

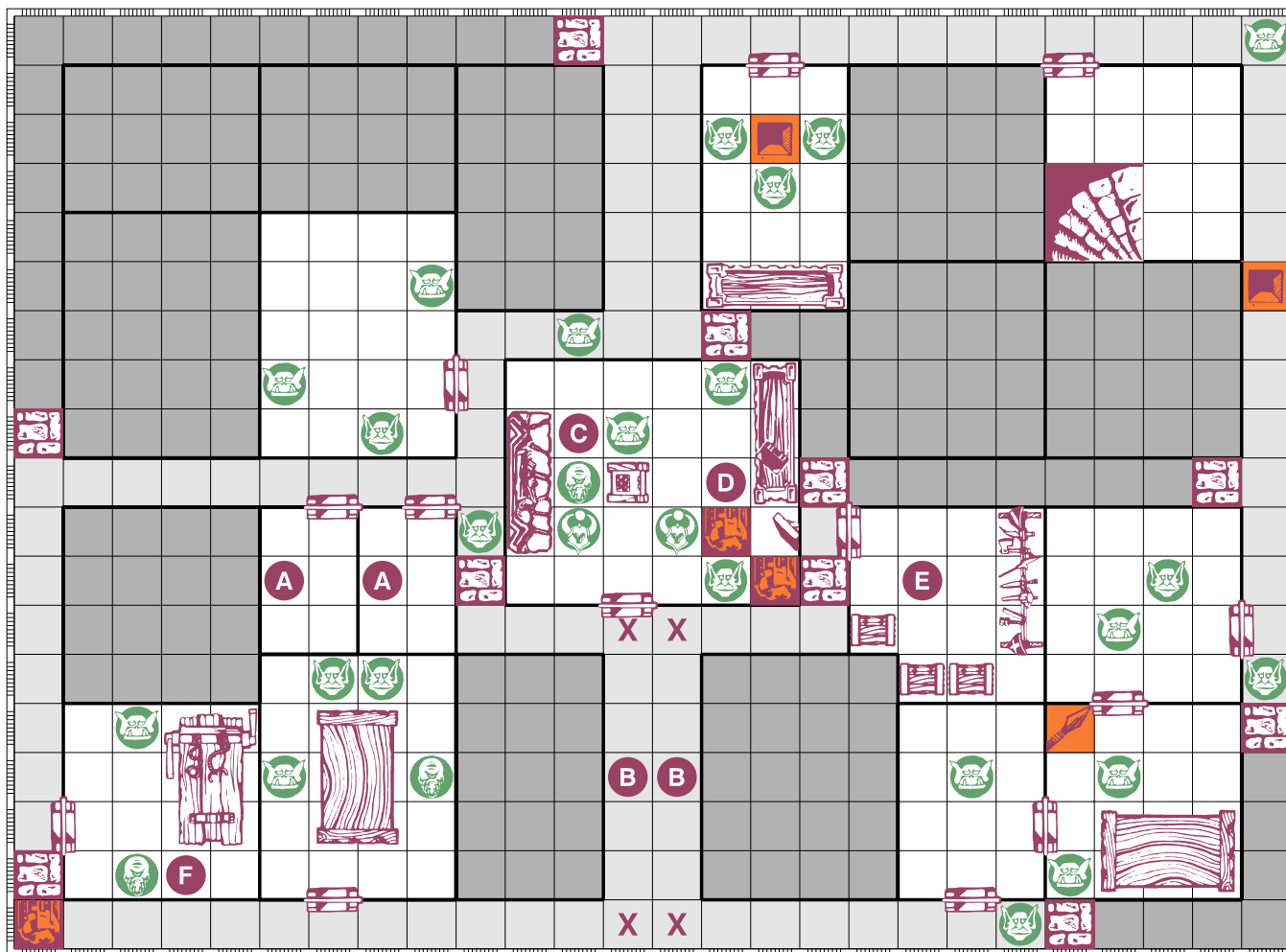
HERO QUEST™

Brigands Beware

Q U E S T



B O O K



Single Quest

Brigands Beware

Brigands are ambushing convoys along an imperial trade route. Survivors of the ambushes say a band of Orcs and Goblins were responsible, occasionally lead by a Fimir-like foe, but far more massive and intimidating. Prince Magnus has declared a 600 gold coin reward to be divided among any Heroes who track down the brigands and return with their leader's head. You set out soon after and disguised as common merchants carrying a

rich cargo, travel the ambushed trade route. It's not long before you too are attacked, but by a much smaller group than described. The brigands are surprised you fight back. You do considerable damage to the foes but let a wounded Goblin escape. You stealthily tail the Goblin back its hideout where you eliminate the guards and enter in search of the brigand leader.

NOTES:

- A** Any Hero who enters either of these cells will find the door locked behind him. The door may be opened if the Hero holds the key (F). Otherwise, the lock is trapped and he must wait for another Hero to find the key and rescue him or risk the trap and pick the lock. To pick the lock, the Hero may roll 1 combat die a turn until the lock is picked. If he rolls a black shield, the lock is picked and he is free. For every skull rolled, however, the Hero loses one Body Point from the trap. The trap cannot be disarmed. The cells cannot be searched for treasure. Once the door is reopened it remains open.
- B** The first Hero who steps on either of these squares will sound an alarm. Zargon will place all remaining doors, monsters and furniture on the board EXCEPT any unsprung traps, the center room, the adjoining treasure room (E) and secret passageway. On the squares marked X, Zargon may place his choice of Goblins and/or Orcs.
- C** Zargon will explain that this is not a Fimir but an Eimir, a rarely seen stronger relative of the Fimir. This Eimir is the leader of the brigands. Use a

Fimir figure to represent the Eimir. The Eimir has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	4	4	3

Once the Eimir is defeated, the two Chaos Warriors will rust and collapse into piles of empty armor, having been held together by the Eimir's limited magical abilities.

- D** The first Hero to spring either of these traps before disarming them will cause the ceiling to collapse around the secret door, blocking all entry into the room beyond. Zargon may choose whether or not to tell the Heroes they have just permanently sealed the only entrance into the brigand's treasure room.
- E** This is the brigand's treasure room. Each chest contains 180 gold coins and a Potion of Healing that will restore 1 lost Body Point when consumed. The



Wandering Monster in this Quest: Fimir

NOTES continued:

- rack also contains the same suit of chain mail described in the Armory.
- F** This Fimir holds the key to the cells (A) and is claimed when the creature is defeated.