

HERO QUEST™

Fire & Ice

Q U E S T



B O O K

Quest Map Guide

The Quest map symbols are color-coded to help you guide the Heroes through these Quests. Here's what the various map symbol color mean.



Gold: This color is used to highlight traps that the Heroes can detect by searching.

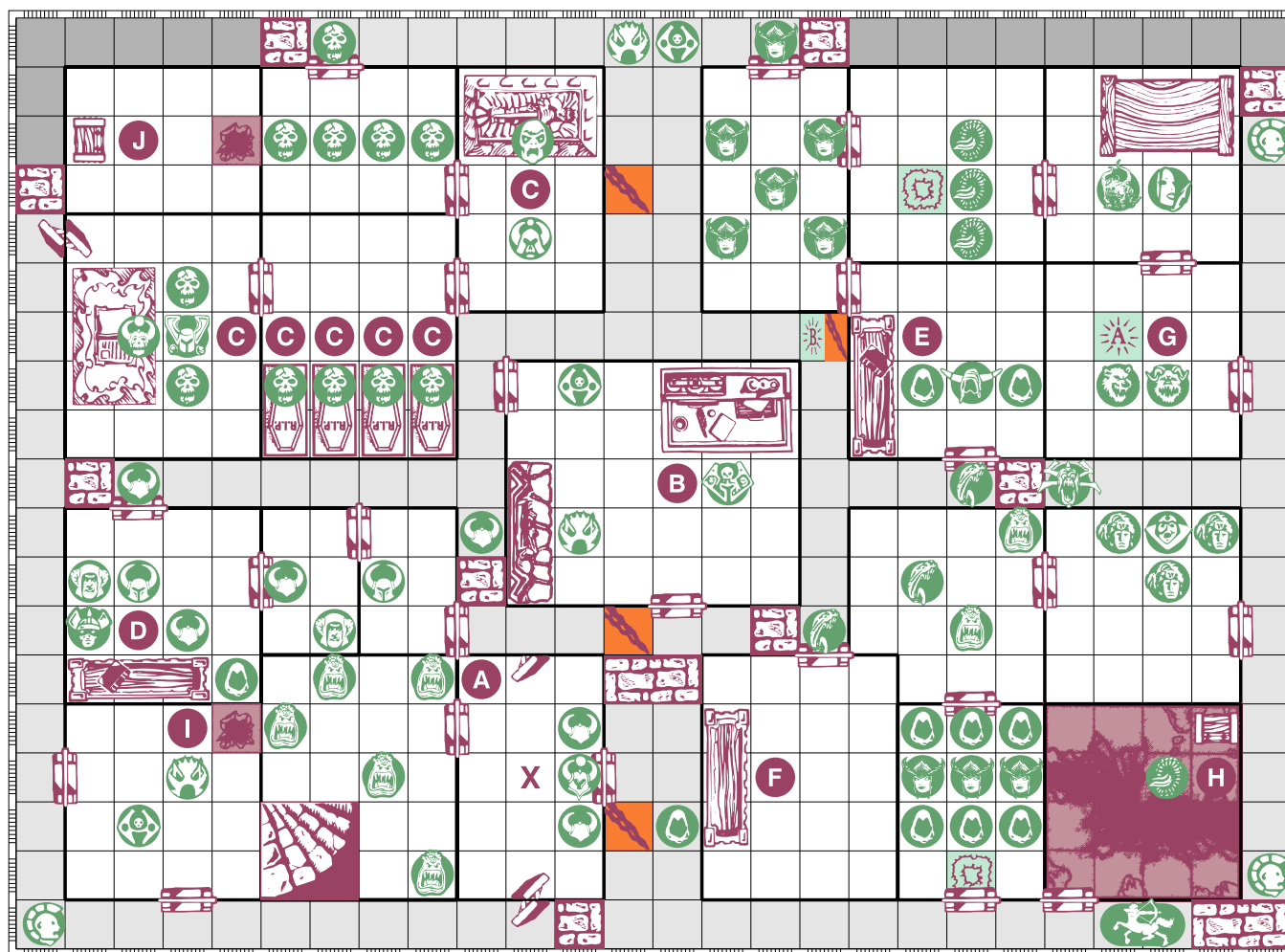


Light Green: This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.



Dark Green: This color is used to highlight monster symbols. See the Monster Chart for actual symbols.

In each Quest, notes prefaced with a capital letter correspond to a matching letter location on the Quest map.



Single Quest

Fire & Ice

Greeting Heroes, I am Mentor. I've guided many adventurers on their path and now the time has for you to start your journey. A sect of Tzeentch worshipers to the north are trying to summon a greater daemon, they must be stopped! They've succeeded in channeling the daemon's spirit into a magical artifact but are some way from completing all the stages of the ritual so if we act now, they won't have time to complete the summoning. This

will be a trial by fire in the depths of the ice and as such, you will be accompanied on your Quest by two of my trusted Wizards. Luther, Vladimir, come forward. This is Luther Flamestrike and Vladimir Stormbringer, they will help you battle the Tzeentch forces who are known for potent magics of their own. Good luck Heroes.

NOTES:

- A** If this room is searched then tell the Heroes that they see writing appear on the north wall (before drawing a treasure card if they searched for treasure). Tell them they can attempt to read it by using an action (either movement or their attacking action) if they're in the room and there's no monsters in the room or in sight. Roll a dice and compare it to the Heroes Mind Points, if the dice is lower than their Mind Points tell them that they decipher the writing and as they read it a secret door opens, if they fail then tell them the writing fades but is still barely legible. If the writing fails to be deciphered for a second time then the writing disappears but the secret door can still be discovered from the other side of the wall whether the writing appeared or not.
- B** This room contains the Tzeentch Staff and is found if the room is searched for treasure. Tell the player that they find it hidden under the alchemist's bench. If the secret door next to note A is open when the Tzeentch Staff is found then it closes permanently, tell the Hero players that they hear the sound of heavy stone hitting stone.
- C** The room with the sorcerer's table contains a frost spell book (the six Chaos Spells from The Frozen Horror). Spell books are collections of scrolls that can't be separated. Once the frost book is taken, the six undead monsters on the sorcerer's table, tomb and graves are released, place them on the board and take their turns normally from the next Zargon phase. The Spectral Chaos Warrior is bound to the sorcerer's table and unable to leave the northwest room block, and can't finish its turn on the ice tunnel square. If the room with the tomb is searched before the book is taken then tell the player: *"You find no treasure but the tomb is sealed"*, no treasure card is taken. If it's searched for treasure after the book is taken then they find a Magical Throwing Dagger and Elixir of Life in the tomb.
- D** You find a couple of interesting parchments between two of the books. The bookcase contains a Finger of Death and Ice Bridge Spell Scroll.
- E** You find two useful scrolls in one of the books. The bookcase contains a Blinding Sleet and Wall of Ice Spell Scroll.



Wandering Monster: Pink Horror



Monster Patrol: Tzeentch Marauder



Sneak Attack: Blue Horror

NOTES continued:

- F** You find two interesting items in the cupboard. The cupboard contains the Amulet of Protection and a Potion of Healing that heals 1d6 Body Point when drunk.
- G** When the Polar Warbear and Yeti are revealed tell the Hero players that they're fighting each other and roll a combat dice now and at the end of each Zargon turn, on a skull they attack each other (which one attacks first determined randomly), on a white shield one of them (determined randomly) attacks the other and on a black shield or when one of them dies they under Zargon's control as normal.
- H** The chest contains 125 gold coins.
- I** The ice tunnel entrance is hidden and only placed on the board if the room is searched for secret doors. Travelling from on entrance to another takes an entire turn.
- J** The chest contains 75 gold coins.