

# HERO QUEST™

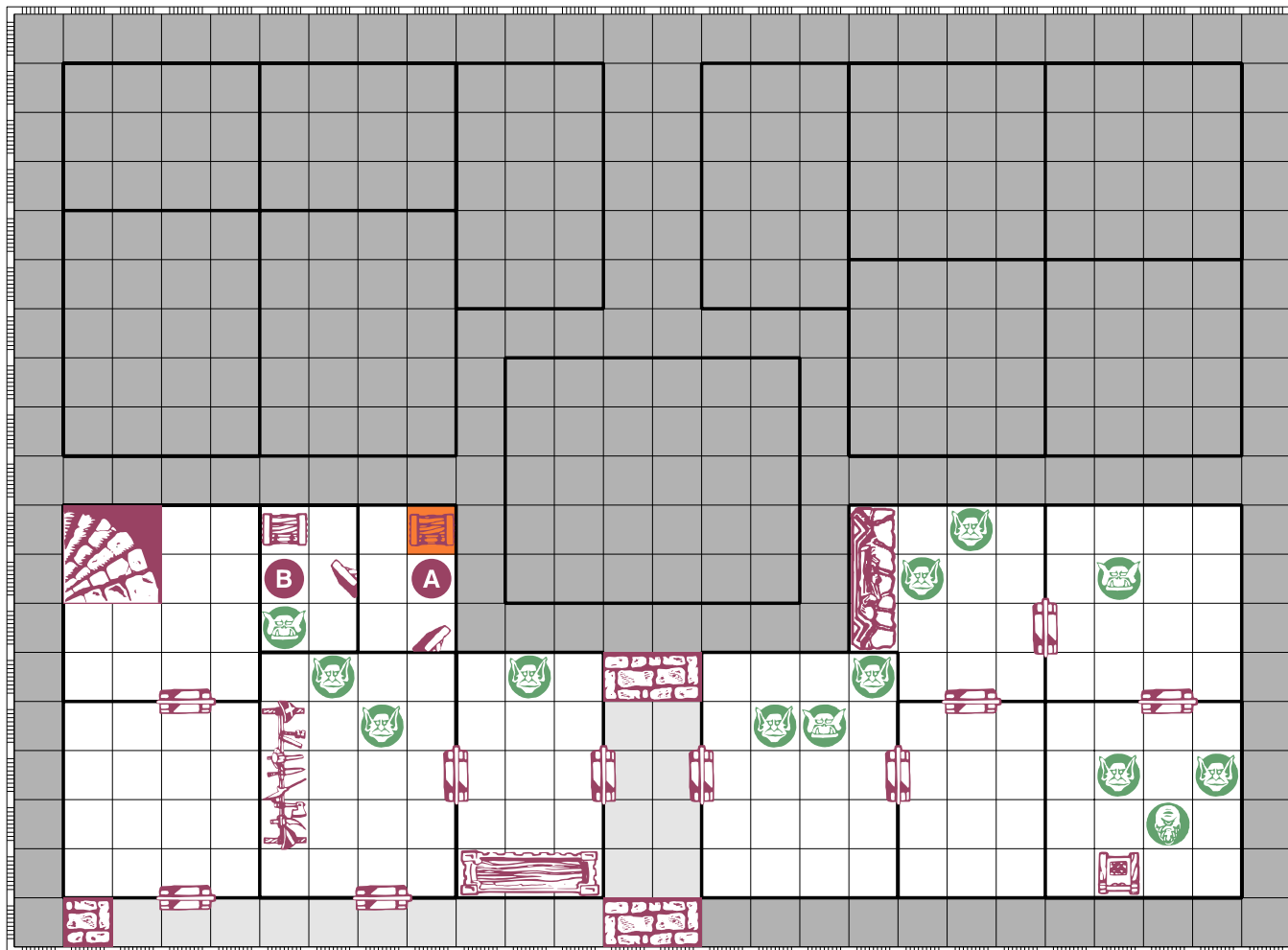
Con of the Mountain

Q U E S T



B O O K





## Quest 1

# The Trial

"You have learned well, my friends. Now has come for the time of your first trial. A band of Goblins and Orcs have raided the Emperor's caravan and escaped deep into the catacombs. You have been tasked with returning the stolen treasure chest from

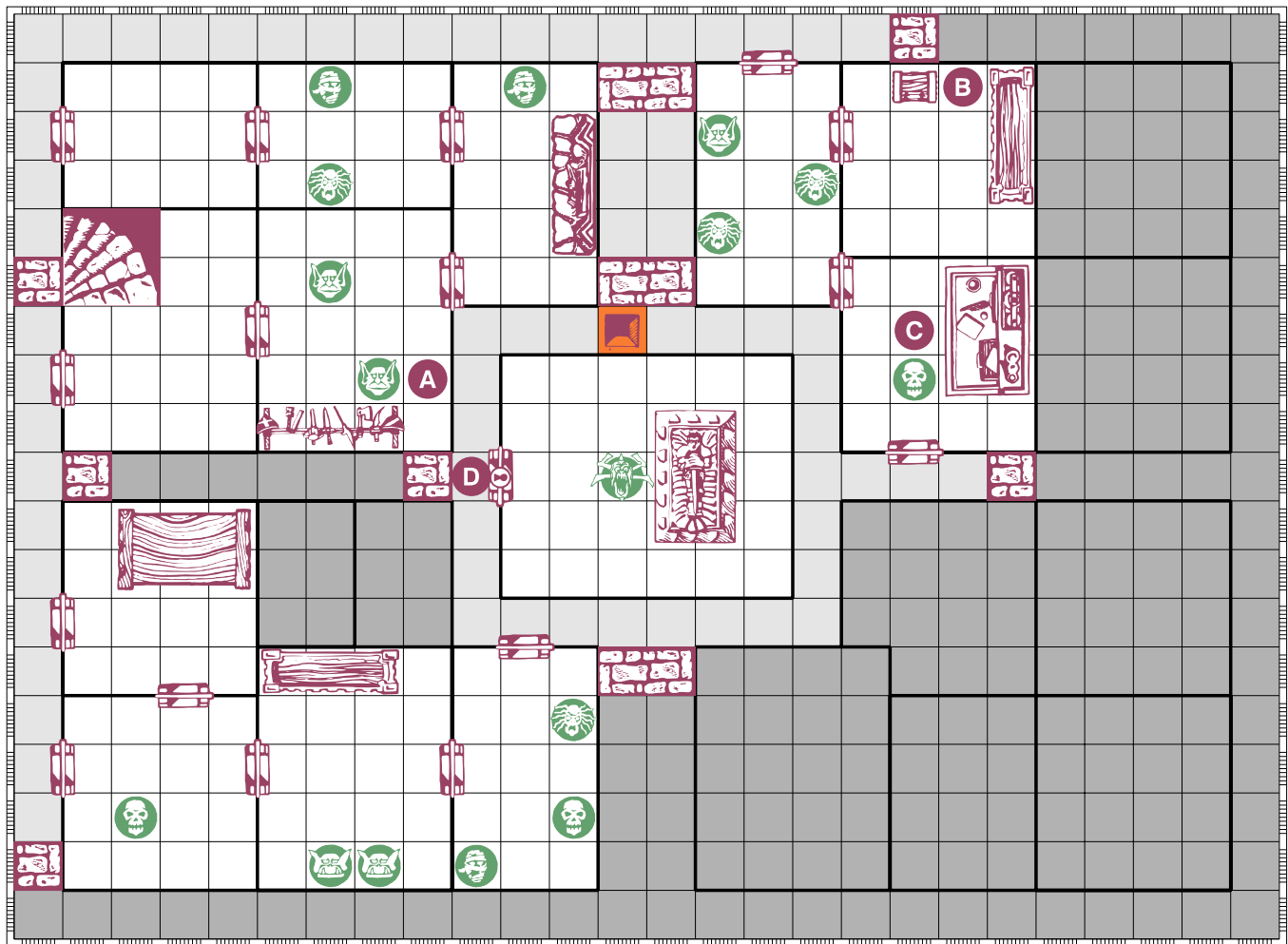
the vile creatures who took it. You should only return once you have successfully destroyed all of the Goblin and Orc monsters within."

### NOTES:

- A** This treasure chest contains a spear trap.
- B** This treasure chest contains the Emperor's gold stolen from the caravan. Inside the chest is 200 gold coins. The players are encouraged to destroy any remaining Goblins or Orcs within the catacombs before returning to the exit. If they do so, they will each receive 50 gold coins at the end of the Quest.



Wandering Monster in this Quest: Orc



## Quest 2

# Foul in the Air

"Nimnock, an evil Undead Wizard, has made lair in an abandoned tomb to the north. He has enslaved a small band of Goblin and Orc kind and called upon his Undead magic to enlist the help of other Undead. His army of Zombies,

Skeletons and Mummies must be destroyed at all costs. You have been hired by the Emperor to dispatch Nimnock and put an end to his Undead army immediately."

### NOTES:

Zargon, once the players have killed Nimnock and returned to the exit, each will receive 100 gold coins.

Use the Chaos Warlock miniature to represent Nimnock in the final room.

- A** If the weapon rack in this room is examined, the examiner will discover the Spirit Blade. Give the player the Spirit Blade Artifact Card.
- B** This treasure chest contains a Wizard's Cloak. Give the player who opened the chest the Wizard's Cloak Artifact Card.
- C** If the table in this room is examined, the examiner will discover a large brass skeleton key. This key will open the door in area D.
- D** This door is locked and cannot be opened from neither the outside or inside. The players must use a key to open this door.



Wandering Monster in this Quest: Skeleton

