

# HERO QUEST



Attack of the Sleeping Wizard  
INSTRUCTION  
BOOKLET



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A magical sleep falls on the population of the kingdom, and the Heroes will have to find a way to break the spell...

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Here we are with three more new Quests for HeroQuest (we hope no one takes offense this time!). As usual, each Quest adventure is divided into three parts: the Quest Map that shows the locations on the board where to place the furniture, monsters and traps; the Parchment Text, containing the story of the challenge that should be read to the players by Zargon; and the Quest Notes that explains what happens in certain rooms and special events. A Quest is successfully completed when the Heroes have reached the goal proposed by Zargon, and have all returned to the starting point – which will be the stairway in all these Quests. Read this to the players:

*After a long journey, which lasted several weeks, you have just returned to the kingdom. You soon realize that something is wrong. Where is everyone? The streets are completely empty. What happened to the merchants, the farmers, the children, and the minstrels...? You decide to go to the good old tavern, to find answers. When you enter the tavern, it's completely silent – but the place is not empty. All the regulars are there, leaning over tables, and others lying on the floor. Are they dead?*

Although this is not part of the HeroQuest game, the Zargon player will now require some role-play from the other players. Ask them what they would do instead of the Heroes. If you investigate the bodies, it reveals that none of them are dead – but have only fallen into deep sleep. Make sure they try to wake someone up and then explain that nothing they can do will work, but it will be fun to watch them try anyway. Once you find that the players are out of ideas, say this to them:

*While you search for a way to wake your friends, something strange happens: the fire in the fireplace magically erupts, and a face appears amidst the flames. His facial features are well known to you: it is the good Mentor, and he says:*

*"My friends, the kingdom has fallen victim to a terrible spell. Everyone is in a deep sleep. A horrible black cloud, like a storm, covered the whole region – and when it had disappeared, everyone were in a deep magical sleep. Only those who were far enough away, like you, were spared.*

*"This is, of course, Lengrati's work – a mighty magician serving Zargon. You must break the spell, and this will only be possible with the help of the legendary Magical Horn. You will find Lengrati hiding in an old ruin, not far from here. As soon as the Horn is blown, everyone will wake up. Leave without delay, my friends."*

