

HeroQuest™

Balgast Chronicles - The Awakening

Q U E S T



B O O K

Genesis

"During a stormy night, while the sky was torn by bloody flashes of lightning, the wizard Tuqr was on the mountain as indicated by an ancient parchment. Despite an impetuous wind, he tried to stop it and the rain whipped violently, he managed to climb the hill and found himself in a small clearing surrounded by rock ridges. He placed a carpet in front of him and laid some objects on it, so he grabbed the parchment and with an impious Voice, he began the litany.

What followed did not make him tremble, not he wavered in his intent, but his eyes saw the beast for the first time.

It was as big as a mountain, covered with scales, with legs ending in claws; now he stretched out his arms to hit him and he backed away at the same time. His body ended in a long tail similar to that of the lions, all covered at the bottom by hairs. He made horrible grimaces and laughed as if he already had his fate described before him...

Tuqr took the word... 'O Lord of Darkness I invoked you. Give me your powers!!'

The creature screamed fiercely and lightning slashed the horizon hitting the rock...

Obtaining that deal. Tuqr had conquered the maximum power, that it he accompanied for centuries. At the death of the Sorcerer many have tried to dominate the power of relics unnecessarily. Generations after generations the power became legend and the relics disappeared... until today...

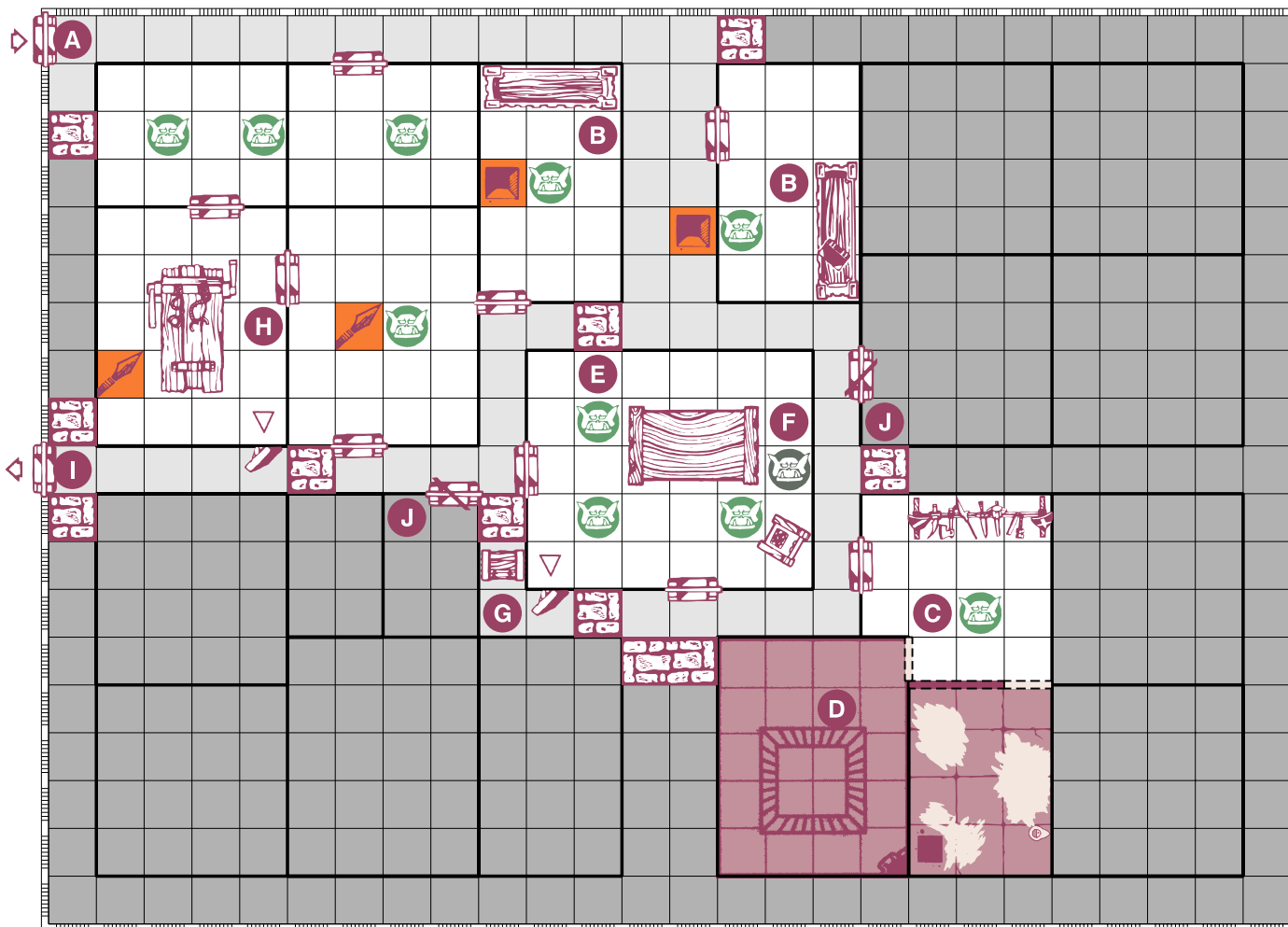
Their bodies are tried, their minds tired, yet it was only the beginning of adventure, and they knew it well! In the cold night lit by the full moon, they heard first the wind rise with a gloomy whisper, then a roar and an intense smell of burnt sulfur, in the end they saw the Beast and they understood that from that moment everything would have changed..."

NOTES continued:

"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).



Quest 2

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.

NOTES:

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 following:

"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."

- I** In this room you will find the fugitive you followed with someone Henchmen, and a Warrior (Chaos Warrior). Looks like the boss.

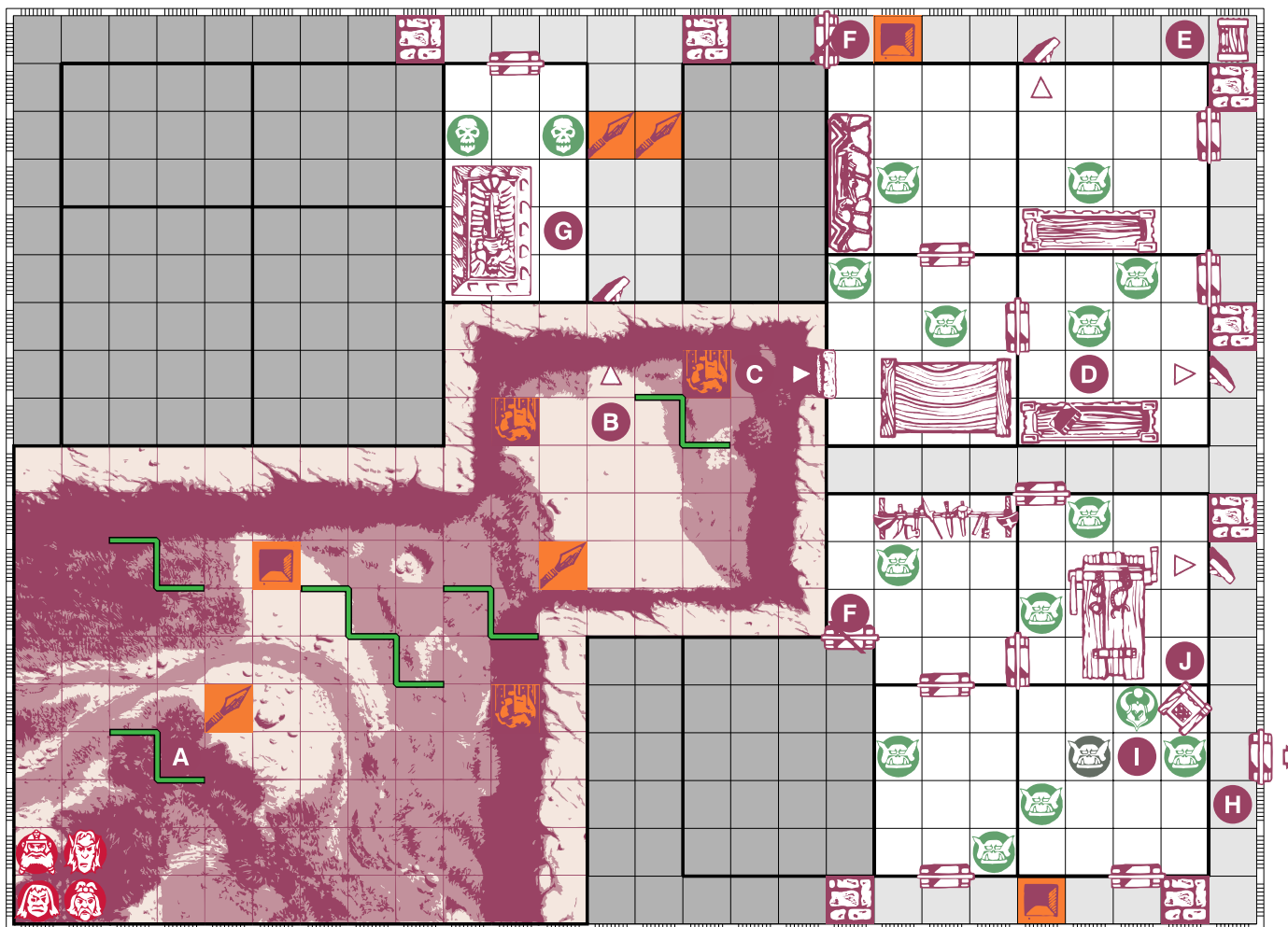
Warrior

MOVEMENT	ATTACK	DEFEND	BODY	MIND
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.



Wandering Monster in this Quest: 2 Orcs



Quest 1

The Heroes Prisoners

General Denul called you to the castle for your services, and you were hired to release two valiant hostages captured by a modest band of Orc. The two soldiers were carrying a load precious and a figure brings news of their imprisonment to the abandoned residence of Duke Forgad. Save the two prisoners and the load. The reward is 100 gold coins per head. But attention and escort prisoners here healthy and savvy.

When you arrive at the abandoned residence, note that the entrance is supervised and you decide to find a passage to access inside. After a quick glimpse of the surrounding area, you can see behind the bushes a passage down..."Goes to the cellars!" Exclaims one of you. So after removing some fronds and avoiding the brambles increase over time, see a door ruined on the wall, and open it...

NOTES:

- A** Between rubble, creepers and spider's canvases, a corridor goes forward to the Heroes, and some grim sound comes from darkness...
- B** The monster has a potion that restores up to 4 Body Points. Once they are killed they find it by doing search for treasure.
- C** Entering in the room, a monster watching the cells. In the little one there are Kirom and Langer (the 2 Heroes), but Kirom is alive, and Langer is dead. When the monster is killed, Kirom tells the Heroes to escape, because he is one trap. The General pursued the two Heroes to subtract them an ancient artifact. They saved the Magic Dagger from the General's hands, who would used to build his tyranny. That said also Kirom succumbs to a death rattle.
- D** In the next cell is chained a robust soldier: Porgos, captain of an army killed by Orcs. The cell is closed and the key is owned by the jailer E. If they release him, he gives him his Armored Armor (Equipment Card), and runs away with war cries.
- E** This Orc has the key for cells D. Once they are killed they find it by doing search for treasure.
- F** This is Koper, Orc warrior and captain of Orc clans.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	3	3	2

- G** In to the chest find 200 gold coins.
- H** If they are search for secret passages you will notice an opening in the wall, but if they re-run the search, will tell you that by turning a table lever, open a secret drawer. Inside drawer a gem of 100 gold coins.
- I** An iron door, in the darkness you see an Orc figure coming out. When the Heroes go out of the door, they see a country road, with footprints to follow



Wandering Monster in this Quest: Orc

NOTES continued:

- for find the dagger...
- J These doors are closed with keys... These are not openables "shhh this is a secret"