

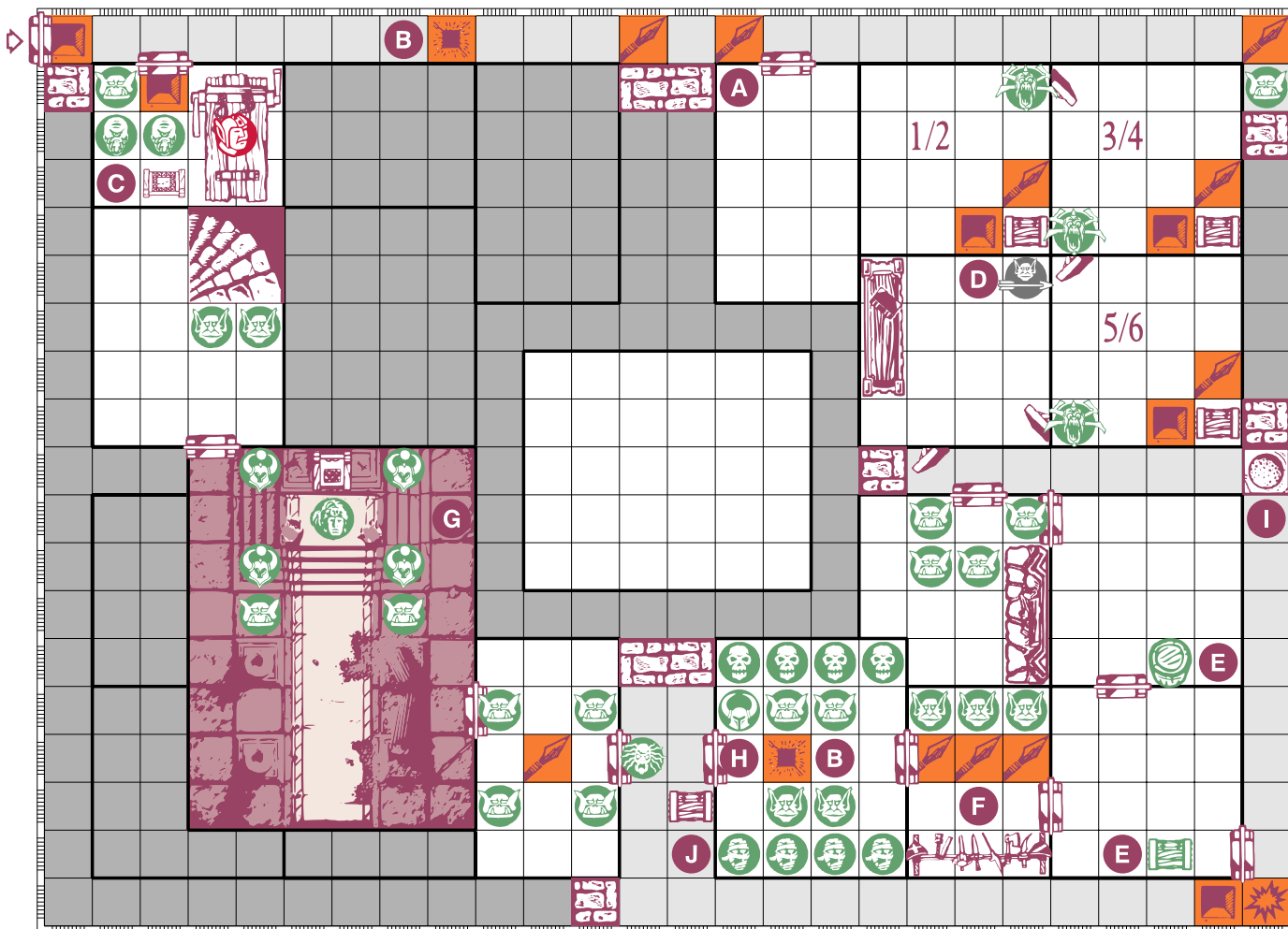
HeroQuest™

Golak and the Shadow Castle

Q U E S T



B O O K



Single Quest

Golak and the Shadow Castle

NOTES:

The Quest begins with Zargon, Turon and a Chaos Warrior stealing the Book of Wisdom. The Heroes enter the center room, Zargon starts the round by attacking. In the next round he uses the Escape spell and disappears along with Turon. When the Chaos Warrior is defeated the Mentor enters the room and says:

My magical instincts says that Zargon hid the Book of Wisdom in Golak's Castle, a dark castle full of Chaos magics, so be careful young Heroes, not everything is what it seems to be... Find and bring back the Book of Wisdom before Golak unravels its mysteries. The Imperial Order will greatly reward you with 250 gold coins for each Hero who completes this Quest ALIVE! The Quest then starts at the iron entrance door.

- A** Heroes who enter this room will roll 1 red die and be teleported to the indicated room.

The Identical rooms: Each room the Heroes can be teleported to contain a chest with an Elixir of Life. Each Gargoyle has the Chaos Spell: Fear and has a bonus of 1 Mind Point.

- B** This is a pit trap with shooting spears in the bottom and each Hero that falls in it automatically loses 3 Body Points. The Heroes the falls in the trap is transported through a tunnel to the other pit trap square marked B on the map.

- C** On the torture rack there is an Elf on the brink of death, when the monsters are defeated the Elf says before he dies: *"Friends RUN... Golak is almost able to unravel the mysteries of the book of wisdom... That would be very bad for everyone."*

- D** It's a Goblin statue that will shoot an arrow at every Hero in the room (it attacks immediately as the first Hero enters) with two combat dice. The statue has no defense dice, the Heroes can destroy it with just one skull on the combat dice.

- E** This barrel and chest are Mimics and attack first when provoked by a Hero. See stats below.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	4	2	2	1

- F** The first Hero to search for treasure will find a Powder Keg and a Glue Bag, both described on the matching Artifact Cards.

- G** This is the throne room of Golak and where the Book of Wisdom is found. Golak knows the following Chaos Spells: Rust, Tempest, Lightning Bolt, Command and Summon Orcs. The first Hero to search for treasure will find 1 pair of Bracers, whose description is on the matching Artifact Card.



Wandering Monster in this Quest: Goblin

NOTES continued:

Golak's stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	2	3	3	5

H This is Turon, the Chief of Guard. Stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	6	5	3	2

I Upon stepping on this square, the Hero triggers a Giant Stone Boulder trap (which cannot be detected previously, except by the Dwarf). It will move with 2d6 and Zargon rolls 5 combat dice for each Hero the boulder rolls over, the Heroes cannot roll any dice for defense. Upon reaching the impact point, a serious explosion is heard and the boulder breaks apart, blocking the passage for the Heroes. Note: if the Hero gets stuck in the impact slab, he dies permanently!

J This chest contains 100 gold coins for those who break it. To do this, just throw the combat dice for attack, if any skull is rolled, the chest breaks. By taking this action the Hero is unable to attack or cast spells this round.