

# HeroQuest™

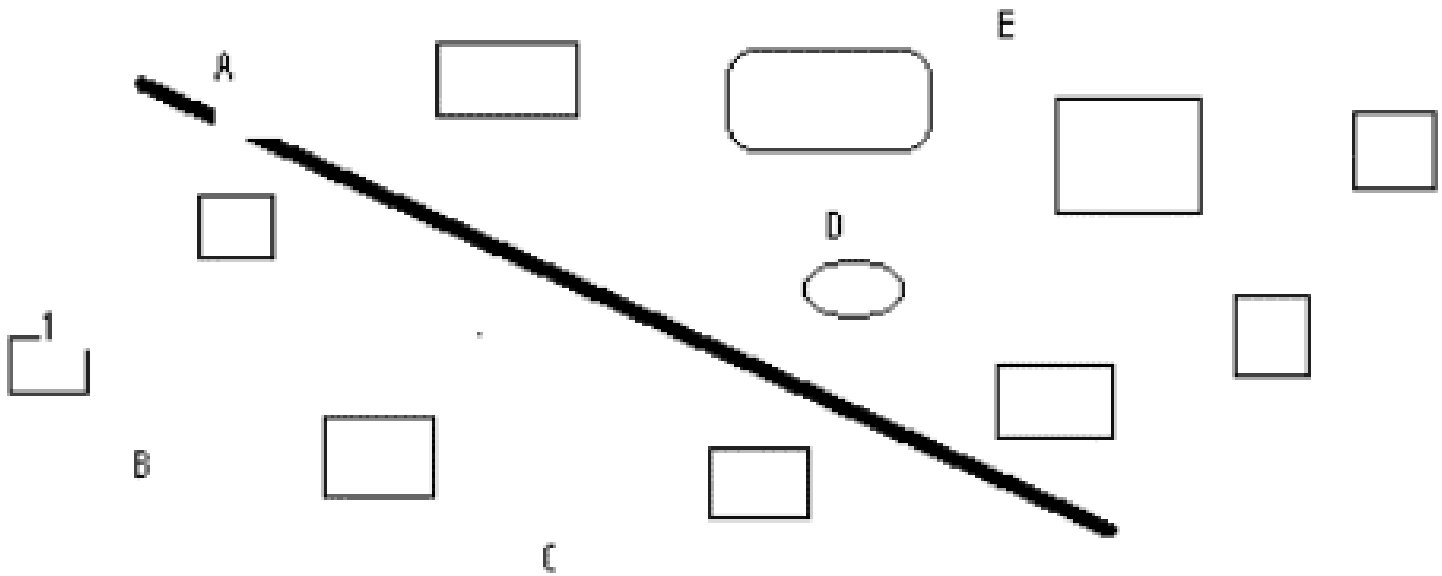
Beastman Terror

Q U E S T



B O O K





## Single Quest

# Beastman Terror

"Heed my words, for I am Mentor, Guardian of Loretome. My friends, a terrible horror has befallen the village of Kurkime. A Beastman warlord by the name of Krull the Cruel has invaded the village with his horde of Beastmen. The village is under his control. There have human sacrifices made to his chaotic god. You must travel to the village and free the people and put an

end to Krull and his band of Beastmen. I have made arrangements for each of you to take 3 healing potions to aid your journey. If Krull is not stopped here, other village will fall to his savagery. Prepare yourselves and move quickly to end this terror."

### The Map Legend:

The straight line is the road to the village and the blocks are buildings in the village. The letters represent Zargon's forces.

- A** 2 Beastmen guards.
- B** 2 Beastmen guards.
- C** C is a patrol of 4 Beastmen moving counter-clock wise each turn around the village. If they have line of sight they will rush to attack the Heroes.
- D** Campfire with Krull and 2 Beastmen.
- E** E is a patrol of 4 Beastmen moving counter-clock wise each turn around the village. If they have line of sight they will rush to attack the Heroes.

### The Beastmen

They are chaotic hybrids of beast and man. Beastmen stats are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6 Inch	3	2	4	2

They carry axes and a shield.

Krull's Stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6 Inch	5	4	6	3

Krull carries a 2-handed axe and wears chainmail

The incomplete building below the campfire is burned out and a sacrificial altar has been recently used there.

The villagers have been locked in the rounded rectangle building for the use of Krull. If the Heroes defeat Krull and his minions and free the people, they are very grateful and reward the Heroes with 200 gold coins each.