

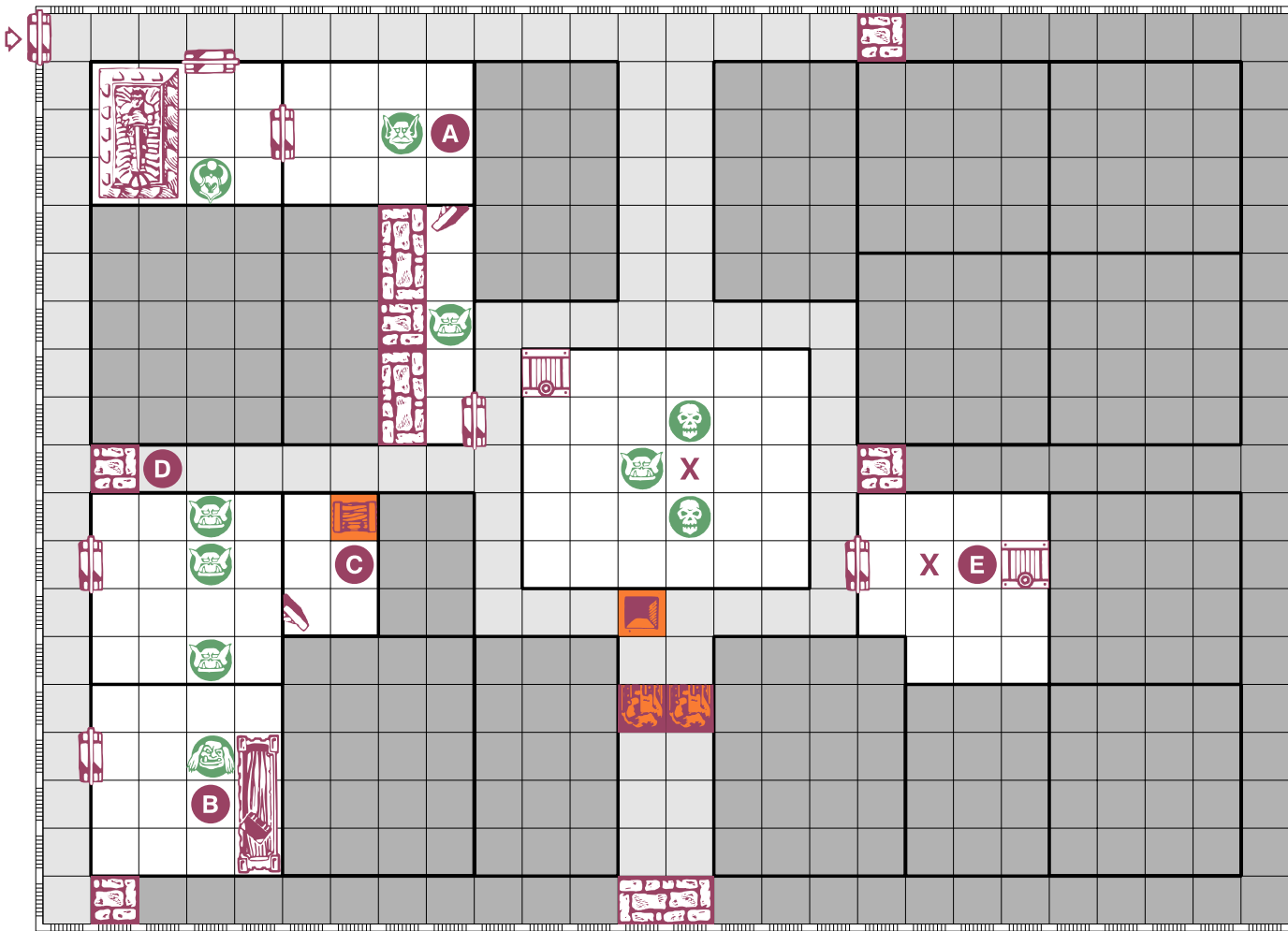
HERO QUEST™

Attack of the Gigantomancer

Q U E S T



B O O K



Single Quest

Attack of the Gigantomancer

"My friends, a magic user has been creating giant forms of monsters for Zargon's army. And, I know who it is. Before I trained you all, my nephew came to me so that I may teach him my ways, and I did. I taught him a lot of my magic, but was sure not to let him become corrupted like Zargon once was. One day, I found him in my library full of magic scrolls, and when

he saw me, he teleported away. I never saw him after that. I looked around to see if any scrolls were missing, and one was missing. The 'Supersize' spell scroll. It seems he is the one who is helping Zargon, and he must have mastered the spell by the looks of it. He may use it now whenever he pleases. Defeat him before it's too late!"

NOTES:

- A** This Goblin is as tall as an Ogre, and twice as menacing. He has +2 combat dice in Attack, Defence, and Body Points. This Goblin was enchanted by the Gigantomancer's magic.
- B** When the first Hero enters the room, the notice an Ogre warrior staring at a bookcase with a puzzled face. "Whut is so speshul bout big stack 'o paper?" He grunts. Zargon rolls a combat die. If it's a skull, the Ogre notices the Heroes and is ready for battle. If not, the Heroes may turn around and leave the room if they please. The Ogre is normal sized with the following stats:
- | MOVEMENT | ATTACK | DEFEND | BODY | MIND |
|----------|--------|--------|------|------|
| 4 | 3 | 2 | 2 | 1 |
- C** If the chest is opened, the Hero must defend against 2 combat dice, for a super-sized dungeon bat bursts from within the chest. It then flies away. Inside the chest is an Elixir of Life.

- D** A Hero who lands on the D mark will find a healing herb which heals up to 2 Body Points.
- E** As the Heroes enter the room, the Gigantomancer (Use the Chaos Warlock miniature to represent him) jumps and runs to the trap door, and drops a pouch. Inside the pouch is a super-sized pearl worth 1000 gold coins to split between the Heroes. When the Heroes emerge from the opposite trap door, they see 3 super-sized monsters. The monsters normal stats have been increased by 3 to their Attack, Defence, and Body Points. Here is the Gigantomancer's stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	2	3	5	2

He then smiles evilly. "Tell Uncle that I'm not sorry! Zargon taught me the true ways of power as Uncle trained me! He told me Uncle had a magic scroll of unimaginable power! And it's mine! All mine!" He shouts. "Mentor never gave me any attention! He was always preparing for training, or studying! He



Wandering Monster in this Quest: Orc

NOTES continued:

was all the family I had left after bandits killed my parents! But it doesn't matter now. I need no one but my power! ATTACK!!" He yells at the monsters as he points at the Heroes. When the Gigantomancer's Body Points hit one, or if it seems he is going to die, tell the Heroes he pulls a praying mantis out of his pocket and chants magic words. Suddenly the mantis grows to the size of a horse, and he hops aboard the mantis. He then runs through the walls of the dungeon and escapes. "I'm going out yet!" He yells behind him as the mantis takes off. When the Heroes have defeated the super-sized monsters, the Quest is then over.