

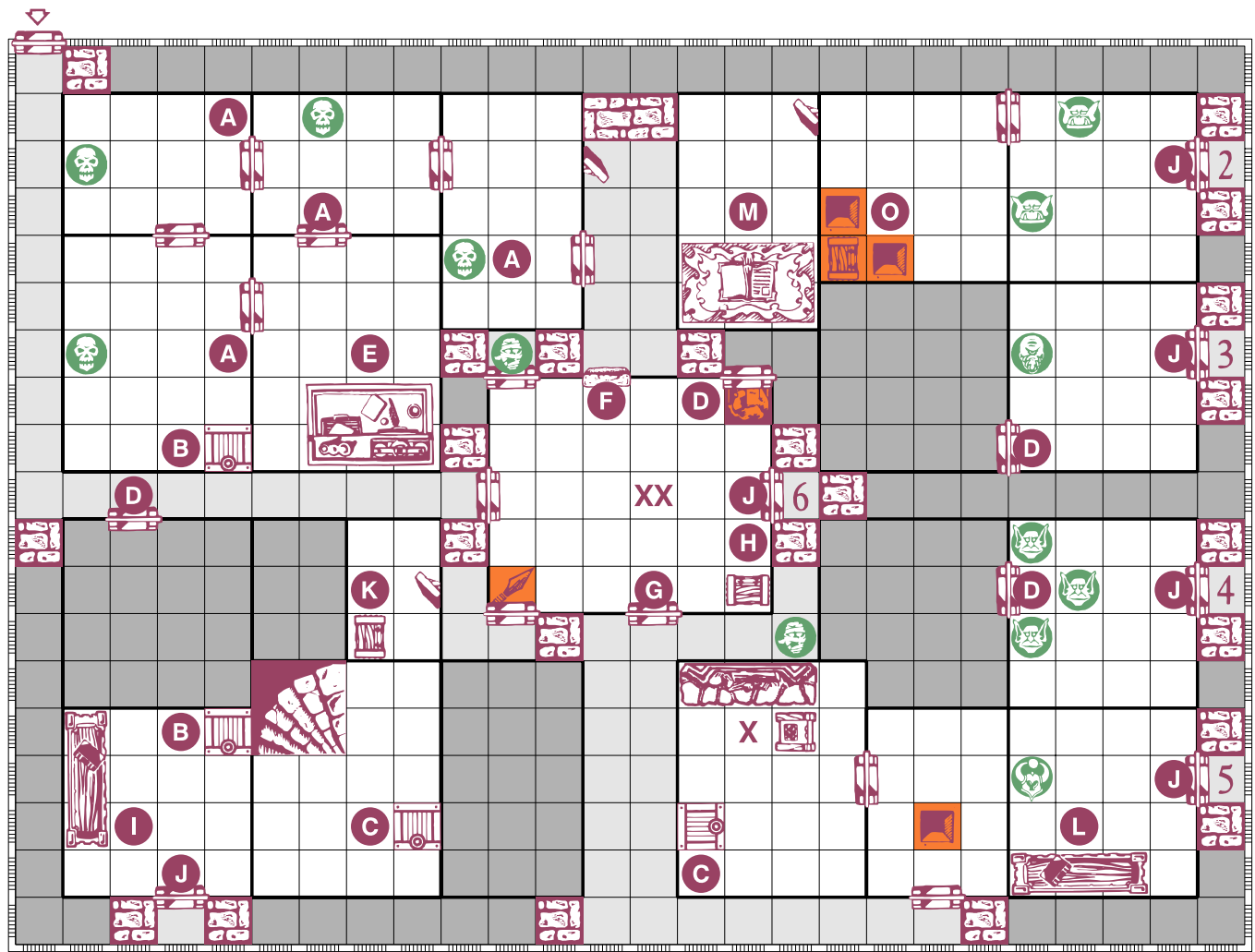
# HeroQuest™

A Maze of Doors

Q U E S T



B O O K





## Solo Quest – Wizard

# A Maze of Doors

A terrible fate has befallen one of the Emperor's Champions and a new Master of Magic is needed. A maze of doors lies before you to test your skills and cunning against various

monsters and a Chaos Sorcerer. Within you must find the lost artifacts of the Champion Wizard and leave through the spiral staircase.

### NOTES:

- A** The Skeletons in these rooms will not attack the Wizard unless he attacks first. If they are defeated the corresponding door will vanish.
- B** These two trap doors are connected, the Wizard player must roll 1 combat dice when passing through, if a skull is rolled he loses 1 Body Point.
- C** The trap door won't be found unless the Wizard searches for secret doors. These two trap doors are connected, the Wizard player must roll 1 combat dice when passing through, if a skull is rolled he loses 1 Body point.
- D** This is a false door and does not open.
- E** If the Wizard searches for treasure in this room he will find an Elixir of Life and the key to door G. All doors that have previously vanished will reappear once the key has been found.
- F** This is a stone doorway and too heavy for the Wizard to move, but there are several ways to open it. The space marked XX is weight sensitive and will raise the stone doorway when occupied, but will close immediately when moved off of. If the Mummy or a wandering monster steps on this space, the Wizard may run through the doorway. The Wizard may move the chest onto the XX space, or he may cast Wall of Stone over this space as well. He may also force the stone doorway open with the Genie spell, or by drinking a Potion of Strength, where he may roll 3 combat dice against the door, removing it if 2 skulls are rolled.
- G** Use the wooden exit door as this door; it is locked and requires a key found in room E. The Genie spell may also open this door.
- H** This chest contains a Potion of Strength, a Potion of Defense and the Wizard's Staff.
- I** If the Wizard searches for treasure in this room he'll find a Potion of Healing that will restore up to 4 lost Body Points.
- J** If the Wizard moves through this doorway he must roll 1 red dice. If a 2-6 is rolled the Wizard will appear on the corresponding square. If a 1 rolled the Wizard's turn will end and he will lose 1 Mind Point. He may try to teleport again on his next turn.
- K** This chest contains the Wizard's Cloak, see matching Artifact Card.
- L** If the Wizard searches for treasure in this room he will find a Potion of Recall, which will allow him to reclaim one lost spell.



Wandering Monster in this Quest: Zombie

NOTES continued:

- M

If the Wizard searches for treasure in this room he will find the Wand of Magic on the Altar.
- N

Place the Chaos Sorcerer on the square marked X. He has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	2	4	3	7
- He knows the following Chaos Spells: Spirit of Vengeance, Sleep, Soothe, Ball of Flame, Mind Blast, Mind Freeze.
- Once he is defeated the Wizard will find the Spell Ring on him (unless it is used by the Elf).
- O

This chest has a poison gas trap that will cost the Wizard 1 Mind Point. The chest is empty.