Hasgar's Amulet

By: Markus Sandberg
any 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 say, 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
You fall asleep, grateful for your lodgings. Suddenly, a loud noise coming from the temple wakes you up.

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.

“An unmade bed sits in this room; blankets are strewn across the floor.”

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.

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, “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, you will be eternally grateful.”

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

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.

“Your 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.
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

Wandering Monster in this Quest: 2 Fimir
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.”

Wandering Monster in this Quest: Escalation 1 Halberdier, 1 Scout
Wandering Monster in this Quest: 1 Halberdier, 1 Scout
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

NOTES:
A

Wandering Monster in this Quest:
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.

Markus Sandberg © 1998

Hasgar's Amulet