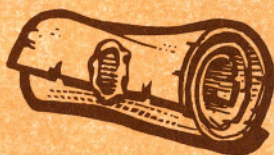


# HeroQuest™

Champion of the Empire

Q U E S T



B O O K



## A Message from Mentor

My friends, the exploits of Heroes such as you are have repeatedly saved the Empire. For now, Zargon's foul hordes appear to be weakened and have retreated to the East. The ancient Dwarven fortress of Kellar's Keep has been re-conquered from the clutches of our enemies and the Witch-Lord shall repose forever in limbo.

Now it is time to send our assistance to the southern borders, where the valuable Kingdom of Stolland has been de-stabilized. It is time for Heroes to become champions.

Owing to his victory at the Eastern border the Emperor has decided to reinforce our alliance with Stolland. The province apparently is at instability's mercy, particularly because of and within the two prevailing families, who have been struggling for the throne for generations. The valorous House Galinicus and the powerful House Trell have entangled themselves in permanent conflict. The Emperor fears this conflict might soon spawn a pact with obscure powers to put any party in favor. If the region should sink under the will of Zargon, there will – again – be a terrible war.

The Kingdom of Stolland reaches across our southern provinces. These provinces are rife with ancient local legends and stories of legendary battles. Even the very first human settlements had to defend themselves against the storms of chaotic and evil forces. Notably, many of these legends tell about the chief of an ancient tribe, who unified the human civilized and savage tribes to create a barrier before the army of a vengeful vampire lord. Those myths tell about the "Rooster King". The stories about him and his Heroes are told and sung all around the Empire. House Galinicus claims to directly descend from the ancient and prestigious bloodline of the noble Rooster King. Backing Galinicus in their claims, the Emperor has decided to appoint Count Galinicus Elector of the Empire. But this decision is openly and sharply contested by Seigneur Augustus Trell. His wealthy family has always praised themselves to be of a stock superiorly capable of reigning from the throne of Stolland, for it has always been a valiant backbone of the Empire. There is where the peril of war and corruption lies: in attempting to unify Stolland once more. The beginnings of a civil war may already have ensued. Thus, the Emperor assigns to you, my

Heroic friends, the task of bringing Count Galinicus the news of his nomination to become Elector and to ensure that the Kingdom not be corrupted.

The Great Loretoome predicts you shall play a pivotal role in this endeavor of unification. It is written that you shall not only thwart the possible treason of House Trell, but also fight off demons incarnate. As champions, your exploits will be of grave consequences for the stability of the Empire. Be alert of the traitors, of high ambitions, and of vanity. That far region of the Empire is not renown for the morality of its inhabitants, and even less for their sense of honor, the two powerful houses constantly fighting for hegemony. The conspiracy will encompass you everywhere.

Forget not, my friends, that Chaos knows how to reveal itself in the most alluring light, to you and to your company. A true Champion of the Empire is just and of pure heart.

*Mentor*

## Quest Map Guide

The Quest map symbols are color-coded to help you guide the Heroes through these Quests. Here's what the various map symbol color mean.



**Gold:** This color is used to highlight traps that the Heroes can detect by searching.



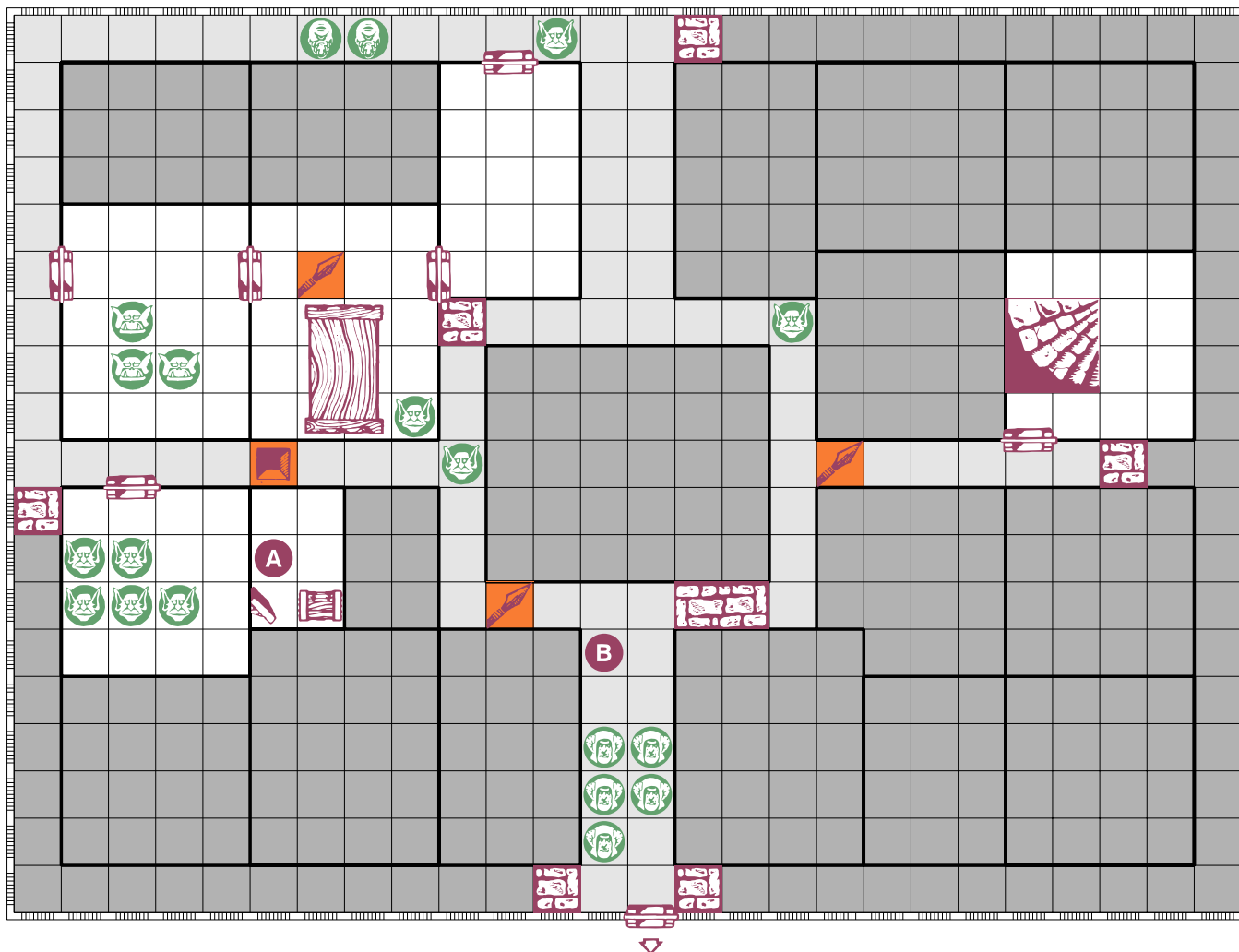
**Light Green:** This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.



**Dark Green:** This color is used to highlight monster symbols. See the Monster Chart for actual symbols.

In each Quest, notes prefaced with a capital letter correspond to a matching letter location on the Quest map.





## The Triumph of Zargon

**"M**y erstwhile students, I am afraid that your exploits brought great calamities over the Empire. I, Mentor, must not tell you where to go and what to do anymore, for you are considered felons to the Empire and mercenaries for the forces of chaos.

It is with humiliation, that I have heard how you helped dispossessing the Kingdom of Stolland. Yes, it has fallen into the clutches of Zargon. House Trell has served him and become his instruments as have you through your allegiance with them. Augustus Trell's vanity and thirst for power know no equal. His riches sufficed him no more, and the luring susurrus of Zargon corrupted his spirit. Once the Kingdom had tumbled over his conspiracy, his allegiance with the ancient sorcerer was capable of drowning the people of Stolland in blood. Suddenly, the Empire is vulnerable to assaults from the hordes of the South. Thus, the Emperor sent his Champions of Light after you to end your felonies, but you eliminated those sages and warriors without remorse or hesitation. To deprive the Empire of these Heroes is the fabric of tragedy for all civilizations of men.

Yet, I have not given up all hope. I daresay you have merely been puppets on a string in this matter. You may have been blissfully ignorant to the wrongs your baleful choices caused. Indeed, you might not be the Heroes the Empire wishes for, but you are the only Heroes left for now.

My erstwhile students, if my suspicions prove right, I plan on helping you end this folly. I shall continue to guide you through the darkness, as only through the darkness your path shall lead. For you are merely Champions of Darkness, of chaos, and of Zargon.."

*Mentor*

## The Triumph of the Empire

**"M**y highly regarded students, owing to you, the Empire has driven away a menace even more threatening than those before. You are worthwhile Champions of the Empire.

House Trell, corrupted by ambition, orchestrated a conspiracy against House Galinicus to discredit their bitter rivals. The young heir was merely a puppet on a string in the hands of Augustus Trell. His council, advised by politicians, steered him towards betraying his father as to not end up assassinated like him. Without a rival to the throne, power was in sight, but he did not reckon with your pugnacity, nor your loyalty to the Emperor's jurisdiction. You even dispatched the threat of Zargon's lieutenants. Without them to lead his armies into battle, Zargon cannot break the Empire's Southern borders down.

Yet, the price weighs heavily on us: the death of Count Galinicus and his sole heir's demise... the marauding and pillaging of the towns of Stolland... The Kingdom of the South must be rebuilt, and it is reserved to its new Heroes to show its people the way.

Already, your exploits are being reported to the Emperor, who is enjoying the adventures of his new Champions of Light. He will compensate each one of you with five hundred gold coins and with peerages of the Kingdom of Stolland.

From now on, you shall be addressed by "Count" or "Archon of the Kingdom of Stolland". The loyalty you showed the Empire is being shown to you.

To the Empire! To its Champions!"

*Mentor*

NOTES continued:

Black Mask:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
2 Red Dice	4	4	6	4

Black Mask is a champion Assassin who uses a crossbow and a Potion of Resilience. He owns the artifact Ethereal Cloak, which allows him to pass through walls and obstacles as though he were a Wraith. This artifact may not be utilized by any Hero.

Quest 1

The Pass of Mount Clair

"My friends, you must take the news of his appointment to Elector to Count Galinicus. In order to re-unify Stolland you must embark on a journey to the South, where at this time of year only one path leads: the Pass of Mount Clair. This part of

the mountains is infested with Orcs and Goblins, although the Guards of Stolland still watch over this single passage. Take care on your journey, for not many travelers return from these parts these days."

NOTES:

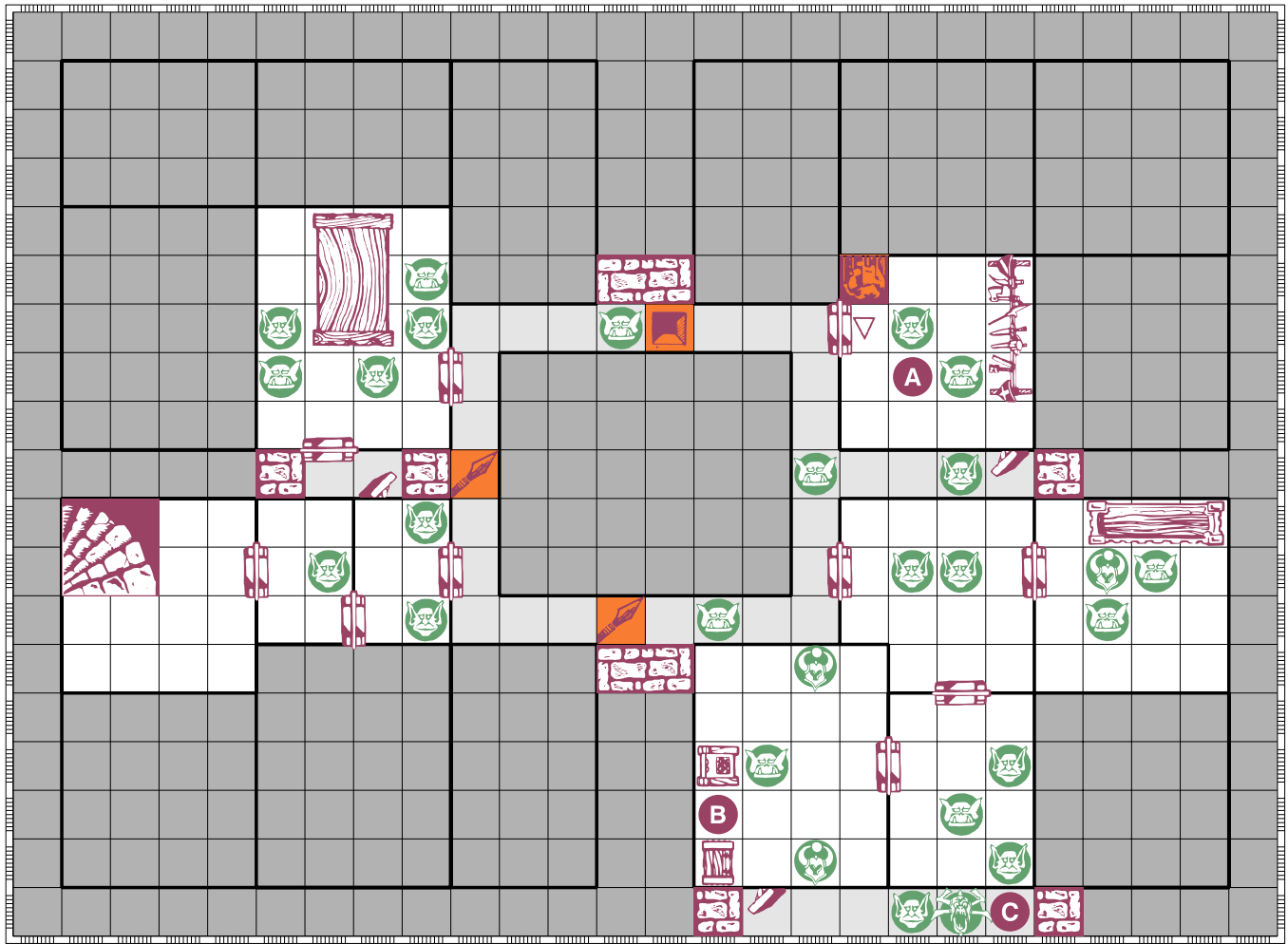
In order to end this Quest and embark on the next the Heroes must leave through the door at the southern end.

- A This treasure chest contains 100 gold coins.
- B Announce to the first Hero entering this corridor that he has reached the border of Stolland. Tell the Heroes:

*"Listen, travelers! Discharge a toll of 100 gold coins or you shall taste the lances of the Kingdom!"*

The Guards of Stolland demand a toll of 100 gold coins for the passage of the travelling group of Heroes into their Kingdom. If they pay that sum, the Guards make way immediately; if they refuse to pay, the Guards wait for the Heroes to attack.





## Quest 13

# The Punishment of the Felons

"My friends, today your allegiance to the Empire has been firmly established. Your loyalty to the Emperor's judgment has made you capable of seeing clearly the truth behind the conspiracy unraveling before your eyes. The obscure House Trell in reality serves its own interests and those of the forces

of chaos. Its members must be punished for their treason and thus the Emperor has sent you as their executioners. No Trell shall survive. Take care, for Augustus Trell, the principal of the family, has dark powers and powerful allies. Zargon has sent his Champions of Darkness to protect him."

### NOTES:

The Heroes play this Quest if the Crown of the Rooster King has been returned to House Galinicus. After this Quest, the Evil Wizard player continues by reading "The Triumph of the Empire" to the Heroes.

- X** This room could be open only with Crumble spell.
- A** If the first Hero entering this room is a Champion of Light, these Guardians join him as though they were Companions instead of attacking the Heroes.
- B** This chest contains a Heroic Brew and the artifact Wand of Recall.
- C** This chest is protected by a trap: all Heroes in the room lose one Body Point. The chest contains 100 gold coins.
- D** Zargon has sent his Champions of Darkness to assist Trell and to dispose of the Heroes. Each Champion starts on any one square marked D.

Augustus Trell:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
2 Red Dice	3	5	4	8

Trell is a Necromancer at the disposal of a Wizard's Staff, Halberd and a Heroic Brew. Before the Quest, he may choose one set of spells BEFORE the Heroes do and gets the Spirit and Death spell sets.

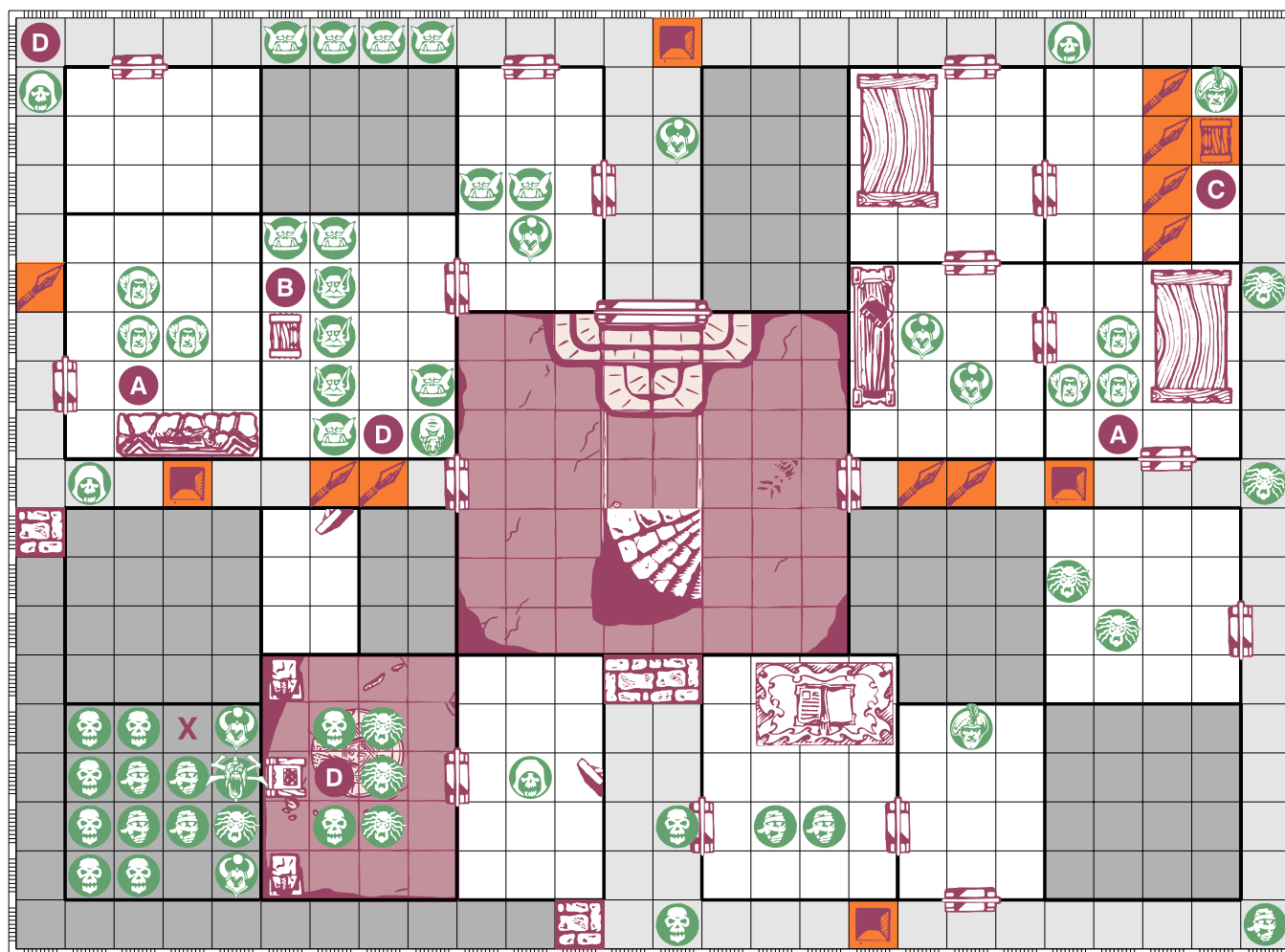
Korohm the Roaring:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
2 Red Dice	5	3	8	2

Korohm is a champion Berserker who fights with two magical Battle Axes. He has two attacks every turn and defends by rolling skulls.



Wandering Monster in this Quest: Guard



## Quest 2

# The Purge of a Marauder

"My friends, the Empire needs Heroes like you in these troubled times. You have been chosen by Count Galinicus, who welcomed you with open arms, to assist in pacifying his Kingdom. For weeks now his estates have been falling victim to the raids of Orcs. The Count's scouts have already detected an

important linchpin cave of the Orcs. Your task is to conquer this cave and subdue the marauders' leader, the infamous Ghorghuk and his personal Guard. Upon your securing the pass once again, the Count will generously compensate you for your troubles. Yet, take care, for the Orcs are numerous and savage."

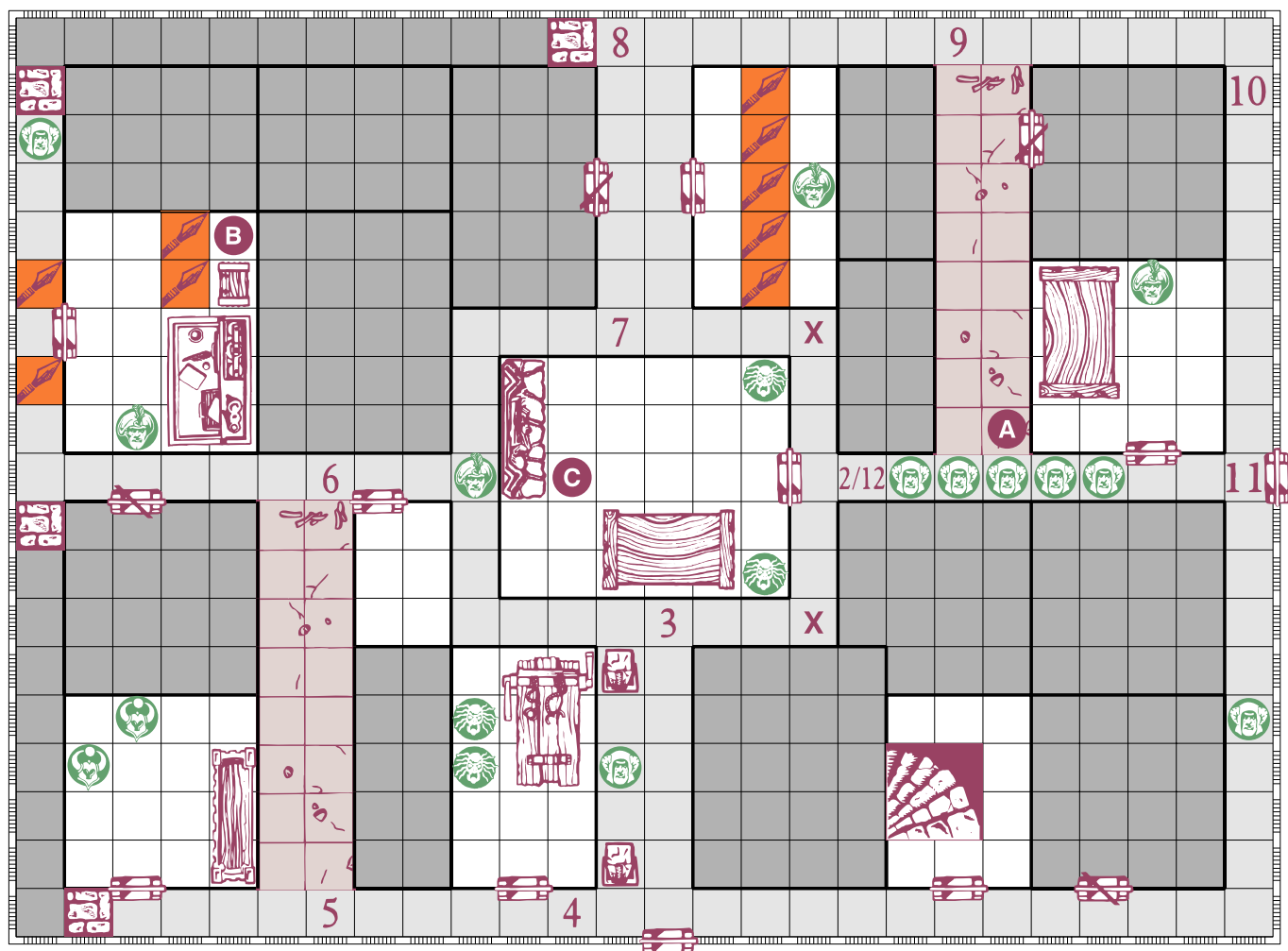
### NOTES:

The Heroes earn a reward for every monster killed: 15 gold coins for an Orc; 30 gold coins for a Chaos Warrior; and 100 gold coins for Ghorghuk.

- A** This secret door can only be opened from inside the room. If a Hero searches for traps and secret doors in the adjacent corridor he will find the secret door but will not be able to open it. The weapon rack holds a chain mail.
- B** Ghorghuk's treasure chest contains 150 gold coins.
- C** Ghorghuk is the Gargoyle hiding in this corridor.



Wandering Monster in this Quest: Orc





NOTES continued:

Korhil the Sage:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
2 Red Dice	3	5	5	5

Korhil uses a Halberd and a Heroic Brew. Before the Quest, he may choose one set of spells BEFORE the Heroes do. Furthermore, he may then exchange those spells for two potions from the Treasure Card deck before the Quest.

Quest 3

Screams in the Night

"Your recent exploits are already being recounted across Stolland. Of course, the patriarch of House Trell has got wind of your more sinister misadventures, as well. Your slaughtering the Guards on the Pass of Mount Clair has given Trell a most precious instrument of pressure to lay upon you. Thus, he has entrusted – better yet, burdened - you with a task most

delicate: the assassination of a rival merchant of his. Thorik, a Dwarven Revealer, is well known as House Galinicus' secretary of treasury. His luxurious residence lies in the center of town. Although the night shall enwrap you in secrecy and darkness, the Guards search each and every obscure alley at times like these. So, take care, my friends."

NOTES:

The Heroes have to play this Quest only in case they did not pay the toll demanded by the Guards in the first Quest, "The Pass of Mount Clair". If they did pay, they may continue with the Quest "The Tomb of the Rooster King". The gates leading into town are firmly closed. If a Hero wants to force open a door, he rolls a combat die. If a skull is rolled, the door remains intact and closed. If a white shield is rolled, it opens. If a black shield is rolled, the noise alarms those Guards who can "see" that door. A door leading into a dark portion of the map may never be opened.

**A** These Guards are on patrol. They move every time it is the Evil Wizard player's turn by rolling two red dice. The number shown is the square on the map where one of them will end up. The others are set as close to him as possible.

The patrol moves around the town until the alarm is sounded or until they "see" any one Hero, whom they will follow then.

The alarm is sounded when a Guard is attacked or when Thorik (see C) ends his turn on any one square marked X.

When the alarm is sounded, put any Guards on the board immediately. All of them may move and attack normally.

Guards				
MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	3	5	1	3

**B** This chest contains 200 gold coins.

**C** This is Thorik's house. Thorik is a Dwarf Revealer, equipped with a halberd, chainmail, and a Potion of Resolve.

Wandering Monster in this Quest:

The alarm is sounded.

NOTES continued:

Thorik

MOVEMENT	ATTACK	DEFEND	BODY	MIND
2 Red Dice	3	3	4	6

At the fireplace, the Heroes find the artifact Talisman of Lore.

If a Hero chooses to become a Champion following this Quest, he may not become a Champion of Light.

Quest 12

The Fall of House Galinicus

"My friends, today your allegiance with House Trell has been firmly established. Augustus Trell further affirmed that Hector Galinicus, the young heir, was pulling the strings of the conspiracy. Indeed, occult magics curiously consumed his humanity before he could be brought to justice, yet by his fault many came to harm. Thus, it is time to dispose of the rebellious machinations of House Galinicus once and for all.

Nevertheless, the Emperor has sent his Heroes to save the deceased count's family from further harm. But, the Emperor is far away, so, does he know how the conspiracy happened exactly? Augustus Trell appraises you alone to have the elements at your disposal of deciding who is worthy of the throne of Stolland. Kill emperor's champion, none of them shall survive!"

NOTES:

The Heroes play this Quest if the Crown of the Rooster King was given to House Trell after the events of "Civil War". The castle is in a piteous condition, all the traps therein cannot be deactivated. After completion of the Quest, the Evil Wizard player continues by reading "The Triumph of Zargon" to the Heroes.

- A The cabinet contains a Potion of Healing, a Potion of Resolve, and a Broadsword.
- B The Guards are armed with crossbows. They have a ranged attack of three combat dice.
- C The Emperor has sent Champions of Light to dispose of the Champions of Darkness at Castle Trell. Each of them starts on any one square marked C. They are:

Valten the Protector:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
1 Red Die	4	7	8	3

Valten can use a Potion of Speed and a Potion of Strength.

Balthazar Gelt:

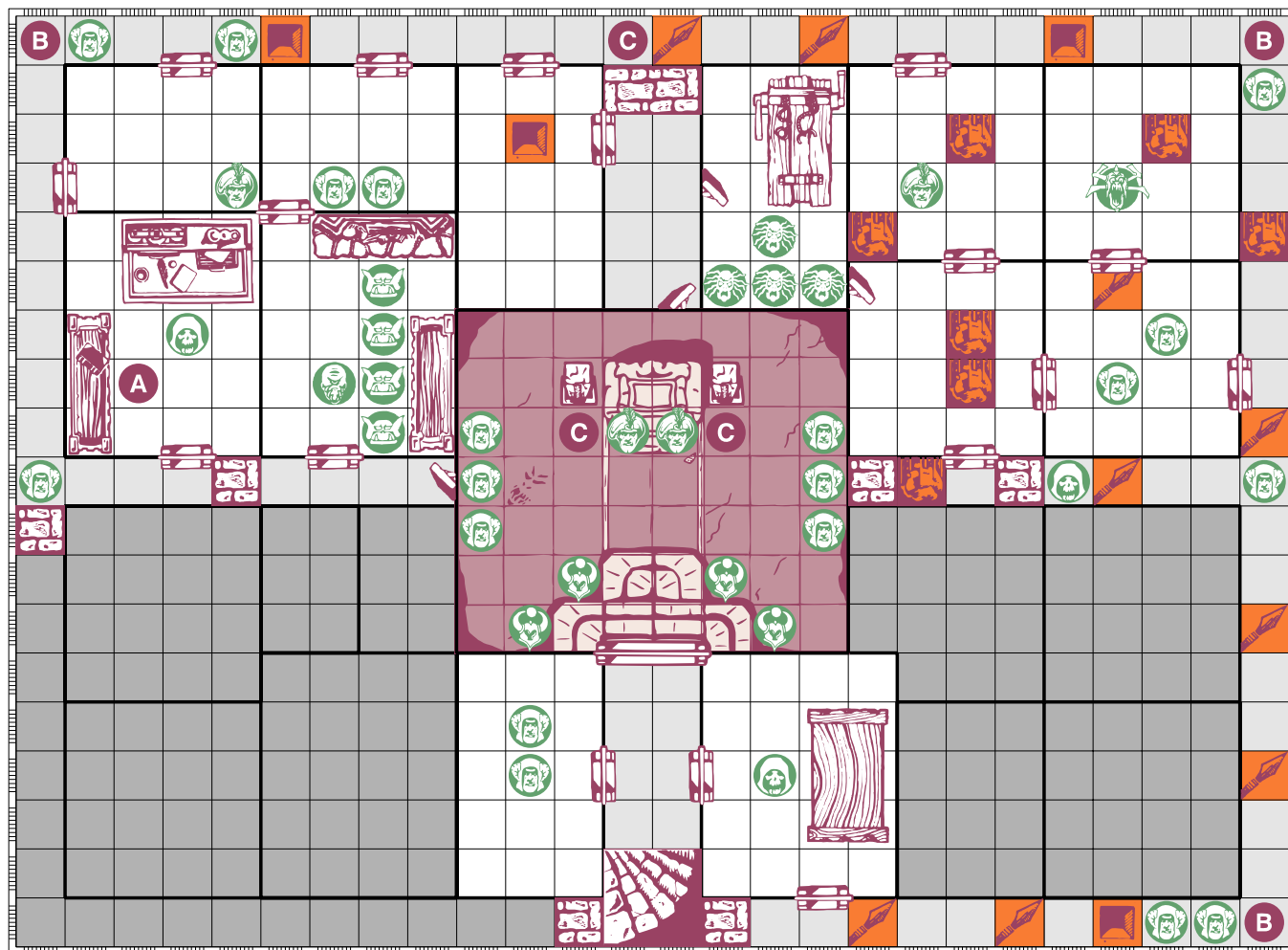
MOVEMENT	ATTACK	DEFEND	BODY	MIND
2 Red Dice	2	4	4	6

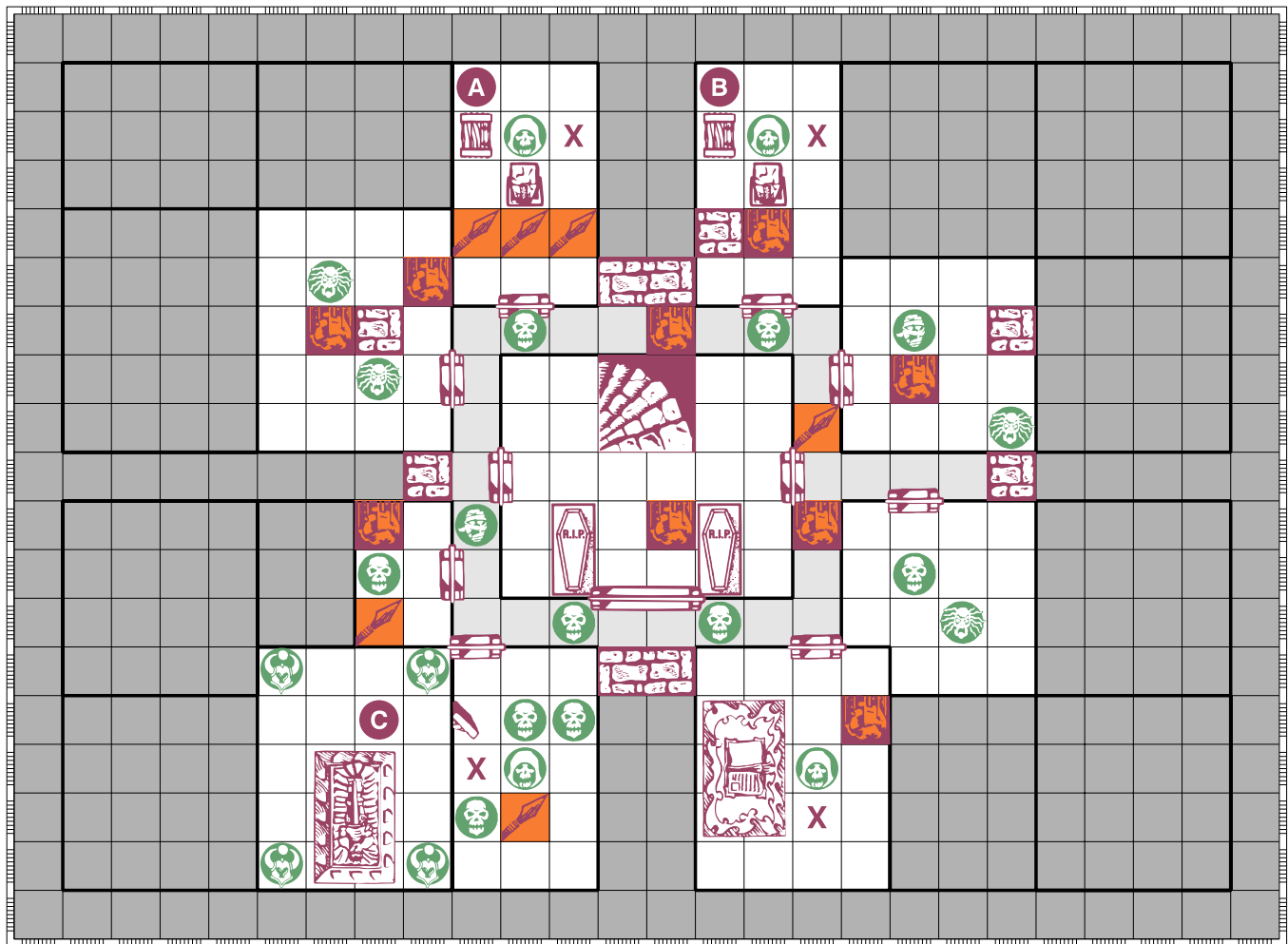
Gelt is a champion Seer who owns the artifact Ahlin's Orb, Wizard's Staff and a Heroic Brew. Before the Quest, he may choose two sets of spells BEFORE the Heroes do.



Wandering Monster in this Quest: Guard







## Quest 11

# The Mask Falls

"My friends, the war has spread fire and blood over the Kingdom. The House you serve has ordered you to dispose the evil necromancer who has pulled the strings of the sinister forces from his sanctuary. Hector Galinicus, as some have already suspected, was the instigator of the conspiracy. He is

hiding in a dungeon at the foot of the mountains, which, I am afraid, holds many traps and henchmen for you to finally surrender, my champions. Thus, take care, for the enemy knows that our greatest strength is our solidarity. If he manages to divide you, our cause will be lost."

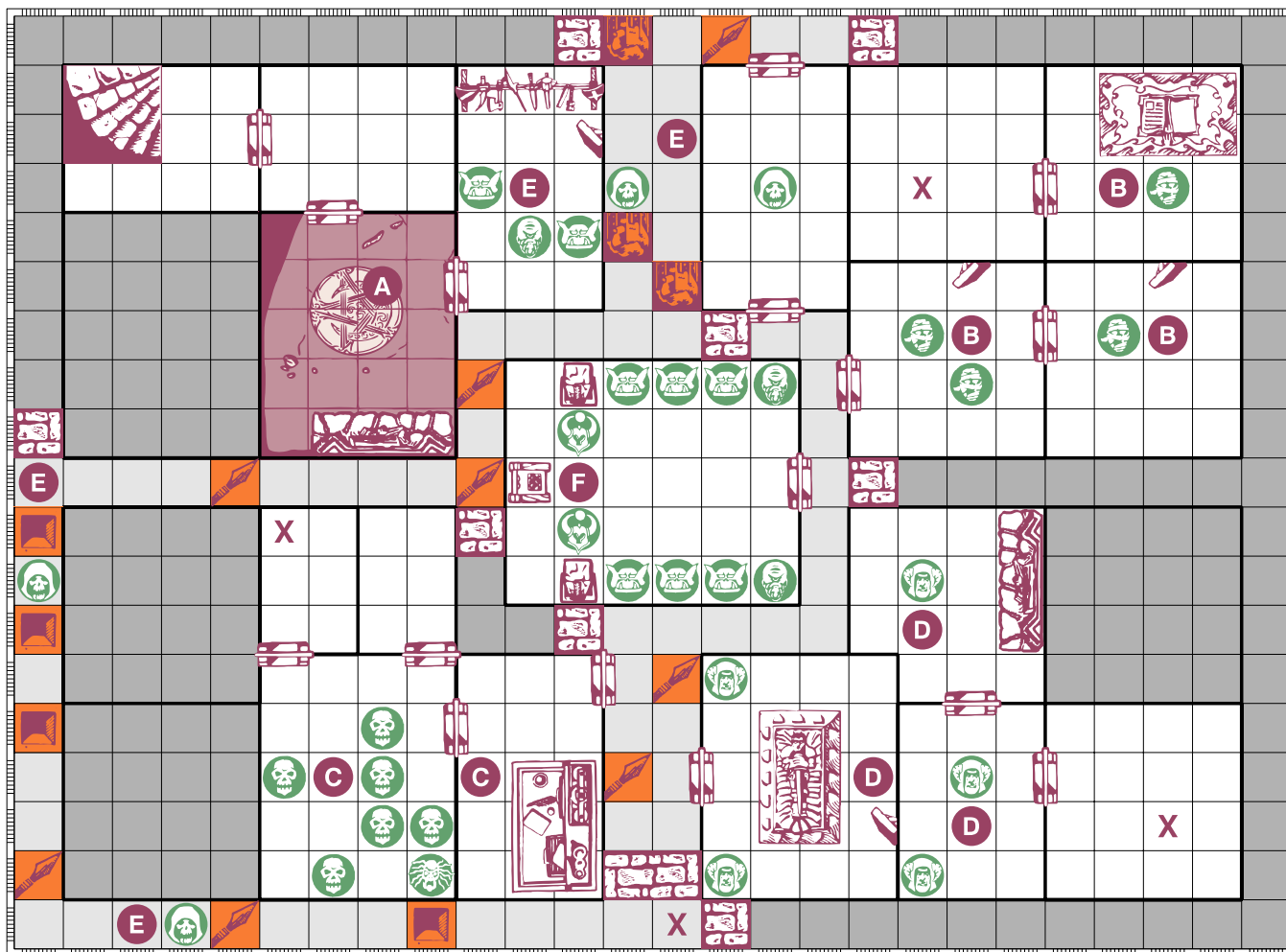
### NOTES:

- A** As soon as the last Hero has entered this room, the phantom silhouette of Hector Galinicus appears and activates a circle of invocation. Each of the Heroes is teleported to one of the squares marked X with his Companions. There is a trial for every Hero.
- B** *The Wizard's Trial:* The bookrest holds a Potion of Strength and a Potion of Healing which restores up to four Body Points. The Mummies in this passage defend by rolling white shields instead of black shields.
- C** *The Elf's Trial:* These skeletons are protected by the power of their liche mistress. Until the zombie is defeated, every fallen skeleton is replaced by another. The desk contains a Potion of Healing which restores up to four Body Points and a Halberd.
- D** *The Barbarian's Trial:* The Guards are armed with magical weapons. They attack the adversary's Mind Points instead of Body Points. The sarcophagus contains a Battle Axe.
- E** *The Dwarf's Trial:* The Wraiths in these corridors never enter a room. If the
- Dwarf searches for treasure in the pit traps, he will find a Potion of Speed in each of them. The weapon rack holds a Warhammer.
- F** The corpse of Hector Galinicus is sitting on the throne. It appears as though his deception has stripped him of the last remains of humanity. You must report to your instructing party that the threat continues to weigh heavily on the Kingdom, although Hector revealed himself as merely a ghost for now.



Wandering Monster in this Quest: Zombie





## Quest 4

# The Tomb of the Rooster King

"The Rooster King is a local legend, and his reign was reputedly a merry time for the Kingdom. The legend recounts him drawing his power from four Heroes. Their role was important enough for them to be named the "Crown of the Rooster King". It is told that their talents are enclosed in a magical artifact of the same name to serve the Kingdom in times of trouble. Thus,

the Count commissions you to search the eastern catacombs for the hidden riches of the Rooster King. These chests are said to hold treasures worthy of the Emperor. But beware, for these ancient ruins are dangerous in themselves and haunted by evil Wraiths."

### NOTES:

The dangers of avalanches can be detected but never "disarmed".

- A** This chest contains the treasure of the Rooster King. It can be carried by a Hero. However, as long as he carries it, he may only roll one die for movement.
- B** This chest contains the artifact Lance of Radiance.
- C** This room contains the hidden tomb of the Rooster King. If a Hero searches for treasure he will find the artifact Crown of the Rooster King. Inform the Heroes that the low relief in the tomb reads that the bloodline of Galinicus is in fact the true heir to the Rooster King as the Emperor affirms. The chaos warriors in this room are statues of the Rooster King's champions. They awaken and attack when the Crown of the Rooster King is taken.

**X** These Wraiths are the Guardians of the crypt, at the service of the rest of the dead.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	2	2	0

Otherwise, the Wraiths are played using their normal rules. Each Wraith carries a gem worth 100 gold coins.

After the Quest, the Crown of the Rooster King can be given to the Count. If a Hero decides to keep it, he may, but he may never become a Champion of Light.



Wandering Monster in this Quest: Zombie

### Special Rules for "Requiem for a Ball"

Quest Five, "Requiem for a Ball" is not played strictly using the traditional HeroQuest rules.

The intended purpose of this Quest is one of intrigue. The Heroes are supposed to put one against another in order to meet their respective objectives. As the Evil Wizard player, lead the Heroes to serve one of the principal sources of power in the Kingdom. You control all monsters except those who during the Quest enlists in the service of the Heroes.

Thus, the Evil Wizard player plays his monsters in a way as to sustain one or the other camp of power without taking a side.

#### Allegiance:

Those Heroes who have not become Champions before this Quest roll a combat die to determine the side they will take: a skull means they join House Galinicus, any type of shield means they join House Trell.

Those Heroes who have become Champions do not have a choice on which side to take. Champions of Light serve House Galinicus, Champion of Darkness serve House Trell.

If one of the Houses is without a servant now, the Evil Wizard player has to assign a Hero to represent this House.

#### Winning Conditions:

This Quest ends when all Heroes in the service of one House have left the board or all of them are out of play. If a Hero loses all his Body Points he does not die, but is rather considered to be out of play. His miniature is taken from the board. He may take part in the next Quest unharmed, yet he loses one piece of equipment determined by drawing an Equipment card.

*If the Count dies OR the Crown is purloined, the Heroes continue with Quest Six: "The Ambush".*

*If the Count survives AND the Crown remains in his possession, the Heroes embark on Quest Five: "The Cemetery of the Cursed".*

#### House Trell:

The Champions of Darkness serve House Trell and must follow two objectives:

1. Steal the artifact *Crown of the Rooster King* and assassinate Count Galinicus, in that order of importance.
2. Every Wraith in the Quest may join these Heroes as though they were Companions, but with the limit of two Companions per Hero still being valid. The Wraiths may not attack the servants of House Trell.

Read the following text to the servants of House Trell:

*"My friends, how deceitful you are! The Count got wind of your conspiracy and pronounced you lawless. Your knowledge of the treasure makes you even more dangerous in his eyes. The persecution by his Guards has driven you to hide in a village under the protection of House Trell. There, a mysterious hooded man has set you up with the instruments to take revenge in a very perilous mission. House Trell wishes for the sabotage of the Count's nomination. It shall cleanse you of any honour and fill your purses if you present the Crown of the Rooster King to Trell. And the death of Galinicus shall be compensated accordingly..."*

#### House Galinicus:

The Champion of Light serve House Galinicus and must follow two objectives:

1. Keep hold of the Crown of the Rooster King and protect Count Galinicus.
2. Every Guard in the Quest may join these Heroes as though they were Companions, but with the limit of two Companions per Hero still being valid. These Guards may not attack the servants of House Galinicus.

## Quest 10 Civil War

"My friends, unfortunately, although you hurried to the city with the artifact to secure the Kingdom's stability, civil war has already ensued in the capital and other towns. The two families battle without mercy over the crown of Stolland. The Orcs that lurked at the borders, have gathered in the country and mercilessly maraud over it. We have to take a side, now! In the

South of the city you find the palace of House Galinicus, in the east the estate of House Trell. You have to take the Crown of the Rooster King to one of them. Save the city's inhabitants, for thousands of lives have already been lost because of ambition and vanity."

#### NOTES:

Inform the Heroes that they have strolled the city before, which is why you, Zargon, set up all rooms and corridors as well as those traps already found or triggered before the Quest begins – except the center room C. The Villagers will follow the Heroes inoffensively, because it is the safest place to be for them, but they are attacked by monsters.

**X** At every turn, you dispose one Goblin, Orc, or Fimir on each of the squares marked X.

**A** Upon opening this chest, which is empty, the Heroes meet a Wandering Merchant. Read the corresponding Treasure Card.

**B** This chest is protected by an arrow trap. The Hero who opens it loses one Body Point. The chest contains a Potion of Healing which restores up to four Body Points, a Potion of Resolve, and a Potion of Speed.

**C** This room is not set up until the secret door is found and opened. Above the

fireplace the Heroes find the artifact Borin's Helmet.

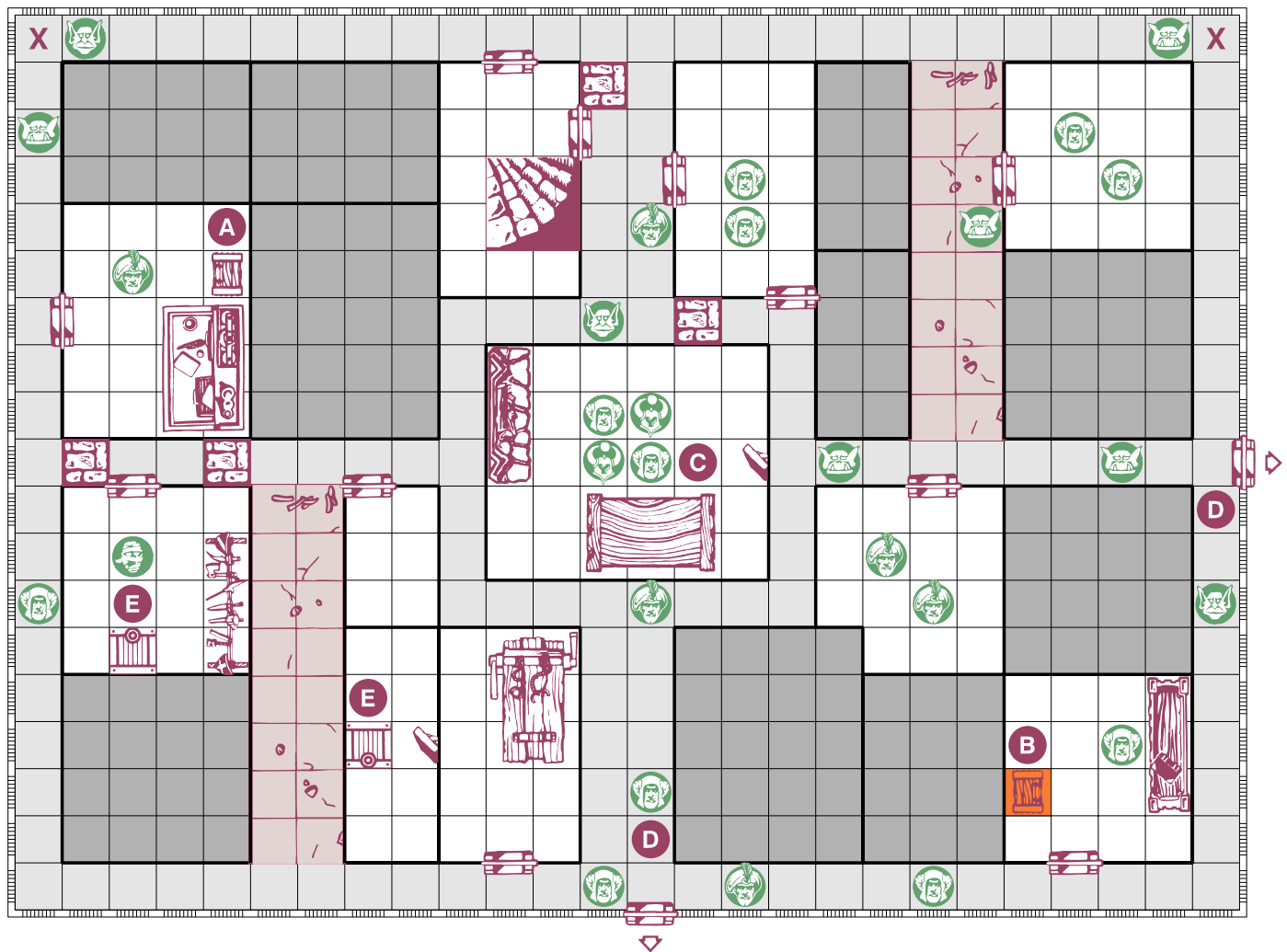
**D** The Heroes can leave this Quest through two exits. The southern (bottom) exit leads to House Galinicus, the eastern (right-handed) exit leads to the Trell estate. The Heroes have to decide where to take the Crown of the Rooster King.

**E** These trap doors are connected by a subterranean corridor. The weapon rack holds a weapon to be determined by drawing an Artifact Card.



Wandering Monster in this Quest: Orc

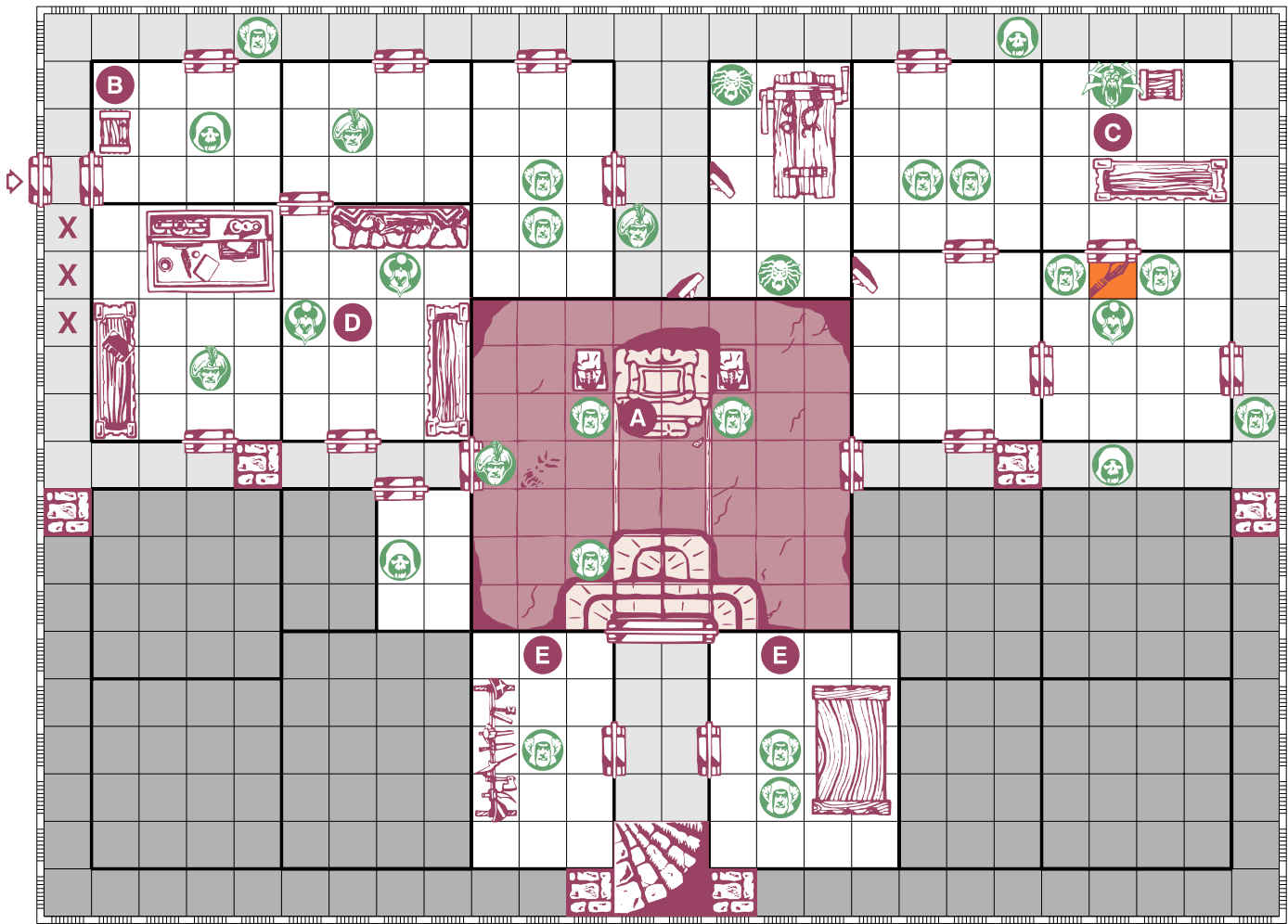




# **NOTES continued:**

Read the following text to the servants of House Galinicus:

*"My friends, I am aggrieved that I must report to you that some of your comrades have been announced lawless by Count Galinicus. Nevertheless, the Count has also joyful news for you. You have been appointed honorary members of his Guard. Many champions of the Empire have filled this office before you. Your baptism of fire shall be tonight, when the Count's nomination is prepared. Take care of yourselves and of the honor of the Kingdom as well as House Galinicus. And know, that the treasure room is situated in the east wing of the castle."*



## Quest 9

# The Crown of Stolland

"The Kingdom of Stolland is on the verge of a civil war. Count Galinicus is dead. Those who desired his death have accomplished their goal. If one of the two hegemonic families of the Kingdom would only possess the Crown of the Rooster King, it would appease the region. I instruct you to retrieve the

crown, which lies hidden in the sub terrain beneath the Cursed Castle. He, who is in the crown's possession, thinks it and himself to be safe in those depths. But the armed forces of both Houses are already tracking down the Crown. Take care, for Guardian powers have haunted this place for ages."

### NOTES:

In the end of this Quest, the Heroes hurry to the capital of Stolland. There will be no time to purchase equipment or hire new Companions.

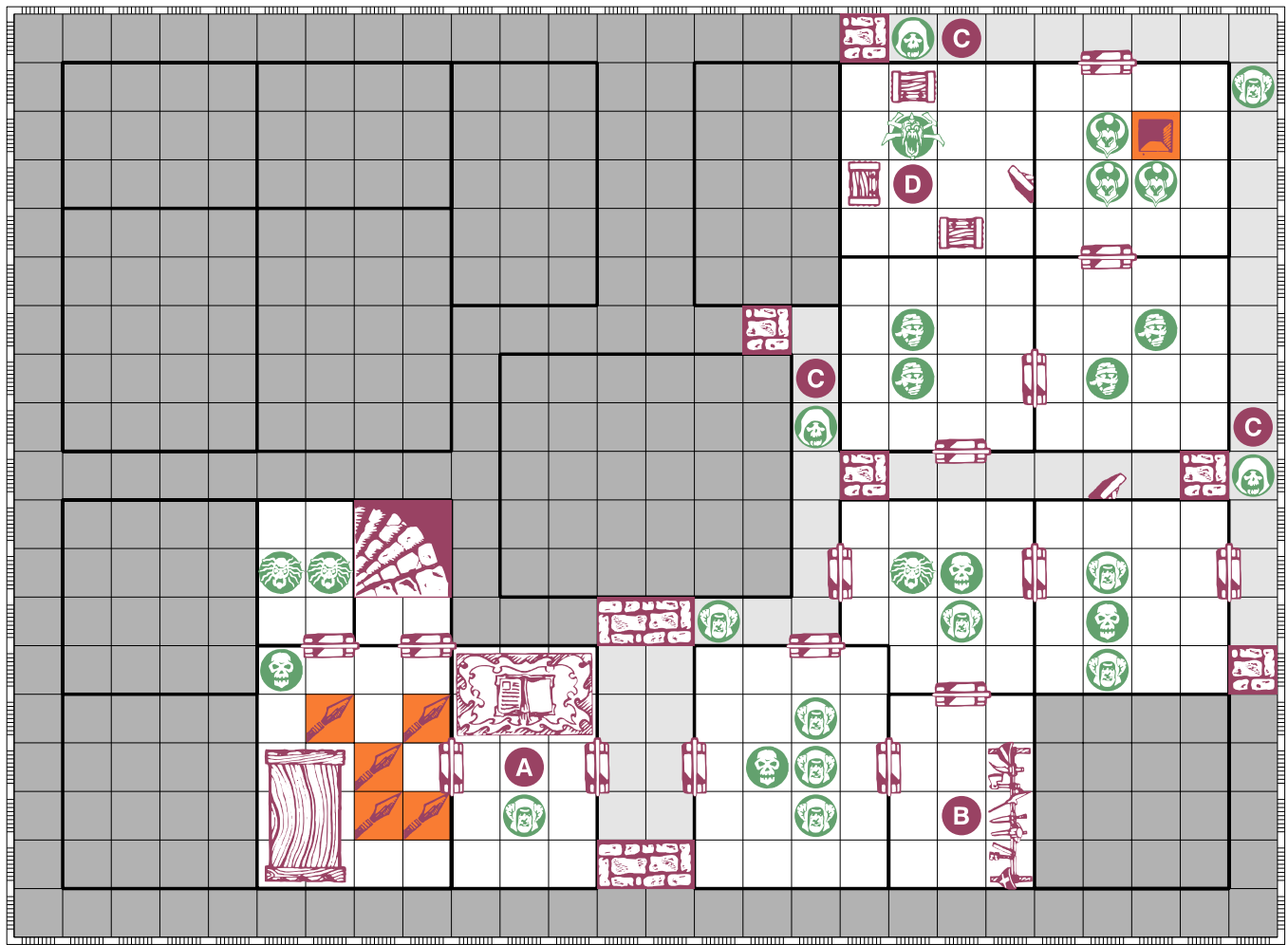
the Crown of the Rooster King.

- A** If a Hero searches for treasure in this room, he will find a Wizard's Staff. Read to the Heroes the inscription on the spell resting on the bookrest: *"Be careful, the phantoms of this place are immortal. Banish or chasten them by ether."*
- B** The weapon rack holds a spear and a shield.
- C** The Hero first entering these corridors discovers a cursed Wraith. The Wraith always moves by rolling one die into the direction of the closest Hero or monster. When its move ends adjacent to a Hero or monster, the Wraith attacks with five combat dice. A cursed Wraith cannot be destroyed, other than by the artifact Ethereal Punisher, by Holy Water, or by the spell "Banishment".
- D** Each one of these chests contains 200 gold coins. The Heroes can carry them, but they may only roll one die to move. The first chest to be opened contains



Wandering Monster in this Quest: Guard





## Quest 5

# Requiem for a Ball

"In the castle, the festivities have begun, and your reputation precedes you. Thus, your taking part is not exactly unexpected. Tonight is a pivotal chance for the conspirators to de-stabilize the Empire.

The Count is at his most vulnerable now, and his death would

bring great disorder for the region in its wake. You also know that the recent discovery of the treasure of the Rooster King has circulated rumors most absurd about the powers of the artifacts retrieved. These magic items can never fall into the wrong hands."

### NOTES:

This Quest is not played under the traditional HeroQuest rules, but under a special rule set of its own (see previous page). The Heroes who serve House Trell start on the squares marked X; the Heroes who serve House Galinicus start on the spiral staircase.

**A** On the throne sits Count Galinicus. Use a scholar miniature to represent him.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	4	5	3	5

**B** This chest contains 100 gold coins and a crossbow.

**C** This chest contains 250 gold coins and the artifact Crown of the Rooster King. It can be taken immediately by a Champion of Darkness to steal it, or by a Champion of Light to protect it.

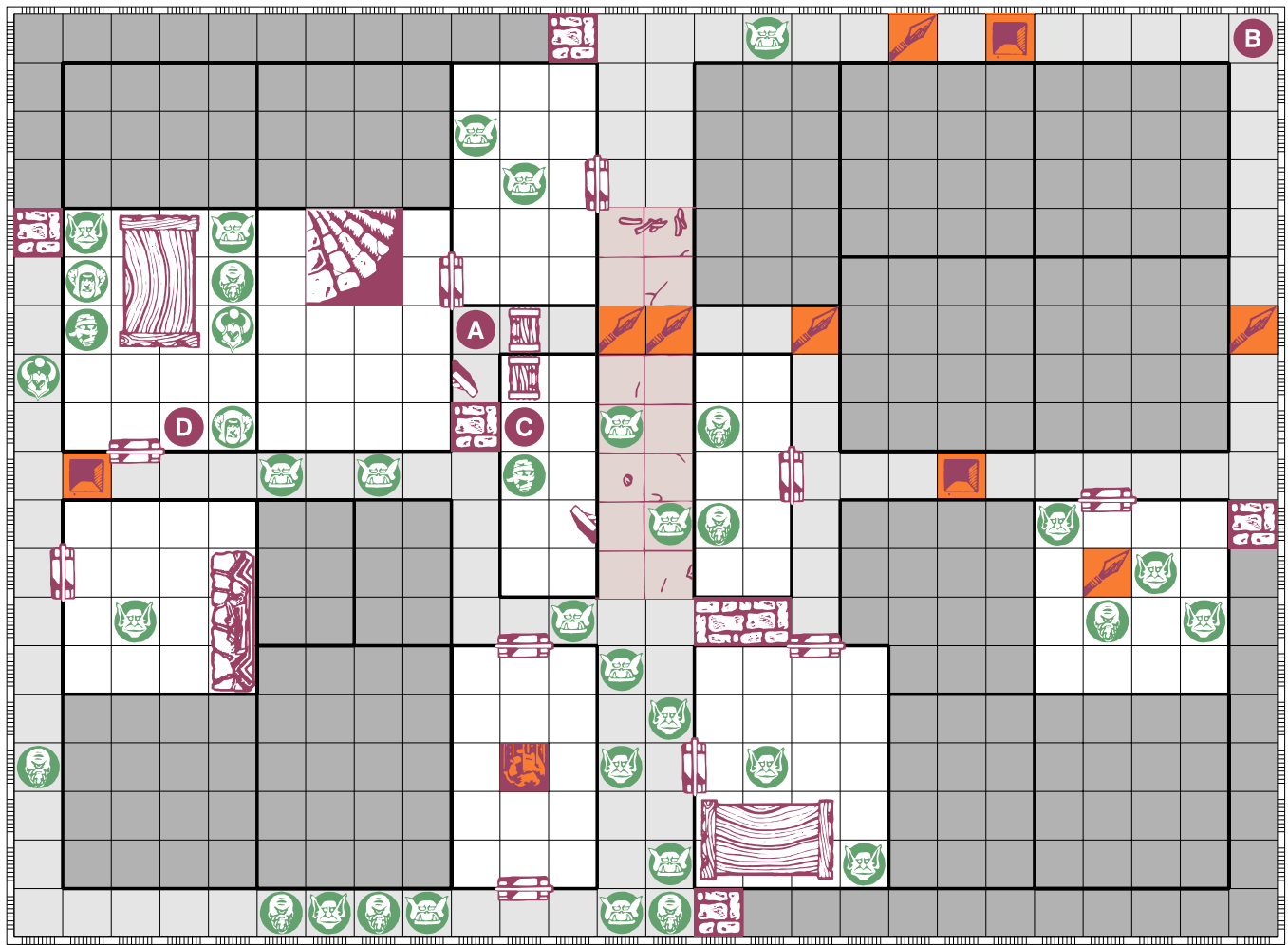
**D** If a Hero searches for traps and secret doors in this room, tell him in secret that he has found a secret passage to the spiral staircase, which leads out of the castle.

**E** The Guards in these rooms do not move until the Count is attacked by a Hero or a Companion. Until then, they may not join those Heroes in the service of Galinicus as Companions. The weapon rack contains a Hand Axe and a tool kit.

If not a single Villager has been killed by the end of the Quest, all Heroes in the service of House Galinicus are compensated with 150 gold coins each.







## Quest 6

# The Cemetery of the Cursed

"The news I must tell you are baleful. The Kingdom has learned that some among you have committed treason, and that the assault on the castle was merely a ruse. The true goal was the abduction of the future heir to the throne, Hector Galinicus. He has disappeared that evening. As Champions, it shall be your task to find and save the boy in order to make amends. His

abductors appear to have hidden in House Trell's mausoleum. Beware, for it is a cemetery of the cursed, which is populated by restless spirits capable of fatal spells. A powerful sorcerer Guards their souls, yet the sole heir to the throne must be recovered safe and sound."

### NOTES:

Before this Quest, the Necromancer may not choose the Death spell set. He has to choose another set instead. On which Quest the Heroes embark after this one, depends on its outcome. If Hector Galinicus dies, the Heroes play "The Ambush" next, if he survives, they continue with "The Conspiracy Unravels".

**A** The collapse traps cannot be detected. They are activated upon the passage of the last adventurer.

**B** This room is the prison of Hector Galinicus. The Heroes interrupt a magical ritual. Hector seems to be under a spell, but he is alive. Tell the Heroes he is completely demented.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
1 Red Die	0	3	1	0

They now must carry the heir to the spiral staircase safe and sound. If he dies,

he evaporates into a cloud of purple smoke.

**C** This Gargoyle is the cursed Vartan Trell:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	2	4	3	4

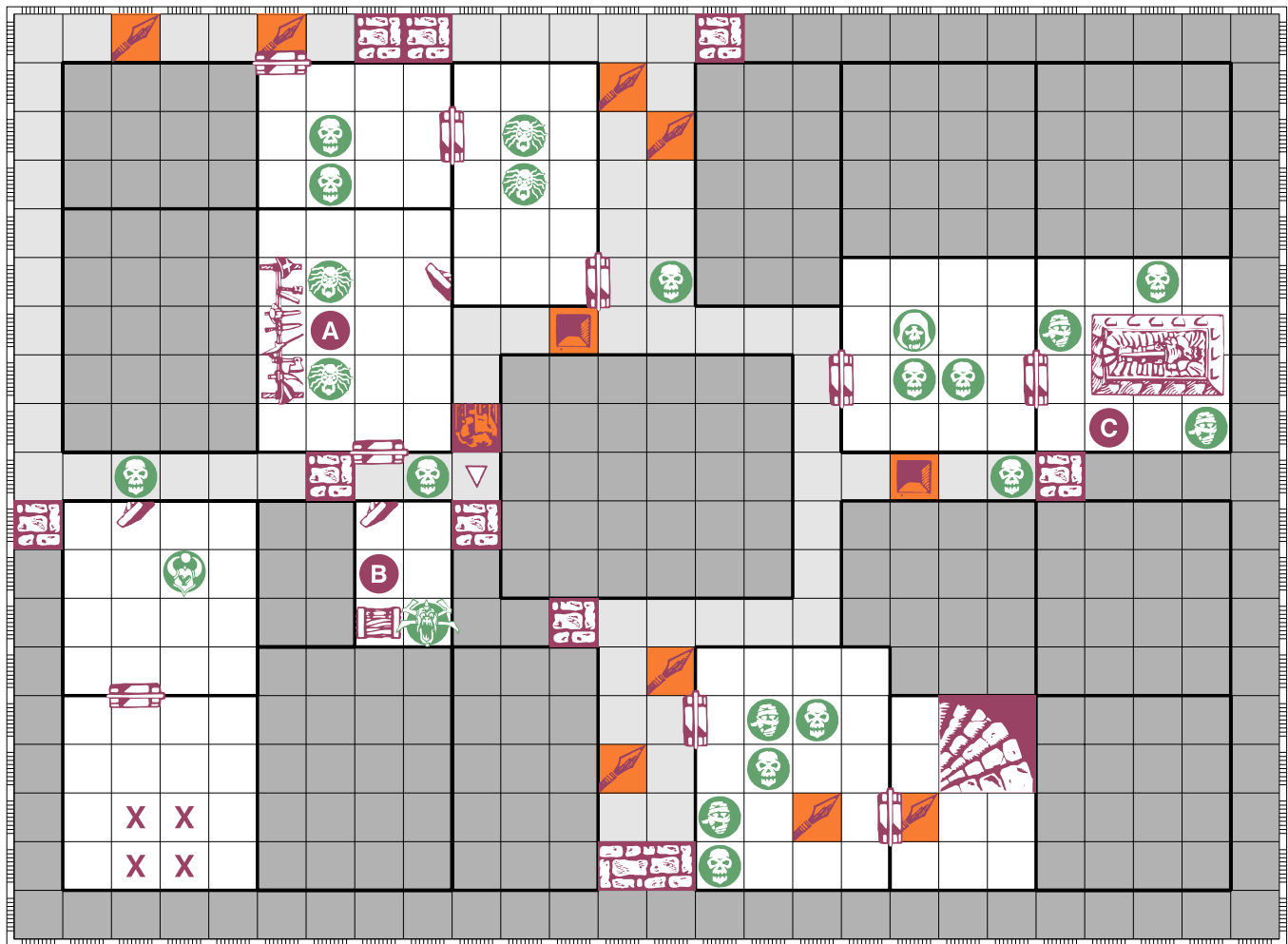
He attacks directly the spirit of the Heroes, which means, his attack is defended against with a number of dice equal to the Hero's effective Mind Points. If a Hero falls to zero Mind Points, he dies.

Vartan is in possession of the artifact Ethereal Punisher and masters all three Death spells.

**D** This chest contains a Potion of Healing which restores up to four Body Points.



Wandering Monster in this Quest: Fimir



## Quest 7

# The Ambush

"Your lack of vision created dire calamities for the Empire. The treasure destined to stabilize the southern Empire has been stolen. Even worse, the sole heir to the throne of the Kingdom has disappeared. Yet, the dark powers have something even worse for us in store. The hooded man, who instigated the conspiracy at the ball, has set a trap for you, and shown you

his face: it is Hector Galinicus. But he magically silenced you before you could reveal the truth and arrested you in a dark cell without any of you being able to defend themselves. Fortunately, Augustus Trell has found the courage to send his men to deliver you. It is time for your revenge, now..."

### NOTES:

Before this Quest, none of the Heroes may choose the Water or Earth spell set. The Heroes start this Quest on the squares marked X. They have fallen into the hands of the Evil Wizard player and all their equipment has been taken away from them. The Champions do not have to pay the fees for their Companions, who may not take part in this Quest.

The chest contains 120 gold coins and the artifact Orc's Bane.

- A** The armory contains the weapons of ancient fallen warriors. The Heroes find a helmet, a shield, a broadsword, and a bow.
- B** This chest contains a Potion of Healing which restores up to four Body Points. If a Hero searches for traps, he discovers that the Gargoyle is a harmless statue.
- C** The Mummies in this room were once sorcerers and split the spell sets Water and Earth between them, each Mummy being able to cast one spell per round until all six spells are used. Otherwise they are played using the rules of normal Mummies.



Wandering Monster in this Quest: Zombie