

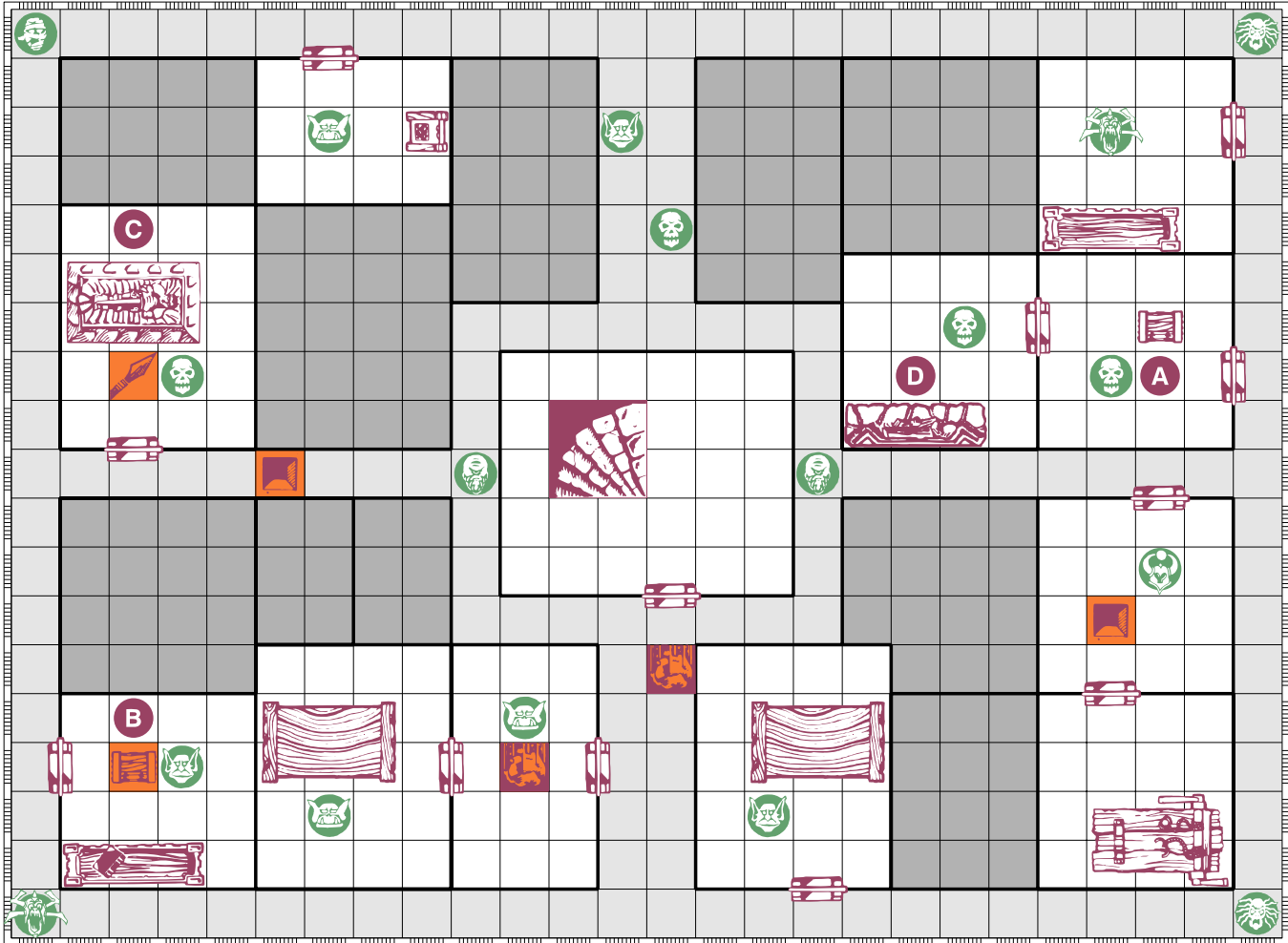
HeroQuest™

Attack of the Sleeping Wizard

Q U E S T



B O O K



Quest 3

The Magic Horn

"Lengrati is defeated. The only thing that remains is to find and blow the Magical Horn, which will awaken the whole

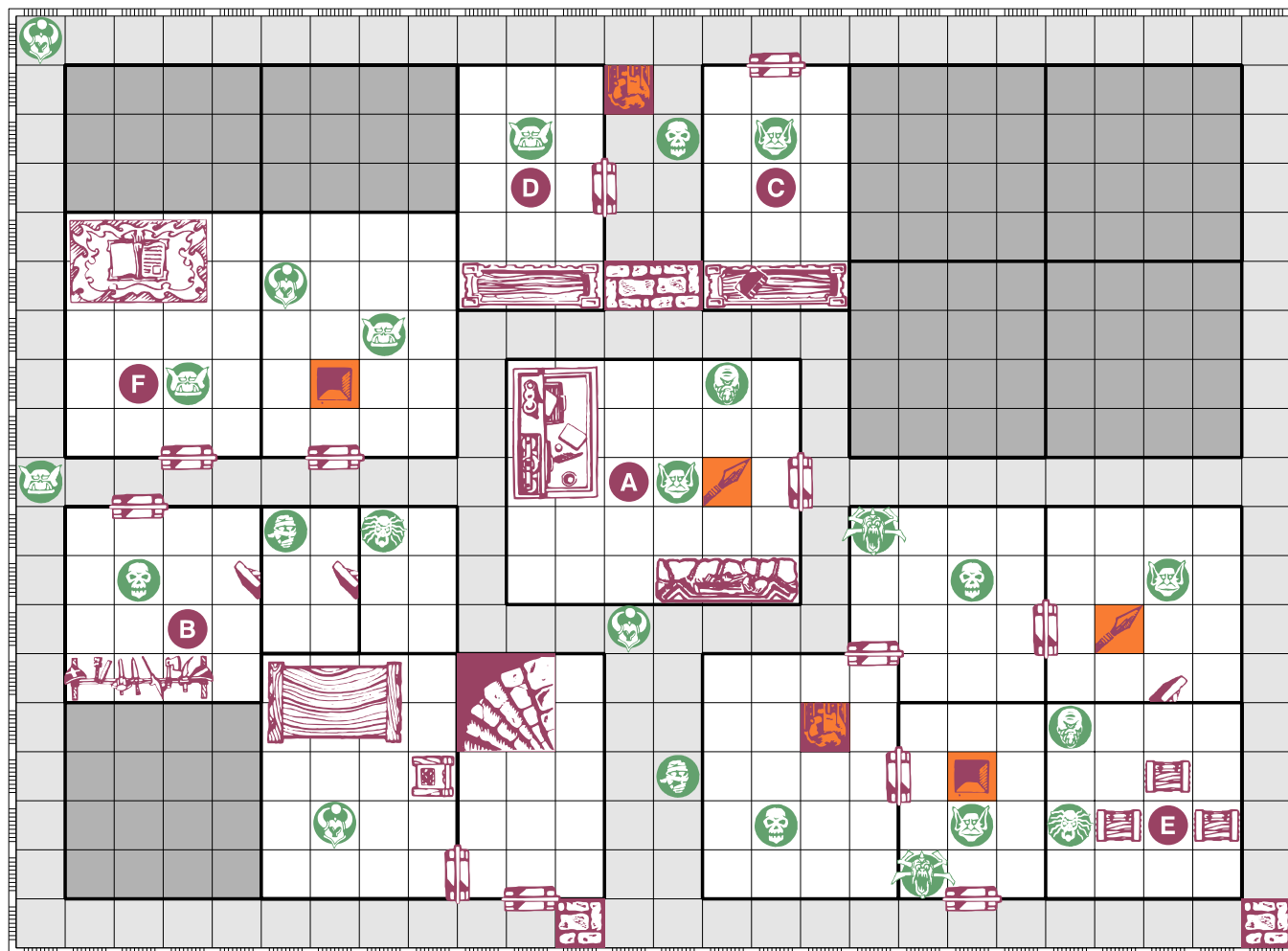
kingdom, freeing it from its deep sleep."

NOTES:

- A** In this room, on the alchemist's bench, is the Magical Horn.
- B** The weapons on the weapons rack are worn out and rusty.
- C** The bookcase seems to contain only old papers, but if a Hero searches for treasures in this room, he will find a small gem – worth 60 gold coins.
- D** The cupboard in this room is a trap: if a Hero searches for treasures here, a magical explosion will cause 2 Body Points of damage to everyone inside the room.
- E** The treasure chests in this room contain 50 gold coins each.
- F** On the sorcerer's table are a Potion of Strength and a Potion of Healing. For more details, see the corresponding treasure cards.



Wandering Monster in this Quest: Gargoyle



Quest 1

Retrieval of the Crown

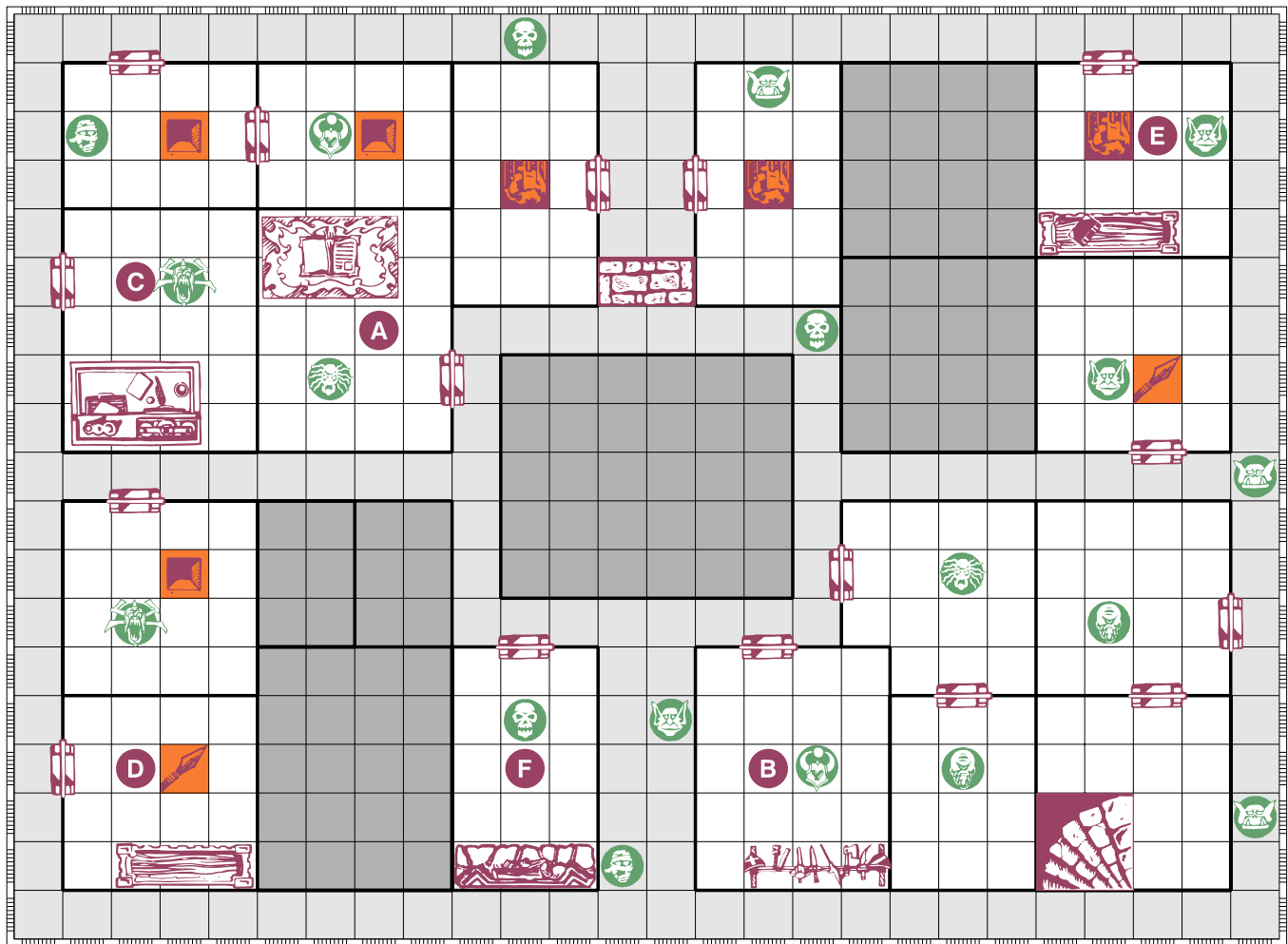
"Your first task is to retrieve the King's crown, stolen by Lengrati's Goblins while everyone slept."

NOTES:

- A** The chest in this room contains 30 gold coins.
- B** The unlucky Hero who opens this chest will be attacked by two Wandering Monsters.
- C** The Hero who seeks treasures in this room will find the King's crown hidden in the tomb.
- D** This room contains a very old fireplace, close to collapsing: when a Hero searches for treasures in this room, a stone will drop and fall on his head – inflicting 2 Body Points of damage.



Wandering Monster in this Quest: Goblin



Quest 2

The Sleeping Wizard

"Now you must find Lengrati, and make sure that he no longer can cast any spells."

NOTES:

- A** On the sorcerer's table are two spell scrolls: Genie and Swift Wind.
- B** The weapons on the weapons rack are all in very poor condition, except one – which is a magical sword: it is equal to a normal Longsword, but is able to cast the Tempest spell once in each Quest, even if the user of the sword is not the Wizard or the Elf.
- C** On the alchemist bench there is a bottle of Heroic Brew.
- D** The Hero who searches for treasures in this room will find 50 gold coins in the cupboard.
- E** The Hero who searches for treasures in this room will be attacked from behind by a Wandering Monster.
- F** The "sleeping magician" Lengrati is in this room. Lengrati is actually a shape shifter: he can become an identical copy of any of the Heroes, with the same Attack, Defense, Body Points, Mind Points, weapons, armor, and other features. Use the Warlock figure to represent him.

copied does not need to perform this test. After Zargon's next turn, he will have shifted into another Hero.

The Heroes will not know exactly who Lengrati is and who his companion is. The first Hero who attacks Lengrati must roll a combat die: if he rolls a black shield, he will hit his partner instead of Lengrati. Zargon, you decide which Hero just got attacked instead of you. For obvious reasons, the Hero that was



Wandering Monster in this Quest: Gargoyle