

# HeroQuest™

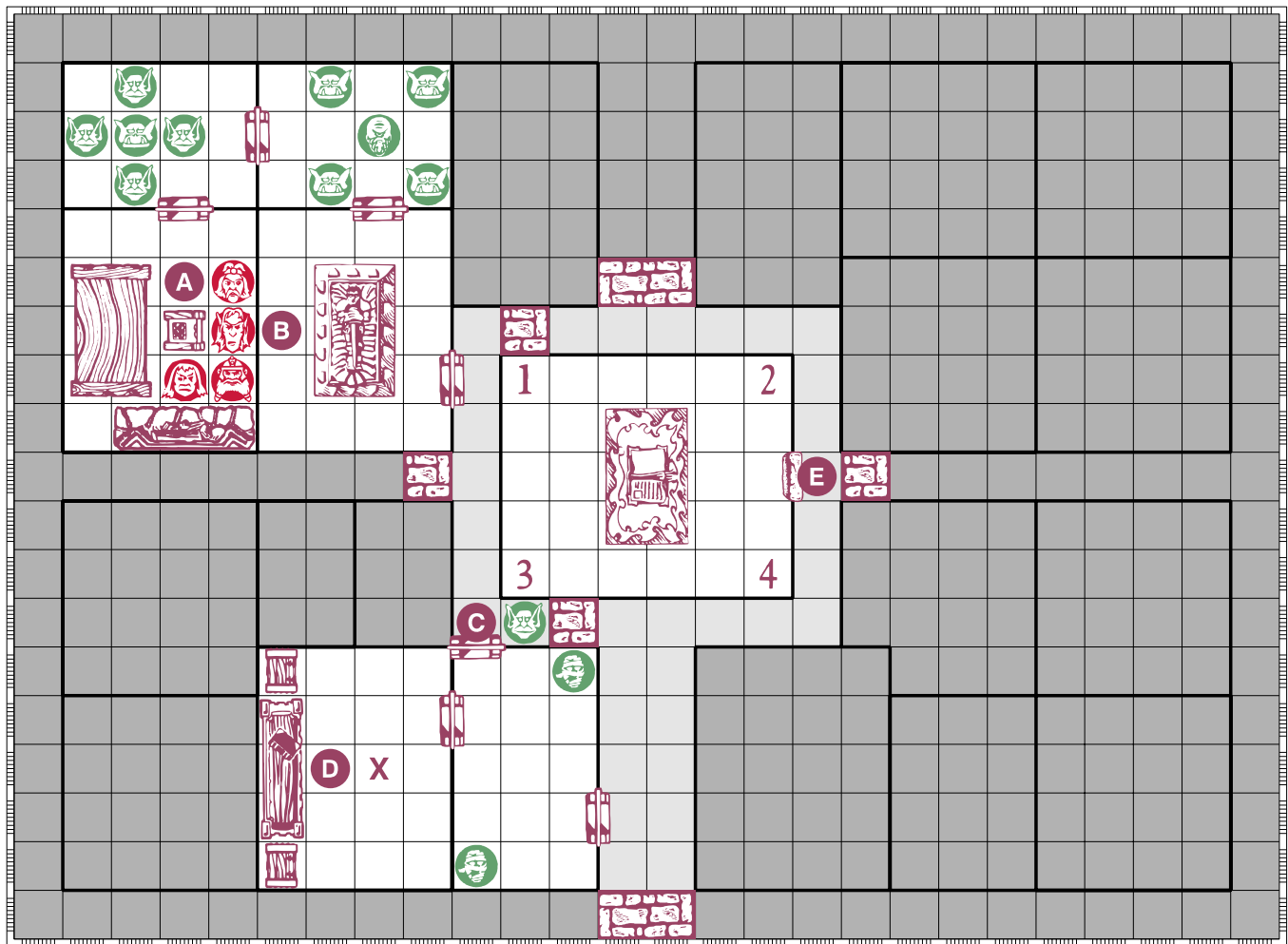
Elemental Mages

Q U E S T



B O O K





## Single Quest

# Clash of the Elemental Mages

You are all staying at an inn. Four men walk into the inn take a left, and walk down the inn's basement stairs, when suddenly the Wizard of the party drops their glass and grasps their hands around their head. Their eyes suddenly glow a beautiful blue, and you look into their eyes, you see a picture of four magic users destroying a town. The Wizard is having a vision. One of the magic users sends a gust of wind upon a house,

another burns one to ashes. Then, another summons a wave of water upon the town to destroy what is left, and the last drags the entire town into the ground, leaving the place lifeless. The wizard snaps out of it, and they look at you all in despair. "Four mages are destroying nearby towns one by one!" They say. "We have to stop them! They are the same four people as the ones that just entered the inn. We must end their evil!"

### NOTES:

- A** You all walk down the stairs and find yourselves in a room that seems to have been used as a resting place. (If the room is searched, the Heroes find 40 gold coins to be split amongst themselves.)
- B** By the time the Heroes have reached the coffin, they are shocked to have realized that the mages have used Orcs to help them. The closest person to the coffin reads the text engraved on its side saying "Here lies the Elemental Warlock Morchak. May his four sons carry on his dreams of conquering all of the world."
- C** A wandering Goblin attacks the first Hero to touch the C. That Hero must roll for defense against 3 combat dice. The Goblin then runs away,
- D** When the Heroes reach this room, they find an old woman putting away old scrolls into the bookcase. She jumps when she hears the door open, and turns around to face the Heroes. "You are Mentors' Heroes! Please, the four mages captured me and kept me in this room to make the healing potions, and create spell scrolls for them! I am Doria, and I am an alchemist, and spell scroll scribe. Help me get out of here!" (If the Heroes have killed all of the monsters before the room they met Doria, they may tell her that it is safe to go back. If not, the Heroes may walk her back and clear the path of monsters. She moves a max of 8 squares and has 1 Body Point. She defends with 2 combat dice. If she successfully escapes, she leaves the Heroes 4 healing herbs that heal them of 1 Body Point.)
- E** When the Heroes arrive at the door, tell them it is an enchanted stone door that may only be opened by a Wizard touching it. When the door is open, the mages turn to the Heroes. "You are Heroes of mentor, aren't you?" says the Air Mage. "We want to rule the world, like our father intended. But to do so, we must destroy Zargon. If you let us go, we will aid you in fighting Zargon." The Heroes must decide if they will trust the mages. If they let them go, the mages run away, only to burn the inn and trap the Heroes in the fire, and they die. If the Heroes decide to fight, the mages only laugh in unison. Each mage



Wandering Monster in this Quest: Orc

NOTES continued:

shares these stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3	4	3	6

Each mage knows all four spells of their spell group, and may use them.  
(Refer to the Wizard's spells if needed.)

- 1=Fire mage
- 2=Air Mage
- 3=Water Mage
- 4=Earth Mage

When they are defeated, tell the Heroes that they all collide, and suddenly create an elemental explosion. The entire room is filled with fire, water, earth, and gusts of air. Each non magic using Hero may pick one element, and may use one spell from that element as if it were a spell scroll.