

# HeroQuest™

Everyone's a Suspect

Q U E S T



B O O K





NOTES continued:

room, Zargon should read the following:

*"To your horror, the light vanishes as if it never existed. Before your weapons are even drawn, the returning light reveals the Dwarf gasping for air. He has taken a knife in the shoulder. This must end now!"*

The Dwarf loses 1 Body Point.



Once all the Heroes enter this room, the door they entered through slams shut and cannot be opened again. The Barbarian begins to laugh sinisterly. He immediately attacks the nearest Hero. During this time the Barbarian is controlled by Zargon. He can attack once on Zargon's turn and again on the Barbarian's turn. He can use all items he already owns as normal. When the Barbarian reaches 0 Body Points, he is knocked unconscious. The Chaos Wizard should be placed near the unconscious Hero.

Zargon should then read the following:

*"Suddenly, a cloud of foul smoke envelops the room. Crazy laughter fills the air bringing with it a new threat. As the smoke clears, what appears to be the ghost of a wizard stands before you. Even as the laughter still rings in your ears, he begins to speak.*

*'You pathetic fools! So easily fooled. It was all too easy to possess your friend. He is strong as an ox and dumb as one too. He never even knew I was there; watching, waiting for the exact moment to strike. No matter; now you all know the truth. It is I, Azmar!*

*Do not feel bad. You are not the first group to fall victim to my powers and you will not be the last! I'm sure your life forces will last me a long, long time. Ha, Ha, Ha!"*

At this point, the wizard attacks. Play begins with Zargon and continues normally; however, Zargon may not attack on the Barbarians turn now.

The Barbarian can be revived at any time during the fight if given a potion or magical cure, otherwise, he will regain consciousness with 1 Body Point when

the wizard is defeated.

Azmar				
MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	2	4	5	6

Azmar knows the following spells: Ball of Flame, Fear, Lightning Bolt and Tempest

The chest in this room has a trap with poisonous gas. If a Hero searches for treasure before the trap is disarmed, he will lose 3 Body Points. Inside the chest are 500 gold coins and the artifact called the Elixir of Life. Its use is explained on the matching Artifact Card.