

# *War in the „Old World“*

A questbook for HQ-Modular™

*Mighty heroes, once more must we call upon your aid. For this reason, you have been summoned to the Imperial Palace. Border disputes and trade-skirmishes to the east and south are on the rise, and once more the forces of Chaos gather in the northern reaches. We must act now if we are to defend ourselves against the ravening hordes that besiege us.*

This Questbook is designed for use with the HQ-Modular system. To find out more about HQ-Modular, please refer to the web site:

[http://www.hq-cooperation.de/galerie/hq\\_modular/hqm\\_e.html](http://www.hq-cooperation.de/galerie/hq_modular/hqm_e.html)

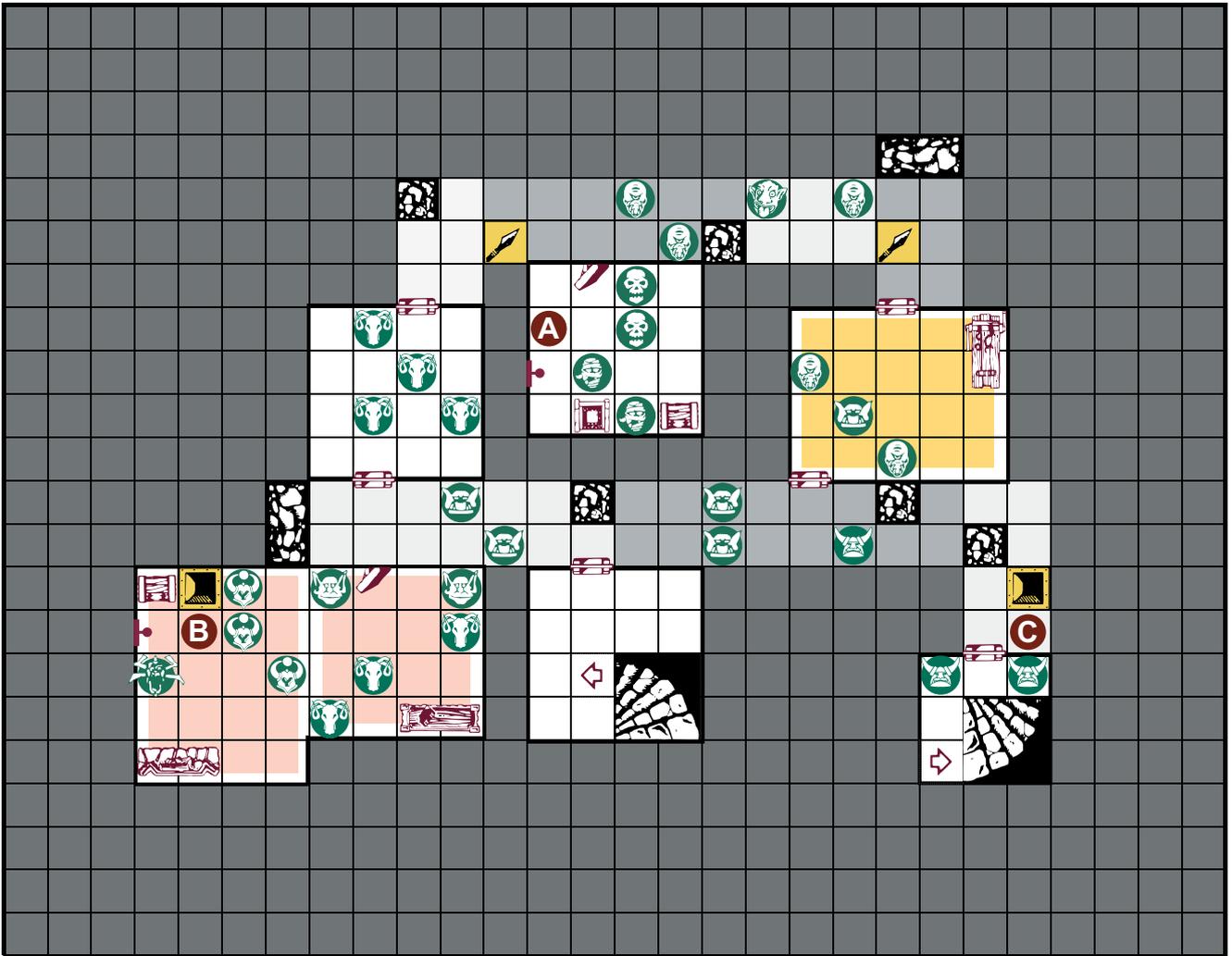
All quests from this book are playable with the board sections introduced on this site. The different colours of the corridors and rooms have been implemented to provide the Evil Wizard Player with a better overview of the tiles being used.

Some other additional rules are used in this Quest Book, such as coloured dice, Spell Scrolls, and Skaven Magic among other things.

If you need explanations to the used rules just visit the Rules-Section of the HQ-Cooperation web site:

<http://www.hq-cooperation.de/english/rules.html>

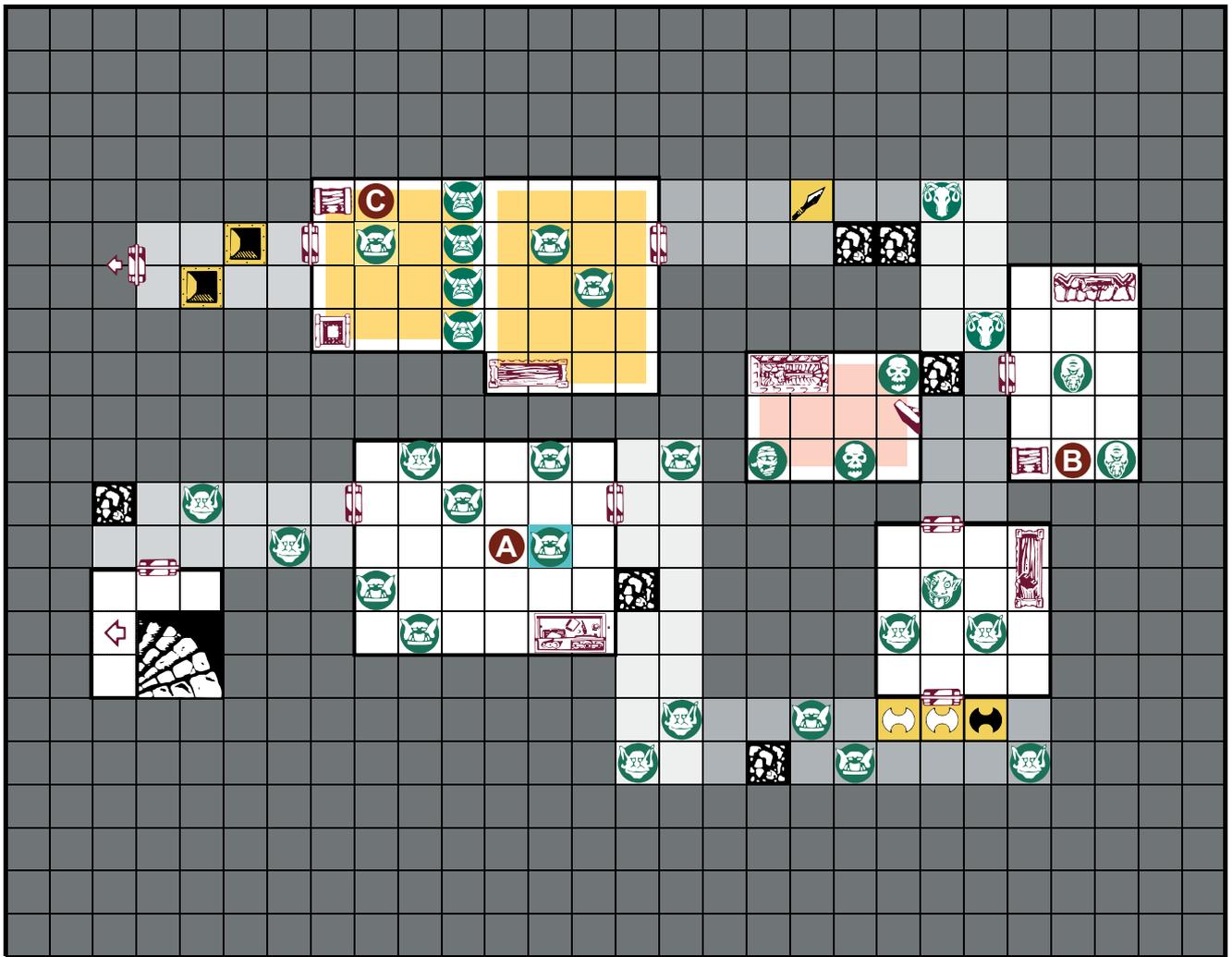
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## Gutenfels' Standard (1)

The legendary battle-standard of Count Gutenfels, one of the Empire's most famous leaders, has been stolen. The Count himself has offered a purse of three hundred gold coins for its safe repair. His banner is thought to be in the hands of Grunk Skulleater, a Black Orc of no little repute, who dwells in a ruined fortress.

- A: This lever unlocks (but does not open) the secret door to room "B". The treasure chest contains 150 Gold coins.
- B: The secret door to this room will not open until the lever in room "A" has been used. The lever in this room opens the locking-mechanism for the door to room "C". The treasure chest contains a healing potion that restores up to four lost Body points.
- C: The door to this room will not open until the lever in room "B" has been used.

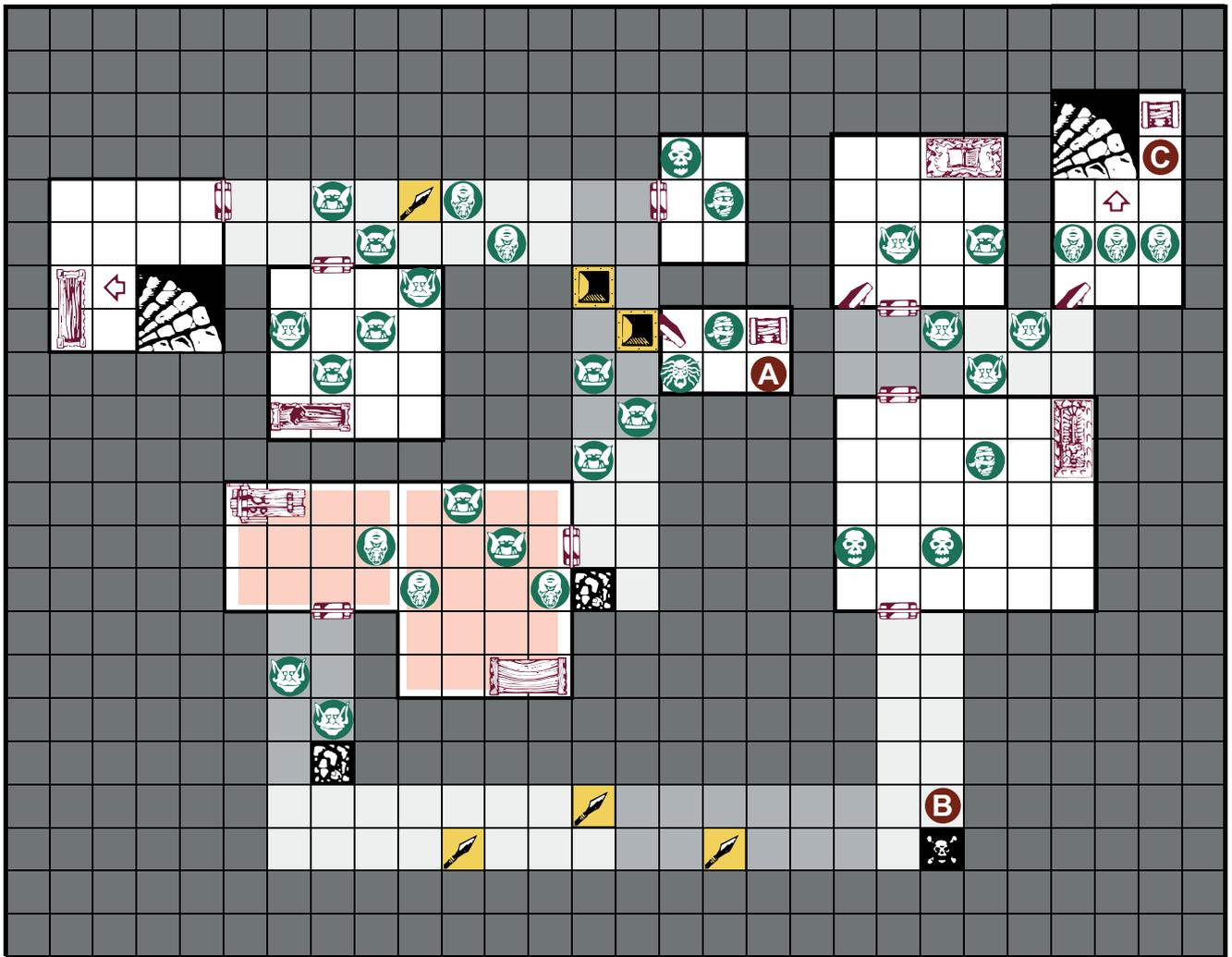


This quest is written by Flint(flint@hq-cooperation.de) and can be downloaded for free at this site : www.hq-cooperation.de

## Gutenfels' Standard (2)

*You have entered the inner chambers of Grunk Skulleater's fortress. Here he is guarded by his elite warriors and sorcerous aids. This will be no easy fight.*

- A: The Orc in blue is a shaman. He knows the Chaos spell "Summon Orcs". He has the following stats:  
 Movement: 7, Attack: 3, Defend: 5 , Body: 4, Mind: 6
- B: The treasure chest contains 100 Gold coins.
- C: Here stands Grunk Skulleater, the Black Orc. Grunk fights with the blue combat dice and has the following stats:  
 Movement: 8, Attack: 5, Defend: 5 , Body: 6, Mind: 5  
 The chest contains Gutenfels' standard.

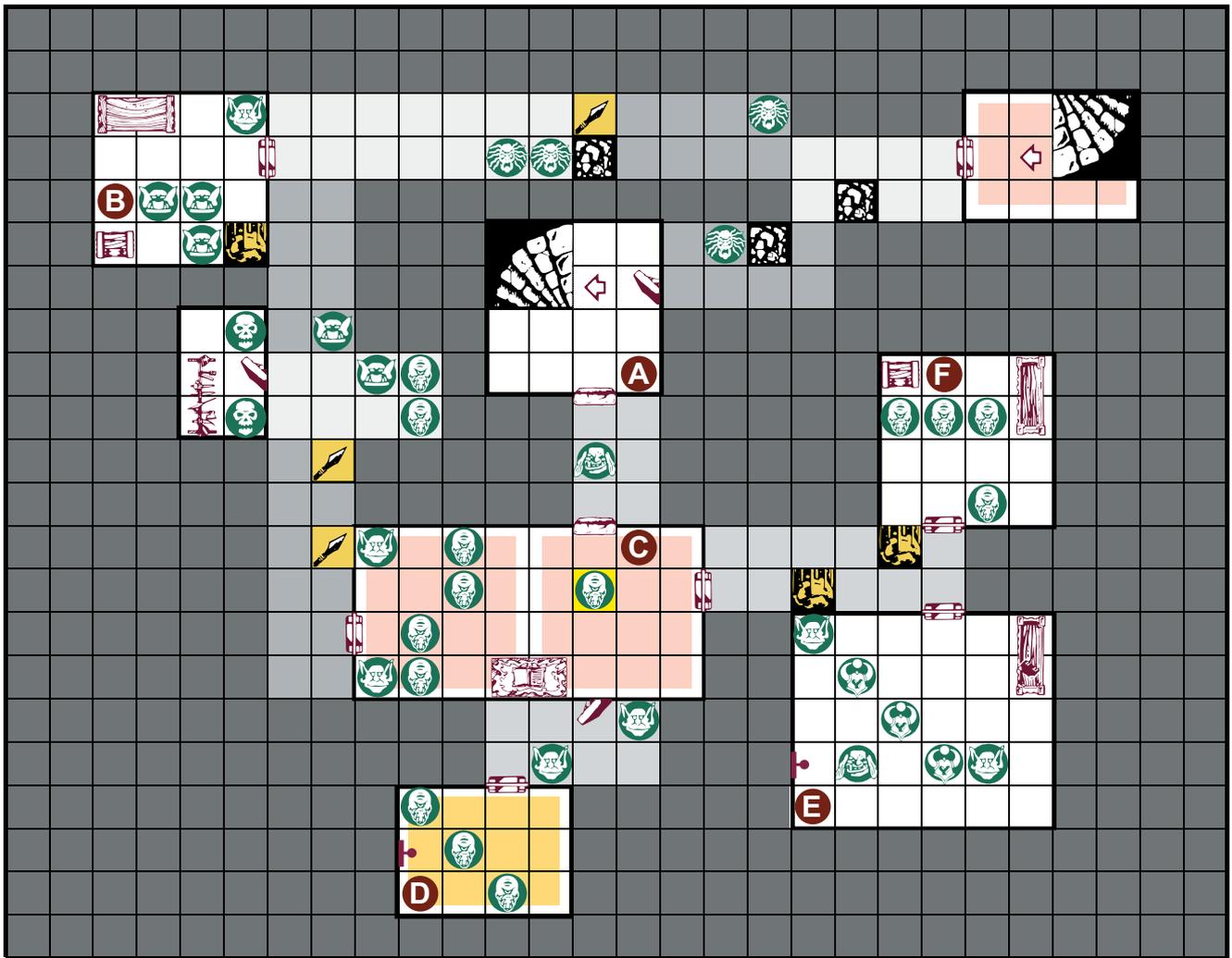


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## The Rings of Power (1)

*The Guild of Wizards defends the city with its magical powers. Such powers are channeled through the Rings of Power, ancient relics and symbols of the Empire. Alas my friends, two of these rings, both of which are vital to our defence, have been stolen. It can be none other than Rok, the Fimir Oriach, who is responsible for the missing artefacts. His stronghold lies in a bog amidst the Mirror Moors. The Guild of Wizards has offered a reward of 350 Gold coins for the safe return of both rings.*

- A: This treasure chest contains 50 Gold coins along with a potion of healing which will restore up to two lost Body points.
- B: In this corner stands a magical statue. At the beginning of Morcar's turn the statue will hurl a magical blast at all Heroes within its line of sight, attacking them with two combat dice. The Heroes defend normally. The statue is indestructible.
- C: This treasure chest contains one of the two rings of power. No hero can carry more than one such ring at the same time. A hero may not give the ring to another hero. Should the ring-bearer be killed, the quest ends in failure.



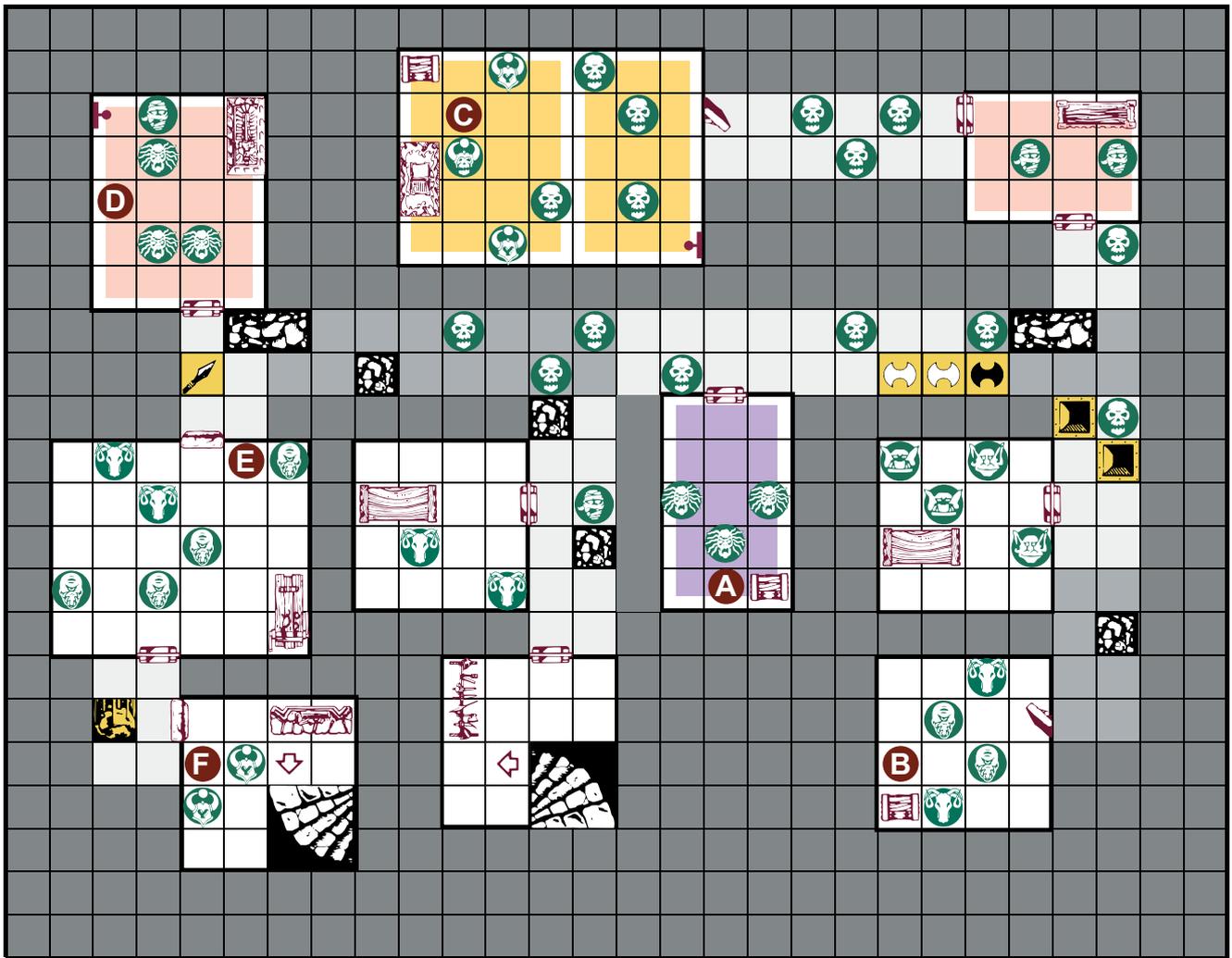
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## *The Rings of Power (2)*

*You have successfully reached the inner-fortress of Rok the Driach. Your arrival is long since known and his forces will be ready for you. You must defeat Rok and bring back the rings, lest the city fall.*

- A: This stone door will not open until the lever in room "E" has been used.
- B: This treasure chest contains a potion of healing which will restore up to four lost Body points, along with 100 Gold coins.
- C: This stone door will not open until the lever in room "D" has been used. The Fimir in yellow is Rok. He knows the Chaos Spells "Cloud of Chaos", "Lightning Bolt" and "Sleep". Rok fights with the blue combat dice and has the following stats:  
 Movement: 8, Attack: 3, Defend: 4, Body: 5, Mind: 6.
- D: The lever in this room opens the locking-mechanism for the door to room "C".
- E: The lever in this room opens the locking-mechanism for the door to room "A".
- F: This treasure chest contains one of the two rings of power. No hero can carry more than one such ring at the same time. A hero may not give the ring to another hero. Should the ring-bearer be killed, the quest ends in failure.

**Wandering Monster: Fimir**

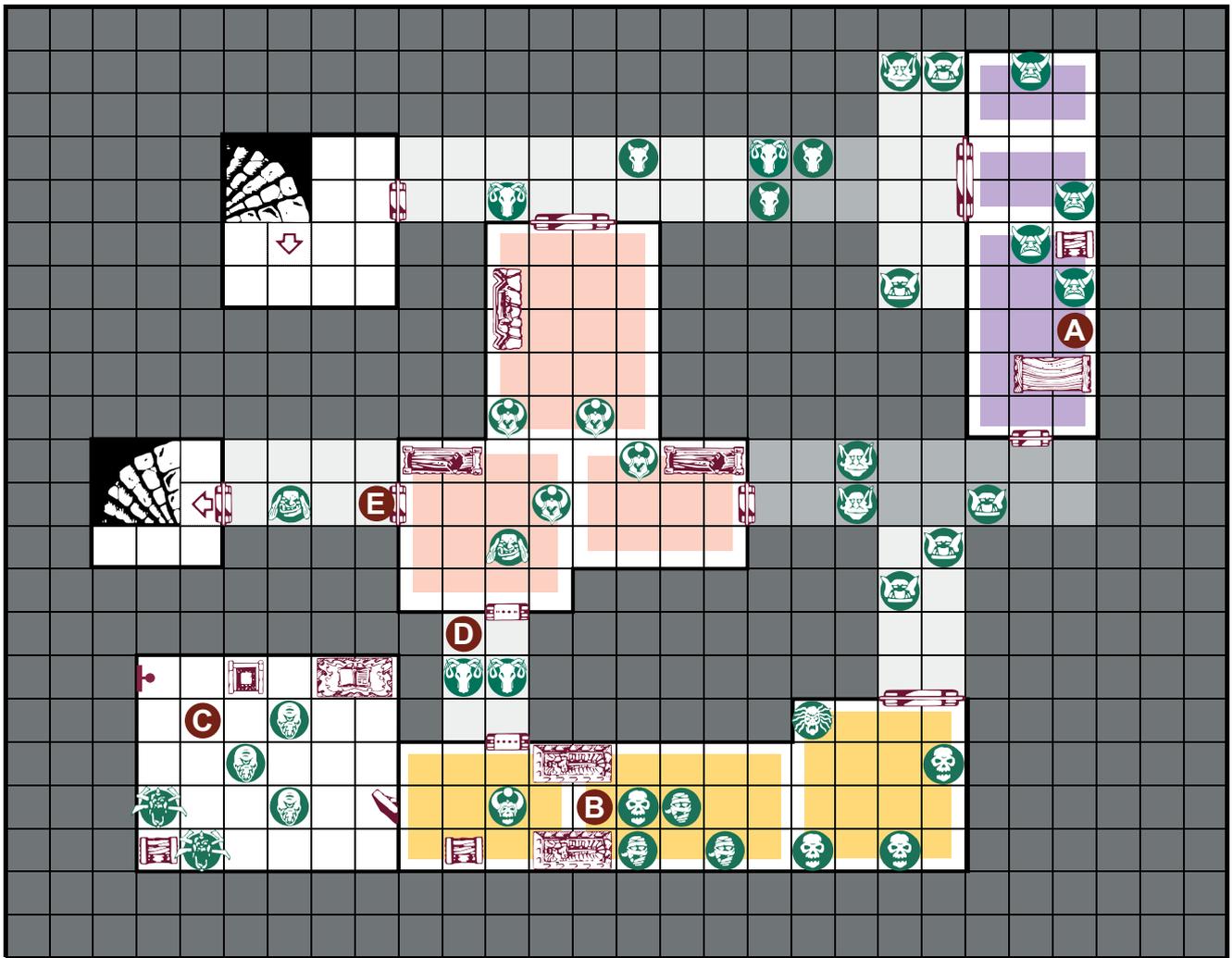


## The Vault of Tarek

*Deep within the Drakwald Forrest lives Tarek, an evil sorcerer. Our scouts have told us that large hordes of monsters have been entering his castle. It appears that Morcar has made a pact with Tarek. The Emperor has requested that you be dispatched to the north in order to stop Tarek. If you succeed, a chest of 250 Gold coins will be your reward...but be alert, for your arrival is expected...*

- A: This treasure chest contains 100 Gold coins.
- B: This treasure chest is equipped with a trap. It contains a Spell Scroll drawn at random from the scroll deck.
- C: This is the evil sorcerer Tarek. He knows the Chaos Spells "Summon Undead", "Ball of Flame" and "Firestorm" and has the following stats:  
 Movement: 8, Attack: 3, Defend: 5, Body: 5, Mind: 6  
 The treasure chest contains 150 Gold coins along with a potion of healing which will restore up to two lost Body points. The lever opens the stone door to "F".
- D: This lever opens the stone door to room "E".
- E: This door will not open until the lever in room "D" has been used.
- F: This door will not open until the lever in room "C" has been used.

**Wandering Monster: Fimir**



## The Fimir Envoys

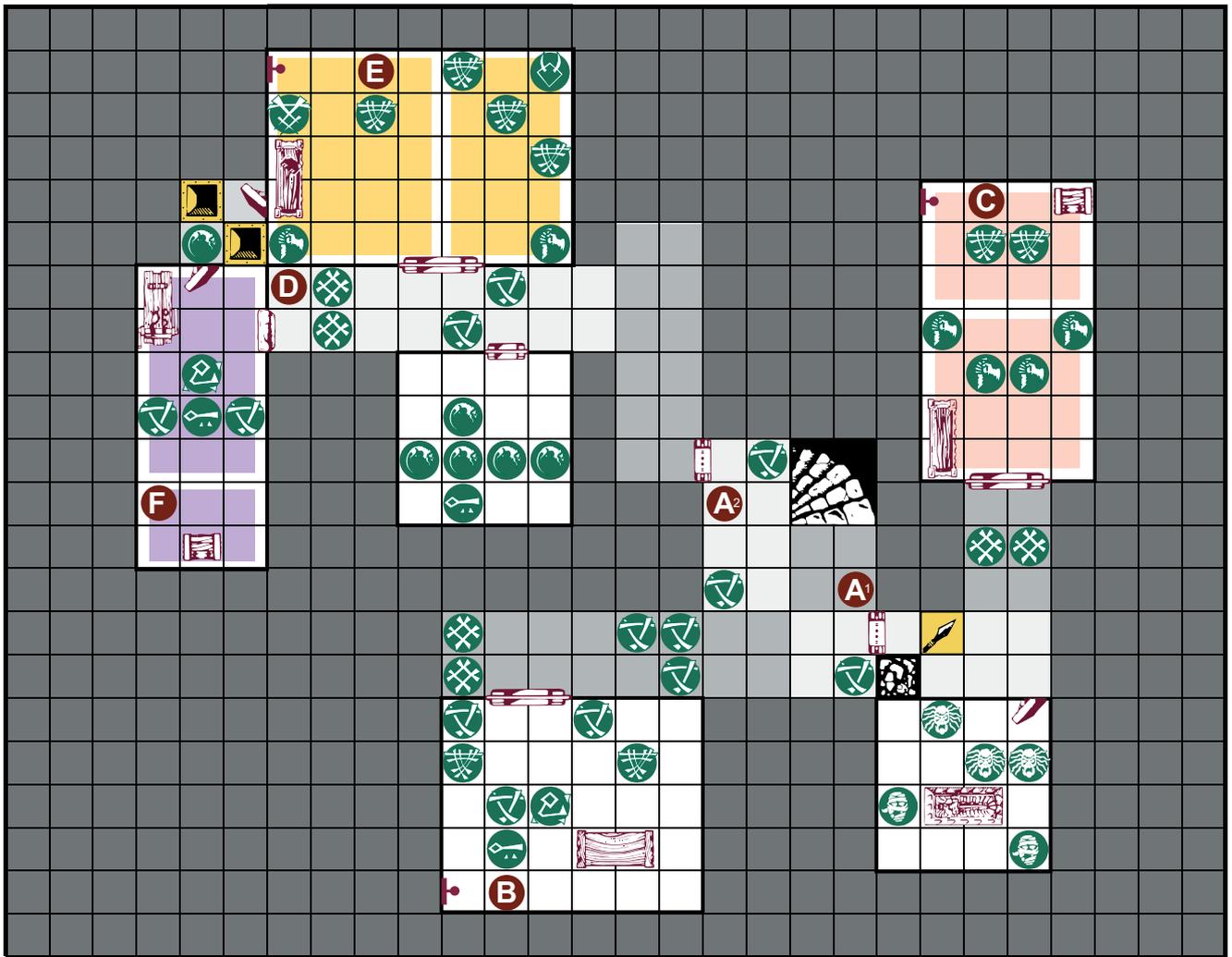
*Brave Champions, it has been discovered that Forkarn, a Chaos mage in league with the plague-god Nurgle, has created a magical gate which allows him to summon allies from afar. He is to meet with the leaders of a Fimir clan which he plans to use with this device as an army of shock-troops. The Emperor has offered a reward of 350 Gold crowns for Forkarn's head.*

- A: This treasure chest contains 150 Gold coins along with a potion of healing which will restore up to four lost Body points.
- B: This is Forkarn, the Chaos Sorcerer. He knows the Chaos Spells "Command", "Ball of Flame", "Lightning Bolt" and "Restore Chaos" (which heals d3 Body points rather than the usual fixed amount). Forkarn fights with the blue combat dice and has the following stats: Movement: 7, Attack: 4, Defend: 6, Body: 4, Mind: 4.

The treasure chest contains 50 Gold coins.

- C: The two Gargoyles are made of stone, and cannot be attacked or harmed. If the heroes use the lever, three things happen all at once. First, the lever unlocks the door "E" allowing it to be opened. Second, it immediately unlocks and opens both of the portcullises in room "D" and allows normal acting for the Beastmen. Finally, the two Gargoyles come to life and may act as normal. The treasure chest contains a Spell Scroll drawn at random from the scroll deck. Also in this room are three Fimm Nobles. They attack with black dice.
- D: Both portcullises will not open until the lever in room "C" have been used
- E: This door will not open until the lever in room "C" has been used.

**Wandering Monster: Ungor**



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## *A Swarm of Rats*

*It seems that a pack of Skaven from Clan Gnawer have nested in the sewers beneath Altdorf. The target of their infiltration is thought to be the elimination of certain Imperial peers of the city council. The Grand Master of the Reiksgard has offered a reward of 500 Gold coins for the extermination of this nest. We need to act to eradicate this threat while they have but limited numbers. Be aware that the Warlocks of Clan Skryer may be assisting them.*

- A: Neither of these portcullises (A1 and A2) may be opened without using the levers in rooms B and C respectively.
- B: This lever unlocks and opens the portcullis A1
- C: This lever unlocks and opens the portcullis A2. The treasure chest contains 150 Gold coins along with two potions of healing which will restore up to four lost Body points.
- D: This stone door is a false door and may not to be opened
- E: This is the adept Warlock "Zap Gnawertooth". Zap fights with the blue combat dice and knows the Skaven Spells "Screaming Bell", "Warpfire", "Plague" and "Curse of the Horned Rat". He has the following stats:  
Movement: 10, Attack: 2, Defend: 2, Body: 2, Mind: 6.

If used, the lever moves the bookshelf up one space, revealing the secret door.

- F: This treasure chest contains 100 Gold coins.

**Wandering Monster: Clanrat**

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*Well done, my friends. Once more you have proven yourselves more than a match for Morcar and his schemes. Rest well, for the Emperor has requested your presence at the meeting of the Imperial Court in two days, that you might be honoured in front of the gathered electors and nobles of the Empire.*