

These superb miniatures were painted by **Games Workshop's** Mike McVey, using *Citadel Colour* paints and the following simple techniques.
1) Paint the model with a thin undercoat of white and allow it to dry.
2) Paint in the areas of basic colour on the model, such as the skin and the clothes. An Orc for example, would be painted with green skin, brown clothing and silver armour.
3) Mix black paint with each of the basic colours to produce slightly darker shades and then carefully paint these into the folds and recesses of the model's armour and clothing in order to simulate shadows.
4) Mix a few drops of white paint with each of the basic colours to produce lighter shades, and then use these to colour the raised areas of the model to give the effect of highlights.
5) Lastly, add the small details to the model using a fine brush.
With practice, you too should be able to produce high quality painted miniatures like these. Good luck!

If you wish you could paint miniatures like the ones shown in this game, the games Workshop booklet **How to Paint Citadel Miniatures** gives you all the information you need, with step-by-step guidelines to preparation and painting.

For your free painting booklet, send a large stamped self addressed envelope to:
How to Paint Citadel Miniatures,
Games Workshop Ltd, Chewton Street, Hilltop, Eastwood,
Nottingham NG16 3HY.

MB GAMES

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HeroQuest™

QUEST BOOK



Goblins
These green-skinned creatures are small and cruel. Despite their small size and lack of brute strength they are dangerous foes. Orcs have enslaved many Goblin tribes, and the two are often found together.





Skeletons
The animated remains of long dead warriors, Skeletons form the bulk of the Armies of the Undead. They are slow but relentless, controlled by chaos magic.

Orcs
Orcs are related to Goblins, but are larger and much more powerful. They form the rank and file of Morcar's armies and delight in cruelty and slaughter. Savage and vicious warriors, Orcs should never be underestimated.





Zombies
Like Skeletons, Zombies are magically animated corpses. Unlike Skeletons, some still bear traces of decaying flesh and muscle. Their movements are slow and awkward and they carry the stench of the grave wherever they go.

Fimir
These one-eyed, lizardlike creatures are stronger even than Orcs. They are sometimes found leading small bands of Orcs and Goblins but are dangerous enough even when encountered singly.





Mummies
Embalmed and preserved by secret and magical arts, Mummies are controlled by a more powerful version of the magic that animates Zombies and Skeletons. They are very hard to overcome in single-handed combat.

Chaos Warriors
These are men who have become monsters — slaves to darkness. They are always heavily armoured and often bear weapons enchanted with chaos magics. These dread Warriors strike fear into all but the bravest (or most foolish) of opponents.





Gargoyles
These foul creatures are also produced by chaos magic. In essence they are stone statues of great monsters, brought to life through arcane rituals. Their stone 'skin' makes them very hard to wound in combat.

"You have done well. And yet it seems your task is hardly begun. Dark clouds gather at the Empire's borders...

"The Emperor rode with his army towards Black Fire Pass, that perilous mountain route linking the Empire and the Borderlands. No such army has ever been raised in living memory. Greater even than Rogar's host it was. They drew up their battle lines on the grassy plains at the foot of the mountain road and waited. 'Ere nightfall, the sky darkened and a great wind arose. Spine-chilling shrieks and howls echoed from the mountain tops, terrifying the horses and filling man and elf alike with fear.

"Then came the first assault. Pouring down the mountainside as though it were a gentle slope rather than an almost vertical cliff, the hordes of Morcar fell upon the Empire's defenders. Like a black wave they came: but the lines held and it seemed we should win the day.

"But I had not reckoned with Morcar's magic. He stood high on a ridge overlooking the battlefield and unleashed his terrible magic. Lightning flashed from his fingertips and great gouts of flame exploded among the defenders. Our lines were breached in a dozen places at once and the enemy howled in delight.

"Then came the Doomguard - Morcar's elite force of Chaos Knights. Our army broke and ran. Only the Emperor's personal guard held their ground and many sacrificed themselves to ensure his safe retreat.

"The remnants of the army are now holed up in Karak Varn - the ancient dwarven stronghold. They do not have provisions for a long siege, however, so we must act swiftly if we are to save the Emperor and his army.

"Yet there is another evil to be confronted. The Witch Lord lives. He too had magic I had not foreseen and was protected from the Spirit Blade. He was sorely wounded, however, and fled to his ancient retreat in the Black Mountains. But soon he will have recovered enough to lead the Legion of the Damned once more.

"The Empire has great need of you. I myself cannot act against these dangers, for I must move against Morcar and strive to weaken his power. Until we meet again, take care, my friends. Farewell....."



The fire burns warmly, but casts little light into Mentor's study. The flickering shadows only hint at the vast number of books and scrolls that fill the many shelves. Slowly Mentor walks over to the fire.

"Well, my friends, your training is complete. You are not yet Heroes, you have yet to prove yourselves. But first, let me tell you of Morcar.....

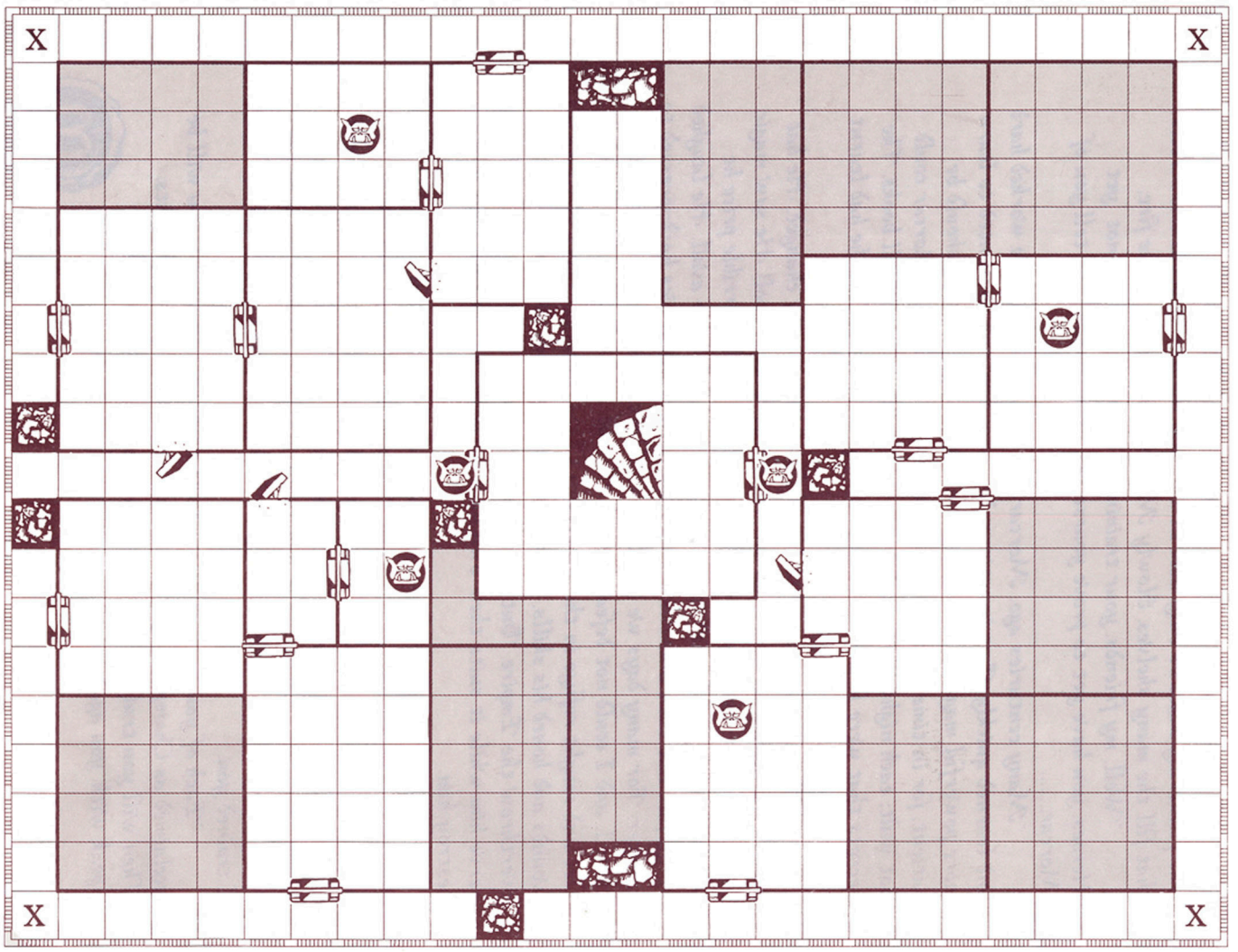
"Many centuries ago, Morcar was my apprentice. He worked hard and learned quickly. But impatience devoured him, and he wanted to learn more powerful magic. I told him of the dangers, and that he should be patient, for in time he would become a great wizard. But Morcar could not wait: each night he broke into my study and read my spell books. The secrets that were held within them were great indeed. Once he had learnt these secrets, Morcar fled.

"When I caught up with him, I found him greatly changed. He had pledged his allegiance to the Great Powers of Chaos. Fool! He saw magic only as a short-cut to power and paid no heed to the terrible price he would have to pay. I tried to reason with him, but to no avail. He laughed in my face and then unleashed a terrible spell which I was hard-pressed to counter. For many days we battled, but Morcar had allies stronger even than I, and I could not defeat him. In the end, as we both weakened, he fled and sought refuge in the Northern Chaos Wastes. There he licked his wounds and honed his skills, conjuring ancient powers with which to overthrow the Empire. But he knows not what he has done. They will serve him while it suits their own dark purposes, but in time they will destroy him.

"I must watch Morcar and measure the strength of his magic. This I may do with the help of Loretome. The powers Morcar has called upon will destroy us all if I relax from this vigil. Morcar's legions have threatened us once before. Then it was Rogar who aided me and defeated them. Now they are on the march again: already they have assailed the Borderlands. The Empire must again look for Heroes and to this end have I trained you.

"Each of you must complete three tasks. If you do this, you will be acclaimed as Champions of the Realm and dubbed Imperial Knights. Then will you truly be on the road to becoming a Hero. I shall speak with you again on your return - if you return....."





Return to Barak Tor

"Now that you have found the Spirit Blade, you must return to Barak Tor and defeat the Witch Lord. The Emperor has ridden forth to meet the Eastern Orcs at Black Fire Pass. If you fail, the Witch Lord will lead his army of Undead and attack the Emperor's forces from the rear. Then nothing will remain to prevent the Forces of Chaos overrunning the land . . ."

NOTES

WL Use the Chaos Sorcerer model for the Witch Lord.

A The Tomb is now empty.

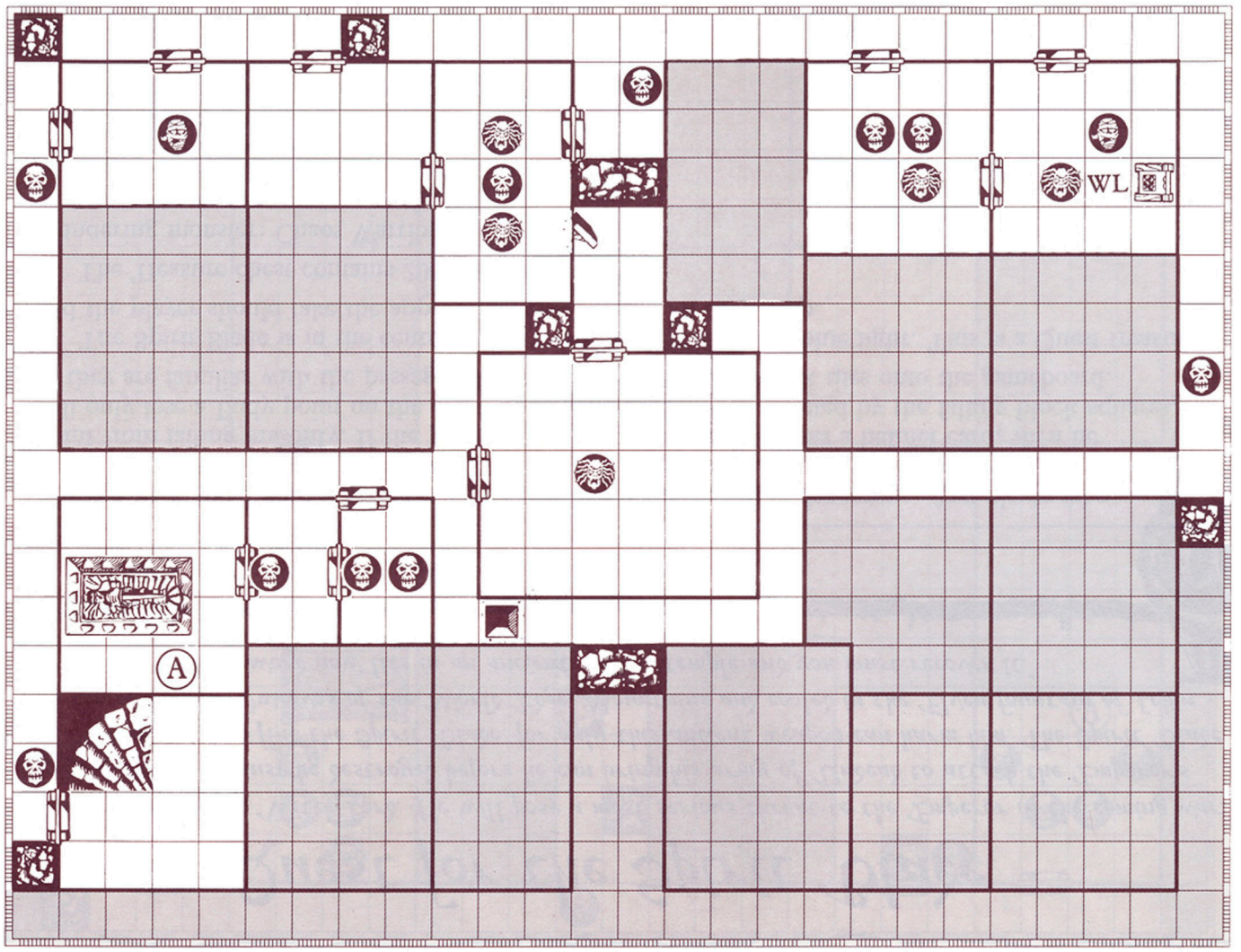
THE WITCH LORD

The Witch Lord is not affected by any weapon other than the Spirit Blade; neither is he affected by any spell. The Witch Lord has grown stronger and now rolls the following dice:

Move 10 Squares
Attack 5 Dice
Defend 6 Dice
Mind 4
Body 1

Wandering monster: Mummy

Mind 6
Body 1



The Maze

"This will be your final test before you set forth. Be sure to use all the skills that you have been taught. You must attempt to find your way out. Several Monsters have been placed in the Maze. They will try to stop you, so take care. Whoever finds his way out first will be rewarded with 100 gold coins. This may be used to buy Equipment for the adventures to come."

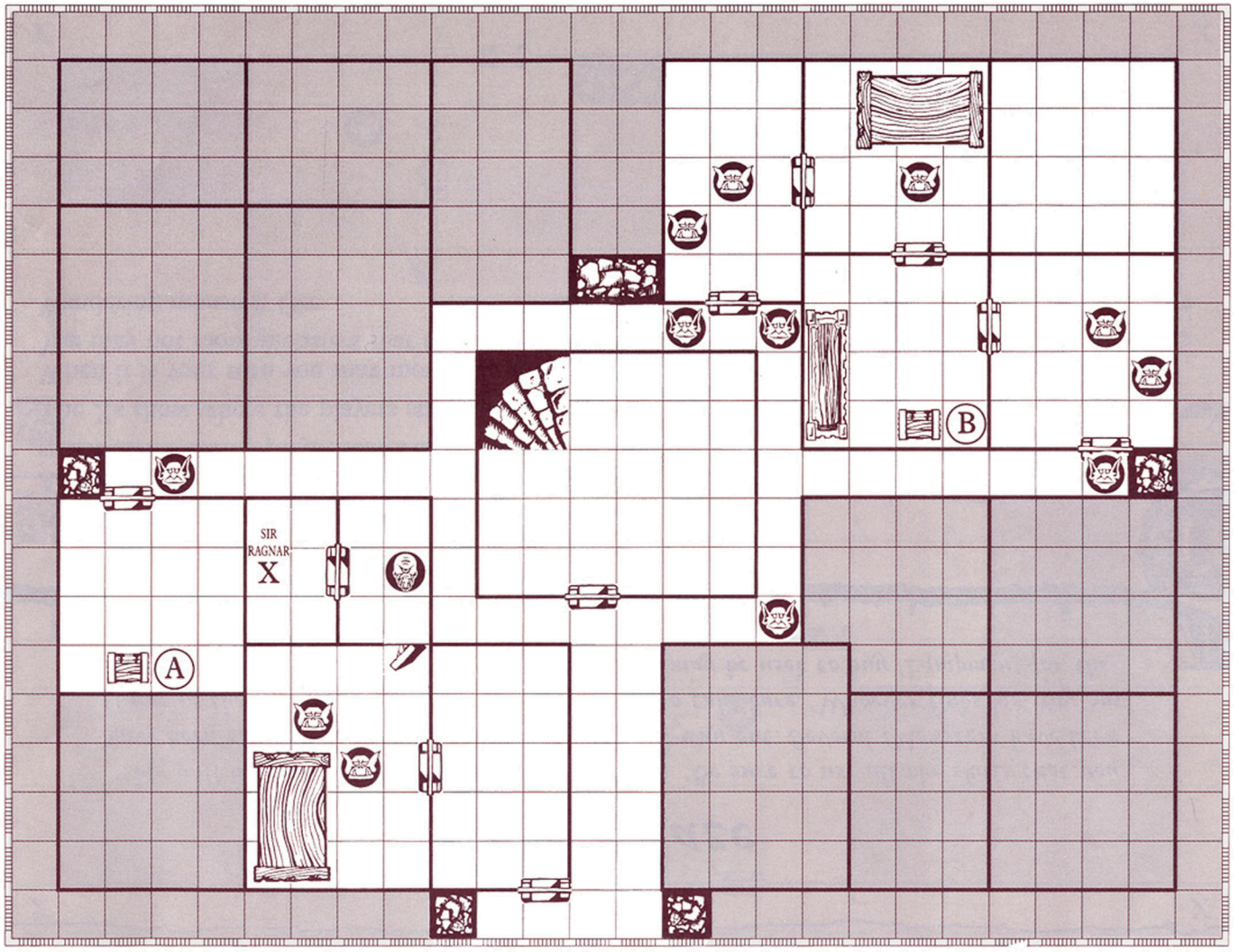
NOTES

At the start of the game put out everything the players can see. Remember not to put out the secret doors until a player searches for them.

The Xs show where the players start the game.

When it is your turn you may move any or all of the monsters that have been placed on the board. You may not move monsters that have not yet been put out.

Wandering monster: Orc



Quest for the Spirit Blade

"You have awoken the Witch Lord. He will pose a most serious threat to the Emperor in the coming war. The Witch Lord must be destroyed before he can bring his army of Undead to attack the Emperor's forces. You must first find the Spirit Blade, for only this ancient weapon can harm him. The Spirit Blade was forged by the Dwarves of the World Edge Mountains and cooled in the Elven fountain of Lebin. The sword now lies in an ancient, ruined temple and you must recover it."

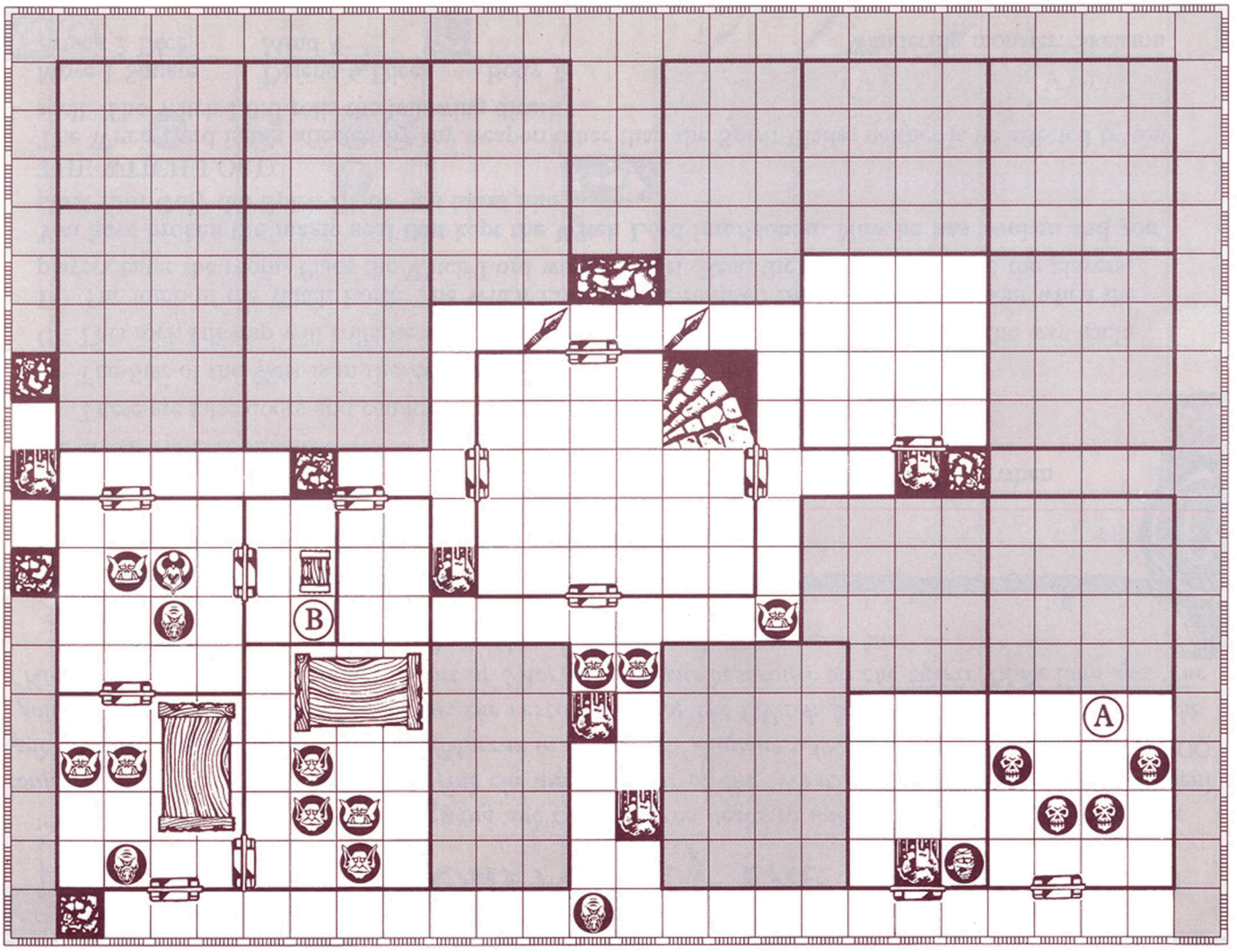
NOTES

The spaces marked with a falling blocks show where the ceiling is dangerous. Any player who moves onto one of these squares must roll a die. If he rolls a 5 or 6, he will lose one Body Point from falling masonry. If the player is wearing a helmet, and has a helmet card, then he will only lose a Body point on the roll of a 6. Monsters are not affected by the falling block squares, as they are familiar with the passages. Do not place the falling block tiles onto the gameboard.

A The Spirit Blade is in the centre of the room, bathed in a cool blue light. This is a Quest treasure and the player should take the appropriate card, which he may keep.

B The Treasure chest contains 200 gold coins.

Wandering monster: Chaos Warrior



The Rescue of Sir Ragnar

"Sir Ragnar, one of the Emperor's most powerful Knights, has been kidnapped. He is being held prisoner by Ulag, the Orc Warlord. You are to find Sir Ragnar and bring him back to safety. Prince Magnus will pay 200 gold coins to the character who rescues Sir Ragnar. The reward may be split between several adventurers, but no reward will be paid if Sir Ragnar is killed whilst escaping."

NOTES

A The Treasure chest is a trap. Any player who opens the chest without searching for traps first will lose one Body point. The chest is empty.

B This Treasure chest contains a potion of Healing, which will restore up to four lost Body points, and 50 gold coins.

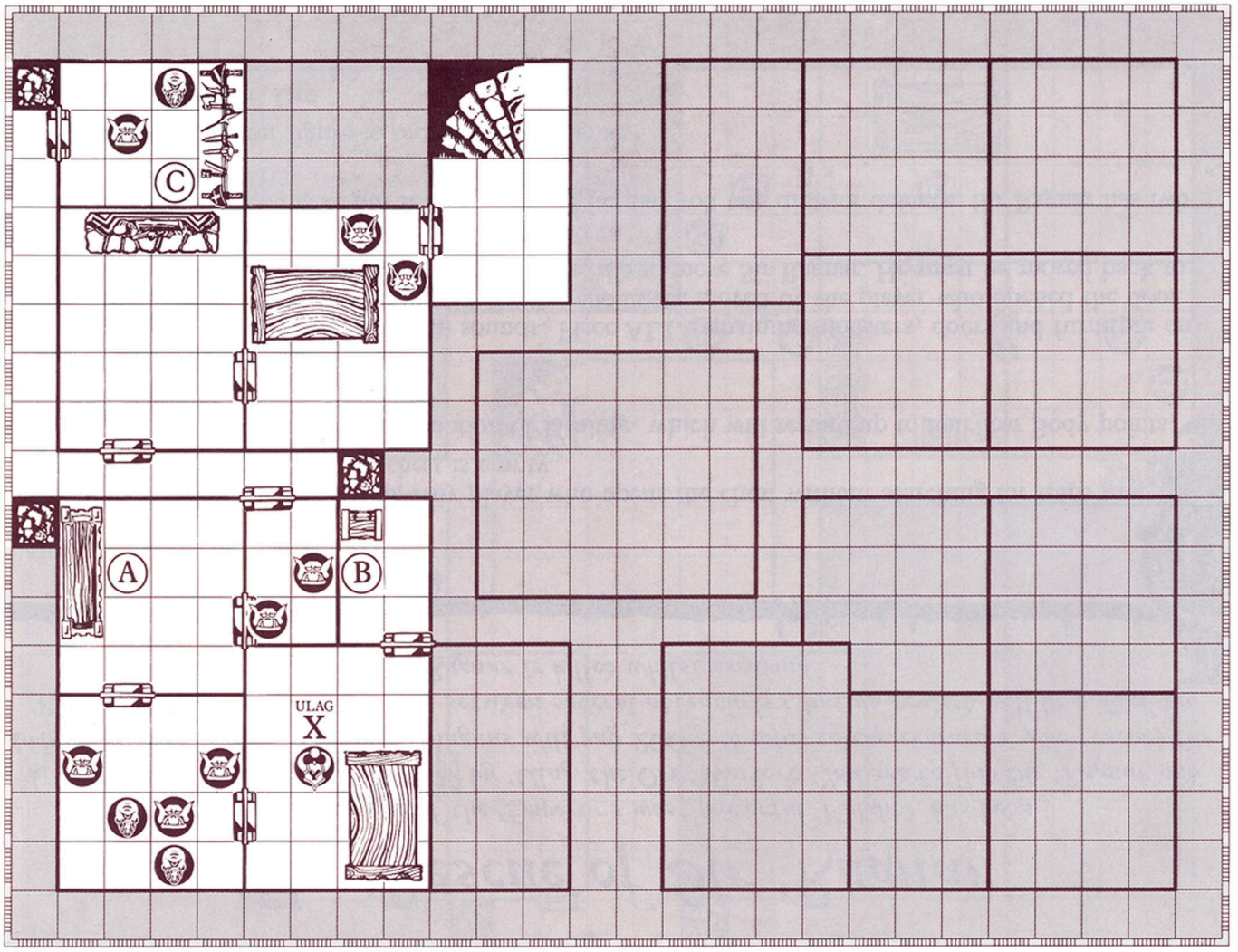
FINDING SIR RAGNAR

When Sir Ragnar is found, an alarm sounds. Place ALL remaining monsters, doors and furniture on the board. All doors are now open. Sir Ragnar should be moved by the player who opened the door. When that player takes his turn he also rolls one die to move Sir Ragnar. He must be moved back to the starting tile to escape.

Sir Ragnar may not attack, but if he is attacked he may roll two dice for defence. Sir Ragnar has two Body points left.

Use the Evil Sorcerer figure to represent Sir Ragnar.

Wandering monster: Orc



Barak Tor - Barrow of the Witch Lord

"War with the eastern Orcs is brewing and the Emperor needs to unite the lesser kingdoms for the conflict to come. To do this, he must find the ancient Star of the West as worn by the Kings of Legend and by Rogar when he battled with Morcar in ages past. Anyone who finds the gem will be given 200 gold coins. The gem lies in Barak Tor, the resting place of the Witch Lord. He was also known as the King of the Dead, a powerful servant of Morcar, and was destroyed by the Spirit Blade long ago. The Spirit Blade is the only weapon that can harm him."

NOTES

X Use the Chaos Sorcerer model for the Witch Lord. Place it on the spot marked 'X' when the Witch Lord is released.

A These are false doors and cannot be opened at all.

B The Star of the West is in the Zombie's hand.

C This rock fall trap will collapse after the last player to pass under it, thus blocking the way back.

D The tomb of the Witch Lord. The Witch Lord will be released from his imprisonment when the players enter the room. Place the Witch Lord where shown. Read the bold text below to the players.

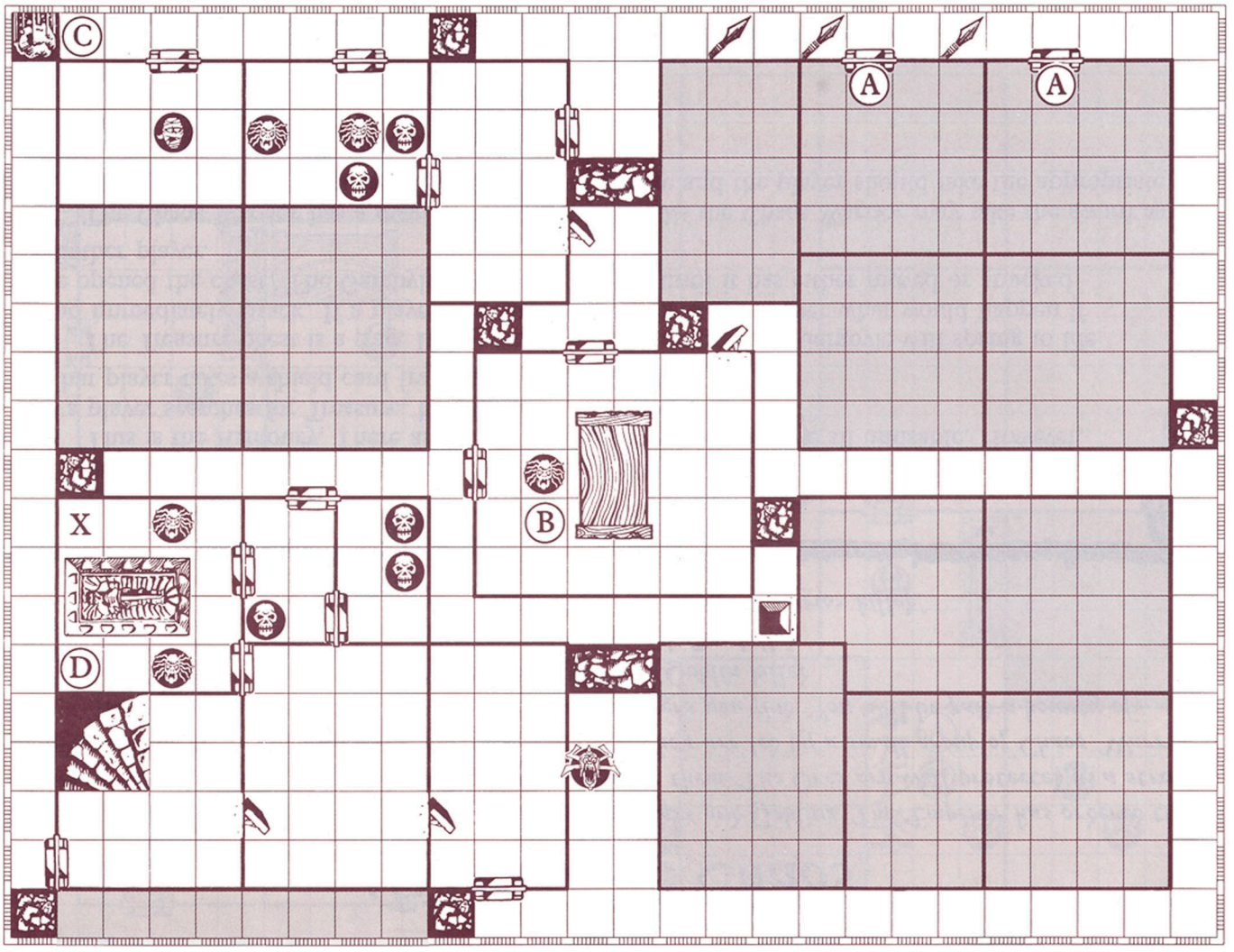
You have broken the magic seal that kept the Witch Lord imprisoned. Now he has awoken and you must run. Only the Spirit Blade can harm him.

THE WITCH LORD

The Witch Lord is not affected by any weapon other than the Spirit Blade; neither is he affected by any spell. The Witch Lord rolls the following dice:

Move 1 Square	Defend 6 Dice	Body 1
Attack 2 Dice	Mind 4	

Wandering monster: Skeleton



Lair of the Orc Warlord

"Prince Magnus has ordered that the Orc Warlord Ulag, who was responsible for the kidnapping of Sir Ragnar, should be sought out and killed. Whoever kills Ulag will be rewarded with 100 gold coins. Any treasure found in Ulag's stronghold may also be kept."

NOTES

A The cupboard contains 30 gold coins and a potion of Healing, which will restore up to four lost Body points.

B This Treasure chest contains a trap. Anyone who opens the chest without searching for traps will lose one Body point. The chest contains 100 gold coins.

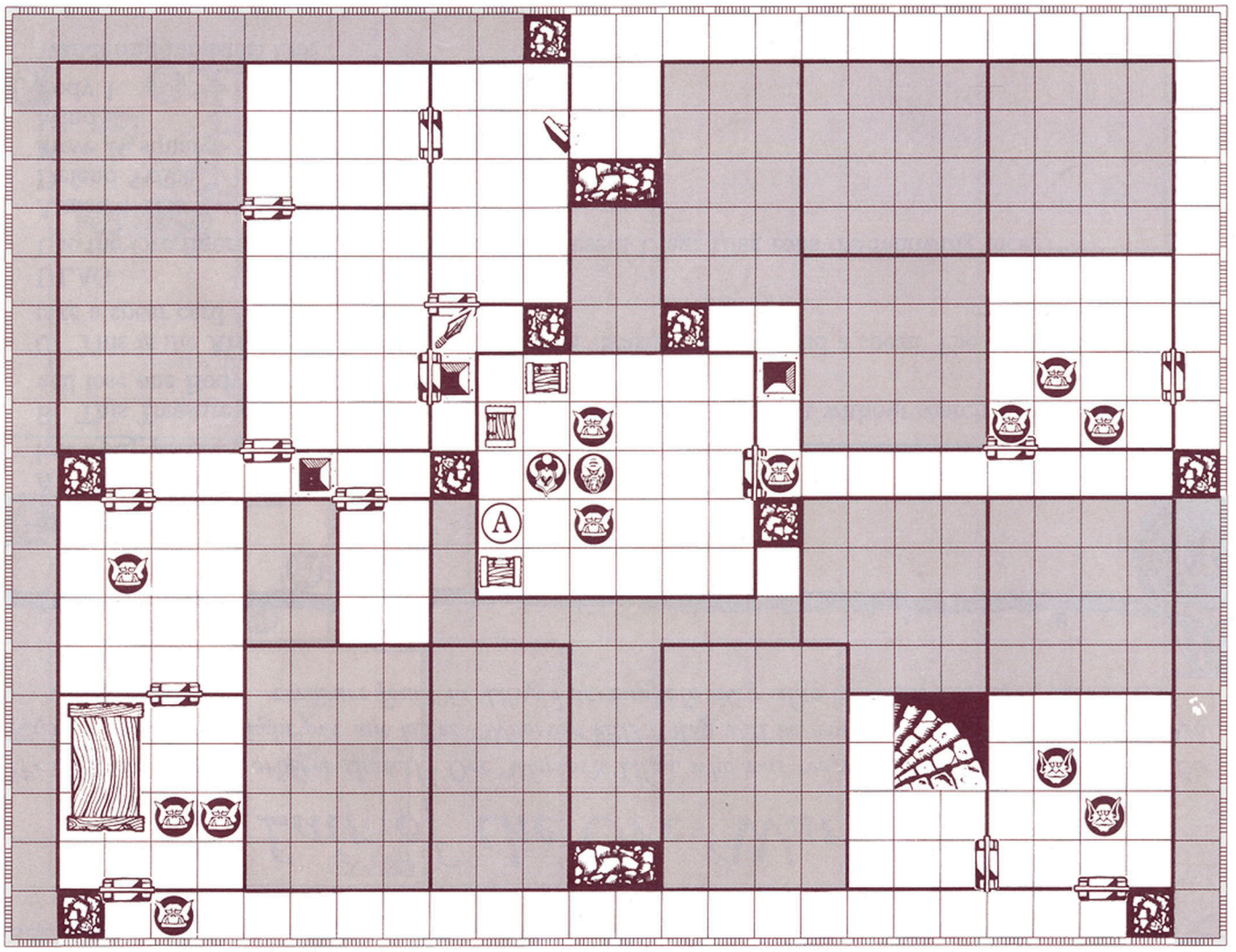
C This is the Armoury. If a player searches for treasure, he will find a spear. The player may take a spear card from the Equipment pack.

ULAG

Use the Orc figure with the large sword to represent Ulag. Ulag rolls the following dice:

Attack 4 dice
Defend 5 dice
Move 10 squares
Mind 3
Body 1

Wandering monster: Orc



Bastion of Chaos

"The Lands to the east have been plagued by marauding Orcs and Goblins. The Emperor has ordered that a band of worthy Heroes should be sent forth to destroy them. The Orcs are well protected in a strong underground fortress known as the Bastion of Chaos. They are led by a small group of Chaos Warriors. You must fight your way in and kill all the monsters you find. You will be paid a bounty of:

10 gold coins for each Goblin killed

20 gold coins for each Orc killed

30 gold coins for each Fimir or Chaos Warrior killed."



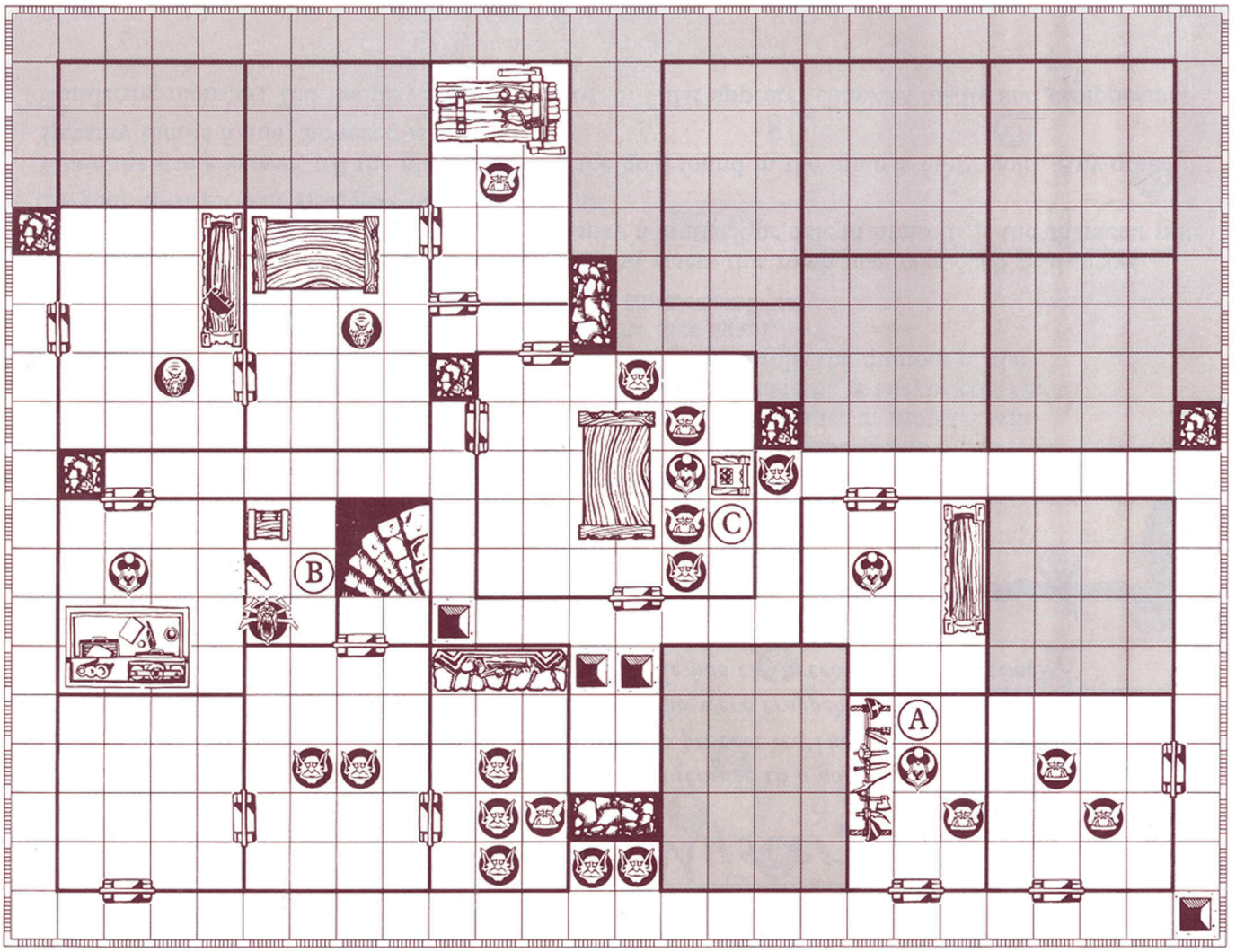
NOTES

A This is the Armoury. There are many weapons here but they are all unusable. However, if a player searches for Treasure, he will find a shield.
That player takes a shield card from the Equipment cards.

B The Treasure chest is a trap. If any player opens the chest the Gargoyle will spring to life and immediately attack. If a player searches for traps he will discover what would happen if he opened the chest. The Gargoyle cannot be harmed until it has either moved or attacked another player.

C The Chaos Warrior has a magic sword. Whoever kills the Chaos Warrior may take the sword as a prize. The sword is Orcs Bane. This is a Quest treasure and the player should take the appropriate card, which he may keep.

Wandering monster: Fimir



Prince Magnus' Gold

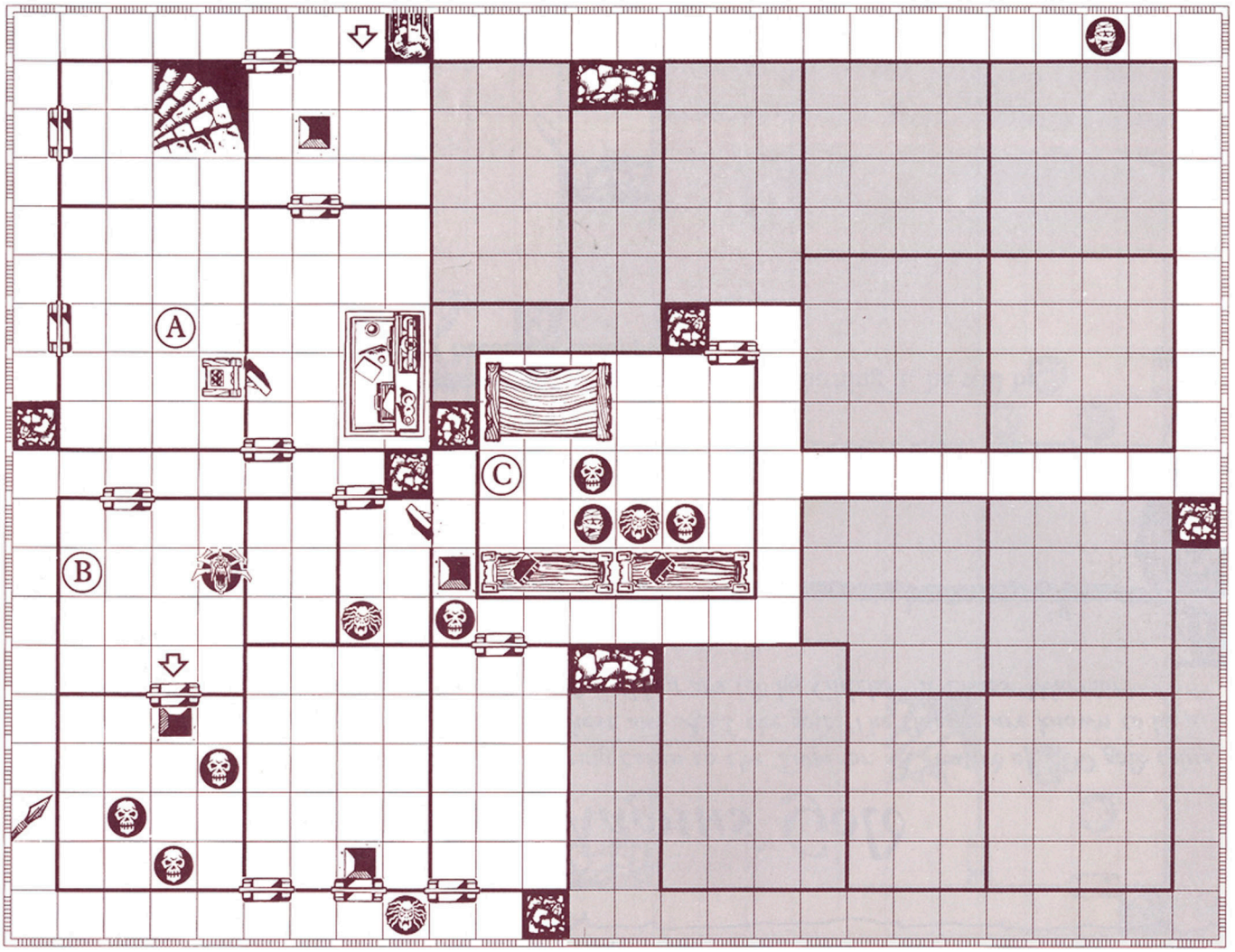
"Three Treasure chests have been stolen whilst being taken to the Emperor. A reward of 200 gold coins has been offered to anyone who can return the chest and ALL the gold. The thieves are known to be a band of Orcs hiding in the Black Mountains. They are led by Gulthor, a Chaos Warrior."

NOTES

A These are the three chests, each containing 250 gold coins' worth of treasure. Each character may carry one Treasure chest at a time. When carrying a Treasure chest, you may only roll one die for movement.

IF any character decides to keep Prince Magnus' gold instead of returning it, he will be outlawed. This character may never become a Champion.

Wandering monster: Fimir



Castle of Mystery

"Long ago a crazy wizard, Ollar, discovered the entrance to a gold mine. Using his great powers he built a magic castle above the mine to protect it. The castle had many magic portals and was guarded by a host of monsters who were trapped in time. Can you find the entrance? Others have tried, but the castle has thwarted them every time."

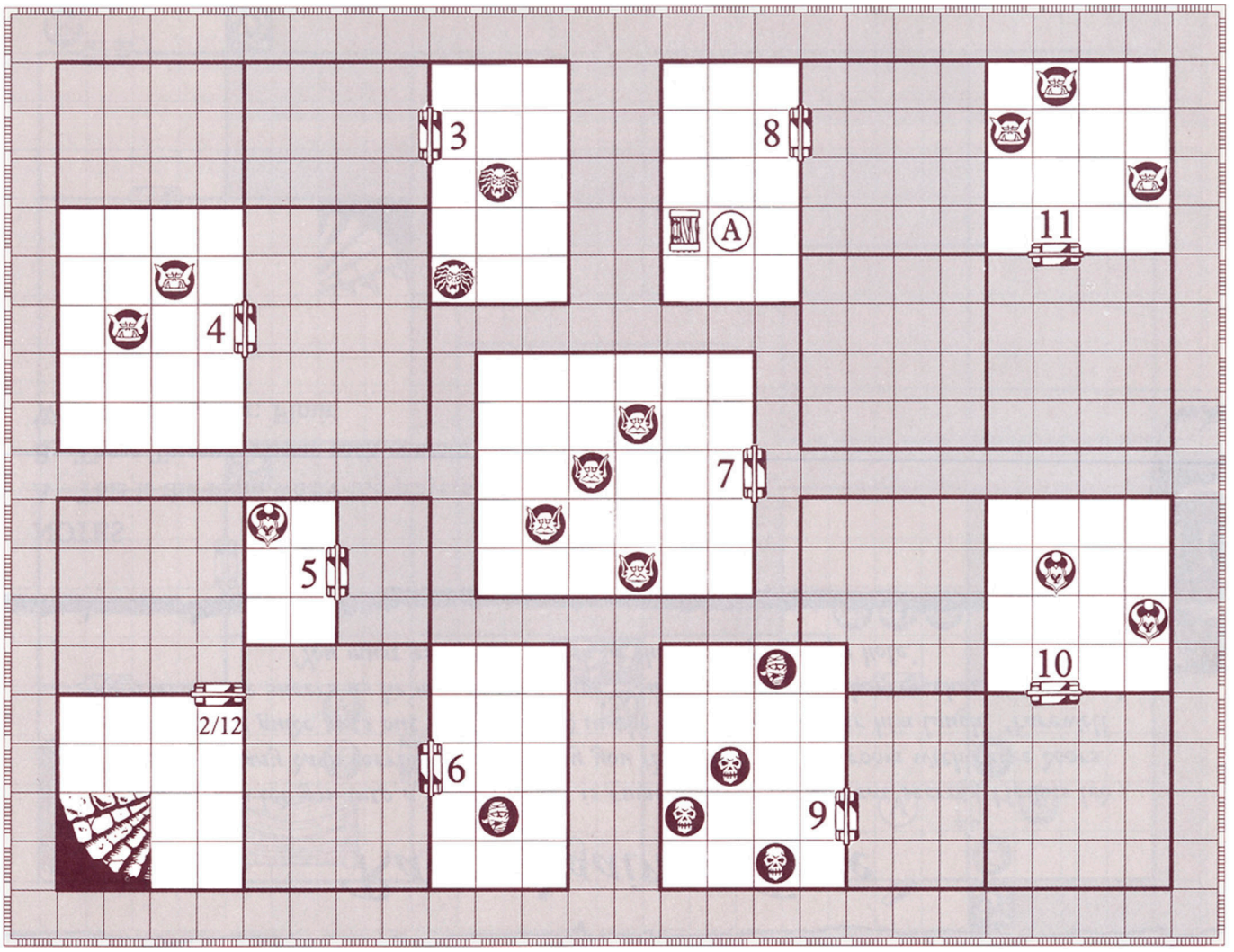
NOTES

Whenever a character moves through a door, he rolls two standard dice. He will then be teleported to the square with the same number as the dice total. If that square is already occupied, he will land on the character or monster on it. The character or monster will lose 1 Body point and, if still alive, must roll two dice to see where he is teleported. The first character remains on the square. If a character or monster rolls the number of the square on which he is currently standing, he rolls the dice again.
Characters may only pass through one portal per turn.

A This is the entrance to the mine. Any player who enters this room may take 5000 gold pieces. However, as long as he is carrying the gold, he may not attack or defend himself. If the character puts the gold down, it will disappear back to the mine.

When the game is over, tell the players that **all** the gold found in the mine is fool's gold. Any other Treasure that is found, however, is real.

Wandering monster: Tell the player that the ghost of Ollar appears, chuckles madly and disappears.



Melar's Maze

"Long ago, a powerful sorcerer by the name of Melar created a Talisman which would enhance the wearer's understanding of magic. He kept the Talisman with him at all times, fearing it might be stolen and used by the allies of Morcar. It is said that he left the Talisman in his laboratory at the heart of his Maze. Melar's Maze is guarded by many traps and magical guardians. It is also rumoured to be haunted by those who have sought the Talisman and perished in the attempt . . ."

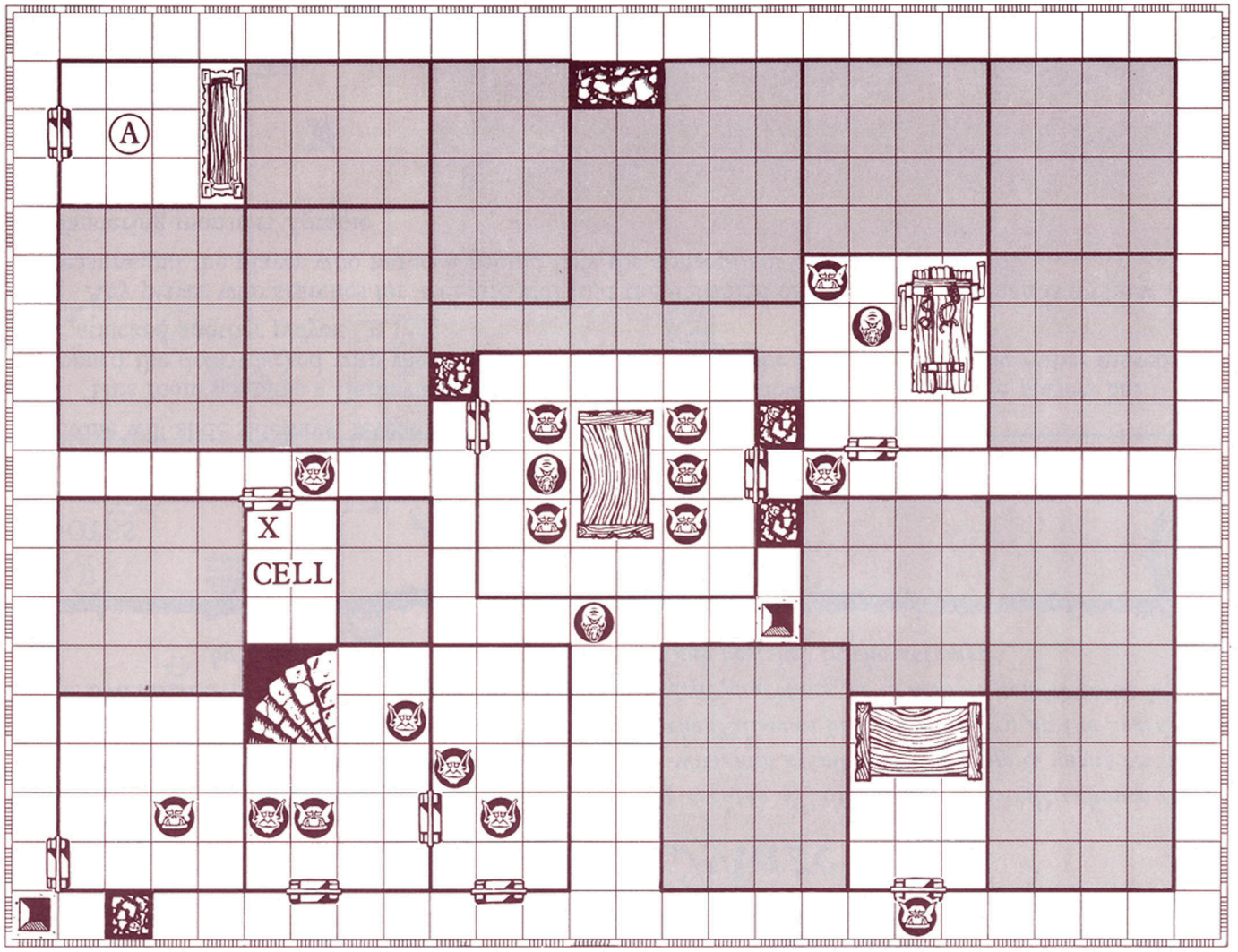
NOTES

A If a player searches for secret doors, he will find **nothing.** However, if a player searches for treasure, he will find Melar's Key. Upon touching it, the Key will disappear and the throne will slide sideways, revealing a secret door.

B This room contains a Gargoyle. The Gargoyle may not be moved until one of the players has opened the door marked with the arrow. The Gargoyle cannot be harmed until it has either moved or attacked another player.

C Any player who searches for Treasure will find the Talisman of Lore. The Talisman is a Quest treasure and the player who found it should take the appropriate Quest treasure card.

Wandering monster: Zombie



Race Against Time

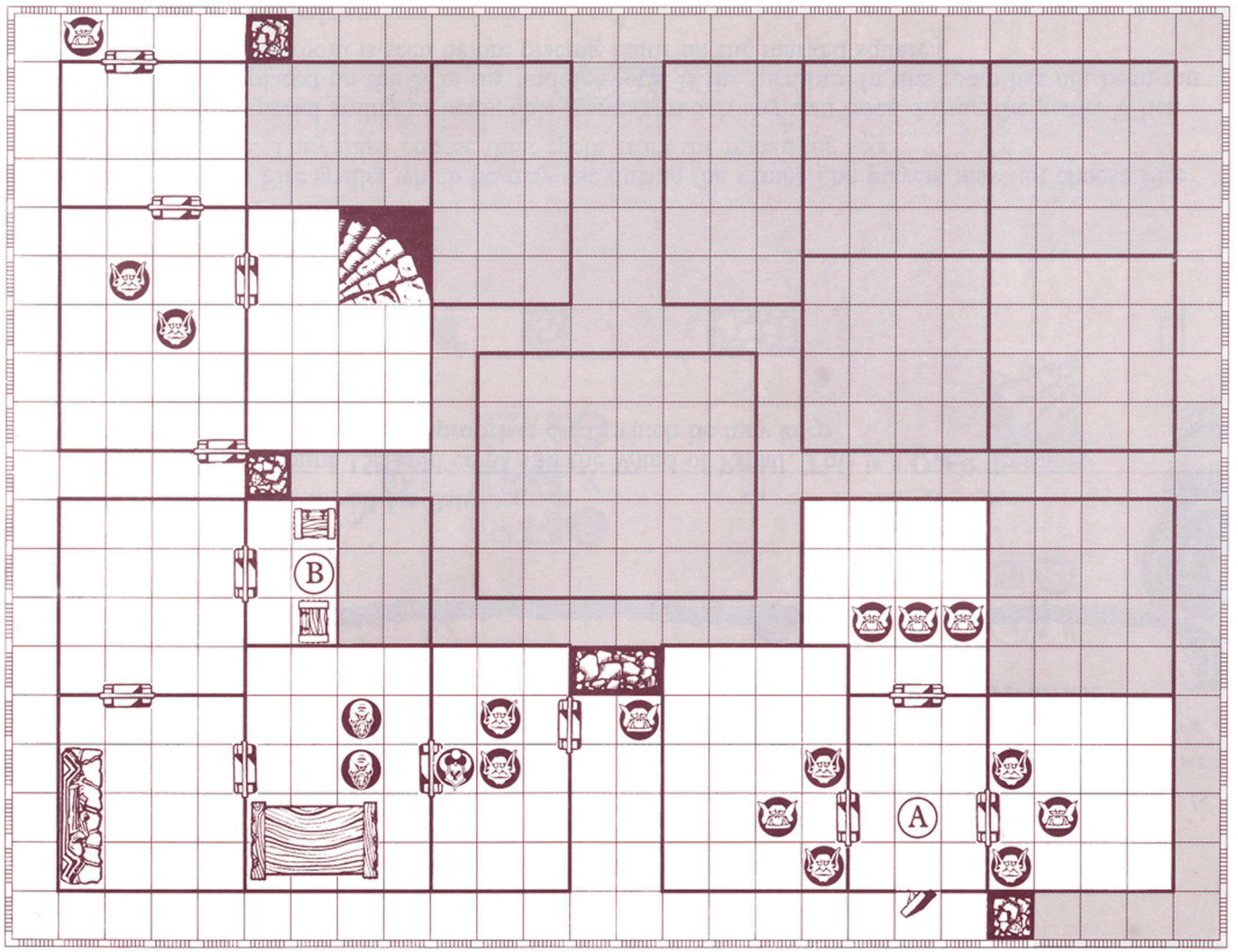
"A guide has led you into a dungeon that is rumoured to hold a great secret. He has led you down many dark corridors and finally you find yourself in a room with three doors. Suddenly the guide puts out his torch and in the darkness you hear him laugh. 'Farewell my Heroes', he sneers as he makes his escape. You realize to your horror that it is a trap! You must escape or perish in this dark, forgotten hole."

NOTES

A This is the room where the players start.

B These Treasure chests each contain 100 gold coins.

Wandering monster: Fimir



Legacy of the Orc Warlord

"Ulag's foul offspring, Grak, has sworn revenge on those who killed his father. Although it has taken him several months, he has finally tracked you down and captured you in an ambush. Now you are held prisoner in his dungeons while he racks his brains to devise a terrible punishment for you. While the guard sleeps, however, you manage to pick the lock of your cell with an old rat bone. You must find your equipment and escape."

NOTES

Because the players have had all their equipment taken, they may not use any equipment that they may have from previous games. Neither the Wizard or the Elf may cast spells until they have found the room where all the equipment has been stored.

X This is where the players start.

A This is where the players' equipment is stored. When one of the players opens the door, you must tell him that this is where the equipment is. When a player enters the room he may regain all the equipment, Quest Treasure and spell cards. Other players may regain their equipment by being in the same room or passage as the player who collected everything. That player *may* decide to keep some, or all, items of equipment for himself, but may not keep or use the spells, unless he is the Wizard or Elf.

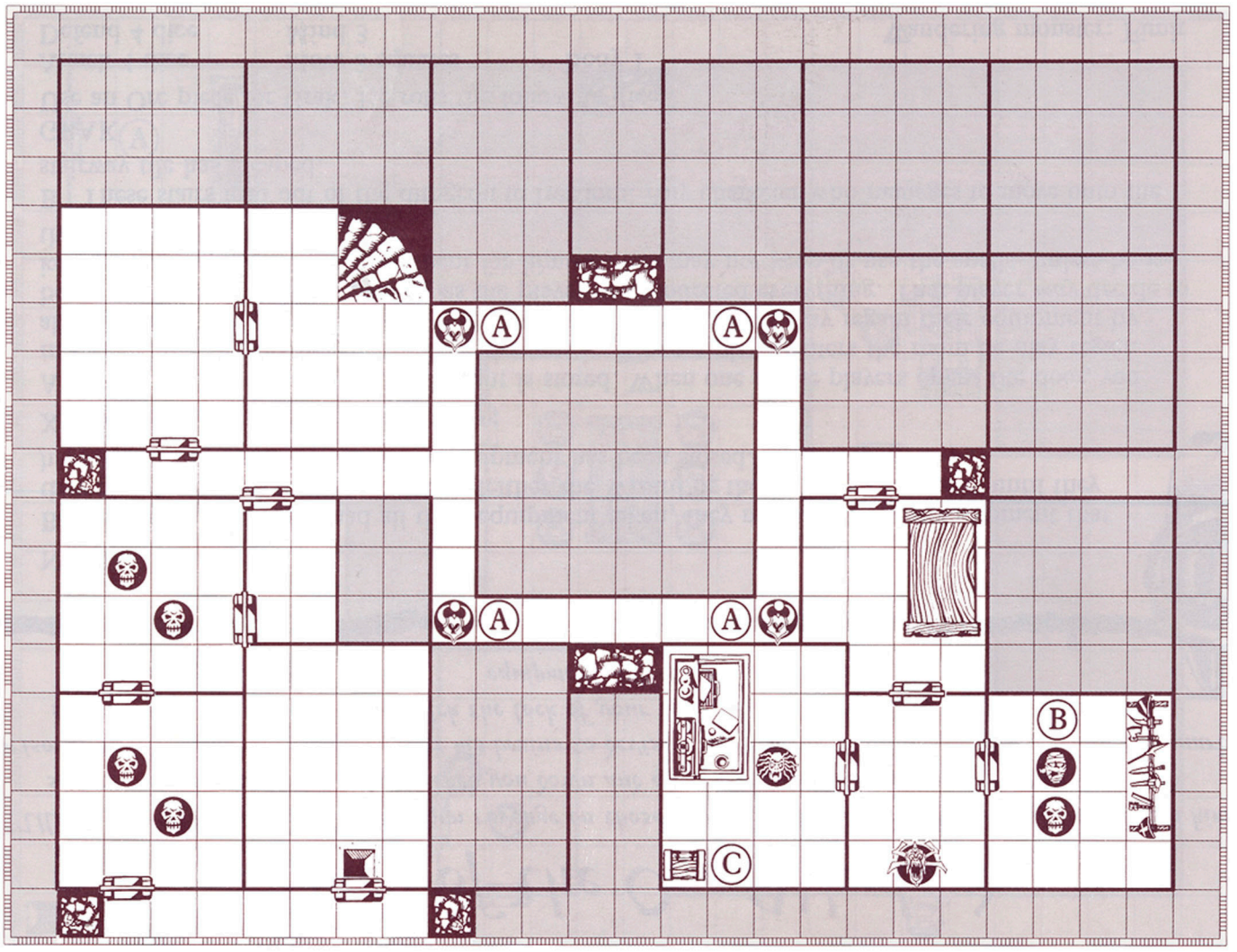
B These stairs lead out of the dungeon to freedom. Any character who manages to move onto the stairway tile has escaped.

GRAK

Use an Orc piece for Grak. He rolls the following dice:

Attack 4 dice Move 8 squares Body 1
Defend 4 dice Mind 3

Wandering monster: Fimir



The Fire Mage

The Orcs of the Black Mountains have been using Fire magic in their raids. Balur, the Fire Mage, is thought to be responsible for helping them. No Fire magic can harm him, and the Emperor's Wizards are unable to counter his spells. You have therefore been chosen to enter his lair, deep beneath Black Fire Crag. The Emperor will reward you with 150 gold coins each for Balur's destruction."



NOTES

Use the Chaos Sorcerer model for Balur.

A Treasure chest contains 150 gold coins and the Wand of Recall. This is a Quest Treasure, the player who finds it takes the appropriate card, which he may keep.

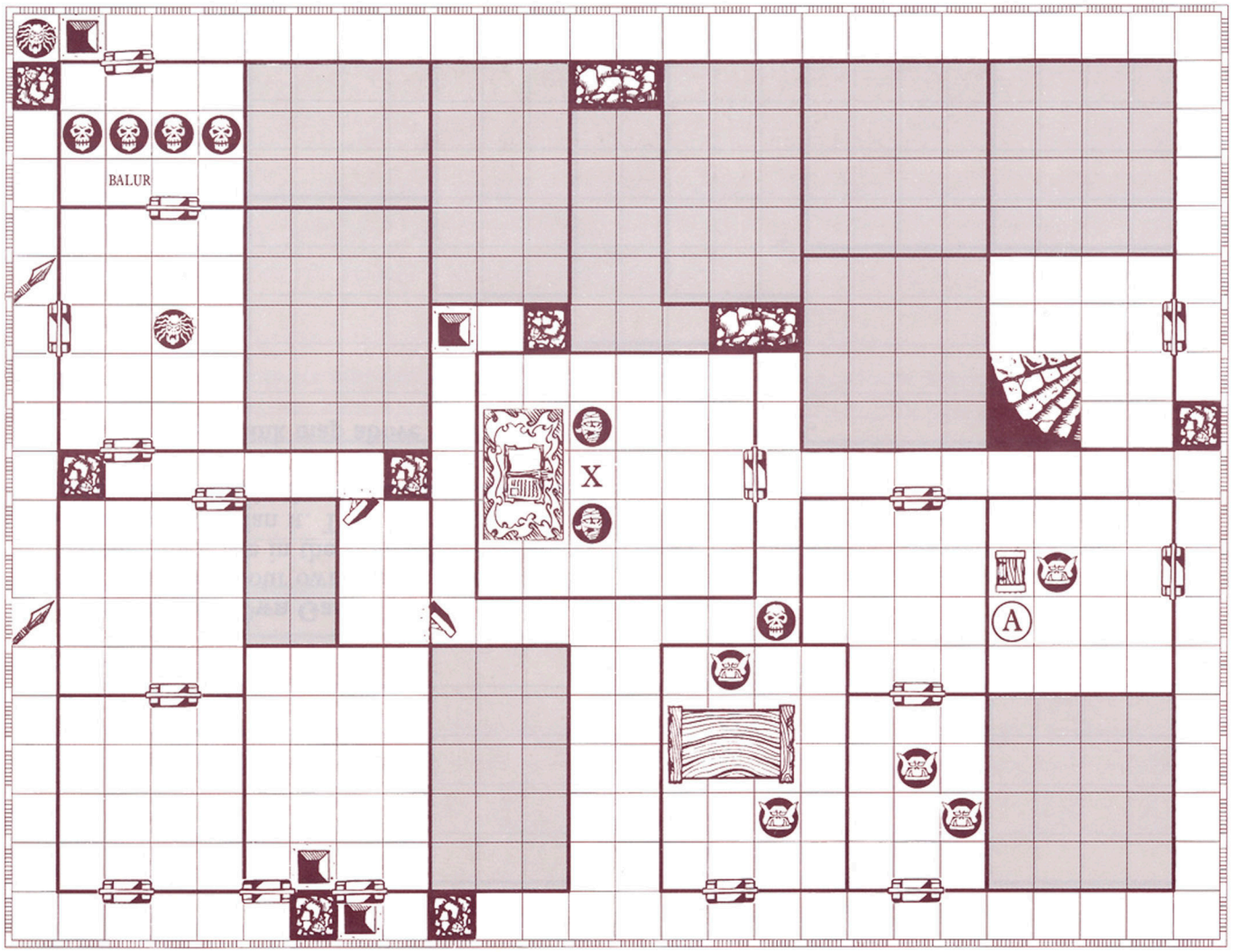
BALUR

Balur has the following values:
Move 8 squares
Attack 2 dice
Defend 5 dice
Mind 7
Body 1

Balur has the three Fire spells, which he may use during the game. The players may not choose Fire spells for this game. They must choose their spells from the remaining sets.

Balur also has the special ability of being able to run through any wall **once** during the game. When he does this, he is placed on the X in the middle room. If the furniture in this room has not been put out yet, wait until the room is seen before placing Balur on the marked square.

Wandering monster: Fimir



The Stone Hunter

"The Emperor's personal Wizard, Karlen has disappeared. The Emperor fears that either he has been murdered or has succumbed to the lures of Chaos magic. You are to find out what has happened to Karlen and, if he is alive, bring him to safety. You will be paid 100 gold coins each upon returning."

NOTES

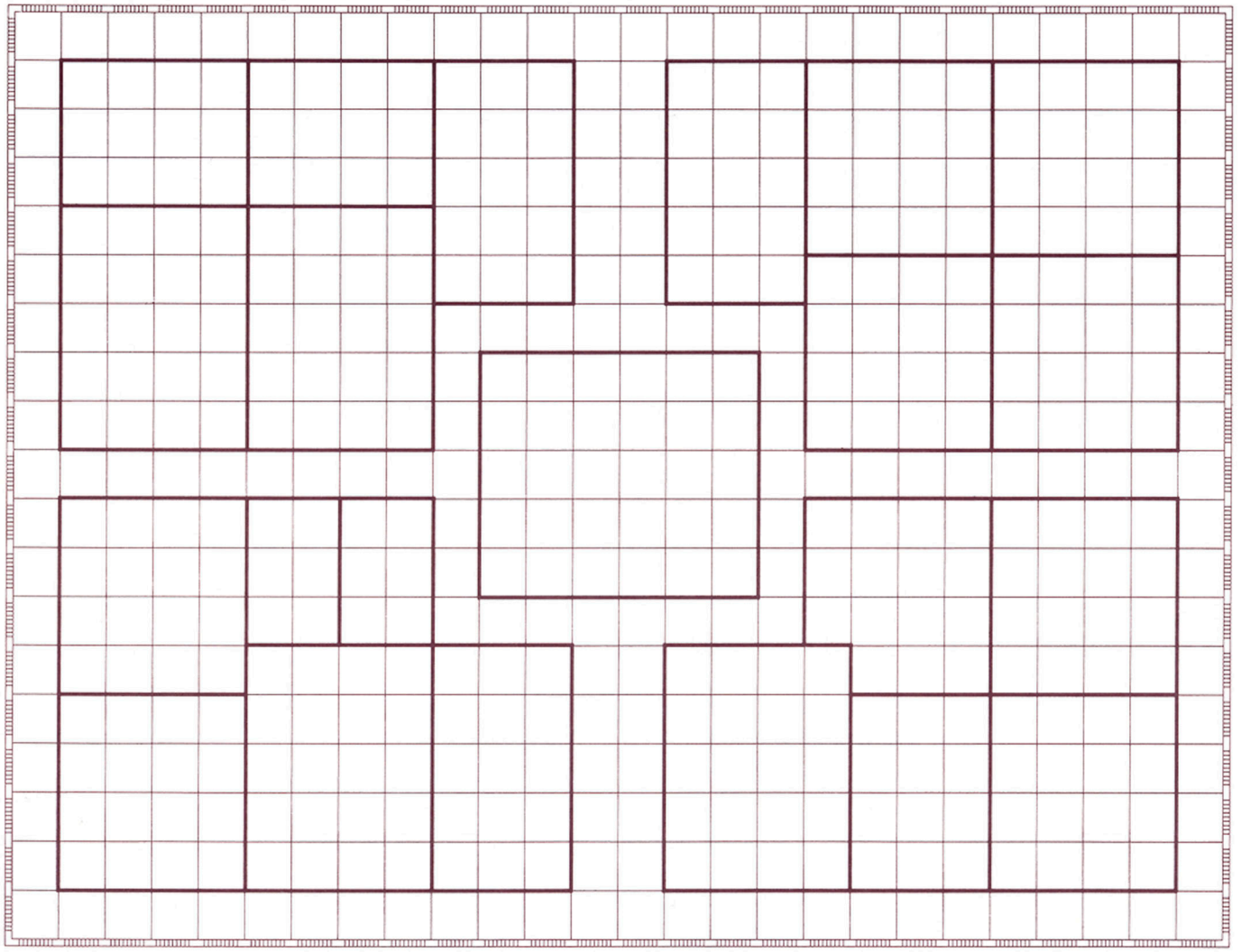
A All the Chaos Warriors in this adventure are made of stone and may roll an extra defence die.

B This is the weapons room. Any player who searches for treasure will find Borin's armour. This is a Quest Treasure and the player takes the appropriate card, which he may keep.

C Karlen's treasure chest contains 200 gold coins.

The Zombie in this room is Karlen. Whilst working on a Chaos spell he was consumed by the magic he created and was turned into a mindless Zombie.

Wandering monster: Mummy



Designing Your Own Games
When designing your own games, make sure that you do not put more furniture pieces onto your map than there are in the game. The easiest way to check this is to put out the pieces for your dungeon as you plan it. Then mark onto the map where all the monsters go, write a short paragraph to explain the adventure and you are ready to play.

Photocopy the blank map above when designing your own games.



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