



WARNOG

Quest Pack Design by Cory Tucholski

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Shop

Item	Cost	Description
Magical Throwing Dagger	100 gold	This item is exactly as described on the matching Artifact Cards included with "Return of the Witch Lord" and Kellar's Keep.
Heal Body Spell Scroll	100 gold	This item functions exactly as the Heal Body spell on the matching Spell Card in the Game System, except that it can be cast by any Hero (not just the Wizard or Elf) who has one.
Potion of Healing	100 gold	When consumed, this potion will restore lost body points. Roll one red die to determine the number of body points recovered. This potion cannot give a Hero more than his starting number.
Crush	200 gold	A mysterious glowing orb, this device will destroy all of the monsters in the same room as the user. It cannot be used in hallways, and it doesn't affect giant enemies.
Smash	200 gold	This smaller orb is similar to the Crush. It will destroy all enemies in the line of sight of the user. It cannot be used in rooms, and it doesn't affect giant enemies.

Author's Note

This is probably the most difficult Quest Pack ever.

I'm not saying it's the most difficult Quest Pack *I've* ever designed. I'm saying it is the most difficult Quest Pack *anyone* has ever designed. I must have been in a really sadistic mood when I designed this Quest Pack.

This isn't the best Quest Pack to run if someone is new to Hero Quest, or if a Hero recently got killed and is starting off from scratch again. You will need a full complement of weapons, armor, and spells to survive this. I'd also recommend stocking up on the Crush and Smash orbs in the Shop.

If anyone makes it through this Quest Pack, they ought to get 1,000 *real* gold coins.

Anyway, this is the second in a trilogy of Quest

Packs that came from a dream I had one night. I'll leave the question of why I was dreaming about Hero Quest an open one. I thought that the idea of giant monsters in service to Zargon leading the forces from which they were drawn would be awesome. I hope you agree.

In my dream, the package included the giant miniature, an extra supply of Hero Quest standard monsters, and three quests leading to the destruction of the giant.

I got some positive feedback when I first released the Quest Pack on the Internet through Dewayne Agin's awesome Hero Quest fan site in 1998, so I thought I'd re-release the entire trilogy using better desktop publishing software and cartography tools.

Enjoy the result, and happy gaming!

Warnoc

“Warnoc” is a mini-Quest Pack for Milton Bradley’s Hero Quest Game System consisting of three Quests. It is the second of a trilogy featuring an “MVP” monster. This pack focuses on Chaos Warriors. The next will focus first on Orcs, while the first focused on undead monsters.

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 Chaos Warrior figure. The main villain of this Quest Pack is a Chaos Warrior that occupies a 4 x 4 section of the game board. This giant Chaos Warrior is named Warnoc. On the Quest Map, Warnoc 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 Warnoc’s movement.

Revolving Room tile. The Revolving Room tile simulates a room that constantly spins, so that the Heroes never know which door they will be using to exit. The Revolving Room was included with the official Milton Bradley Quest Pack “Return of the Witch Lord.” On the map, it appears as a room with shading, leaving an unshaded circle in the middle.

Trap Door tiles. A trap door tile is the entrance to a tunnel. If a Hero steps on one tile, he will instantly be transported to the other. The trap door tiles were included with the official Milton Bradley Quest Pack “Kellar’s Keep.” The symbol is pretty self-explanatory.

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. Though there are four designs, 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 facing inward.

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.” On the Quest Map, it appears as a door with an arrow facing outward.

Extra Hero Quest Monsters. Had this been an official Milton Bradley product, it would have included 12 extra Chaos Warriors and 3 extra Gargoyles. To get the full effect of the monster placement, it will be necessary to have at least that many figures.

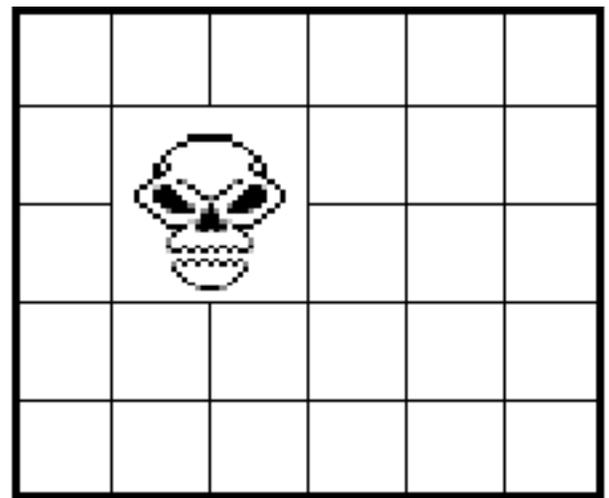
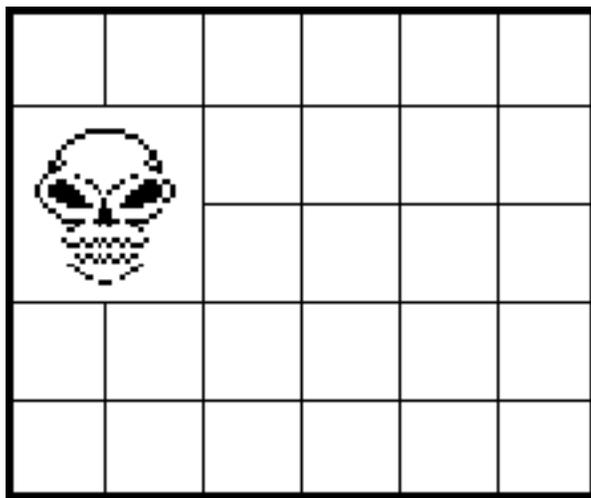
Cards. One new Chaos Spell Card is included on the very last page of this Quest Book. It is Summon Chaos Warriors, and the Heroes better hope for a low die roll.

New Rules

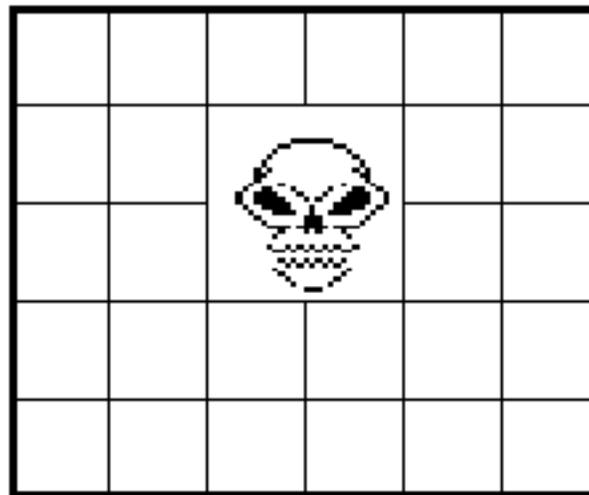
Moving Warnoc. Though he occupies four squares, Warnoc moves only one square at a time. When Warnoc attacks, he attacks in one direction and anyone standing on the two squares of his chosen attack will roll separate defend dice. See diagram on the next page for a visual aid.

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.

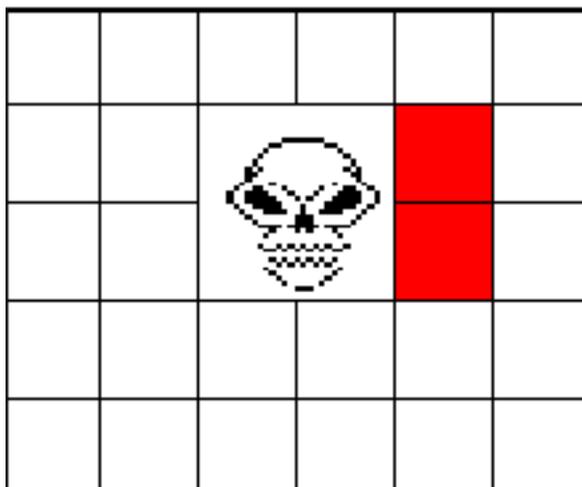
Beginning and Ending Quests. Unlike the Quests that come with the Game System, Quests begin at the Iron Entrance Door and end at the Wooden Exit Door. At the beginning of each Quest, Zargon will place the Iron Entrance Door on the edge of the game board where indicated on the Quest Map and the Heroes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

Warnoc was a Chaos Warrior who had practiced dark magic before being totally consumed by it. Zargon took a particular interest in him when his magic wiped out an entire division of the Empire’s troops single-handedly. Using the Altar of Death, a center of great Chaos

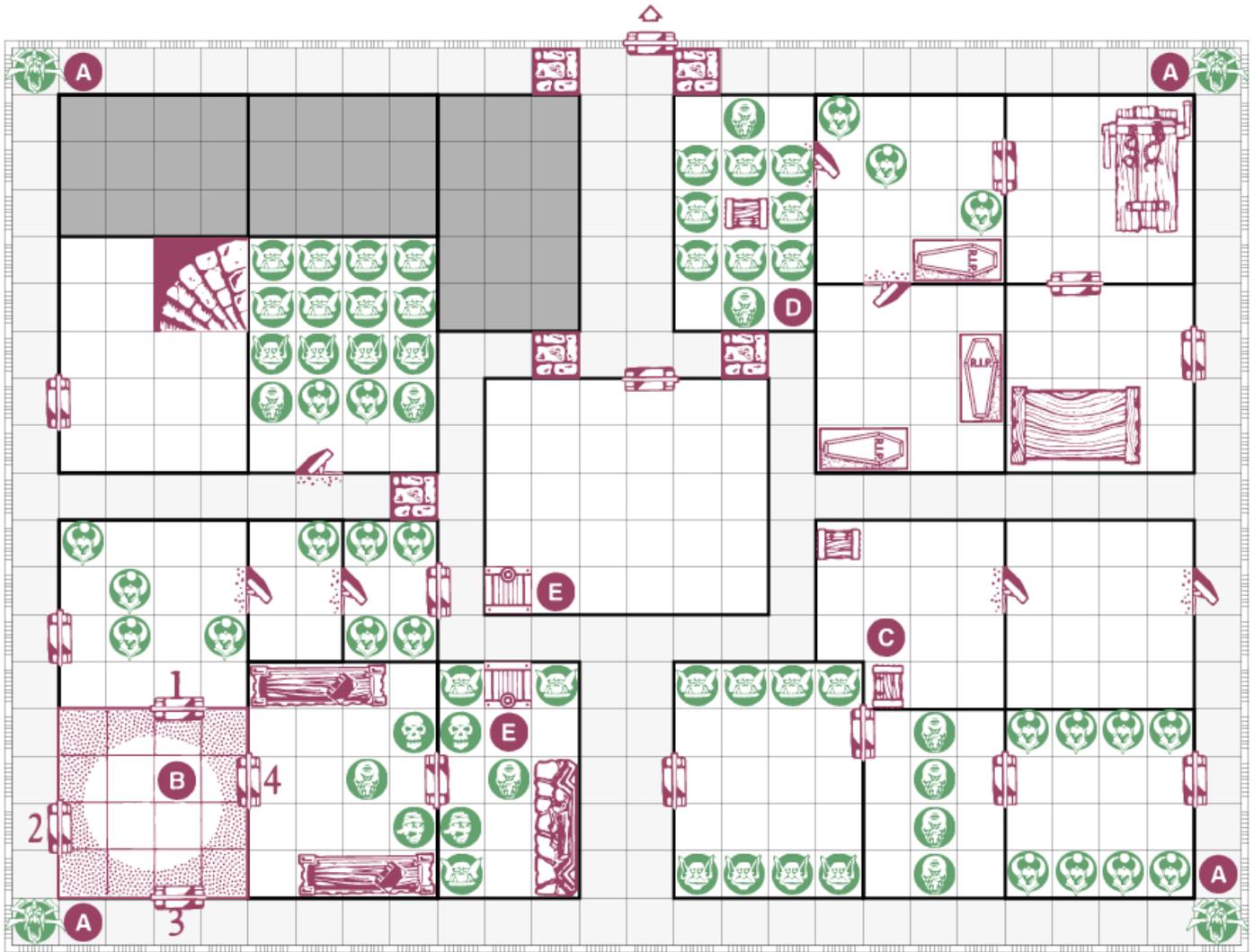
magic, Zargon augmented Warnoc’s size and magical prowess.

Today, Warnoc is one of the most formidable mages in Zargon’s army. The gigantic Warnoc leads his forces into battle using terrible magic to fell opposing armies before his soldiers ever put anyone to the sword.

You must journey to Warnoc’s lair and defeat him. But first, you must cut off his source of power, the Altar of Death. Once you have destroyed that foul artifact, Warnoc’s strength should weaken enough that you can face him.

Be warned! On his way to Arcania, Lanmarr the magician has stopped here on some unknown mission. I fear he has laid hands on the magic to animate Gargoyles, an ancient practice I had hoped was forgotten.

Be wary as you traverse these passages. Chaos Warriors are among your most powerful foes, and they reside here in great numbers. Remember, when you need my guidance, listen deep within yourself.



Quest 1

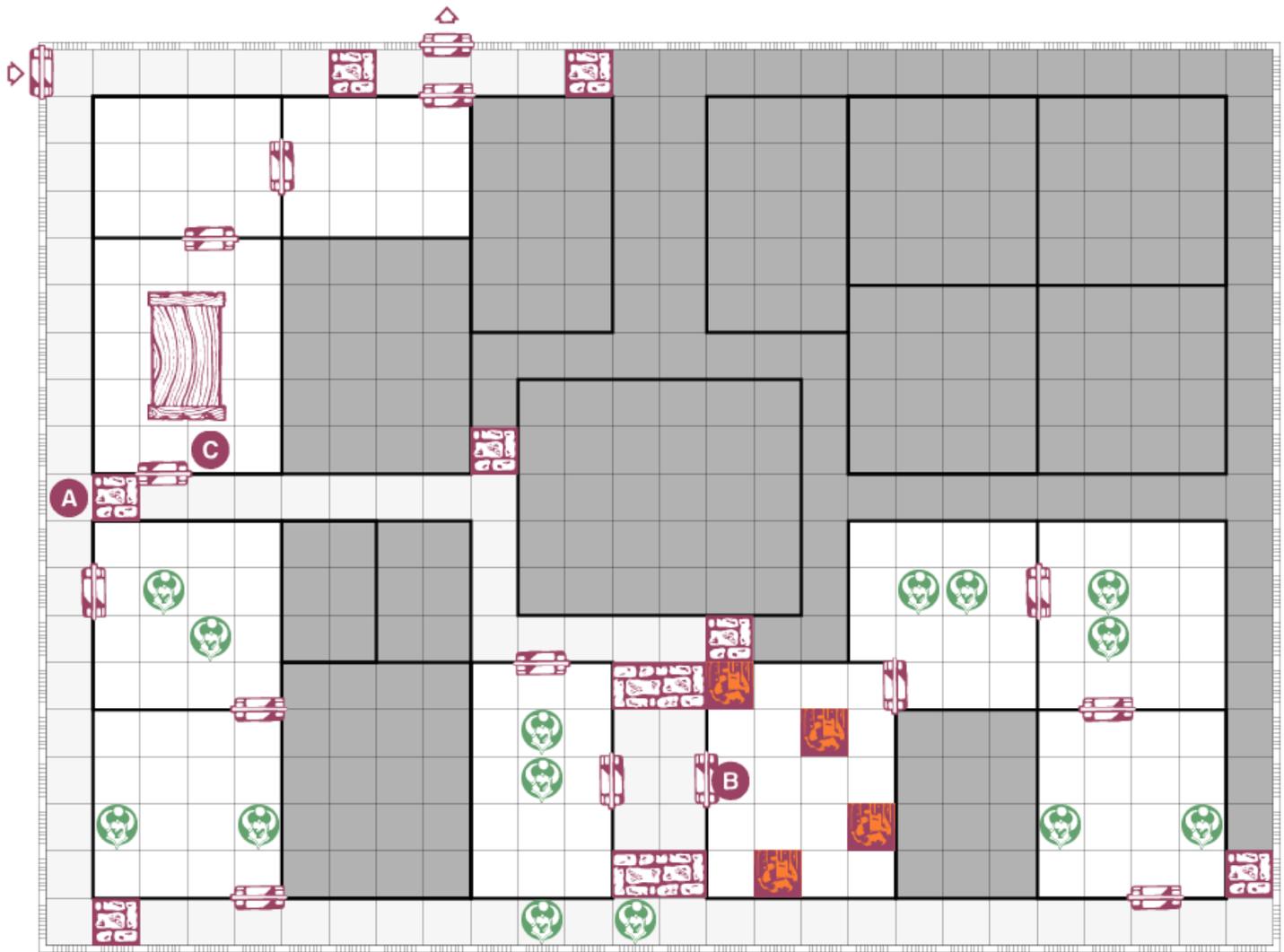
The Entryway

“To find Warnoc’s base, you must first destroy the Altar of Death, from which he draws his power. In this Quest, you will penetrate his outer defenses. Be wary!!! His fortress is heavily guarded against enemy attack.”

The Heroes enter on the spiral stairway.

- A) These Gargoyles are stone statues that do not move or attack and cannot be attacked. If a Hero tries to attack one of the Gargoyles, the attack will fail. If the attacking Hero rolls three or more skulls in the strike, tell him his weapon broke. Missile weapons or Artifacts will not break.
- B) Place the revolving room tile where shown when any of these doors are open. This room is constantly spinning, so Heroes will never know where they are about to exit. Roll 2 red dice when any Hero attempts to exit the room. On a roll of a 2 or a 3, the Hero exits through door 1. On a roll of a 4, 5, or 6, the Hero exits through door 2. On a roll of a 7, 8, 9, 10, or 11 the Hero exits through door 3. The Hero will only exit through door 4 on a roll of a 12.
- C) Each treasure chest has 100 gold coins in it. This gold may be divided among the surviving Heroes.
- D) This treasure chest has 200 gold coins in it. This gold may be divided among the surviving Heroes.
- E) These trap doors are connected by an unseen tunnel. Any Hero that moves on to one will move through the tunnel and instantly find himself on the other trap door. Monsters cannot use the trap door.

Wandering Monster in this Quest: Chaos Warrior



Quest 2

The Altar of Death

“Warnoc feeds on the Altar of Death’s tremendous power. To destroy it, you must sacrifice a weapon of good to it. Lay one of your mystical artifacts that has served the cause of good very well for a great number of years as a

sacrifice. The Altar will swallow up the weapon and vanish. Be careful, for Loretome tells of a powerful magic besides the Altar that resides here.”

- A) When the first Hero steps on this square, read the following sentence aloud:

“You hear the sound of distant footsteps from the Iron Entrance Door. It is a charge, heading straight for you. There is a war party hunting you down! Hurry!”

Beginning on your (Zargon’s) next turn, roll one red die and move that many monsters into the corridor from the Iron Entrance Door. You may choose any available monster except for the Chaos Warriors, the Gargoyles, and the Chaos Warlock.

- B) The falling block traps in this room aren’t actually traps. Place the corresponding tiles on the game board when the Heroes enter this room. Lanmarr, the evil Chaos Warlock, is also in this room on the square marked “B.” Lanmarr knows the Chaos Spells of Tempest, Fear, Sleep, and Escape. He should chant Escape if his body points are greatly reduced. Casting Escape moves him out of the dungeon to safety.

Lanmarr is a very powerful character. On his turn he can attack, cast a Chaos Spell, attack mind points, or animate a rock pile.

To attack the mind of a Hero, Lanmarr selects a target within his line of sight. Then he rolls one red die for each of his mind points. For each 5 or 6 rolled, the defender loses 1 mind point.

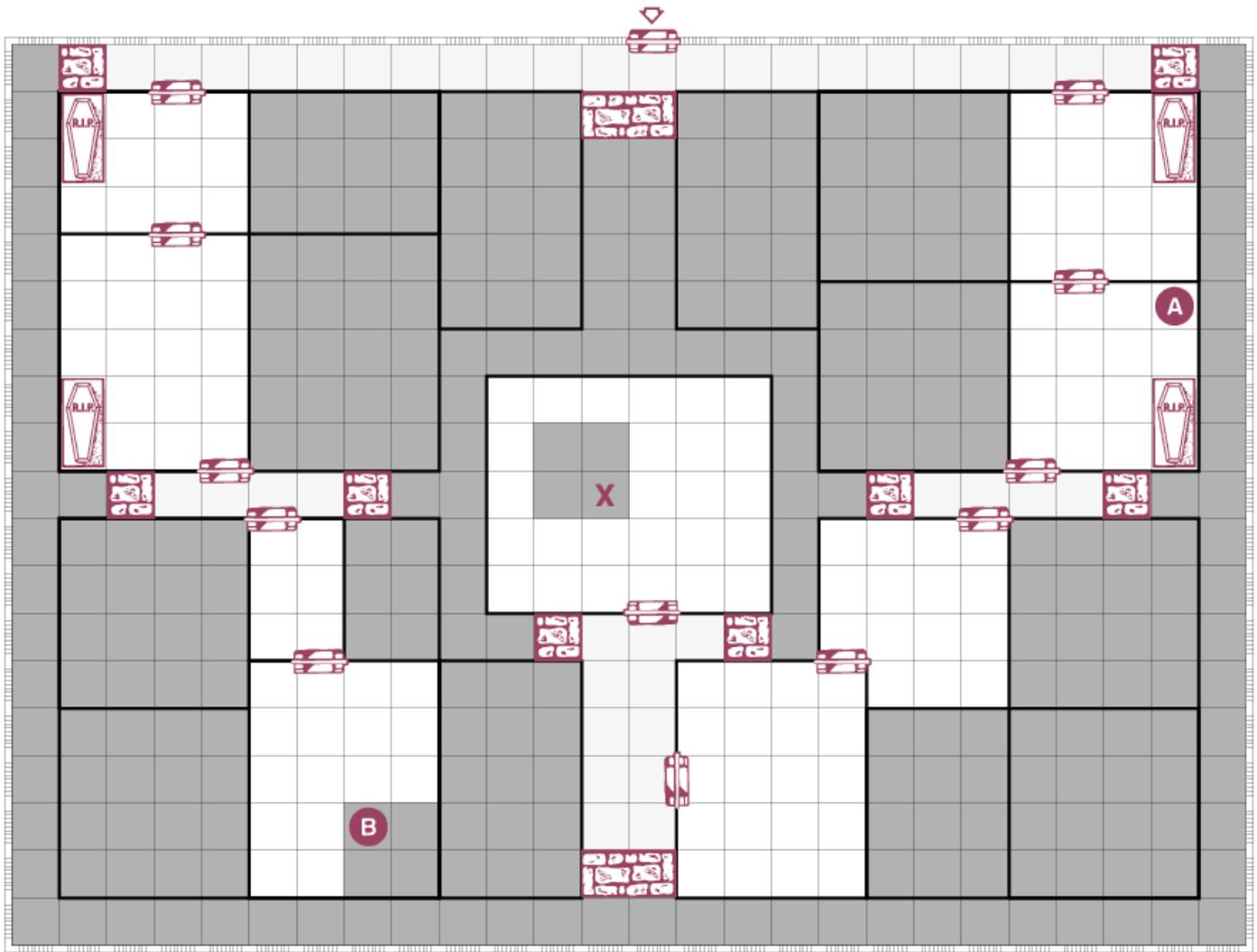
To animate a rock pile, Lanmarr selects a rock pile in his line of sight. It will then come to life as a Gargoyle. The Gargoyle has the same stats as a normal Gargoyle, but will return to a rock pile if killed.

- C) This table is the Altar of Death. The first Hero to search for treasure in this room will find that information out. To destroy it, a Hero must place a weapon-oriented Artifact on the table. Weapon and table will disappear (remove the table and the Hero must cross the Artifact off of his character sheet). That event will kill all of the monsters that remain on the game board.

LANMARR:

Movement	Attack	Defend	Body	Mind
8	4	6	3	8

Wandering Monster in this Quest: Chaos Warrior



Quest 3

Warnoc's Quarters

"To defeat Warnoc, you will need the magical weapon known as the Spirit Blade, which you found early in your Questing days. Just in case you have not, I believe that this magical artifact forged by the

Dwarves and cooled in the Elven Fountain of Leben is located in a tomb somewhere here. Good luck, my friends."

There are no enemies except for Warnoc in here, but his knowledge of the Chaos Spell Summon Chaos Warriors more than makes up for that.

- A) If the Spirit Blade was lost in a previous Quest, the Heroes will find it in the tomb tile.
- B) Warnoc stands in this room. Place him on the shaded group of squares designated "A." He is a powerful Chaos Knight who knows the spells Fear, Sleep, Command, Tempest, Escape, and the new spell Summon Chaos Warriors (see the new Chaos Spell card).

If his body points are greatly reduced, he should chant Escape,

which will teleport him to the center room on the designated squares. Place him there only when the Heroes look into the room (even if they had previously opened the door). Warnoc cannot move through doors.

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

WARNOC:

Movement	Attack	Defend	Body	Mind
6	5	6	3	3

Wandering Monster in this Quest: 2 Chaos Warriors

Conclusion

Congratulations, my friends. You have done very well, and earned that 1000 gold coin award ten times over.

Warnoc is destroyed, and the world is safe from his evil Chaos magic. He will threaten us no longer. Your next task ahead is to destroy the evil Ograk, a giant Orc who is preparing to lead a charge against the kingdom. Your enemy, Lanmarr, who you have met twice already, is quite another story. I don't know what has happened to him.

I have consulted Loretome a number of times concerning Lanmarr, and sometimes the great book tells me that he will take over the land and rule it forever, other times it tells me that you have killed him. Sometimes, it says that you serve him. Finally, I read of a mysterious man in an unknown armor who carries a strange, small gold shield who helps you defeat Lanmarr. Then that disappears...

Loretome, the great book, appears to be changing what it says everyday. All that is written in its countless pages cannot be changed for changing the words would undo time itself. We must figure out what is happening with Loretome, and quickly.

For tonight, rest easy and enjoy some ale at a local bar. You have earned it.



CHAOS SPELL CARD

Summon Chaos Warriors

This spell conjures up a group of Chaos Warriors to surround and protect the spell caster.

Roll one red die:
1-3: Two Warriors
4: Four Warriors
5: Seven Warriors
6: Ten Warriors