

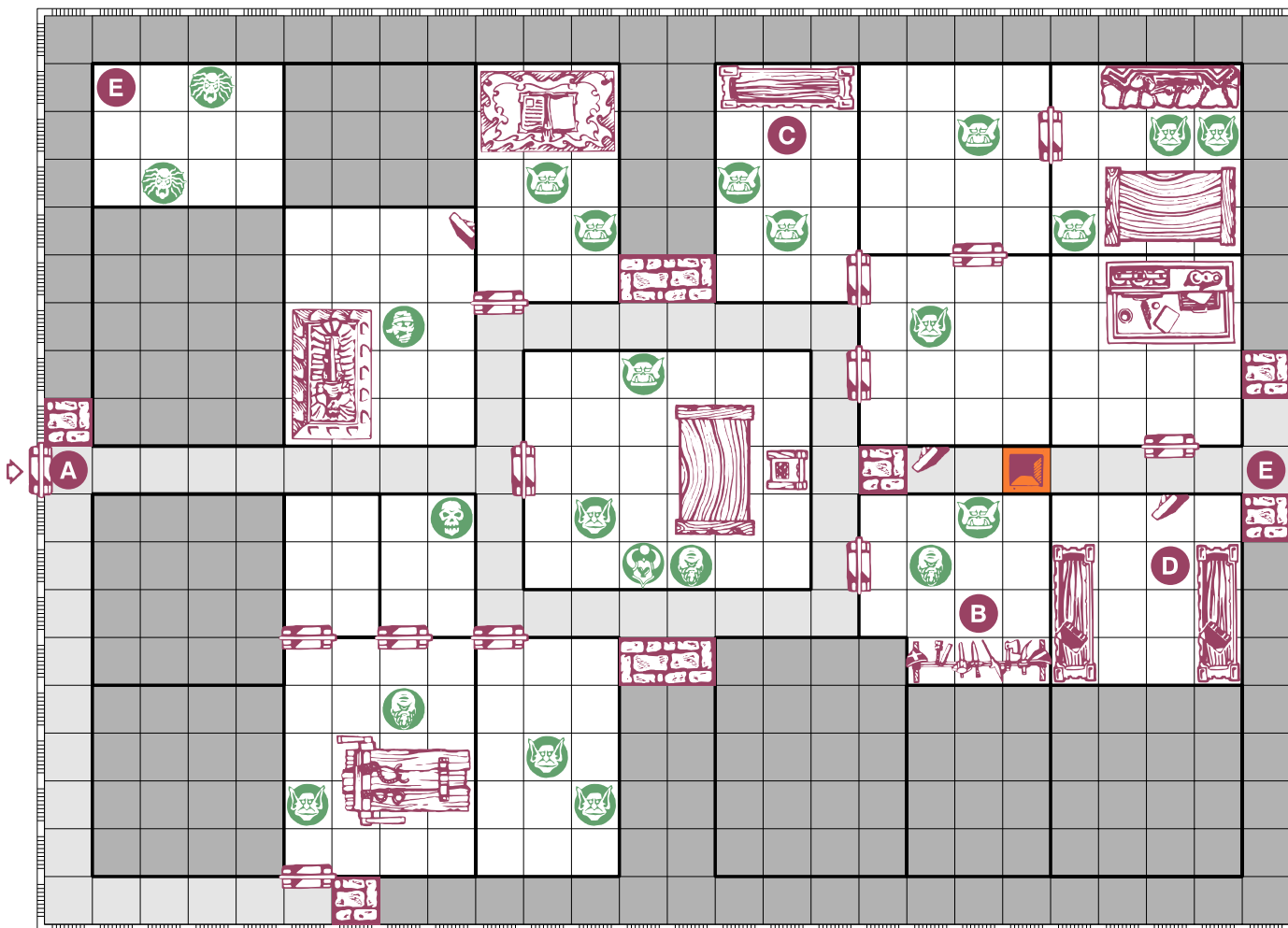
HeroQuest™

Baltor's Library

Q U E S T



B O O K



Single Quest

Baltor's Library

Centuries ago the evil and powerful wizard Baltor ruled a large area of the Old World.

According to Loretome, he kept all of his evil magical books in a library in his fortress. His power lay in this library but only Baltor knew its position.

Zargon's forces have recently entered the area in which the fortress is situated. If they find the library I fear that the Empire will be doomed. Therefore I send you, my friends, to locate the library and destroy its evil contents.

Mentor

NOTES:

- A** The players enter the fortress through this door.
- B** Most of these weapons are old and useless. The only usable item is a staff. The player who finds it should record the staff on his character sheet.
- C** The cupboard contains a Potion of Strength. It can be drunk at any time. When used it will allow the player to roll two extra combat dice in his next attack. The player who finds the potion should record it on his character sheet.
- D** This is Baltor's library. A character standing next to one of the bookcases can choose to grip a torch and set the bookcase on fire. The bookcase is then considered destroyed. It is not possible to set a bookcase on fire and attack or search in the same turn. When both bookcases are destroyed, the players have completed their quest.
- E** These two squares contain an invisible teleportation trap designed by Baltor to get rid of enemies trying to find his library. It is a magical trap that cannot

be found by searching for traps. Only the Wizard is able to sense it if he searches for traps. If anyone moves into one of the two squares he will immediately be moved to the other one. To get back he will just have to leave the square on which he landed and then enter it again. But do not tell the players this. They must find out themselves! The trap cannot be disarmed.



Wandering Monster in this Quest: Orc