



BALGAST CHRONICLES



THE AWAKENING

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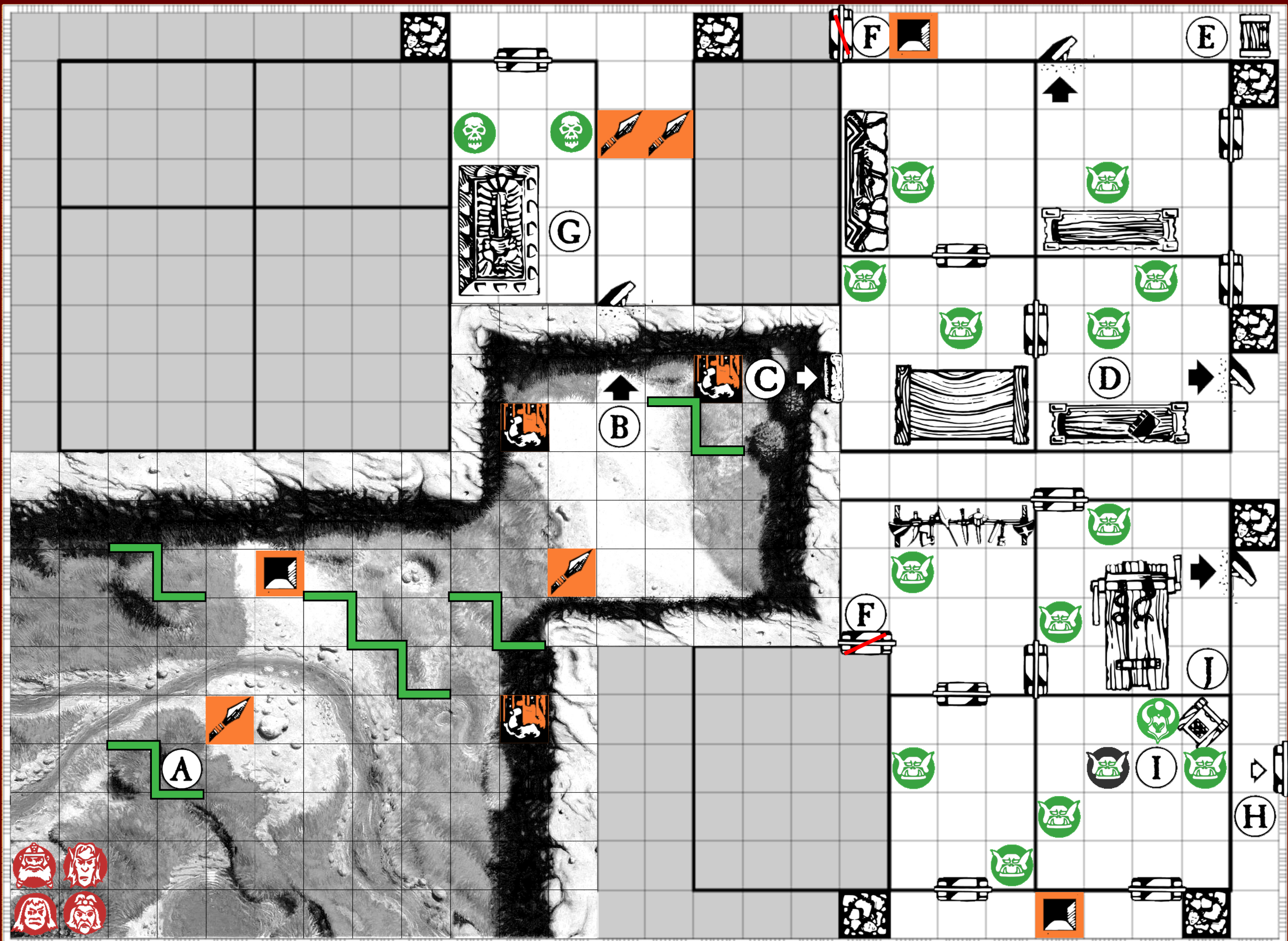
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Now you want to find out the truth and keep up the road.
Dark caves are projected into the depths of the rock and so many questions await answers.
..Where will we end? ..
..What will happen with the 'Balgast Rite'? ..
... The General is hunting us? ...
Only the adventure can reveal your questions.

HERO QUEST



The Orc's Hideout



The Orc's Hideout

Following the Orc escaped your fury, you're wandering in the steppe and it looks like that the traces lead to a small stream of water, and you see nothing more. Inspect the area and search of the vile Greenskin and the relic that he carries with him.

Heroes start from a disadvantaged situation. They do not know the place and go into a rocky quarry. The top of the rocky wall is not a passage but a "block".



A In the bush with Search for Treasure, find Herb Medicinal.
Apply a Potion of Healing on the Hero's Card.

B With Search for Secret Passages they see a door in the rocky wall.

C The Stone Door only sees after passing the tall grass.
The large door is carved but not decorated, it opens easily crawling.

D In the Bookcase with Search for Treasure, find ampoule with potion green.
Apply a Potion of Healing on the Hero's Card.

E This chest contains 100 gold coins and one Potion of Healing.
Apply these on the Hero's Card.

F This door is closed ... a collapse?

G In the Tomb with Search for Treasure, find Broadsword
Take the card from the Equipment Bunch.

H This door leads to another road if they take it
READ THE LEAF BEHIND.

I In this room you will find the fugitive you followed with someone henchmen, and a Warrior (Chaos Warrior), looks like the boss.

Warrior

MOVEMENT SQUARE	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	4	4	3	3

Before dying the Warrior asks you why you were looking for the relic and shows you the Magical Throwing Dagger.

"Are you also Balgast's followers?"

He speaks of an invocation with the 5 relics of Zorpaht, but before he can continue He dies miserably plunging blood from his mouth.

Give the Heroes the card Magical Throwing Dagger (Artifact).

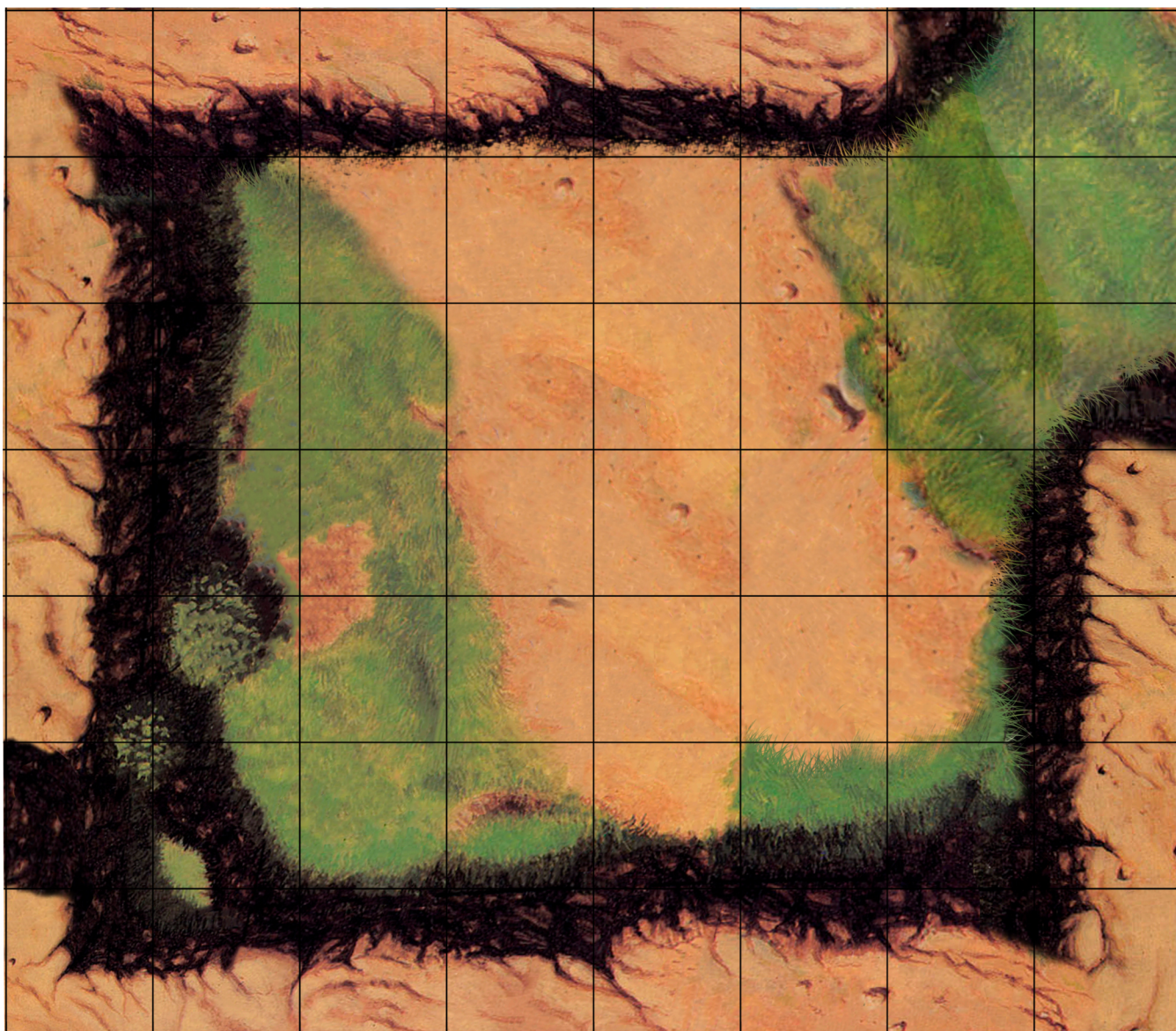
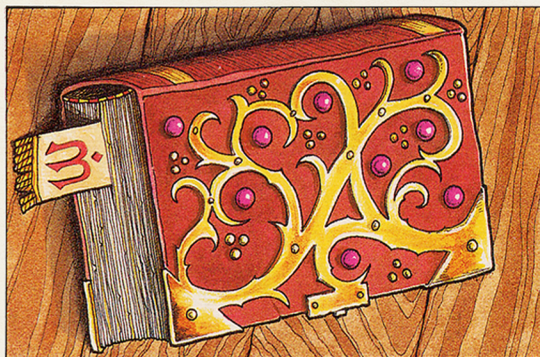
NOTE: Starting point of the Heroes.

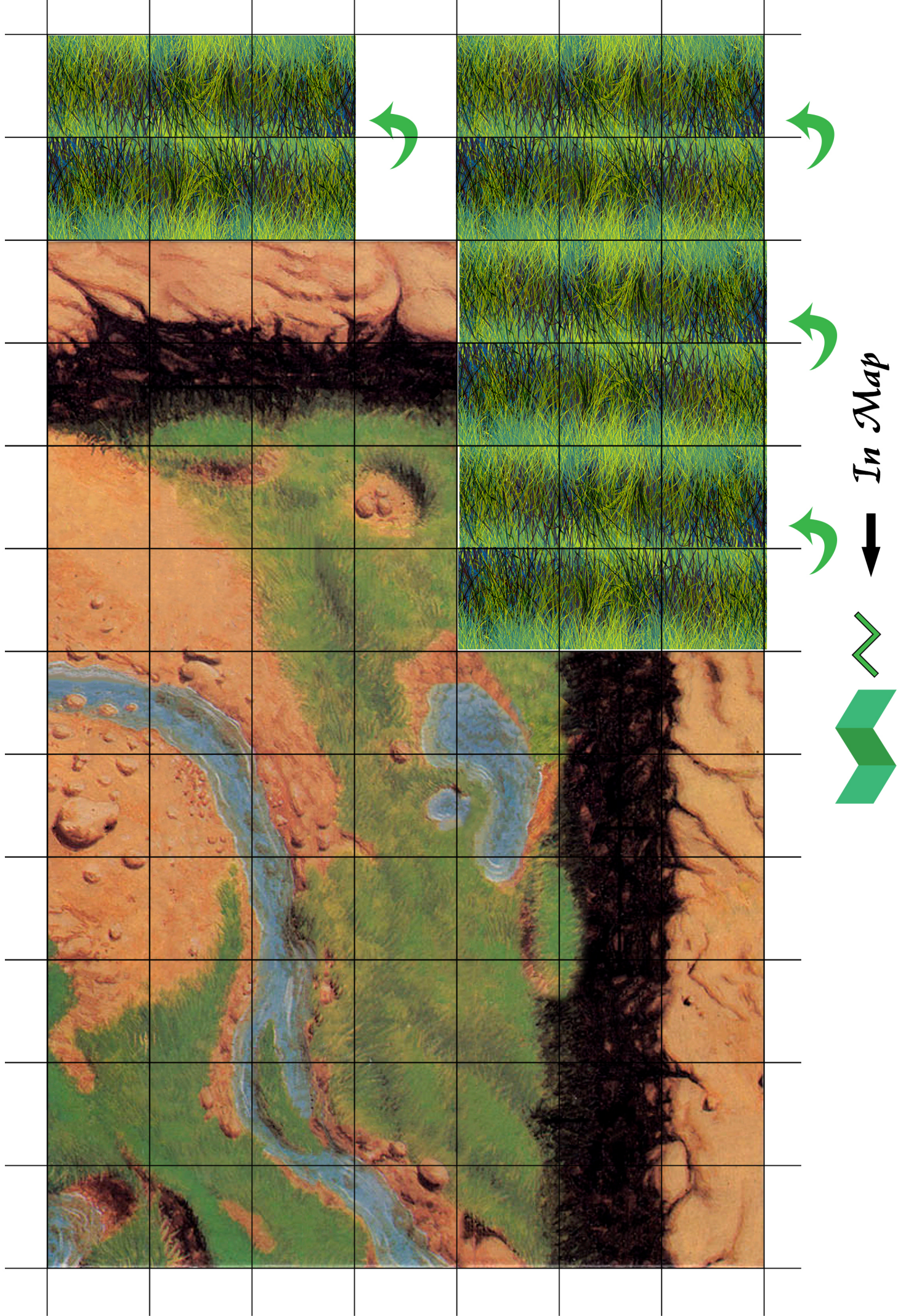
Wandering Monster: 2 Orc

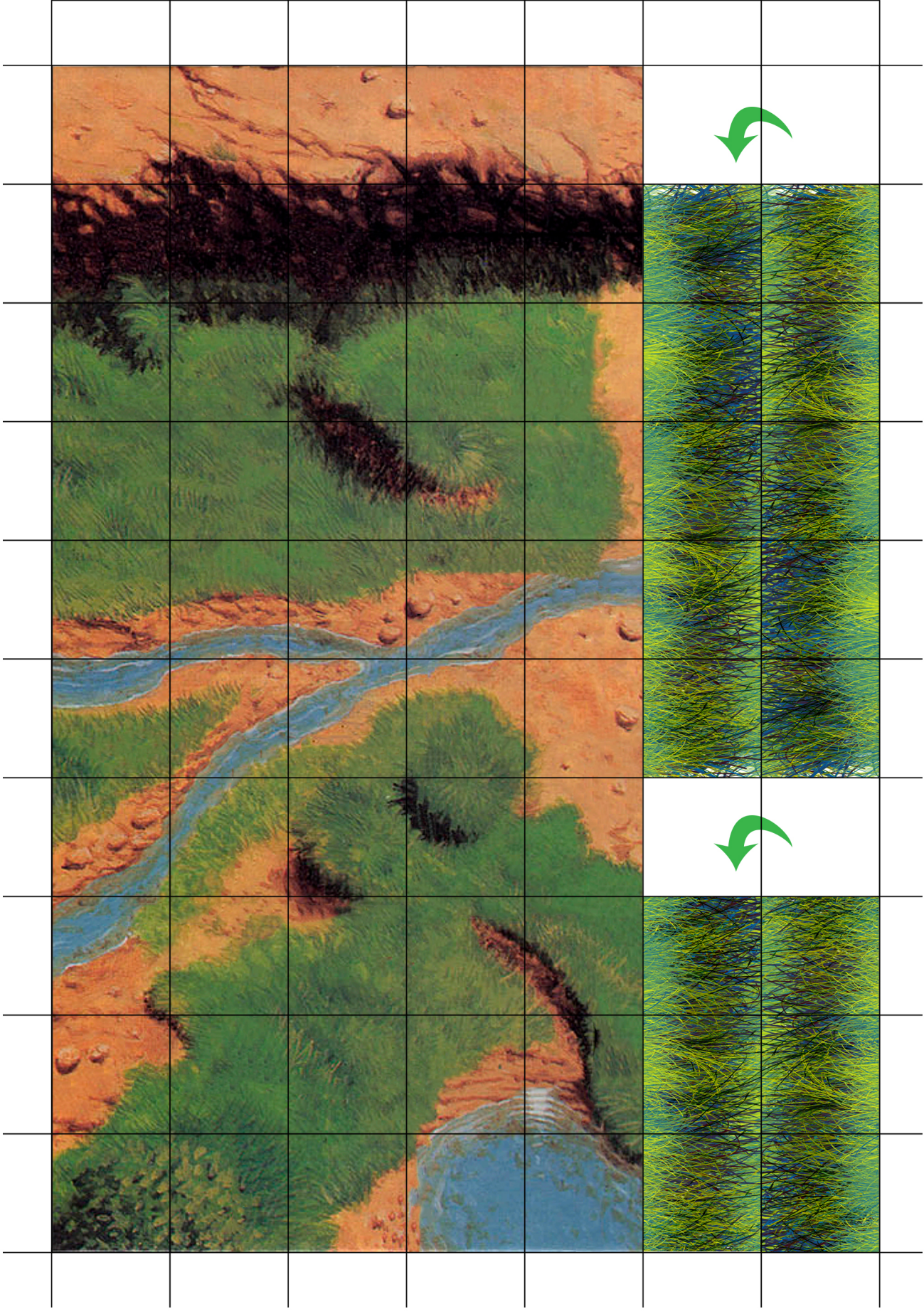
Magical Throwing Dagger



Always inflicts 1 Body Point of damage when thrown at a Monster a Hero can "see". Monster cannot defend. Dagger is lost once it is thrown.







In Map

