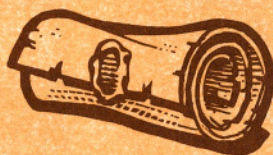


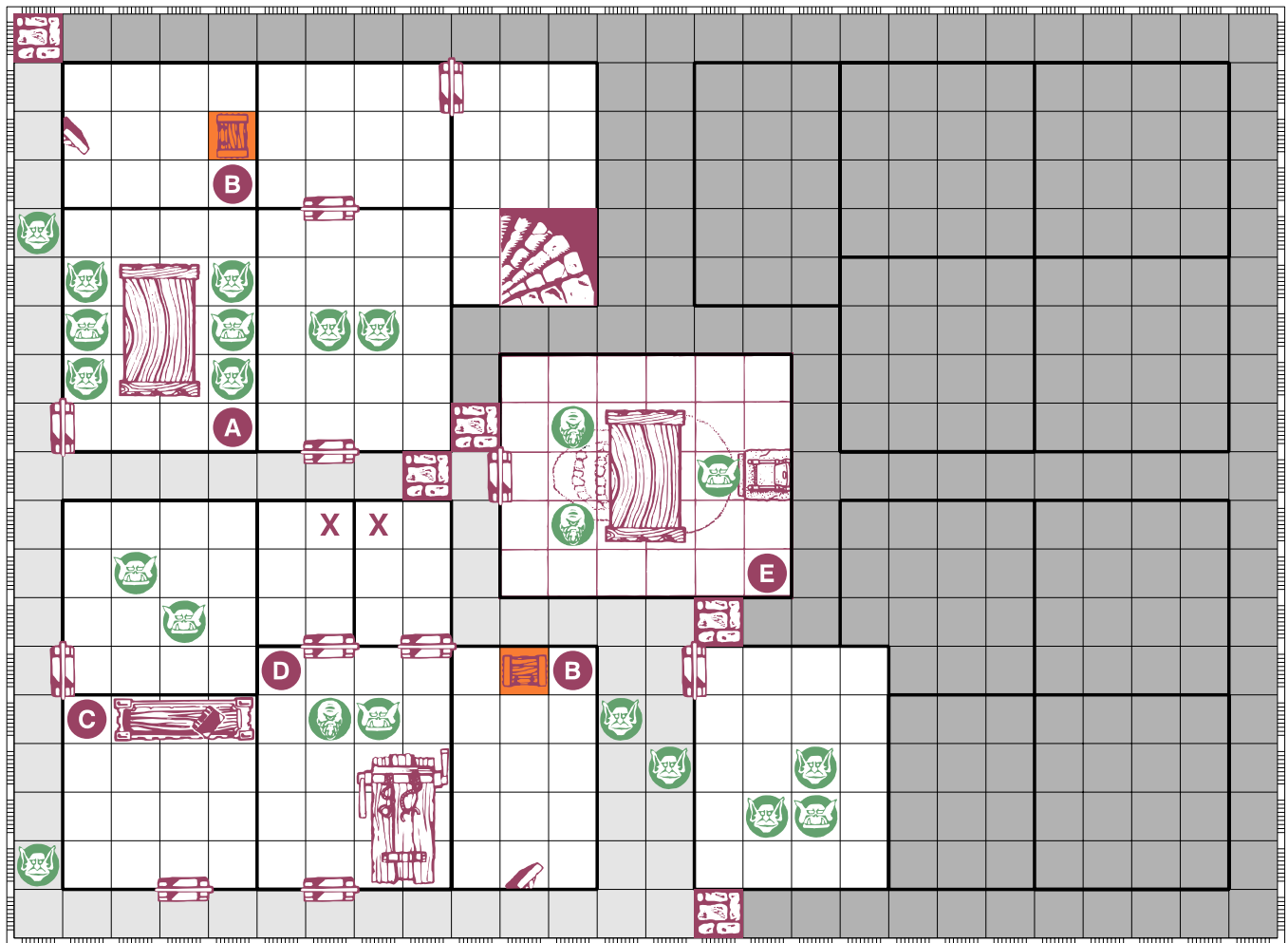
HERO QUEST™

Durgul Heroslayer

Q U E S T



B O O K



Single Quest

Durgul Heroslayer

"Durgul, also known as The Heroslayer, is Ulag's cousin and king of the Dark Orcs. He promises to kill as many human as possible to avenge his uncle and cousin death. The Emperor'

spies learned that he is currently planning on invading the South. A reward of 300 gold has been promised to whoever brings his head back."

NOTES:

- A** This is the dining room, all Orcs and Goblin are currently drunk. Due to the alcohol, they may only hit with black shields.
- B** This treasure chest contains Durgul's fortune and it is trapped. If any Hero tries to open it before searching for traps, he will be struck by an arrow and will lose 1 Body Point. The treasure chest contains 1d6 x 20 gold coins.
- C** This bookcase contains a healing potion.
- D** This is the torture chamber where Durgul's minions hold and torture captive Heroes. You may find two additional Heroes that can join your group. Those are scout mercenaries.
- E** This is Durgul's throne room. He was discussing the invasion with his warlords when you entered the room. On the table lies his was plans! He possesses the following Chaos Spells: Summon Orcs and Fear.

Durgul Heroslayer:

| MOVEMENT | ATTACK | DEFEND | BODY | MIND |
|----------|--------|--------|------|------|
| 8 | 4 | 4 | 3 | 2 |



Wandering Monster in this Quest: Orc