

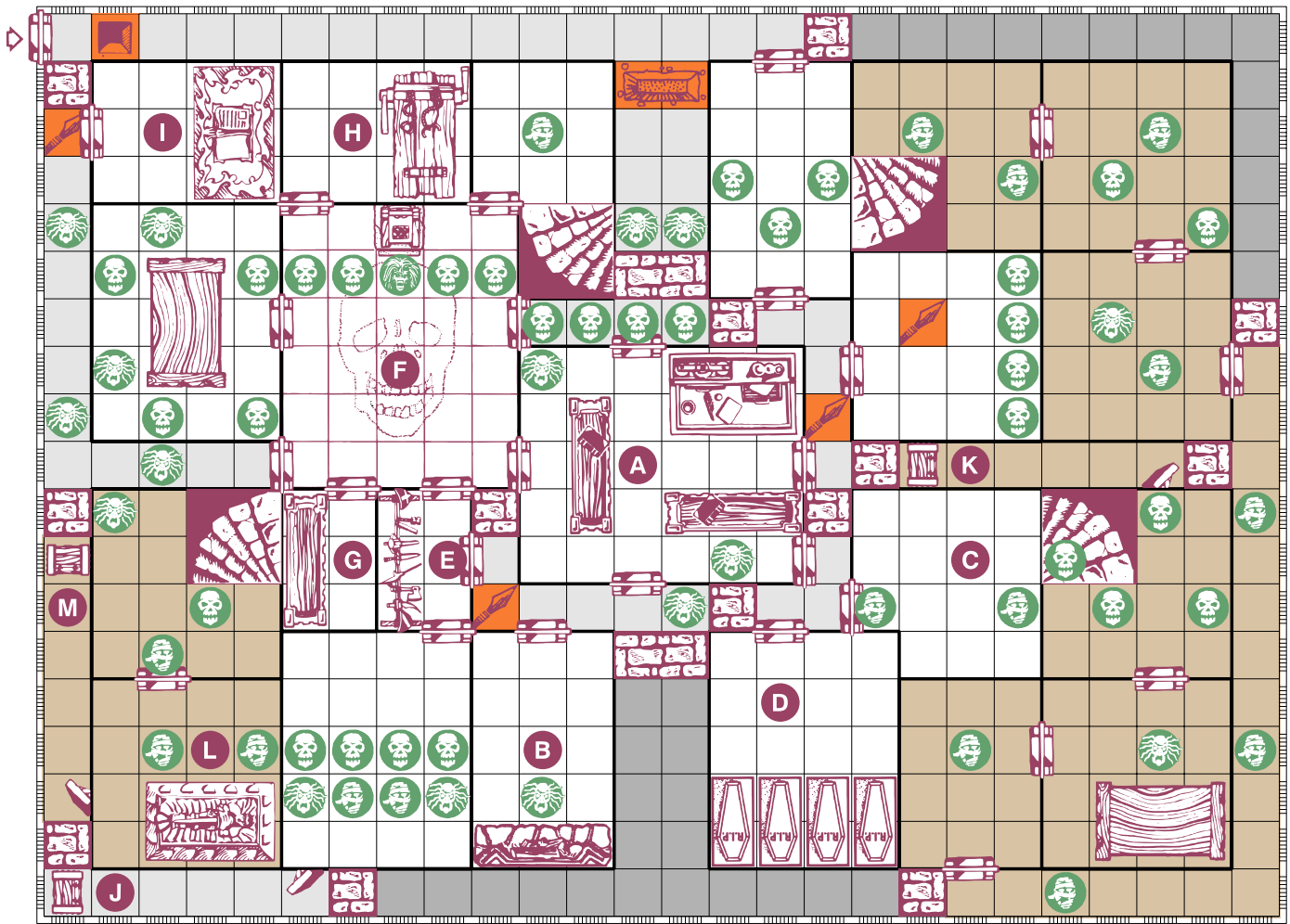
HeroQuest™

Grail Knight's Crypt

Q U E S T



B O O K



Single Quest

Grail Knight's Crypt

NOTES:

This Quest is on three levels, the two northern stairwells are connected and the two southern stairwells are connected. Pass Through Rock won't work between different levels. Ideally you'll need extra stair well tiles but you could set them up on the new level once all the adventurers have reached a stairwell.

A The bookcases in this room block line of sight, don't place the Zombies on the board until they're seen. If there's any adventurers in the room on your next turn you can use the Zombies if they haven't yet been seen. If this room is searched for treasure, tell them that they find nothing of note but the drawer to the alchemist's bench is locked.

B If this room is searched for treasure they find a key on the mantelpiece of the fireplace. It unlocks the drawer to the alchemist's bench and can be used by standing on one of the squares directly adjacent in front of it. The drawer contains a Bone Wand.

C These two Mummies are tomb guards:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	5	4	2

Tomb Curse: Targets are cursed if the Mummy rolls more skulls and/or black shields in an attack than the target scores in defense, cursed characters reroll each successful attack and defense dice once. Every time a character is forced

to reroll any dice they roll a standard dice afterwards, the tomb curse is lifted if they roll under their current Mind Points.

D If an adventurer enters this room then at the start of your first turn roll a combat dice for each and use the wandering monster rules and open the door to the C room if it's still closed. Place each one on a coffin, they can be used normally this round.

E The weapon rack contains a broadsword and a shield.

F This is a Liche:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	1	3	4	6

Summon Undead, Reanimation, Fear and three other random Chaos Spells (not Summon Orcs or Summon Wolves). Chill Touch: One use per turn against a directly adjacent target, roll one combat dice, white shield = no effect, black shield = 1 Mind Point damage, skull = 1 Body Point damage.

G The cupboard contains a Potion of Healing (4Body Points).

H When the open the door to this room tell them a dead Wizard is on the rack. If they enter the room he gets up off the rack, place a Zombie on the G square. He can immediately cast a spell, the Hero player then continues their turn

Wandering Monster in this Quest: Skull = Skeleton, White Shield = Zombie, Black Shield = Mummy

NOTES continued:

and the Zombie Wizard takes his turns normally from then on. Zombie Wizard:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
4	2	3	3	1

Summon Undead, Reanimation and Fear, anyone killed becomes a Zombie, the Wizard becomes another Zombie Wizard.

- I If this room is searched for treasure they find a Fear scroll on the sorcerer's table.
- J The chest contains 50 gold coins.
- K The chest contains 100 gold coins.
- L These two Mummies are tomb guards, see the rules to the C room. When the room is searched for treasure they find the [insert chosen item] in the tomb.
- M The chest contains 150 gold coins.