

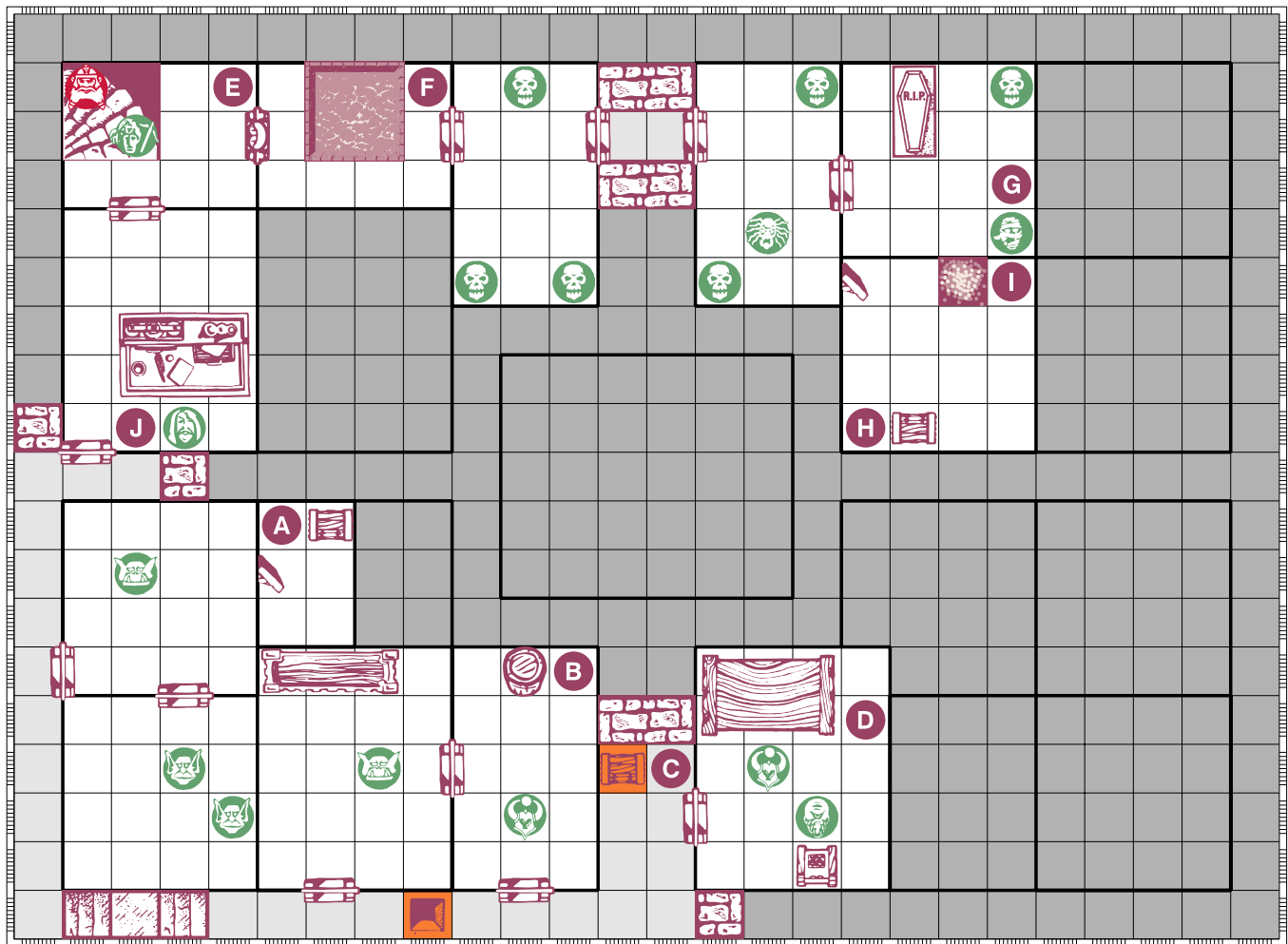
HeroQuest™

A Riddle for an Axe

Q U E S T



B O O K



Solo Quest for the Dwarf

A Riddle for an Axe

Are you ready brave Dwarf for a Quest custom made?

This solo Quest will prepare you for adventures ahead, beware in this dungeon you will find treasures, traps and monsters. If you can solve the riddle of the magic door a better starting

weapon will be yours. You will be accompanied by a veteran Crossbowman from the Empire at no fee (only for this mission)

Use him wisely, and Good Luck

Mentor

NOTES:

- A** The chest contains the first line of text from the riddle and 50 gold coins.
- B** In this barrel you find the second line of text from the riddle.
- C** This chest contains a trap, if you search first for treasure instead of traps, the spear trap will reduce your Body Points with one. The chest contains the third line of text from the riddle.
- D** On the table you will find a note with the fourth and final line of text from the riddle.
- E** Start and end point of this Quest, at the beginning of the Quest the magic door speaks.

"Bring me the full riddle that contains four lines and give me the answer based on those lines on the question: What am i? Then i will grant you access to the Dwarven tomb and his treasures."(If the Hero gives the wrong answer nothing happens.)

If you retrieve the four lines of the riddle, and give the door the right answer to this riddle he will grant you access to the tomb. (The door cannot be opened in any other way.)

- F** This is a healing water well, you can both (Crossbowman and Hero) restore up to full health, after consumption the water will be turned into regular water.
- G** The Mummy is an old Dwarven warrior turned to chaos, he will fight with the great axe (see Artifact Card) if he is defeated you may take the axe from his corpse and return to the entry stairs and finish this Quest. (Other weapons for other Heroes can be found in the tomb after search for treasures or traps/secret doors.)
- H** This chest contains 50 gold coins.
- I** The gold pile contains 50 gold coins.



Wandering Monster in this Quest: Goblin

NOTES continued:



The friendly Merchant greets you and will sell the following items:

1. Riddle tip (50 gold coins) = (Time measured in sand)
2. Health potion (only one time use recovers max. 3 Body Points – 50 gold coins)
3. Staff (100 gold coins)
4. Shield (100 gold coins)
5. If a Hero acts hostile or cast a spell on the Merchant, he will immediately go up in smoke and will not return in this Quest