

HERO QUEST™

Clash of Champions

Q U E S T



B O O K

A Message from Mentor

Three powerful champions of evil known as Destructiva, Gargayle, and Traxor are leading an invincible army.

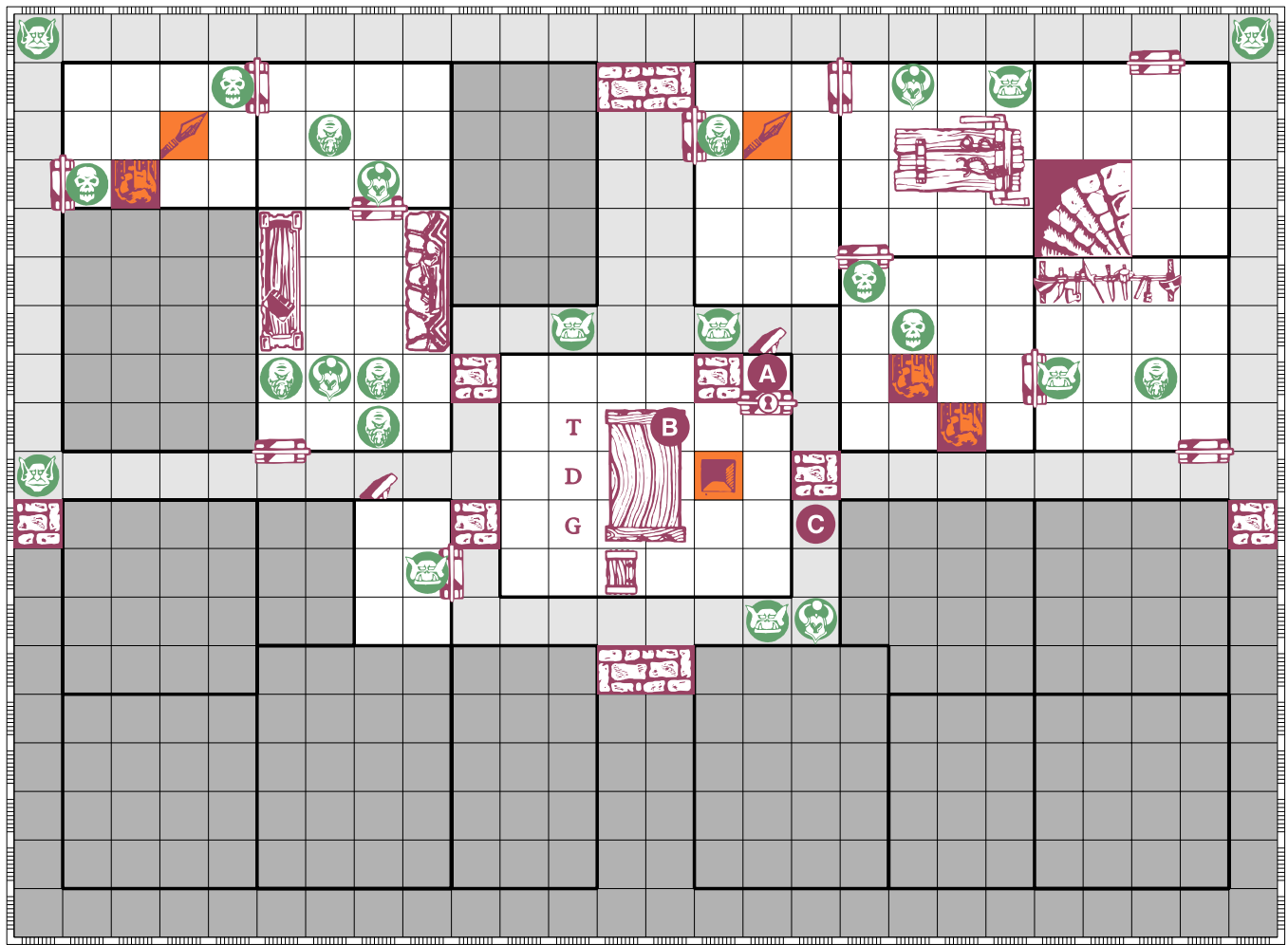
This army has defeated more than 100 armies from the Allied Kingdoms and represents a serious threat for the Empire.

Destructiva is a black sorceress that has mastered the Magic of Chaos.

Gargayle is a half dragon, half human creature from the Eastern Lands. He is the best warrior that ever existed. He has a powerful sword called Drakusnile.

Traxor is a Champion of Chaos, there is no Chaos Warrior who can defeat him. The imperial soldiers say that he is a very difficult to hit opponent, because he is well trained on the defensive techniques.

Mentor



Single Quest

Clash of Champions

"The army leaded by the three evil champions has entered into the Fortress of the Northern Lands, if they take the control of the fortress, they can destroy the Empire.

You must go to the Fortress of Northern Lands and expel the army. Return to the stairs so that you come back to the kingdom. Fight with your mind, hearth and courage my friends."

NOTES:

The Heroes start the quest in the stairs.

Place Traxor on the square marked "T". Use a Chaos Warrior figure to represent him.

Place Destructiva on the square marked "D". Use the Chaos Warlock figure to represent her.

Place Gargayle on the square marked "G". Use the Gargoyle figure to represent him.

A This normal door is locked, and only can be opened by a Hero with the key. The Hero with the key must ask Zargon to open the door as usual, then Zargon opens the door. This square is considered as a room. Heroes can search for traps, treasure, and secret doors.

B The pit is visible to the Heroes, place it on the board when the first hero enters the room.

When the first hero enters to the room marked "B" Zargon must stop the Hero's movement ending his turn and read the following text:

"You have entered to the secret room where the deadly foes are planning the next attack to the Empire. Destructiva says: 'Drop your weapons Hero, I have captured Mentor, he is in a magic sphere inside the chest, so drop your weapons in the pit, unless you want Mentor die'"

Let the Hero decide what to do. The player must declare either he drops the weapons or keeps them. Dropping the weapons do not count as an action. Continue with the next Hero's turn or with the monsters' turn as usual.

On the first turn of Gargayle, he says: *"It's enough I'm going to kill them"* And then he destroys the table with his sword. Remove the table from the board. This doesn't count as an action for Gargayle.



Wandering Monster in this Quest: Orc

NOTES continued:

A Statistics for Traxor:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	3	3*	5	3

* Traxor defends with white shields as the Heroes do.

Statistics for Gargayle:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	6	2	5	5

Statistics for Destructiva:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	2	4	4	6

Also she knows the following spells: Rust, Firestorm and Command.

C When a Hero has a clear line of sight he can see a key for the locked door on this square marked "C". The first Hero that steps onto this square takes the key. Also the block tile in front of the Hero slides one square to the right leaving the corridor clear. Taking the key does not count as an action.

Once the last of the evil champions falls, the chest opens and a magic sphere come out from it. The sphere pops freeing Mentor who appears before you:

"Thank you brave Heroes, Destructiva took me by surprise. You have saved the Empire once again. You have shown your honor and courage."