

HeroQuest™

Erendum

Q U E S T



B O O K

A Message from Mentor

The Dwarves of the Splinter Mountains have delved in secret for centuries untold and carved out the greatest of underground cities. The city is filled with the most splendid of all treasures where rubies and sapphires sparkle amongst miles of gold and diamonds. To count such a treasure is impossible and it takes only one escaping Goblin to spoil the secret. I fear that day has come as I recount rumors spreading from across the plains. Rumors of a rich Dwarven city revealed and an Orc named Gorak leading his horde into the halls. I fear he has captured the Great City of Erendum. Go! Find the Dwarves of the Splinter Mountains and discover the truth. Help the Dwarves purge this threat from their homeland. I will aid you when I can. Good luck, my friends.

Mentor

Quest 5

Splintered Cave

"All hope is lost!" That was the only way into the treasure hoard. Slowly you make your way out of the mountain, still in despair. 'Stop! What was that?' A flicker of light coming from a

crevice. 'Could it be another way in?' The way is narrow and very sharp, but you must try."

NOTES:

Heroes start at the iron entrance door and exit the stairway. (Do not disclose this to the Heroes.)

All Skeletons are Dwarf Skeletons and the Mummies are Dwarf King Mummies.

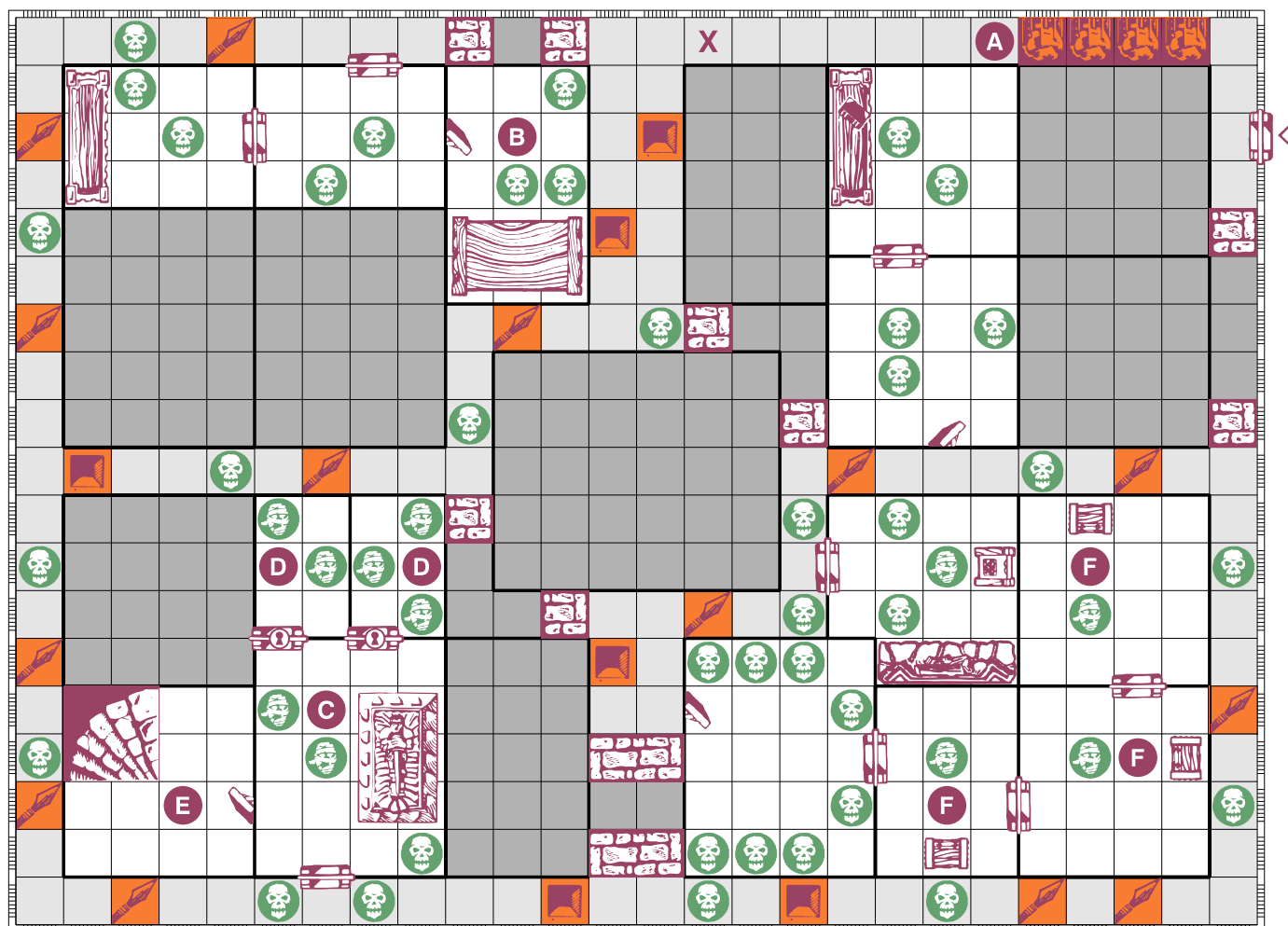
- A** After the last Hero passes the X, the falling rock traps are triggered, blocking the entrance.
- B** The first Hero who searches for treasure will find a Potion of Healing on the table. The potion will restore up to 4 lost Body Points when consumed.
- C** The first Hero who searches for treasure will find a key.
- D** These doors are locked and need the key (found in C) to open them. These are the tombs of the ancient Dwarf Kings.
- E** This secret door is hidden well and will not be found the first attempt.
- F** The glow of the treasure is immense, almost blinding. The Heroes must drag their findings, in these treasure chests, to the exit. Heroes roll 1 red die to

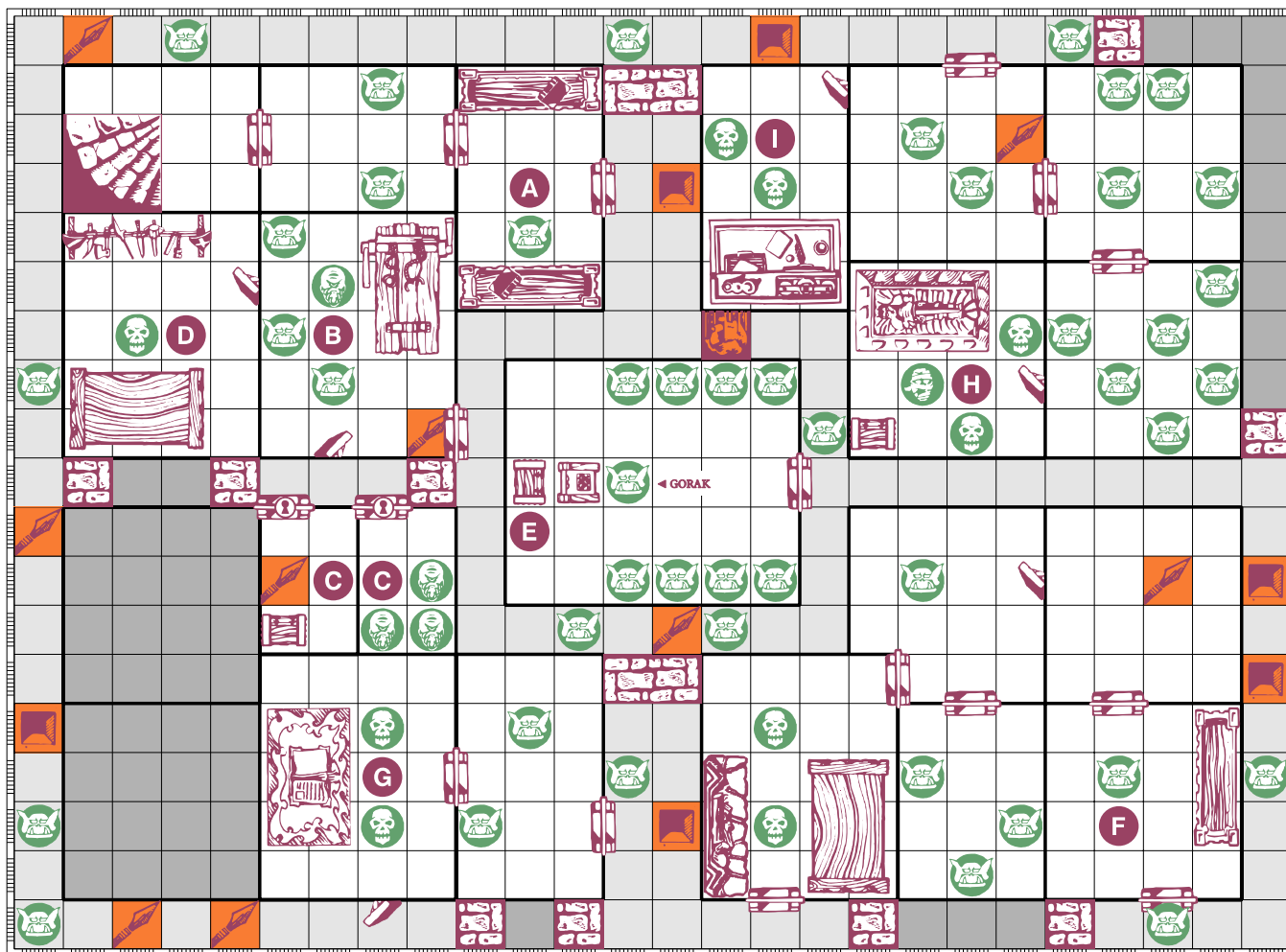
move as they drag the chest. The fourth Hero shoves as much treasure into his pockets as he is able. There is no other treasure in these rooms.

Once completed, reveal to the Heroes what their treasure is worth. Each chest recipient will roll 1 red die. 1 or 2 means the chest holds 400 gold coins worth. 3, 4, or 5 means the chest holds 500 gold coins worth. 6 means the chest holds 700 gold coins worth. The Hero who stuffed his pockets finds his is worth 950 gold coins.



Wandering Monster in this Quest: Dwarf King Mummy





Quest 4

Lure of the Treasure

"With your band regrouped, and the Orc army in shambles, you start to have vivid dreams of the treasure hoard. These dreams continue to haunt you. You know it is in that mountain...but where? You deserve to get richly rewarded for your efforts...right? These inner thoughts trying to persuade you

into the truth you wish to believe. On the other hand, maybe the treasure is a myth? It cannot be – as you push that thought to the side. Let us venture deeper into the mountain and find it."

NOTES:

All Skeletons are Dwarf Skeletons and the Mummy is a Dwarf King Mummy.

hoard. Heroes may not enter this room, for the Dwarven magic is too strong.

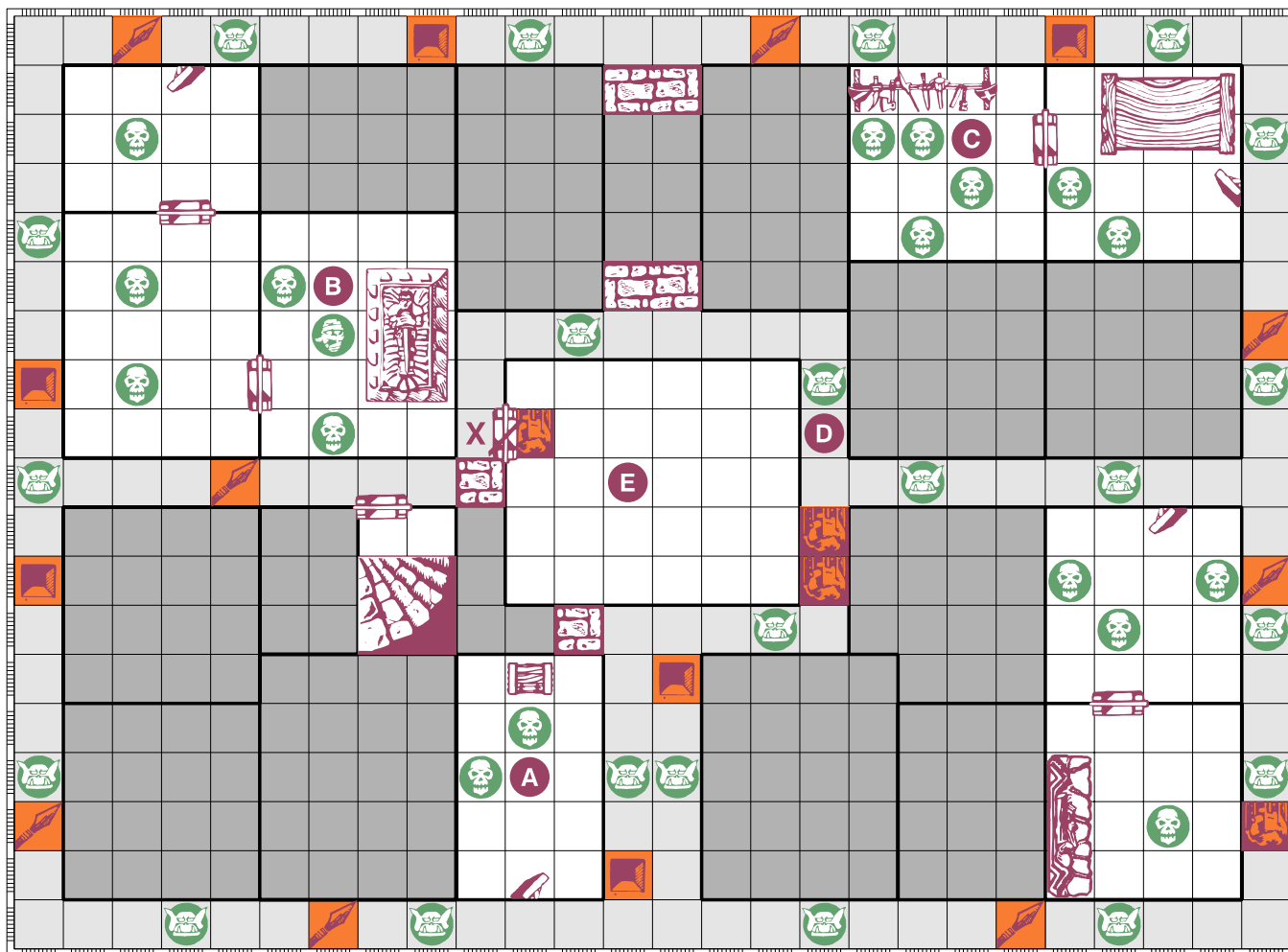
- A** The treasure chest contains 50 gold coins and a healing brew. The brew will restore up to 6 lost Body Points when consumed.
- B** The Mummy is an ancient Dwarf King buried deep within the mountain.
- C** The first Hero who searches for treasure will find the Artifact: Dwarven Ruby-Axe hanging on the weapons rack. All other weapons are rusty and useless. There is no other treasure in this room.
- D** If Worak was not defeated in the last Quest, then this is him, hiding deeper in the mountain and protecting his treasure. If he was defeated, it is yet another Orc. From this point, the Heroes can see a bright-glowing coming from down the hallway.
- E** This door is open. When a Hero steps on the X, the falling block trap is activated, blocking the door. The Hero gets but a glimpse of the great treasure

Worak:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	6	5	2	2



Wandering Monster in this Quest: Dwarf Skeleton



Quest 1

Great City of Erendum

"What once was a great Dwarven city, has now been overrun by Orcs. Their leader, Gorak, sits upon his new throne guarding the treasure hoard. Deep in the mountain you must venture to reclaim the Gem of Erendum for its rightful owner, the Dwarf

King of the Splinter Mountains. The Dwarves send you in their stead as they are vigilantly fighting for the remainder of their homeland. They offer you the reward of all that you can carry."

NOTES:

All Skeletons are Dwarf Skeletons and the Mummy is a Dwarf King Mummy.

- A** The first Hero who searches for treasure will find two scrolls of Heal Body on the bookcase.
- B** Upon entering the room, the Heroes see a Fimir being tortured. In the confusion the Fimir is set free. The first Hero who searches for treasure will find a key.
- C** These cells are locked and require the key to open (found in B). The treasure chest contains 50 gold coins. There is no other treasure in these rooms.
- D** This is the Skeleton of a fallen Dwarf Warrior and is a Dwarf Skeleton that rolls 5 dice to defend. The Warrior is wearing the Dwarven Chain Mail artifact which will be found by the first Hero to search for treasure in the room after he is defeated.
- E** The chest contains gems worth 25 gold coins.
- F** The cupboard is protected by a poison dart – it is a trap! If a Hero searches for treasure before the trap is disarmed, he will lose 1 Body Point. There is no treasure in this room.
- G** The first Hero to search for treasure will find a small sack of gems on the sorcerer's table worth 45 gold coins.
- H** The treasure chest contains the Gem of Erendum. Only the Dwarf may carry the gem. Any other Hero who searches for treasure will be burned by the gem, losing 2 Body Points (do not disclose this to the Heroes).
- I** The first Hero who searches for treasure will find a Potion of Healing on the alchemist bench that will restore up to 4 lost Body Points when consumed.

Gorak:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	5	4	1	2



Wandering Monster in this Quest: Orc

NOTES continued:

After this Quest is successfully completed, read aloud the following: *"Thank you for returning the Gem of Erendum. Its finding will surely rally the war effort. We are sorry to hear you did not venture deep enough to find the great treasure hoard, but hope you found enough for your service."* Additionally, if Gorak was not defeated then read this: *"Suffered by your defeat, that weakling, Gorak, ran from his mountain and back to the hole from which he came."*

Quest 3

Erendum Rescue

"The evil and more powerful Worak has taken up his father's throne. He set a trap and now has captured your fellow Dwarf

Hero. The three of you remaining Heroes must go to his rescue. Enter the Great City and bring him to safety."

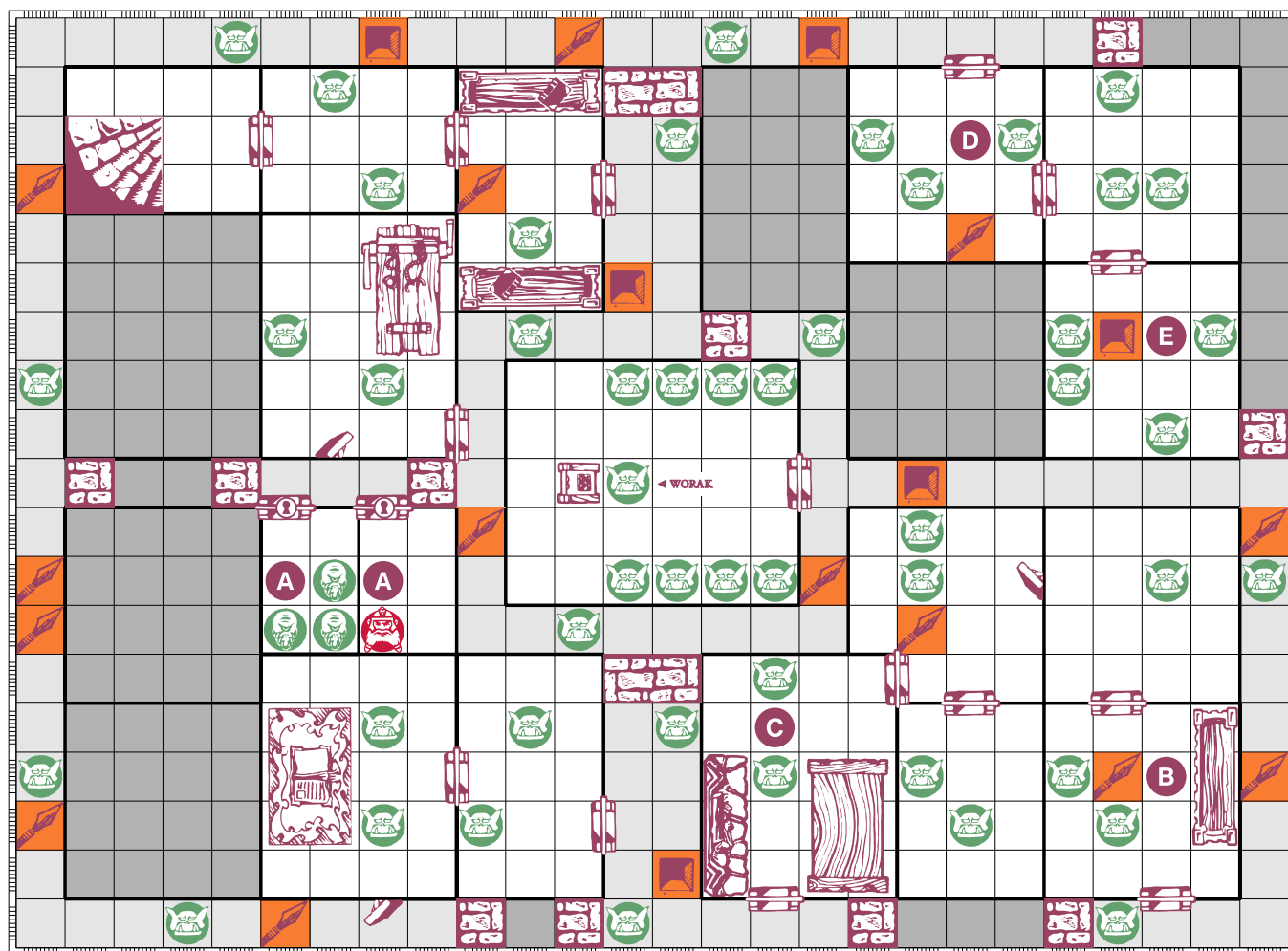
NOTES:

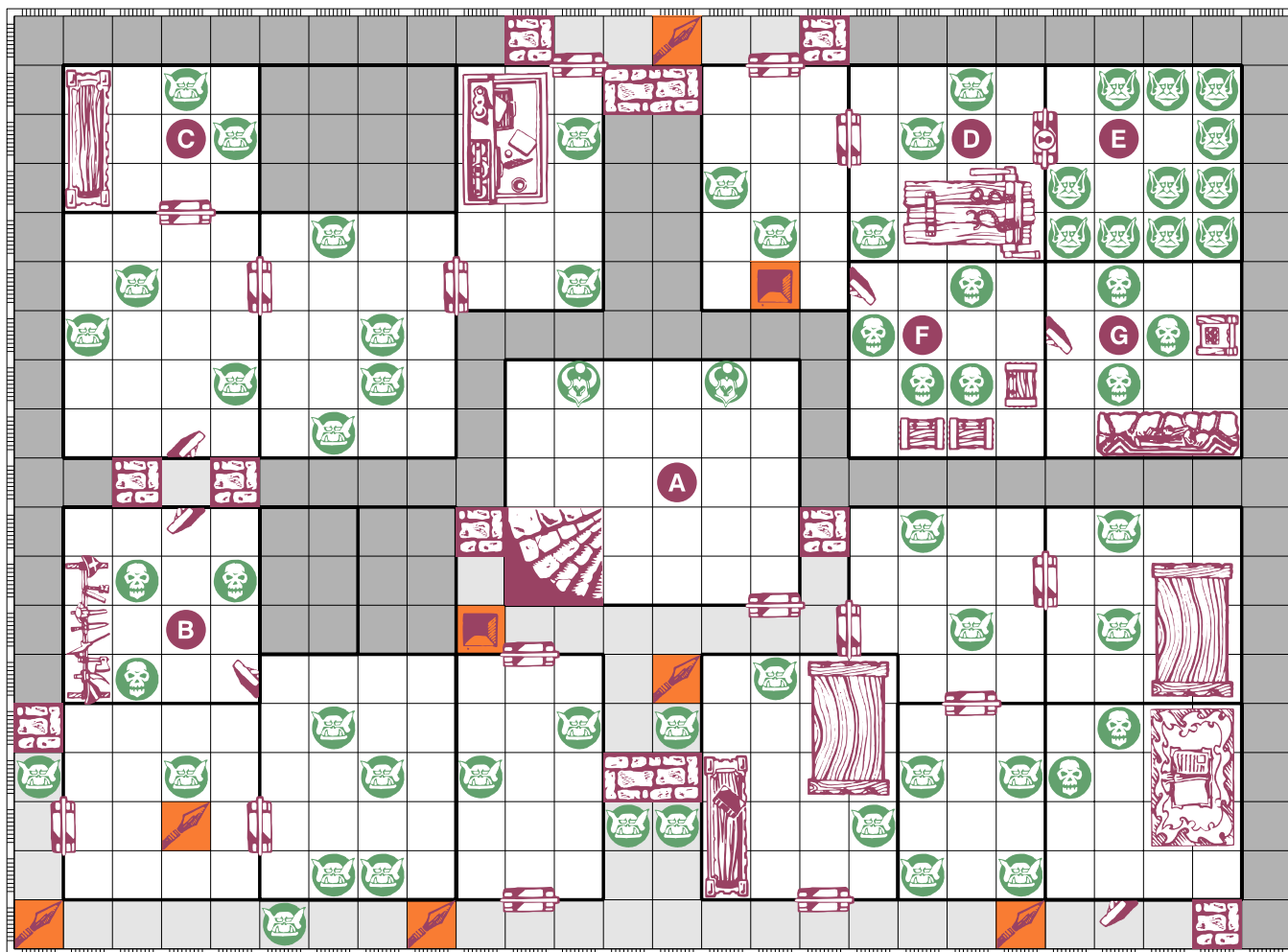
- A** These cells are locked and need the key (found in C) to open them. The Dwarf has none of his equipment but is still in full health.
- B** The first Hero who searches for treasure will find a Potion of Healing in the cupboard. The Potion will restore up to 4 lost Body Points when consumed.
- C** The first Hero who searches for treasure will find a key under the table.
- D** The first Hero who searches for treasure will find a dagger on the floor.
- E** The Dwarf's equipment and treasures are on the floor. Only the Dwarf may pick these items up. There is no other treasure in this room.

Worak:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	6	5	2	2







Quest 2

Erendum Raiders

"Now leaderless, the Orcs have been going on merciless raids across the land. They have been attacking and burning the local villages. This time it is the Emperor who has called you to duty. Put a damper on the Orcs spirits. Once again, enter the Great City and defeat as many Orcs as you can find. Take

special care of the new foe you have come across. It seems Zargon has reanimated some of the fallen Dwarves to now do his evil bidding. The Emperor promises payment if you do not find the Dwarves' treasure."

NOTES:

All Skeletons in this Quest are Dwarf Skeletons.

containing healing herbs. The herbs will restore up to 6 lost Body Points when consumed.

- A** These Chaos Warriors appear to be statues and cannot be harmed. After the last Orc is defeated, the spell is lifted and the Chaos Warriors spring to life. (Do not disclose this to the Heroes.)
- B** These weapons are rusty and useless.
- C** The first Hero who searches for treasure will find a Potion of Healing in the cupboard. The potion will restore up to 4 lost Body Points when consumed.
- D** The first Hero who searches for treasure will find a key.
- E** This door is locked and needs a key. (Found in D.)
- F** The treasure chests are empty. There is no other treasure in this room.
- G** The first Hero who searches for treasure will find a pouch in the throne

After this Quest is successfully completed, read aloud the following: *"The Emperor is sorry you still did not find the Dwarves' treasure hoard. For your continued service he has sent 25 gold coins for each of you. It would have been greater, but he was sure you would have found the treasure."*



Wandering Monster in this Quest: Orc