

HEROQUEST

HASGAR'S AMULET



BY: MARKUS SANDBERG

Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Crossbowman		6	3(2)	3	2	2
Halberdier		6	3	3	2	2
Scout		9	2	3	2	2
Swordsman		5	4	4	2	2

The Crossbowman wields a crossbow--see the Armory on the cardboard platform in the Game System. When adjacent to a Hero, the Crossbowman attacks with a shortsword.

The Halberdier wields a halberd that enables him to attack diagonally.

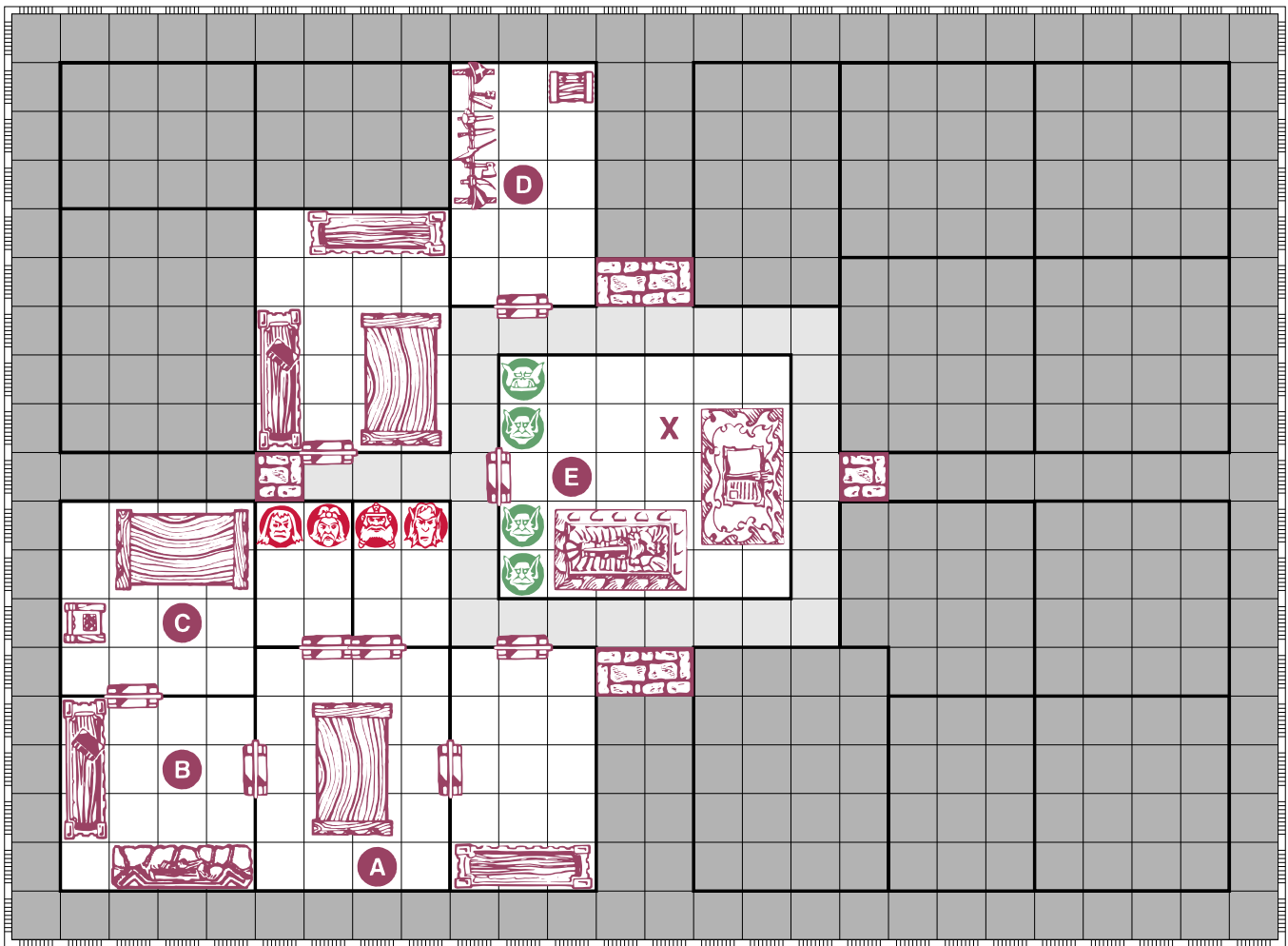
A Message from Mentor

Many years ago a priest named Siegman went on a holy pilgrimage to the Landing of the Gods. Legend has it that the Landing of the Gods is where the gods first came into the world to create all that lives. While on his journey, the god Hasgar appeared to Siegman in a dream, commanding him to build a temple to honor Hasgar. When Siegman awoke he found a powerful Amulet, a gift from Hasgar. Siegman used the Amulet as a sign to gain followers for Hasgar and support for the temple.

Siegman oversaw the construction of the temple, and was made high priest. After his death, Siegman was solemnly buried in the temple along with the Amulet, and his tomb is considered a holy shrine.

You arrive in town hungry, tired, and thirsty, but have a hard time finding a meal and a place to spend the night. The annual festival celebrating the appearance of Hasgar to Sigma is going on and the city is crowded with celebrants. After searching in vain for a place to stay, you spot several priests who allow you to stay in their rooms. After a good meal in the priests' dormitory you thankfully fall asleep, looking forward to sharing the celebration with the priests on the morrow.

Mentor



Level 1

"You fall asleep, grateful for your lodgings. Suddenly, a loud noise coming from the temple wakes you up.

You hear the sound of running feet, and a door slamming shut."

NOTES:

- A** "This is the dining area of the Temple Priests. A table, already set for breakfast, sits before you."
- B** "This is the common room for the Priests. A large bookcase and a fireplace dominate the room. The evening before, the fireplace was lit and provided a warm glow to the room, but now it is dark and cold."
"Behind a spider's web in the bookcase you find a large key." Give the Hero the key tile. **Note: At the end of this level, take the key tile from the Hero.**
- C** "An unmade bed sits in this room; blankets are strewn across the floor."
- D** "Inside the chest you find a large net, like one you would catch an animal in." Have the player mark 'net' down on his character sheet.
- E** This door is locked, and cannot be picked. It can only be opened with the key found in Room 'B'. The 'X' on the map is the High Priest. Lay a figure on its side to represent him (you can use the Chaos Mage, or any other human figure). Do not place the monsters in this room until the first Hero enters. After speaking to the High Priest, searching for secret doors will reveal a small opening on each side of the altar, containing levers. Pushing them will slide the altar back, revealing a small set of stairs leading to Level 2.

Read to the Heroes when they open the door, before they go in: "Ahead you see the altar of Hasgar. Beside it sits the Tomb of Siegman. It looks like a body is lying on the floor. You think you hear heavy breathing coming from the temple, but see no one inside."

After the Heroes defeat the Orc and Goblins, read the following paragraphs:

"You examine the body lying in front of the altar, and find the current High Priest, wounded and bleeding. He opens his eyes and says, 'Curses! I curse the unbelievers who stole our holiest relic and desecrated our temple!'"

The High Priest is brought back to his room (move all the Heroes and the High Priest to room 'C'). After his wounds are bound he tells you his story.

"I had just fallen asleep when a loud noise awoke me. I ran to the temple, unlocked the door, and entered. I found that the Tomb of Siegman had been forced open. I looked in, and saw that the Amulet of Hasgar was gone. I felt a sudden pain in my head, and the next thing I knew you were standing over me. You must find the ones who desecrated the temple and return the Holy Amulet to its proper place."

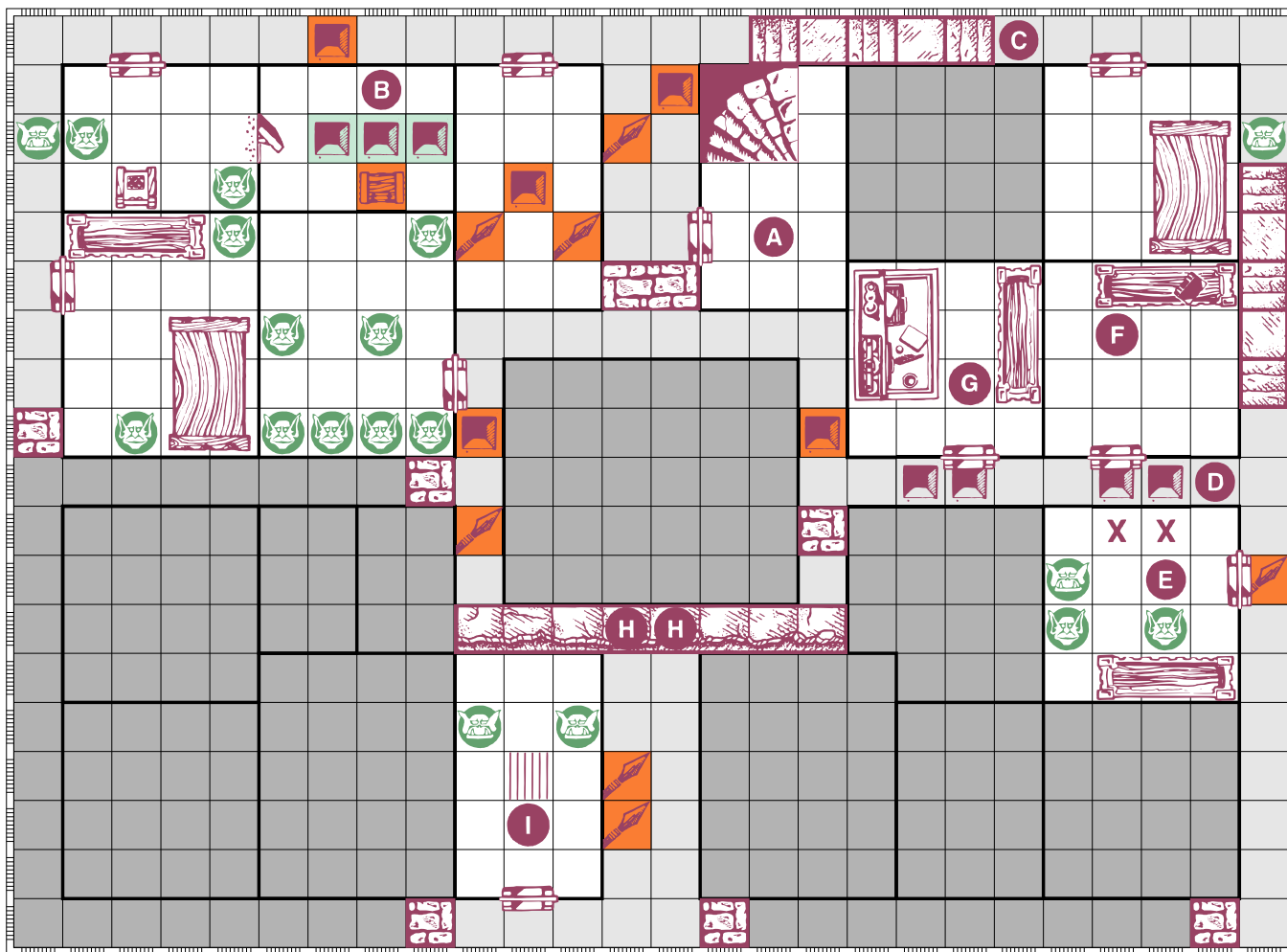
The Priests meet for breakfast, but notice that one chair is empty. A search is made for the missing brother, a young Priest named Migrosch. After searching in vain all morning, the High Priest comes to the conclusion that Migrosch has been kidnapped by the Temple Thieves. The High Priest calls you into his room after the noon meal.

"Our temple has been desecrated, and our holiest relic stolen. Ever since Siegman built the temple here, our city has been blessed by Hasgar. He cannot be happy with his amulet in the hands of thieves. I hate to think what calamities will befall the poor people of the city because of the god's wrath. You have the look of seasoned adventurers about you; won't you help us? If you can find and return the Amulet to us and distribute just punishment to the thieves for their evil, I would be eternally grateful. If you find Migrosch, please help him also. He must be suffering greatly at the hands of the kidnappers. Help us, please!"

With that the priest falls silent, and looks at you expectantly.

Wandering Monster in this Quest:

Searching for Treasure would be considered a sacrilege here. The search fails.



Level 2

"You carefully follow the stairs down into a dark, evil smelling passage."

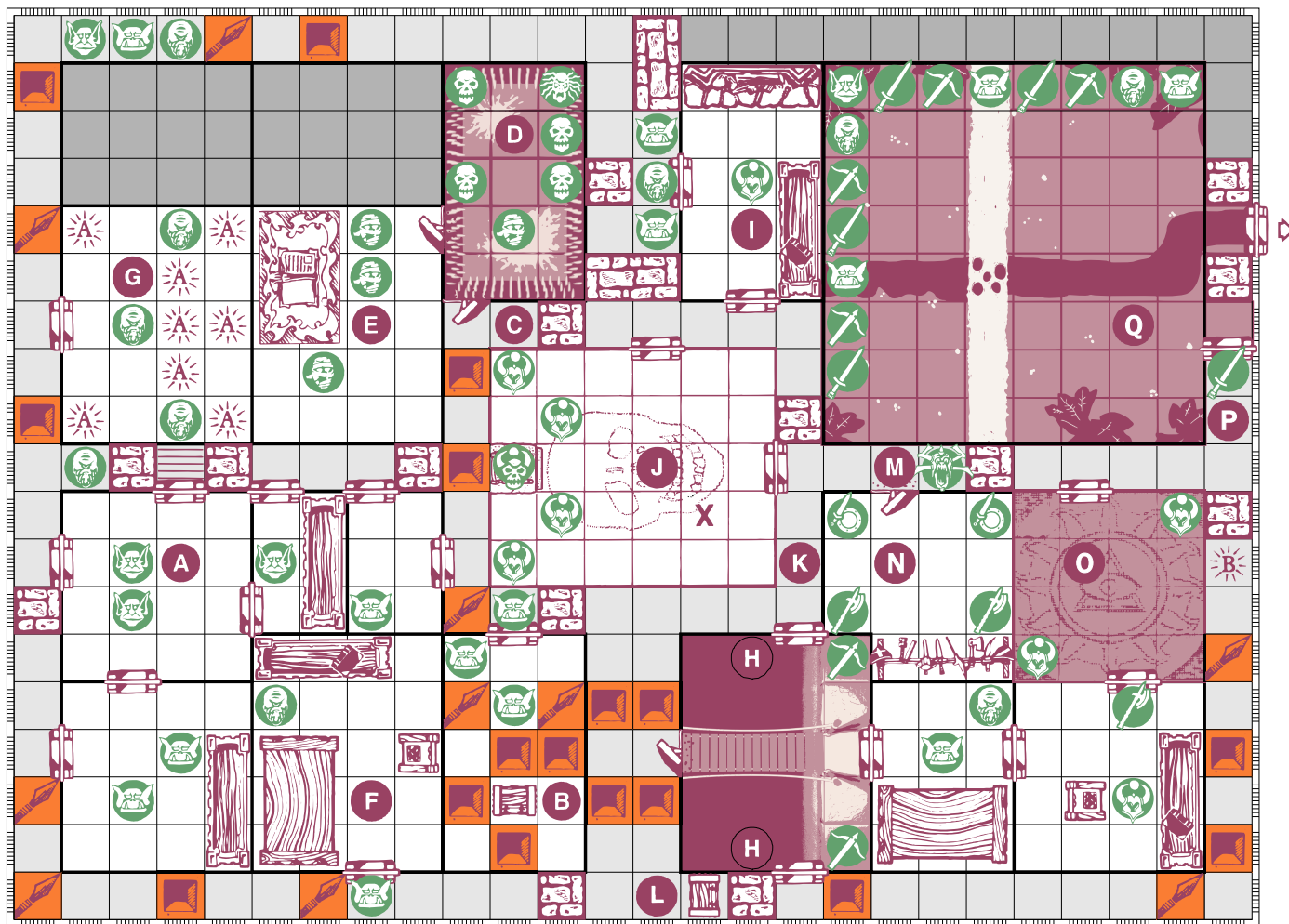
NOTES:

- A** "The dust is several inches deep in this room, showing you that it has not been entered in many years."
- B** The three pits in this room cannot be detected, even if a Hero searches for traps. The pits are connected to the chest, which is trapped. If the chest is opened without disarming the trap, the three pits open up, dropping any Hero standing on that spot for 1 Body Point of damage. The chest contains 100 Gold Coins and four Potions of Healing.
- C** Read to the last Hero who passes this spot "A heavy portcullis drops down, blocking the passage behind you." If you do not have a portcullis door, place a closed door here. The portcullis cannot be opened.
- D** Place the pits found in this passage on the board. They are not hidden. Read to the first Hero on this spot "You see two doors before you, but cannot reach them due to the deep pits in front of each one. You look down the nearest pit, and see no bottom. It would be impossible to climb out one of these pits; that is if you were to survive the drop. Since there are several pits here, jumping over them would be impossible."
- If a Hero tries to jump across the pits, tell him he almost makes it, but falls to his death in the pit.
- E** Read to the Heroes after they defeat the monsters "You see two levers on the walls."
- When both the levers are pulled, tell the Heroes "You hear a loud noise."
- All four of the pits on spot 'D' are closed. Remove them from the board unless the

levers are pulled again, at which time replace them on the board.

- F** "You find a book entitled 'Magic Weapons'. You leaf through the book and find a chapter on 'The Sword of Hasgar'. The book says the Sword of Hasgar was crafted on the Forge of the Gods. The Sword is made of Mithril Silver with a jewel encrusted handle."
- G** "You find a vial of blue liquid on the bench."
- If the Wizard finds it or examines it, roll a die. On a roll of 1-3 the vial is a Potion of Healing. On a roll of 4-6 the Wizard cannot determine the type of potion. If the type of potion has not been determined and a Hero drinks it, it turns out to be a vial of poison. The Hero loses all Body Points, and must immediately be healed or he dies.
- H** Either place the 'cliff passage' tile from the quest pack 'Kellar's Keep' here, or use the smaller 'Dropoff' tile from the tile sheet. When a Hero reaches this spot, read "A deep chasm drops in front of you. You can see the bottom below; you may be able to jump down, but it looks dangerous. Behind you two large hooks are set in the wall."
- The Heroes must use the net found on the first level to climb down. They can attach it to the hooks and use it for a ladder. If any Hero jumps, he loses all but two Body Points (if he only has two Body Points, he now only has 1). Also, if any Heroes are climbing down the net, the 'jumping' Hero knocks them off the net. They land on the jumping Hero and suffer 1 Body Point damage.
- I** These are the stairs going down to level 3





Level 3

"You climb down the dark stairs, going further into the depths of the catacombs underneath the temple. At the bottom of the stairs you find a small landing and a closed door. You rest for

a moment there, then make ready to open the door and continue on your search for the missing amulet."

NOTES:

- A** When a Hero enters this room, the door he enters immediately closes behind him. Upon entering this room the Hero must roll 1 red die. Read to him, "You hear a grinding of gears, and suddenly the door you just entered closes on its own. As it slams shut you hear a click." Only one Hero at a time may enter this room - if a Hero tries to open a door into the room while a Hero is in it read, "The door seems to be stuck. It cannot be opened." As long as no Hero is in the room, any of the four doors leading into the room open to a Hero trying to enter.

Only one door will open when a Hero tries to leave the room; the others cannot be opened. If the Hero rolled a 1 or a 6, the East door opens. If he rolled a 2 or a 5, the South door opens. If the Hero rolled a 3 the West door opens. If the Hero rolled a 4 the North door opens. After the Hero exits the room the door closes again behind him. If the Hero tries to open any of the other doors, read, "The door seems to be stuck. It cannot be opened."

- B** The Hero who opens this chest must draw two treasure cards. Whatever comes up is his reward - wandering monster, trap, or treasure.

- C** After the Heroes search and find the secret door here, read to them, "You find a secret door here in the wall. It appears to be stuck."

Any hero trying to open the door must roll 2 Combat Dice. On a roll of two Skulls, the door opens. On a roll of 1 Skull and anything else, tell the Hero, "You can feel the door giving, but it is still stuck." If the Hero rolls no skulls, read "You slam your shoulder hard against the door, but it remains stuck. Your shoulder bears the brunt of the shock." The Hero loses 1 Body Point and his turn is over.

- D** Place the Arena overlay in this room. **Do not put the monsters on the board until a Hero searches for secret doors.** Then read, "You detect a secret door in the west wall. You push it open, but before you can enter you hear a rattling noise. You stare disbelieving as those who were killed in the Arena arise and attack." Place the monsters on the board now.

- E** When the first Hero searches the room for treasure, read, "You find an altar, similar to the one in Hasgar's temple. Upon close examination you find a secret compartment in the altar. You open it and find a magic sword. The sword has a jewel encrusted handle and you can tell by the craftsmanship that this ancient sword is The Sword Of Hasgar (see new Artifact Card)".

- F** Tell the first Hero to search for treasure in this room, "You find a book on Magical Weapons here. The book has a spot marked, and opening to the page you read about The Sword Of Hasgar. The book says that the magical sword was forged to do battle against the Undead. You pick up another book entitled 'The Gods Of The Realm'. The author of the book was Siegman! Siegman tells of the appearance of Hasgar. You discover that Hasgar did not appear to Siegman alone, but also to a young priest named Galween who was accompanying Siegman on his pilgrimage. Both were given the task of building the temple to Hasgar, and both were given a relic. Siegman received an Amulet, and Galween a Sword. The two priests parted company, and Galween was never seen again. It was rumored that he withdrew to a dark place to study the sword and obtain its power for himself in order to become a god."



NOTES (continued):

G When a Hero steps on one of the squares marked "A", move him to the one marked "B" (it is in the far right side next to the Room 'O'). When a Hero steps on the spot at "B", transport him back to this room. Place him on any unoccupied "A" squares. When a Hero transports from square "A", read *"The room you were in dissolves into the air. A fraction of a second later you find yourself in a completely different location."*

H Place the Abyss Overlay over this room. The Bridge goes from left to right. Do not place the Crossbowmen in the room until a Hero opens the secret door. If a Hero opens one of the doors on the North or South sides of the room and enters, read this statement: *"You recklessly step through the door and into an open pit. Your life flashes before you as you fall, and luckily you pass out before your body impacts on the ground below."*

Remove any player who falls into the pit from play. When the players get to Room 'Q', the Hero will be placed back on the board (but don't tell them this, let them think the Hero is dead).

Read the following to the remaining players *"Bereft over the sudden loss of your friend, you continue your explorations, but vow to extract revenge on those responsible for this cunning trap."*

I Tell the first player to search this room for treasure *"You search the room and find a key hanging on a hook between the bookcase and the wall."* Give the Hero the key tile.

J If you have the quest pack **'BQP: The Frozen Horror'**, you can use the Throne room overlay here. The Throne Room overlay from **'The Return Of The Witch Lord'** can be used also. The Chaos Mage figure in this room is Galween.

Read to the first Hero to enter this room *"Before you sits a shape which stares at you with evil, black, somehow dead eyes."*

If Hasgar's Sword has not been found by the Heroes, read *"The shape is dressed in precious robes. In its left hand it holds a sword with magic lightning shimmering up and down the blade."*

If Hasgar's Sword has been found by the Heroes, read *"The shape is dressed in precious robes. In its left hand it holds a staff; magic lightning shimmers up and down the rod."*

In both cases read *"In its right hand it holds the stolen Amulet that you have been seeking. Before you stand four Chaos Warriors, guarding the evil shape on the throne. A voice echoes through your brain and you know that the shape is speaking telepathically with you. The voice is so loud in your mind that it hurts. 'I am Galween, and have been expecting you. Your journey here was worthless, for soon you will die.' The voice pauses for a moment, then proceeds 'For untold centuries I have waited for the moment when I hold both the Relics of Hasgar in my hands. It was a risky venture to infiltrate the brotherhood of Hasgar, and a huge undertaking to build this secret temple unknown to mortals, but now I have the power of the gods. Soon I will become a god, and reek a terrible revenge on humans.' Galween turns to his guards and gives the instruction to kill you. He then rises from his throne and joins in the attack."*

If Hasgar's Sword was not found by the Heroes, read *"He lifts the sword threateningly at you. Magic suddenly fills the room."*

If Hasgar's Sword was found by the Heroes, read *"He lifts the staff threateningly at you. Magic suddenly fills the room."*

Stats for Galween:

Movement	Attack	Defend	Body	Mind
1d6	2	2	6	7

Galween knows each of these spells twice: **Lightning Bolt, Sleep, and Command.**

Note: The spot marked 'X' is a wounded Priest. If you have another human figure to use, you can lay it on its side before the fight. If not, you can use the Chaos Mage. Place him on the spot 'X' after Galween has been killed. Either way read the following: *"Your attention falls on the shape lying on the ground. Closer examination shows it to be a young man in the robes of the Temple of Hasgar. At your approach he opens his eyes and says 'My name is Migrosch. I was kidnapped by the witch Galween when I stumbled upon his desecration of the Tomb of our founder. I am grateful for your rescue and hope that I can help us to return to daylight once again. Somewhere down here is a guarded outpost which leads to a small ravine nearby the city. If we can find this we can escape."*

Stats for Migrosch:

Movement	Attack	Defend	Body	Mind
1d6	1	2	4	4

Choose 1 player to move Migrosch.

If the Heroes already have the Sword of Hasgar, read *"Before you leave you go over to the remains of Galween and pick up the Amulet."*

If the Heroes do not have the Sword of Hasgar, read *"Before you leave you go over to the remains of Galween and pick up both the Amulet and the Sword."*

K Read to the first Hero to enter this space *"Engraved on the wall here is a message: The darkness will yield to light like the old day yields to the new. But first the blind one must see."*

L This chest is empty.

M Do not place the secret door tile on the board if the Heroes search in this corridor. To open the door, the Heroes must pull the Sword of the Gargoyle. When a Hero gets to the square in front of the Gargoyle, read *"You regard the statue of the Gargoyle. Though made of stone, it looks as dangerous and terrible as a real one."*

You may have to hint that the sword is the switch to open the secret door. You might have to tell the players that the sword looks different from the rest of the statue, or that the sword looks like it could move.

If the Heroes pull the sword, read *"You hear a grinding noise, and turn to see that a secret door has opened up in the wall behind you."*

N The weapons rack holds 1 longsword. When a Hero gets it, read *"As you pick up the weapon, the secret door begins to close. You quickly leap outside to avoid being trapped in the room."* Move all figures outside the door.

O The door entering this room is locked, and can only be opened with the key found in Room 'I'. Place the Sun Room overlay in this room. The answer to the riddle read to the Heroes in location 'K' is that they must first touch the eye, then the 12 o'clock position above the eye.

If the players solve the riddle, read *"The room is suddenly flooded with sunlight. You must be close to the hidden entrance"*.

P When the first Hero sees the swordsman, read *"A menacing guard holds his large sword threateningly before his body. He swings it over his head and takes a step towards you. 'The steel of my sword will pierce your bodies like a knife slicing bread' he declares, then stops and waits for your attack." Migrosch sees the door behind the Swordsman, and declares 'That is the main gate, which leads to freedom."*

Q Place the Valley overlay here. Do not place the monsters on the board yet. Read to the players *"You open the door and see the country side that lies outside of the city. A road winds its way through the valley, and you could follow it to the East to return to the city. A small stream flows through the valley, and you stop and get a quick drink of the clear, cool water."*

If one of the players fell down the abyss, read *"Laying in the stream you see a sodden bundle of rags. On closer inspection the rags turn out to be your fallen comrade, washed from the abyss by the river. More dead than alive, your friend feebly opens his eyes. You help him to his feet, and see that he is sorely wounded and needs immediate treatment."* The Hero has only 1 Body Point left. Allow the Heroes to heal the player before going to the next step.

When the first player steps on the road, read *"You hear a loud voice calling to you 'Raise your hands!' You see an armed gang of thieves emerge from their hiding places. (Place the monsters on the board at this time). The Crossbowmen shoot a couple of bolts at your feet to show that they mean business. You see that you are sorely outnumbered and comply with the leader."*

"You in the brown robe, bring up the Amulet and the Sword and bring them up; slowly. Make no false movement or you will all die." You give the relics to Migrosch, who climbs up to the leader. 'Good work, Migrosch.' The leader says. 'I doubted that you would be able to secure these prizes alone, but it seems that your guile succeeded where our strength could not.'

Only then do you realize that Migrosch has tricked you. As the forces move to encircle you, Migrosch stands at the northern extent of the valley to watch your slaughter." Begin moving all but the Crossbowmen towards the party - move the figures 1 square then allow the Heroes to take their turn. Remove the Crossbowmen from the board. Migrosch should be moved to the top of the board, he will defend himself from the edge of the board.

After the fight, read *"The stream and the ground are stained red from the slaughter. The Crossbowmen fled, seeing their comrades killed. You examine the dead body of Migrosch. In his hands you find the Amulet and the Sword. You take them, and start down the road for the Temple."*



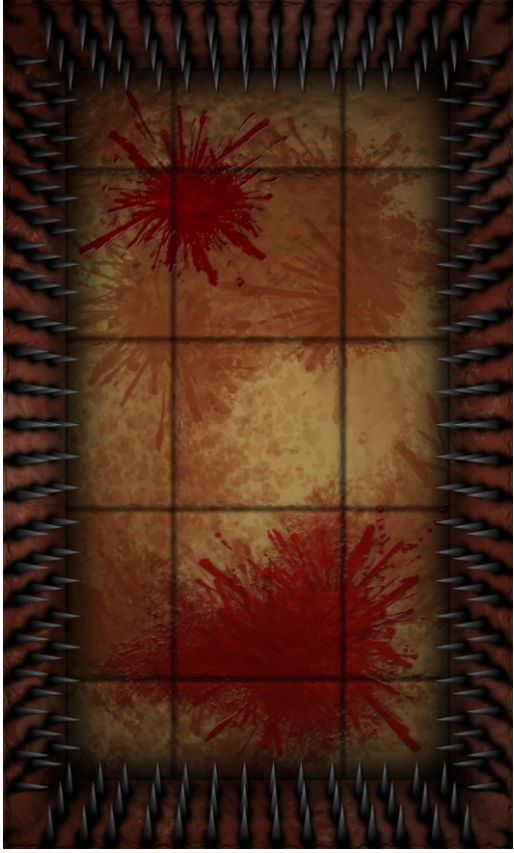
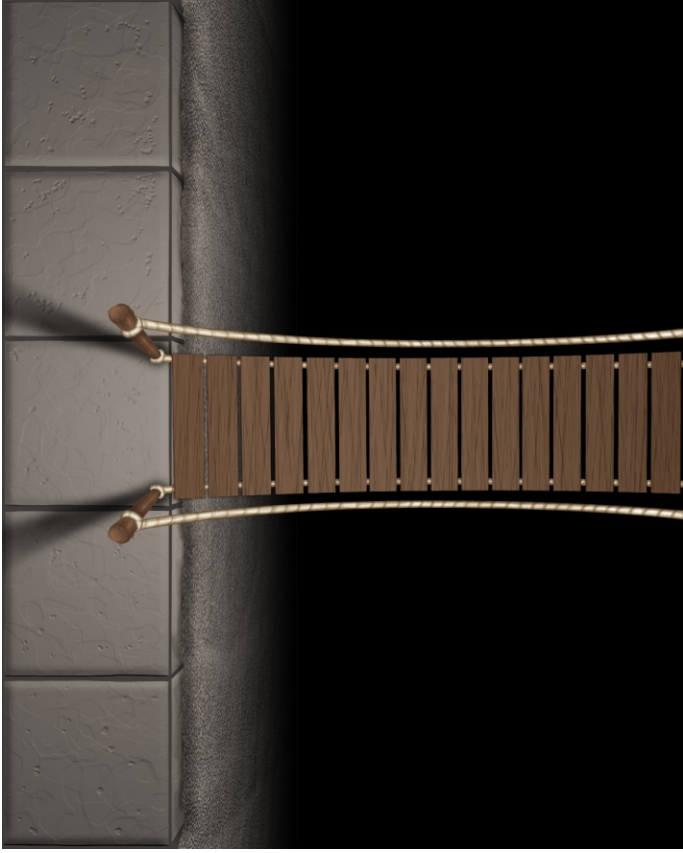
Unfortunately, this Quest Pack was never finished. Time for hobbies is a premium, but real life has a tendency to take center stage. If you are willing and able, I encourage you to finish this Quest Pack. The Innkeepers of Ye Olde Inn will create the sequel. This will not be limited to a single entry. The Innkeepers and I feel that this will make for a more interesting challenge. Perhaps many avenues can be manufactured for our Heroes in this endeavor. One could even spin this as an “alternate future” or past.

~ Markus Sandberg

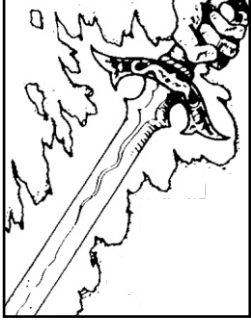
The Temple

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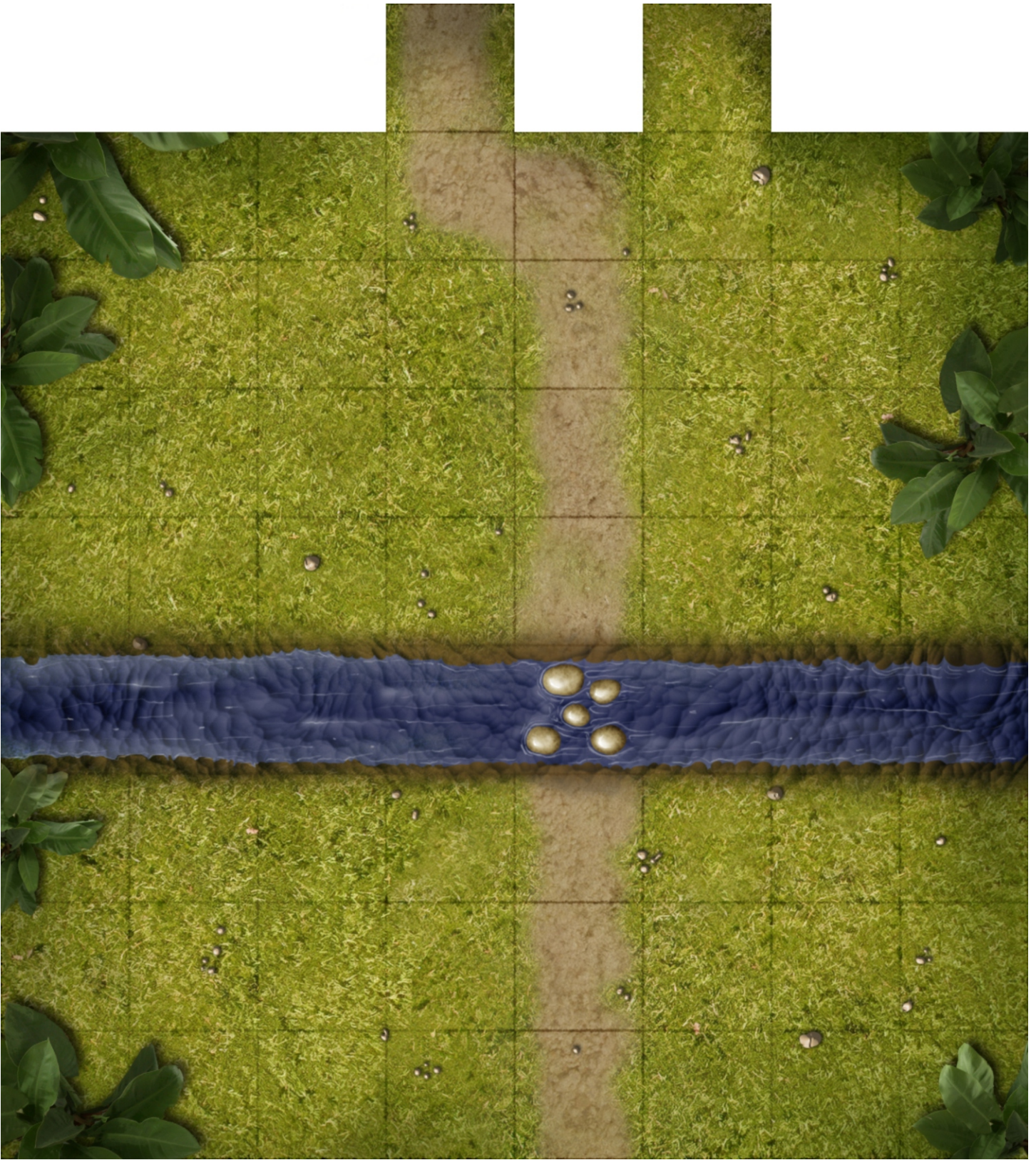


Hasgar's Sword



This Longsword was forged by the Gods. It allows the wielder to roll 2 extra Combat Dice when attacking Undead enemies.

May not be used by the Wizard.





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