skeleton figure. The main villain of this Quest Pack is a Skeleton that occupies a 4 x 4 section of the game board. This giant Skeleton is named Skraggmar. On the Quest Map, Skraggmar is shown as a shaded area marked with a Quest Note. That Quest Note will contain further in-game directions for running him, but see “New Rules” below for Skraggmar’s movement.

Coffin tiles. The coffin tiles were included with the official Milton Bradley Quest Pack “Return of the Witch Lord.” There are four 1 x 2 cardboard tiles that look like gravestones. Since the Quest Pack takes place in a series of catacombs, these tiles are often used to simulate grave sites. There are four designs, but only a generic coffin appears on the Quest Map.

Iron Entrance Door. The Iron Entrance Door is a cardboard cutout door that fits into a standard door stand. It is used to enter Quests instead of the Spiral Stairway included with the Game System. Iron Entrance Doors are available in the official Quest Packs “Return of the Witch Lord” and “Kellar’s Keep.” On the Quest map, it appears as a door with an arrow pointing inward to the game board.

Wooden Exit Door. The Wooden Exit Door is a cardboard cutout door that fits into a standard door stand. It is used to exit the Quests in this book. The Wooden Exit Door component is available in the official Quest Packs “Kellar’s Keep” and “Return of the Witch Lord.” It appears on the Quest Map as a door with an arrow facing outward.

Extra Hero Quest Monsters. This Quest Pack operates under the assumption that you own the Quest Pack “Return of the Witch Lord.” That Quest Pack included 8 extra Skeletons, 4 extra Zombies, and 4 extra Mummies. Insuring that you have access to at least that many extra miniatures will help you immensely with Monster placement.

Cards. One new Artifact Card, the Blade of Athelorn, is included with this Quest Pack. When the Heroes find it, give them the matching Artifact Card on the last page of this Quest Pack.

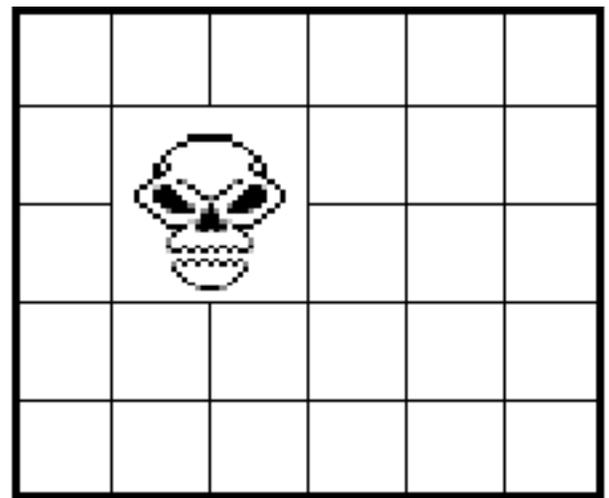
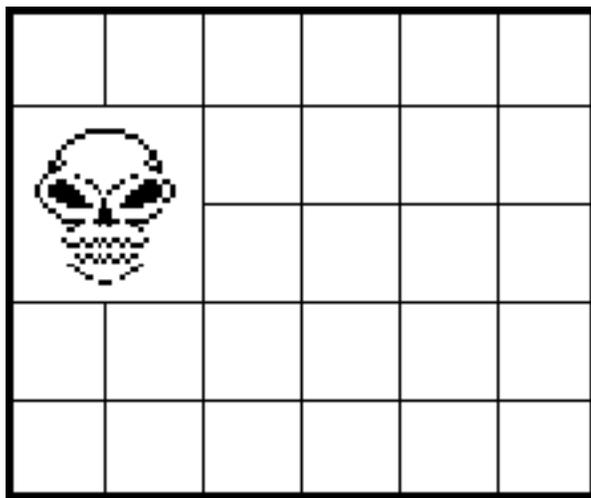
Sensor Tiles. In this game, sensor tiles work like teleporters. As soon as a Hero steps on one, he will instantly be teleported to another. The Quest Notes instruct Zargon further. Like the new card, the sensor tiles are available to cut out at the end of the Quest Book. Sensor tiles appear as numbered squares that are shaded.

New Rules

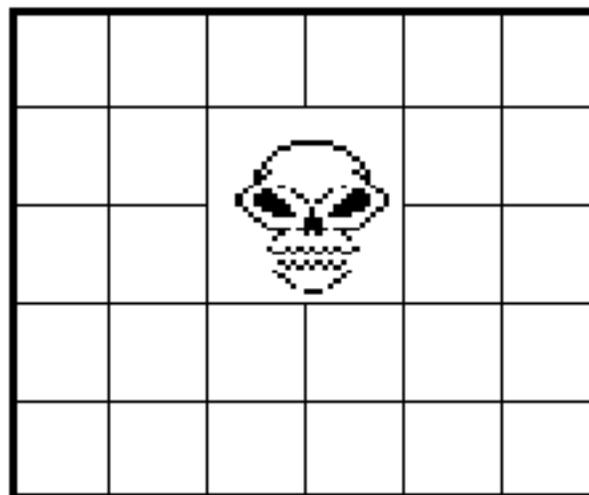
Moving Skraggmar. Though he occupies four squares, Skraggmar moves only one square at a time. When Skraggmar attacks, he attacks in one direction and anyone standing on the two squares of his chosen attack will roll separate defend dice. See diagram on the next page for a visual aid.

Throwing potions. Some potions require a player to throw them at a monster. To do so, the Hero should roll one red die. If the total on the die is equal to or greater than the target’s defend die, then the potion will hit the monster. This counts as the Hero’s action for that turn.

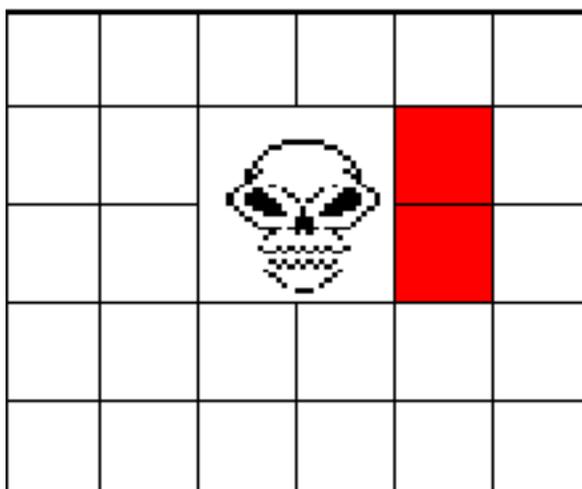
Beginning and Ending Quests. Unlike the Quests that come with the Game System, Quests begin at the Iron Entrance Door and end at the Wooden Exit Door. At the beginning of each Quest, Zargon will place the Iron Entrance Door on the edge of the game board where indicated on the Quest Map and the Heroes will line up outside.



After 1 Move



After 2 moves



Skraggmar can only attack in one direction at a time. In the diagram, he is attacking to his left. Any Heros standing on the squares highlighted in red would suffer the damage indicated by Skraggmar's attack dice. Each would then roll defend dice. Play would then proceed as normal.

A Message from Mentor

My friends, gather around and listen very carefully to my words...

Thousands of years ago, Zargon took a personal interest in three mages who showed a lot of promise in the dark arts. There was an Orc, a Skeleton, and a Chaos Warrior. Zargon trained each of his “darlings” personally, instructing them in many Chaos magic arts and in combat skills. They are warrior mages, making them very dangerous opponents.

As Heroes of the Realm, I give you the task to seek out and destroy each one, ending the threat forever. I should warn you, Zargon used magic to increase not only the monster’s strength, but the size as well. Each of these monsters I send you to destroy is four times the size of any monster you have faced before.

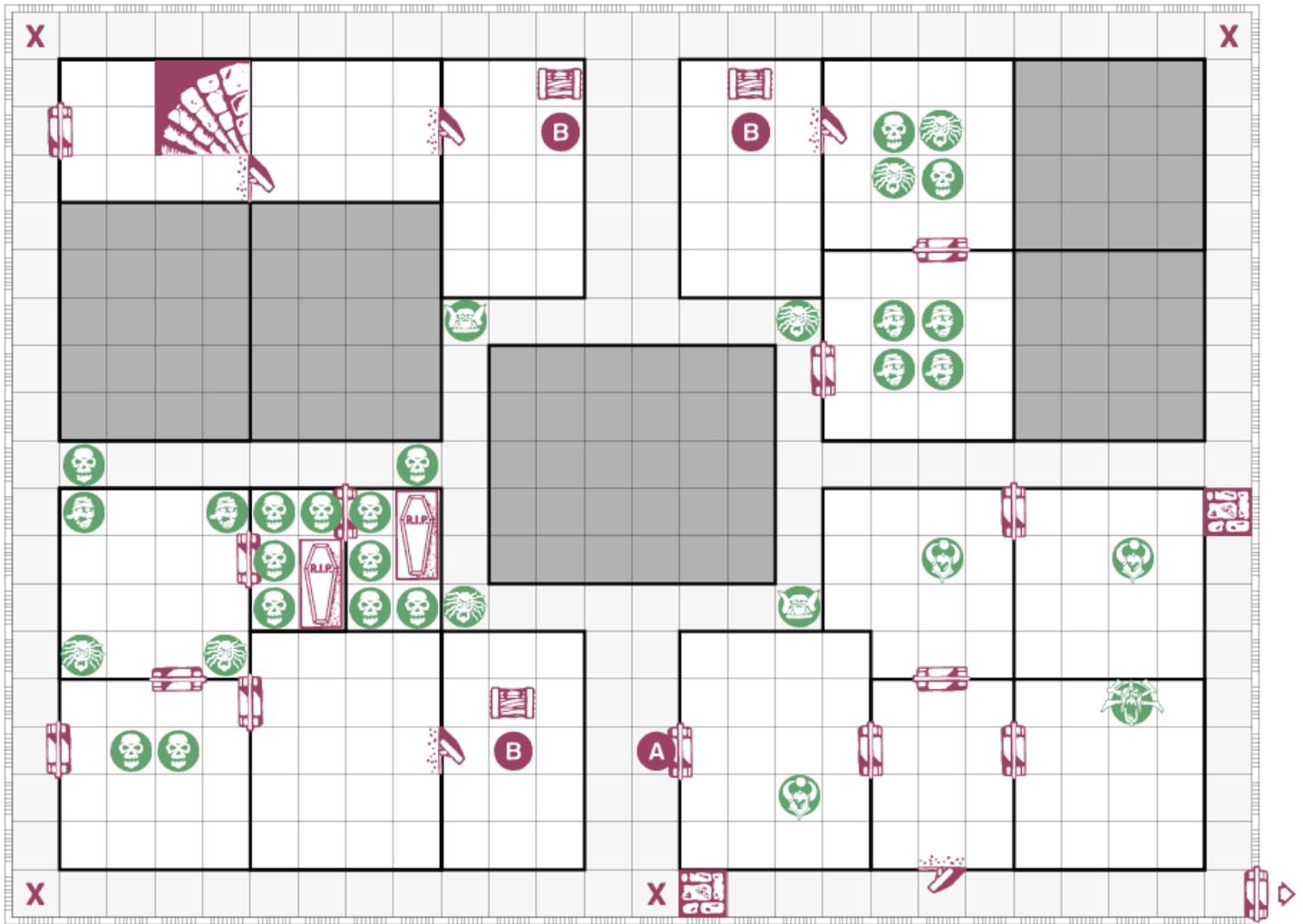
Skraggmar, a gigantic skeleton, awaits you in the tomb of the elven explorer Liffin. Liffin was legendary for his prowess in battle and for mapping out many of the tunnels around the land of Athelorn. For his valor, the Emperor presented him with the Blade of Athelorn, a mighty sword crafted to defeat undead monsters. Using this sword, Liffin fought his way to the underground lairs of many of the elite skeletons, known as the

Spirit Riders. He defeated much of the skeletal army, hurting Zargon’s advances along the borders of Athelorn.

However, it was the Chaos Warlock called Lanmarr that finally defeated Liffin. Liffin was exploring an ancient catacomb that he felt was the center of Zargon’s elite undead forces. The tomb had three occupied burial chambers and one empty one. In the empty burial chamber, Liffin found a secret door leading to a magnificent Hall, the headquarters of Skraggmar. He did battle with Lanmarr, and was eventually defeated by Lanmarr’s powerful magic. Since it was Liffin that rediscovered the catacombs of the great and ancient elves, the largest burial chamber became his tomb.

The great book, Lore tome, has shown me three parts to the tomb. The entryway to the catacombs, which is a maze of corridors leading down to the tomb itself. The catacombs themselves, comprised of four burial chambers, the largest belonging to Liffin. And finally, the magnificent Hall Skraggmar now plots from.

Good luck my friends. Remember, if you need my guidance, listen deep within yourselves.



Quest 1

The Entryway

“You are about to travel paths that human beings have not tread on for thousands of years. The great elven explorer, Liffin, was the last person to walk this way. His tomb lies below, a testament to exploring these labyrinthine ruins. You must find the wooden exit door to escape to safety.”

The Heroes enter on the Spiral Stairway.

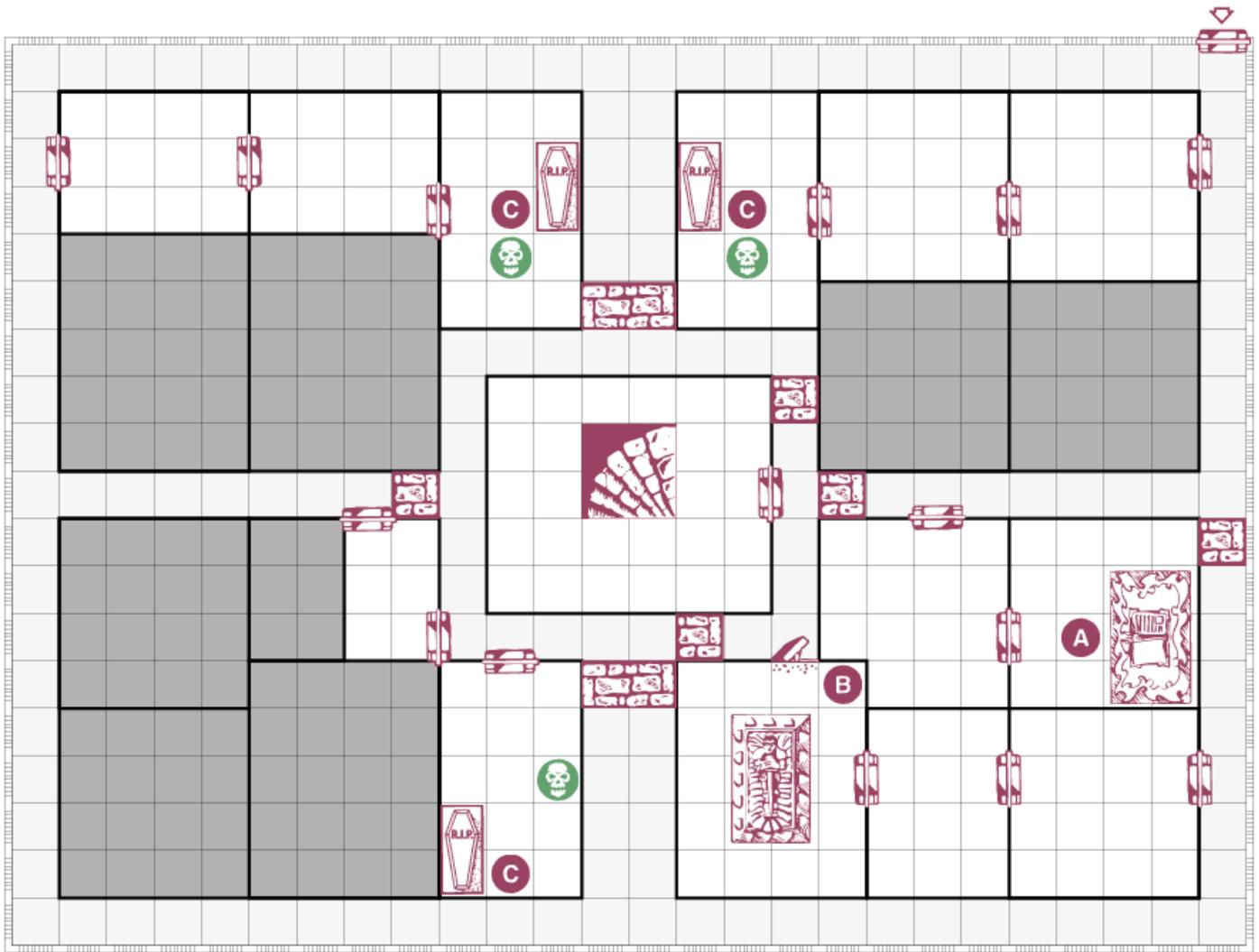
On each of your (Zargon’s) turns, you may choose two free Skeletons and place them on any of the squares marked “X.”

A) This door is locked. To open it, any Hero except for the Elf

must roll three combat dice. If all three are skulls, the door is unlocked. If the Elf attempts to unlock the door, he should roll one combat die. If he rolls a black shield, the door is open.

B) Each of these treasure chests contains 100 gold coins.

Wandering Monster in this Quest: Skeleton



Quest 2

Liffin's Tomb

“These are the catacombs that Liffin was exploring when he fell to the awesome mental powers of Lanmarr. In order to find the Hall of

Skraggmar, you must locate Liffin's tomb, where Loretome says the secret passage to the inner sanctum lies.”

A) Lanmarr, a vicious Chaos Warlock, is in this room. He stands on the space marked “A.” On his turn, Lanmarr can attack the mind of any Hero in his line of sight instead of attacking. To do so, he rolls one red die for each of his remaining mind points. Each time he rolls a six, his victim loses one mind point. If the victim is reduced to zero mind points in this situation, he is dead immediately unless he has a potion that restores mind points.

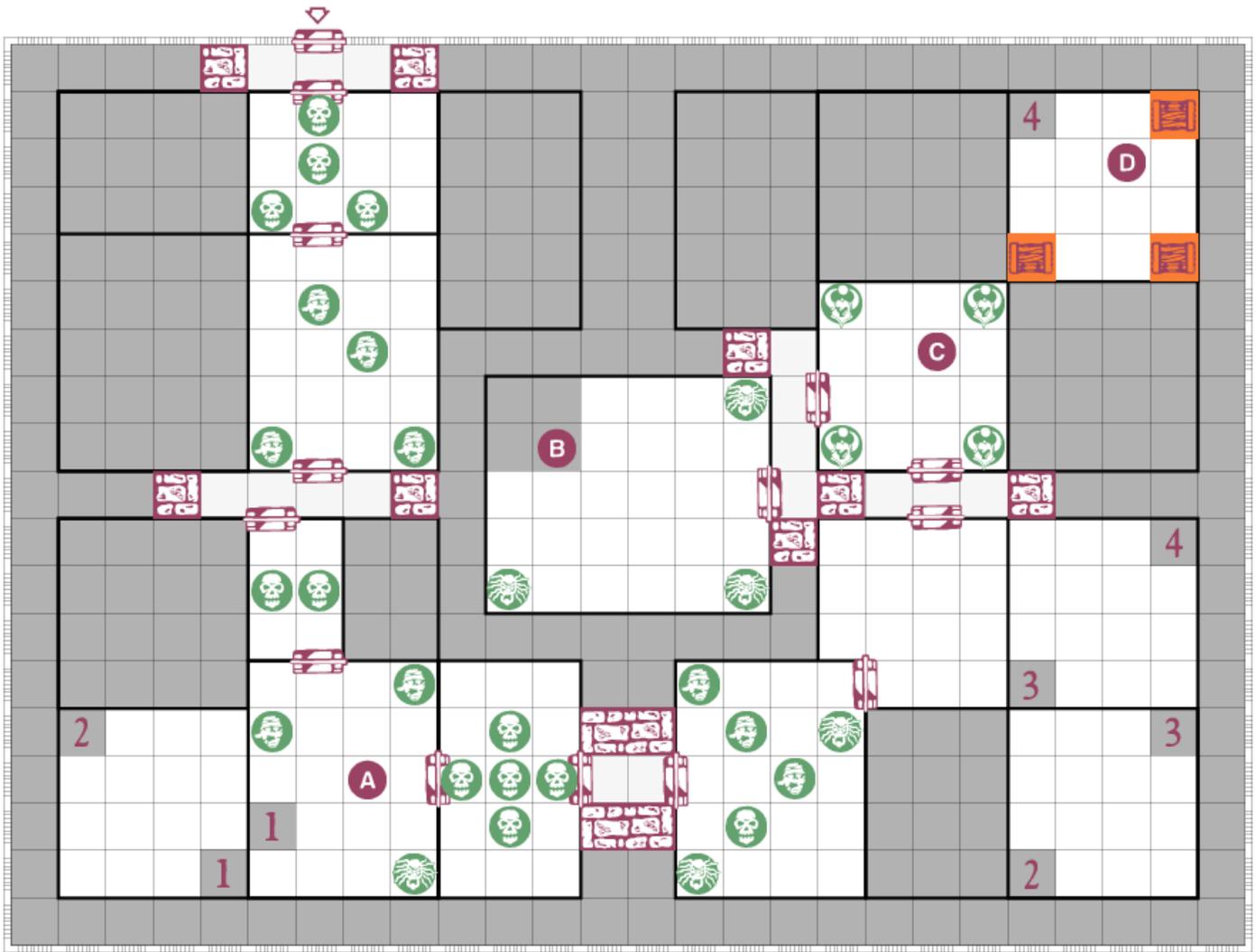
Lanmarr knows the Chaos Spell of Escape. If his body points are greatly reduced, he should cast it. If he does so, he is teleported out of the dungeon to safety.

- B) This is the tomb of Liffin. The first Hero to search for treasure will find Liffin's sword, the Blade of Athelorn, among the dead elf's remains. Give the Hero the matching Artifact Card.
- C) These skeletons are members of the Spirit Riders, an elite troop of skeletons that ride into battle on horse. They have the same stats as Chaos Warriors.

LANMARR:

Movement	Attack	Defend	Body	Mind
8	4	6	3	8

Wandering Monster in this Quest: Zombie



Quest 3

Hall of Skraggmar

“Skraggmar’s inner sanctum is a lonely place to call home. Be aware of every turn, Heroes! There is powerful magic at work in these Halls, and many undead horrors.”

- A) The sensor squares are visible to the Heroes (place them on the game board after a Hero opens the door to the room). When a Hero steps on a sensor square, it immediately teleports him to the sensor square with the matching number.
- B) Skraggmar is in this room. His stats are listed below. See the “New Rules” section instructions on moving Skraggmar.

Skraggmar knows the Chaos Spells of Firestorm, Tempest, Sleep, Command, Fear, and Summon Undead. He may cast these spells once per turn instead of attacking.

Only the Blade of Athelorn can harm Skraggmar. If a Hero is wearing one of those stupid T-Shirts from the Gift Shop, Skraggmar will not attack him.

If Skraggmar is killed, read aloud the conclusion on the following page.

- C) The Chaos Warriors in this room are members of the Doomguard.

Their stats are listed below.

- D) All three treasure chests have poisonous gas traps on them. Each trap must be disarmed one at a time. If a Hero searches for treasure without first disarming all three traps (one at a time), he and any other Hero in the room will lose 3 body points. Each treasure chest contains a T-Shirt exactly like the one described in the Gift Shop.

SKRAGGMAR:

Movement	Attack	Defend	Body	Mind
6	5	6	5	6

DOOMGUARD:

Movement	Attack	Defend	Body	Mind
8	4	6	3	3

Wandering Monster in this Quest: Mummy

Conclusion

Congratulations, my friends. We have much to be thankful for. Skraggmar has been destroyed and his threat to the world has ended. You have done very well; unfortunately, this is not the end.

Lanmarr, who you faced in the tomb, has survived his encounter with you. Loretope shows him to be on his way to the kingdom of Arcania. He has escaped the tombs with several magic books that contain the magical secrets and incantations for animating gargoyles. Only time will tell what evil plans, if any, he will cook up. His knowledge of the Escape spell will make him a formidable opponent in the future.

Prepare for more Quests! But for now, the Emperor has awarded each of you 500 gold coins for destroying Skraggmar and invited you to a grand buffet at his castle.



Sensor Tiles

New Artifact Card

Blade of Athelorn



This mystical Sword has the mark of Athelorn, land of the Elves, on it. When attacking any Skeleton, roll 5 combat dice. For all other monsters, roll 3.

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