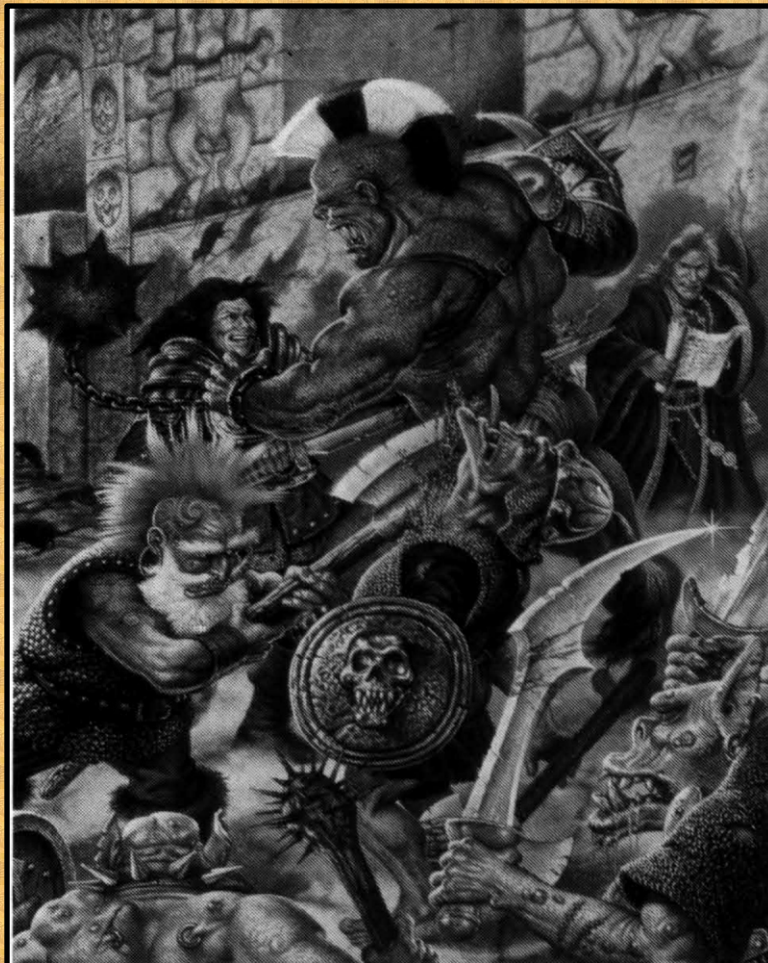


HEROQUEST

Adaptation

Carag Eight Peaks



A Group Quest adapted by: Dewayne Agin



Potion of Minor Restoration 500 Gold Coins
Restores 1 lost Body Point and 1 lost Mind Point.

Potion of Major Restoration 800 Gold Coins
Restores a Hero's Body and Mind Points to original levels.

Potion of Speed 100 Gold Coins
Adds 5 movement squares to the Hero's next movement dice roll.

Potion of Strength 250 Gold Coins
Doubles the number of attack dice a Hero can roll on his next attack.

Potion of Invisibility 300 Gold Coins
Turns the Hero invisible for the next 5 turns. If the Hero makes an attack or casts a spell, he becomes visible immediately.

Potion of Regeneration 300 Gold Coins
Restores all attack dice drained from the Hero by Undead.

Potion of Fire Resistance 400 Gold Coins
After a Hero drinks this potion, he is immune to the effects of the next Chaos fire spell cast on him, or suffers no damage the next time the Hero is burned by fire.

Potion of Cure 400 Gold Coins
If a Hero drinks a Potion of Cure, he is cured of any disease or diseases that infect him.

Potion of Spell Casting 600 Gold Coins
A Spell Caster may drink this potion to relearn a spell that he has just cast. He may pick up the spell card of the last spell he cast and put it back in his hand.

Blade Venom 200 Gold Coins
This potion is used to coat a bladed weapon or arrow. The first monster hit by this weapon (at least one Skull rolled) loses an extra Body Point in damage due to the venom.

Potion of Anti-Venom 300 Gold Coins
Removes poison from the Hero's body, but does not restore lost Body or Mind Points.

Carag Eight Peaks

Special Notes For The Game Master:

Spell Scrolls:

This quest pack includes spell scrolls as treasure. Included at the end of this file are Spell Scroll Cards. The Hero may use these as normal Spell Scrolls. If a Hero finds this treasure, mark it down on his character sheet. The Hero may cast this spell once. Mark the scroll off the Hero's character sheet when he casts it.

The Armory:

The Armory will buy back any item that it normally sells for 1/2 the selling price. Let the Heroes know this before the game begins. You may want to allow the Heroes to take weapons from any monsters they slay. Note that the armory will not buy back weapons from the Undead, though.

Beginning a Quest:

Each quest starts on the stairs, and ends at a special door. If you have an iron door from one of the Milton Bradley Quests, you can use this.

Quest Descriptions:

This quest pack does not contain the normal "quest description" that is read to the players at the beginning of each quest. They are in an ancient Dwarf city that has been taken over by Chaos. Each level is an unknown to them - hence the absence of descriptions.

Board Overlays (Tiles):

When using some of the board overlay tiles, you will notice that they are larger than the rooms they overlay and partially overlap other rooms. There is often unused space on the edges of the rooms they overlap. You can leave this space alone, using the edge of the overlay tile as the wall, or use 'blocked passage' tiles to fill it in.

W

A Message from Mentor

With your small band of Heroes always alert for tales of dungeons bursting with riches, it was only a matter of time before you heard of Carag Eight Peaks.

You sit in a small tavern in a small village, listening to an ancient Dwarf spin his tale. "Carag Eight Peaks was once the fairest city of the Dwarf's realm. Known as 'The Queen of the Silver Depths', she was. Impregnable, or so we thought. From tunnels that were deeper than any my ancestors dug, there swarmed a horde of greenskins - Goblin, Orcs, Fimirs. Led by foul Chaos-spawned Warriors, they warred with my people for control of the city.

"Long were those battles fought, taking a terrible toll on both the attackers and the defenders alike. Finally, when it became obvious that the city was lost, the lower tombs of the kings were sealed, along with their burial treasures, and the city abandoned. Now it is a base for those accursed greenskin raiders.

"Aye, I've often thought of going there, if only to view the Square of Merscha. 'Tis said that it was one of the marvels of Dwarf engineering. People came from all over just to gaze at it - the largest room to be found in any castle, whether above ground or below. Queen Helga once defeated a Goblin Horde there. Hm.. to see Merscha....". The Dwarf takes another sip from his mug and loses himself in his thoughts for several moments.

"A young human died in that battle, or so 'tis said. Came to view the marvels of the city, and stayed as liege to Queen Helga. He was buried there, in the Tombs of the Kings, in honor of the great bravery he showed that day. A wonderful sword he was said to have wielded, Karaghul, the Dragonsword. Wonder if it is still there."

The Dwarf talked late into the night about the wonders of Carag Eight Peaks. After he leaves you and your comrades stay up later still, making plans for your descent into the city...

Mentor

Quest Map Guide

The Quest map symbols are color-coded to help you guide the Heroes through these Quests. Here's what the various map symbol colors mean.



Gold: This color is used to highlight traps that the Heroes can detect by searching.



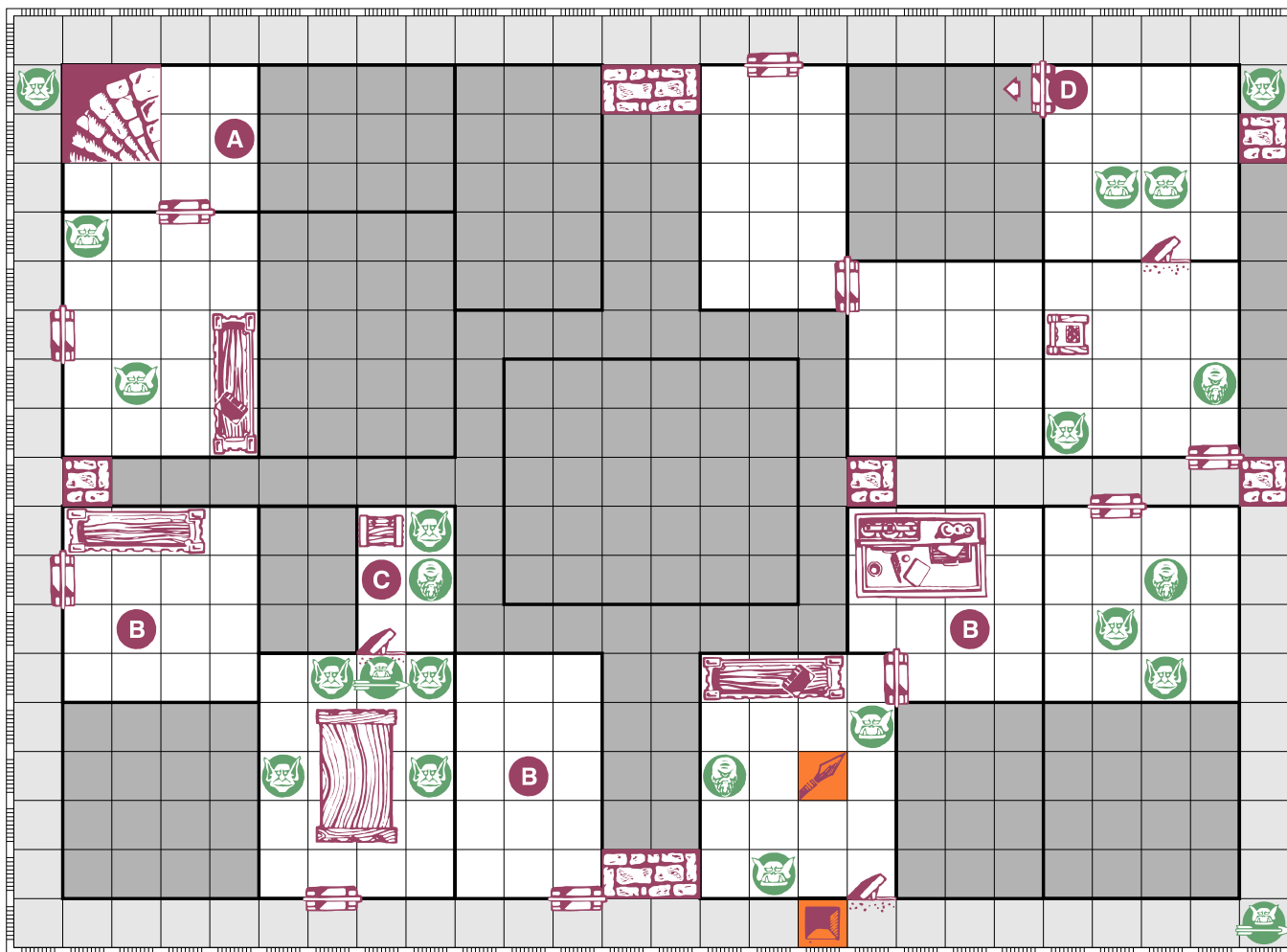
Light Green: This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.



Dark Green: This color is used to highlight monster symbols. See the Monster Chart in the back of this book for actual symbols.

In each Quest, notes prefaced with a capital letter correspond to a matching letter location on the Quest map.

Turn page for Quest 1



Group Quest

Level One

NOTES:

- A** This is where the quest begins.
- B** In each of these rooms marked 'B' (there are 3) the Heroes will encounter a Dwarf ghost. They will only encounter one ghost in each room. It doesn't matter the order that the rooms are entered - the first time a Hero enters one of these rooms read Encounter #1, when a Hero enters one of the other rooms read Encounter #2, and when a Hero enters the last room read Encounter #3. Read the Encounters when a Hero enters one of the rooms - do not wait for all the Heroes to enter.

ENCOUNTER #1

Read: "A pale, greenish light begins to faintly glow in front of you. It forms into a figure, an elderly male Dwarf. The light grows stronger and begins to pour from the ghost, and through it. He holds his arms out to you, and his mouth moves as if he is pleading. A sudden look of terror crosses his face. He turns his head to look at something that you cannot see. With a loud, ear piercing scream he disappears. Unfortunately, you aren't the only one who hears the scream..."

Place 2 Orcs (wandering monsters) in the room with the Hero. His turn is over.

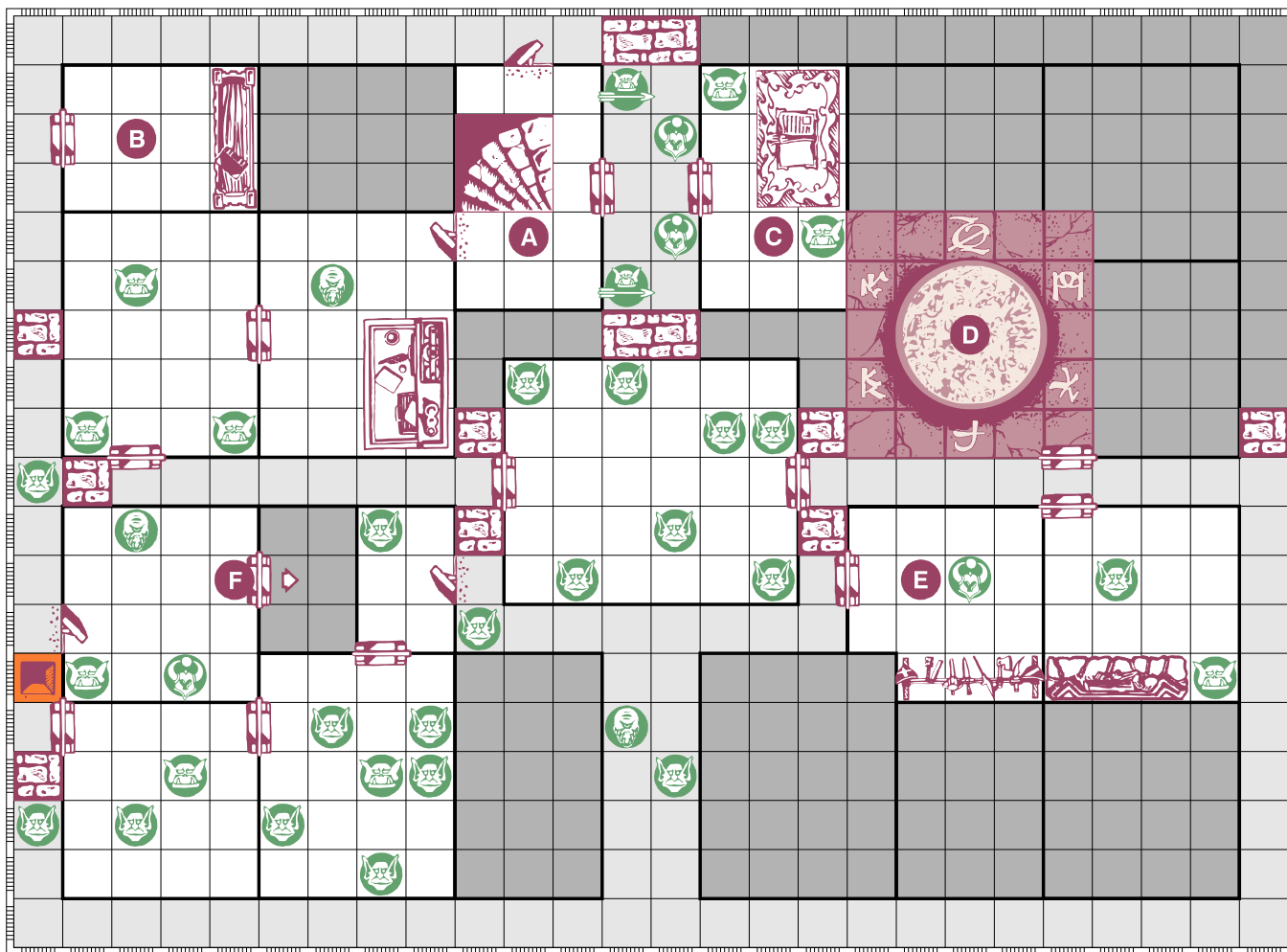
ENCOUNTER #2

Read: "Again you see a glowing light, and again it forms into a Dwarf ghost. This one is clearly younger than the first, and appears to be trying to say something to you. You cannot make out what he is saying, though. All you hear is a sound like the wind rustling through leaves. The figure begins to walk towards you, holding out its hands. As the Dwarf ghost touches your arm, it vanishes, but not before you feel a sense of great pain and sorrow."

ENCOUNTER #3

Read: "A third time a ghost appears before you. This time the ghost is a Dwarf woman. She speaks, and you can make out what she is saying. 'Free us... Aid us. Our tombs are desecrated and a great evil dwells within our halls. We have committed no crime, but the desecration of our resting place causes us much pain and pulls us back to this realm. You must help us, you must. Cleanse our tomb of the evil that lives there. Help us, please!' With this final imploring cry, the apparition fades."

- C** Inside the chest you find 200 Gold Coins and a Spell Scroll of **Fire of Wrath**.
- D** This door is the exit from the quest.



Group Quest

Level Two

NOTES:

- A** This is where the quest begins.
- B** The first Hero to search for treasure in this room will find a spell scroll of Rock Skin.
- C** Read to the first Hero to search the room for treasure “*You find a Potion of Major Restoration on the table. It appears to be stuck. What do you wish to do?*” If any Hero attempts to do anything to the Potion (besides leaving it alone), roll 1d6. Consult the following chart to determine the appropriate Chaos Spell:
- | | |
|-----------------|------------------|
| 1 Rust | 4 Lightning Bolt |
| 2 Summon Orcs | 5 Ball of Flame |
| 3 Summon Undead | 6 Firestorm |

Read the following “*The Sorcerer’s Table begins to glow brightly. The pages of the book begin to turn, as if by an invisible hand. The pages stop turning, and the writing on the page begins to burn with a blue mage fire. With a deafening crash, [insert spell name from chart above] is cast from the book at you!*” **Rust, Lightning Bolt, and Ball of Flame** are cast at the Hero who attempted an action on the Potion. The other spells are generic room spells. Roll 1d6 and consult the spell list anytime someone attempts any action on the Potion.

- D** Place the ‘Fountain’ tile on the board as shown on the quest map. The first time a Hero enters this room, read: “*You have entered a well room. The water appears to be glowing.*” If a Hero attempts to drink or enter the water, roll 1d6 and consult the following chart for the outcome:

Die Roll	Outcome
1	Poison! - The Hero loses 2 Body Points.
2	Sick - The Hero rolls 2d6. Multiply this number by 2. The Hero rolls one fewer movement, attack, and defense dice for this many turns.
3-4	No effect
5	Strength - The Hero rolls 2d6. Multiply this number by 2. The Hero feels a surge of strength coursing through his blood. He may roll an extra attack die for this many turns. Note that the Hero may roll an extra attack die for any attacks made during this many turns, not that the Hero may roll the extra die for this many attacks.
6	Health - You are healed of 2 lost Body Points.

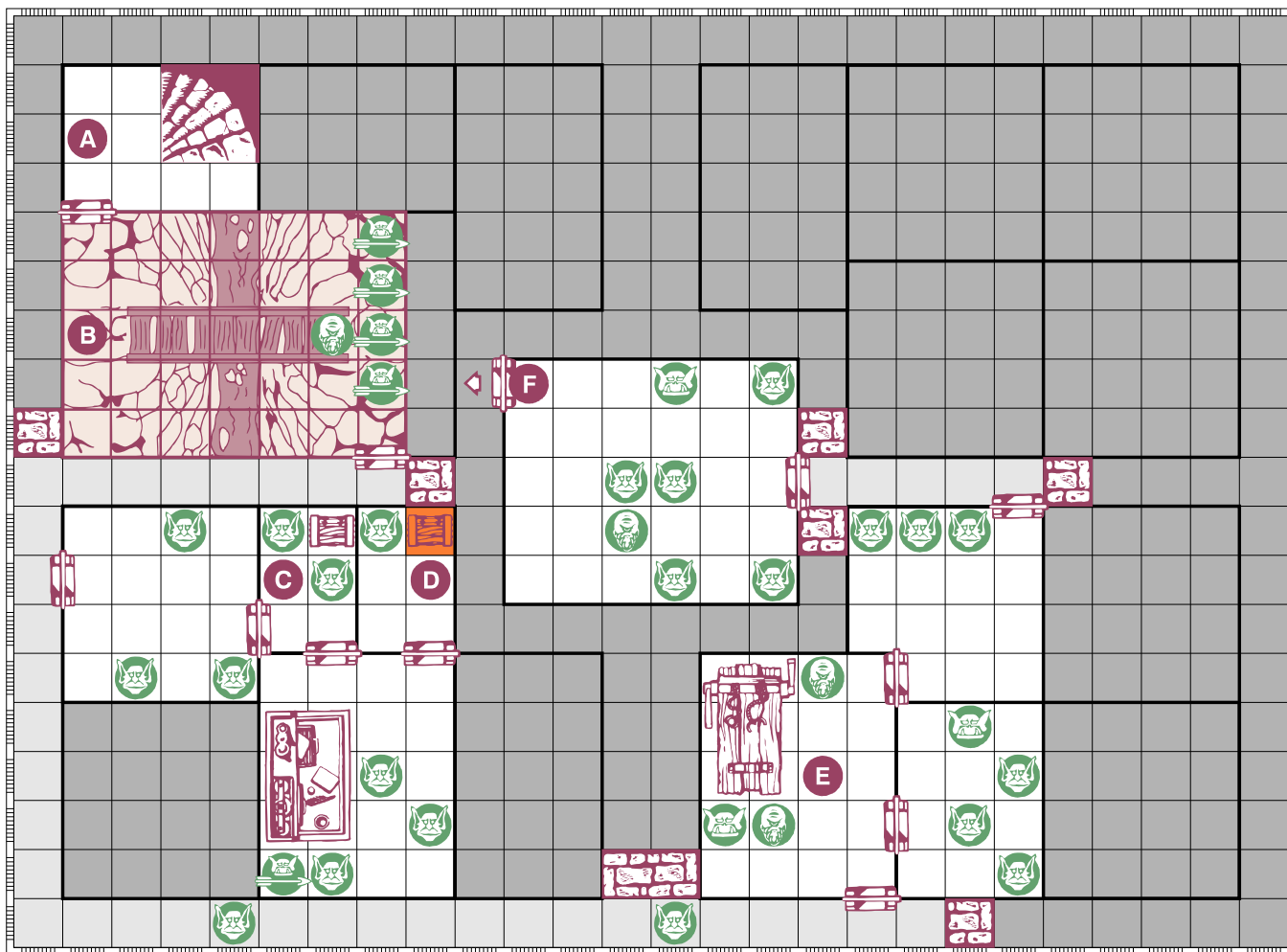
Each Hero may use the well once.

- E** The artifact Staff of Remembrance (see artifact card) is stored in the Weapons Rack. It is trapped with a Chaos Firestorm spell, and will go off if a player searches for treasure without first disarming it. The first player to successfully search for treasure in this room will get the Staff of Remembrance.
- F** This door is the exit from the quest.

Wandering Monster in this Quest:



1 Fimir & 1 Goblin



Group Quest

Level Three

NOTES:

A This is where the quest begins.

B Place the 'Chasm' tile on the board as shown on the quest map. Attacking and defending on this bridge entails risk. Any figure, whether monster or Hero, runs the risk of falling into the abyss when engaging in hand-to-hand combat (not missile fire or spells) while standing on any of the three bridge squares. If a character is successfully hit when attacked, it must roll 2d6 and add their current Body Points to this number. Consult the chart below:

Result

2-10 **Aaaargh** - The Hero or Monster is struck so hard that he loses his balance and falls into the chasm below, losing an additional 2 Body Points. If the character is still alive, it must spend 2 turns climbing out of the chasm. It cannot attack or defend while climbing out, but can only be hit with missile fire (no hand-to-hand attacks). The player (if a Hero falls) or Game Master (if a monster falls) decides which side of the chasm he wishes to move his figure.

11-13 **Slip** - The blow causes the Hero/Monster to slip on the swaying bridge. Roll 1d6 divide by two (round up). The figure remains prone on the bridge this many turns, and

cannot attack. They also defend with 2 fewer Defend Dice than normal.

14-17 **Side Step** - The Hero/Monster uses the swinging bridge to his advantage, and side steps his opponent, deflecting all effects of the blow. No Body Points are lost.

18+ **Dodge** - The Hero/Monster dodges the blow and also manages to cause his opponent to overbalance. The attacking Figure suffers an automatic '**Aaaargh**' (see above).

If a Hero attempts to climb the chasm he falls, suffering 2 Body Points of damage. He may then climb out, like in Result 'Aaaargh' above.

C The chest contains 500 Gold Coins.

D The chest is booby trapped with a poison dart, doing 1 Body Point of damage if not disarmed. The chest contains a gem worth 150 gold coins.

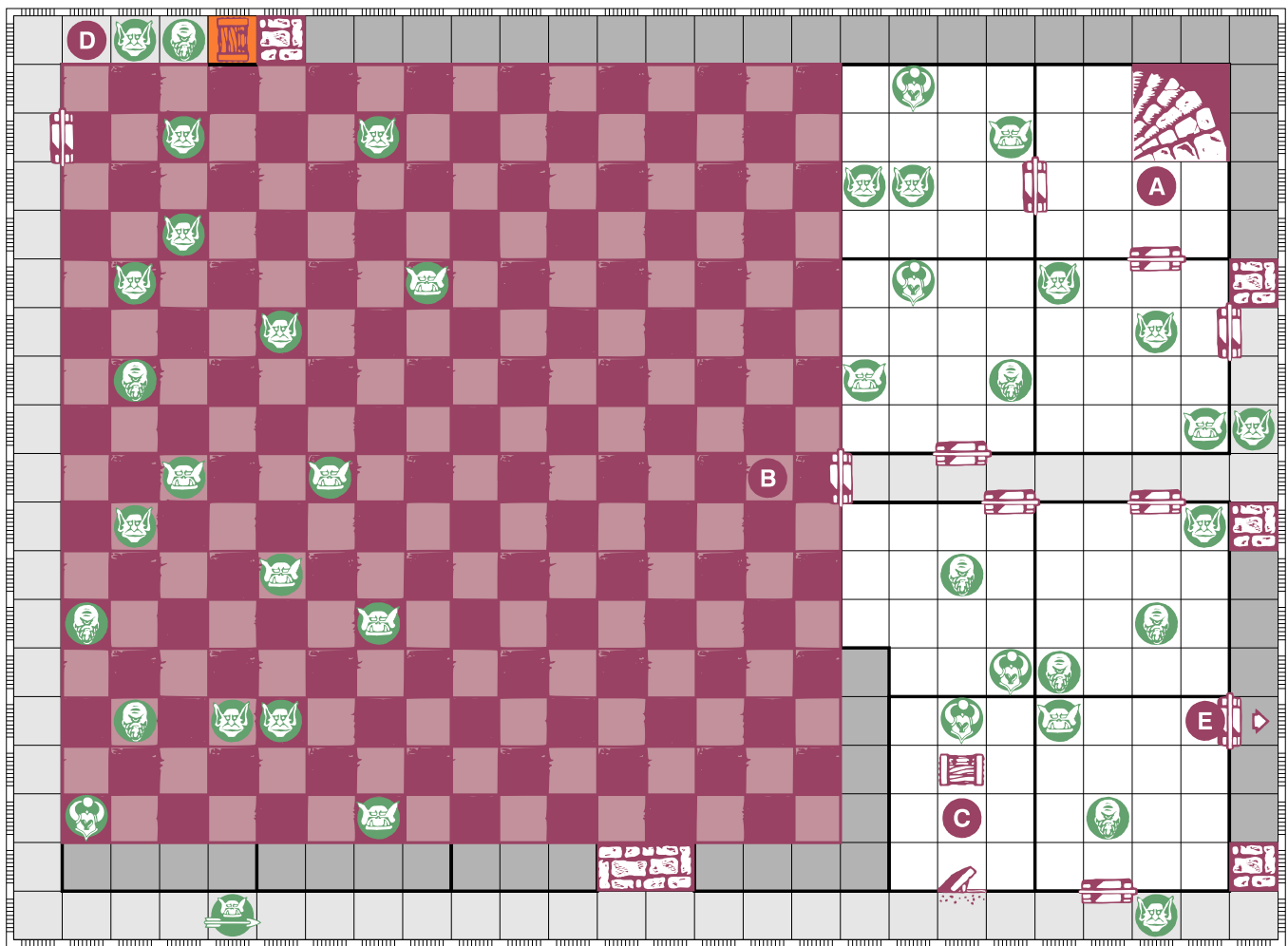
E The first person to search the room for treasure finds a Potion of Major Restoration underneath the Rack.

F This door is the exit from this quest.

Wandering Monster in this Quest:



Fimir



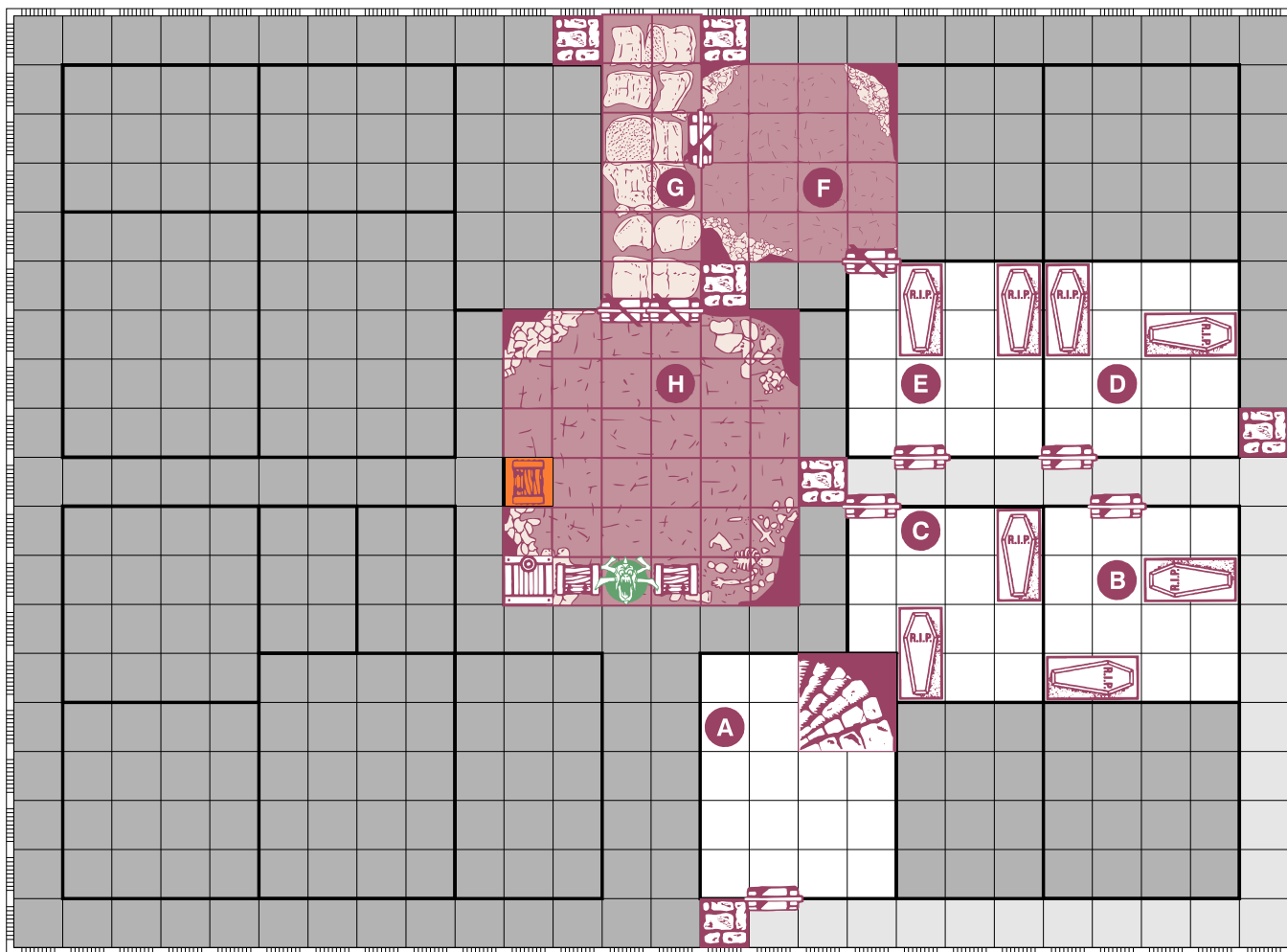
Group Quest

Level Four

NOTES:

- A** This is where the quest begins.
- B** This room is the Square of Merscha. Place the 'Large Room' tiles on the board as shown on the quest map. Here is a breakdown of the number of monsters in this room: Goblins - 8, Orcs - 6, Fimirs - 3, Chaos Warrior - 1. If you do not have enough monsters, or if your Heroes are weaker or not in possession of many powerful artifacts, you may not want to place all the monsters on the board at the same time. You can tell place as many of the monsters on the board as desired, then tell the Heroes that the room is shrouded in darkness, and from the shadows glowing eyes can be seen. When a monster is killed, you can replace it with one of the others that are 'waiting' in the darkness.
- C** The chest contains 100 Gold Coins and a Potion of Blade Venom.
- D** This chest is trapped with a poison dart which will do 1 Body Point of damage if a Hero searches for treasure without disarming it first. The chest contains two gems worth 75 Gold Coins each.
- E** This door is the exit from the quest.

Read to the first Hero who enters this room: *"The walls of this huge room stretches out into the distance. This can only be the Square of Merscha."*



Group Quest

Level Five

NOTES:

- Any of the Mummies on this level have the special characteristic of DRAIN. Any time they successfully hit on an attack, they drain the Body Point from the Hero's body into their own. This ability *will* allow them to go above their normal starting Body Point amount.
- You can use the stone coffin tiles that come with the quest pack to represent the coffins shown on the quest map.
- In rooms 'B', 'C', and 'D' the stone coffins are closed. If the Heroes attempt to search for treasure, read: "As you begin your search, the lids of the coffins slowly open with a scraping sound. Mummies emerge from within the tombs."
- All of the closed stone coffins may be opened. If a coffin is opened, only the one Mummy contained within will emerge to fight the Heroes.

A This is where the quest begins. After placing all four Heroes here, read "Above your heads is a sign that read 'Herein lie the bodies of our dead. They set down their lives in defense of our realm, for which we owe them the greatest of debts. As they were Heroes in life, so they shall be rewarded in eternal rest. Their lives are gone, but their souls and memories live on in our hearts and minds.'"

- B** Each coffin in this room contains a Mummy, which will emerge if the coffin is opened. Both coffins will open automatically and the Mummies will emerge if the room is searched for treasure.
- C** Each coffin in this room contains a Mummy, which will emerge if the coffin is opened. Both coffins will open automatically and the Mummies will emerge if the room is searched for treasure. When the first coffin is opened (or when both are opened because a Hero searches for treasure) read 'You see something glittering in the first coffin'.
- D** Each coffin in this room contains a Mummy, which will emerge if the coffin is opened. Both coffins will open automatically and the Mummies will emerge if the room is searched for treasure. When the 2nd coffin opens, read: "This Mummy appears to be larger than the other. Inside its coffin you see something glittering." Inside the 2nd coffin is the sword Karaghul (see artifact card).
- E** The coffins in this room are already opened. Use an open door for the door between this room and room 'F'. Read this to the first player that enters the room "A jumble of debris meets your eyes as you enter the room. The coffins are open, the lids smashed into gravel, the bones that once laid within are scattered. A large hole has been dug in one corner of the crypt, leading into darkness beyond."





NOTES (Continued):

- F** Place the 'Cave Tiles Room #5' tile here as shown on the quest map. Use an open door for the door between this room and passage 'G'. Read this to the first player that enters this room: "You have left the Dwarf tombs behind and have entered a natural cavern. Large mounds of dirt and stone lie scattered about the floor, the result of someone, or something, having dug into the tombs."
- G** Place the 'Cave Passage' tile here as shown on the quest map. Use two open doors for the doors between this passage and room 'H'. Do not place any of the items in room 'H' until a Hero steps into room 'H'.
- H** Place the 'Cave Tiles Room #3' tile here as shown on the quest map. Place the pit tile in this room when the first Hero enters it; it is not hidden. When the first Hero enters this room, read: "A huge, hulking beast snarls at you as you enter the room. It spits out these words, barely understandable 'I am Thulgul, ancient beyond all others. I have killed Dwarves; I have killed Orcs; and now I will kill you!' With these words the monster attacks"

Thulgul has these statistics:

<i>Movement</i>	<i>Attack</i>	<i>Defend</i>	<i>Body</i>	<i>Mind</i>
9	4/2	5	5	4

Thulgul can attack twice per turn, once with his sword for 4 attack dice, and once with his whip for 2 attack dice. These attacks can be, but do not have to be, made against the same Hero. Thulgul may attack diagonally with his whip, but not his sword. In addition to his normal attacks, he may cast Ball of Flame three times. Thulgul also has these characteristics:

REGENERATION: Thulgul regains 1 lost Body Point per turn.

FLYING: Thulgul may fly or walk during his movement phase. He may make part of his movement, attack a Hero, and then continue moving. He may move as long as he still has part of his

movement allowance left, even after making an attack. This could possibly allow him to move, make a weapon attack, move again, make his 2nd weapon attack, move again, cast Ball of Flame, and then make his final movement. Note that Thulgul does not have to break up his attacks this way, but he can if the Game Master desires. Thulgul may fly over Heroes, the pit, and the Treasure Chests.

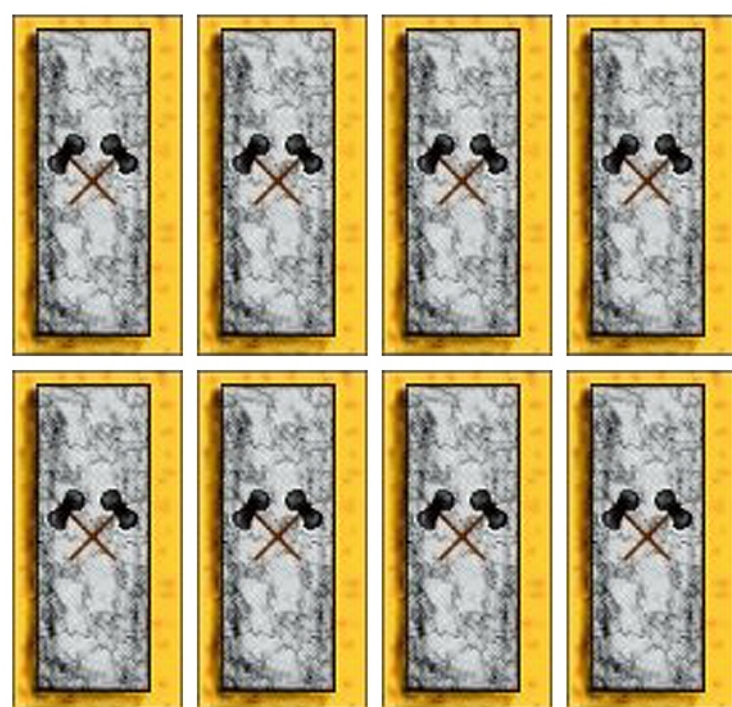
Note: Thulgul is designed to be a very hard monster to kill. If your Heroes are not up to the task, you may need to lower some of his stats, remove an attack, and/or remove some or all of his special abilities.

After Thulgul has been killed, read: "The apparition of the Dwarf woman that appeared to you earlier arrives again. She looks different, as if a burden has been lifted from her shoulders. She is surrounded by the pale forms of the other spirits that you saw, plus a host of many others. She turns to you and says 'The ancient enemy is gone. We are in your debt. The pit behind you leads to the surface; the foul creature used it to raid nearby villages. Take the sword Karaghul and our blessings. We wish you well. You shall be remembered.' She fades away for the final time, her form changing to a golden light brighter than the sun as she and the other Dwarfs return to eternal sleep."

The first chest that is opened (it doesn't matter which of the three is opened first) contains 500 Gold Coins. The second chest contains a jeweled ornamental dagger worth 250 Gold Coins plus a spell scroll of Strength. The third chest is trapped. If it is opened before it is disarmed an electrical shock will do 2 Body Points of damage to the Hero. This chest contains 300 Gold Coins plus a spell scroll of Water of Healing.

To exit the quest, the Heroes need to enter the pit, which will take them to the surface.







Staff of Remembrance



This staff magically increases the wielder's intelligence. If the Hero using this staff is a spellcaster, he gains the ability to remember spells after they have been cast. Once per Quest, as long as the Hero holds the staff, he may choose a previously cast spell and return the spell card to his hand. The staff may be used in battle like a regular staff.

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Carag Eight Peaks



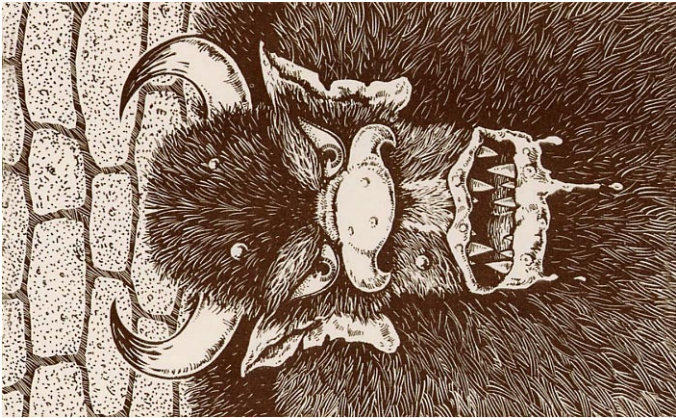
**Karaghul
the Dragonsword**



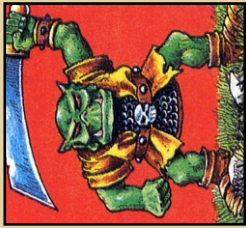
This magical longsword is normal in all appearances, giving its wielder no extra attack dice. Its power is that it allows the Hero to cast the Fire spell 'Ball of Flame' once per Quest. It also absorbs all Fire spells cast on the wielder, protecting the Hero from harm.

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Carag Eight Peaks



Orc Archer



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	3(3)	2	1	2



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Carag Eight Peaks



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