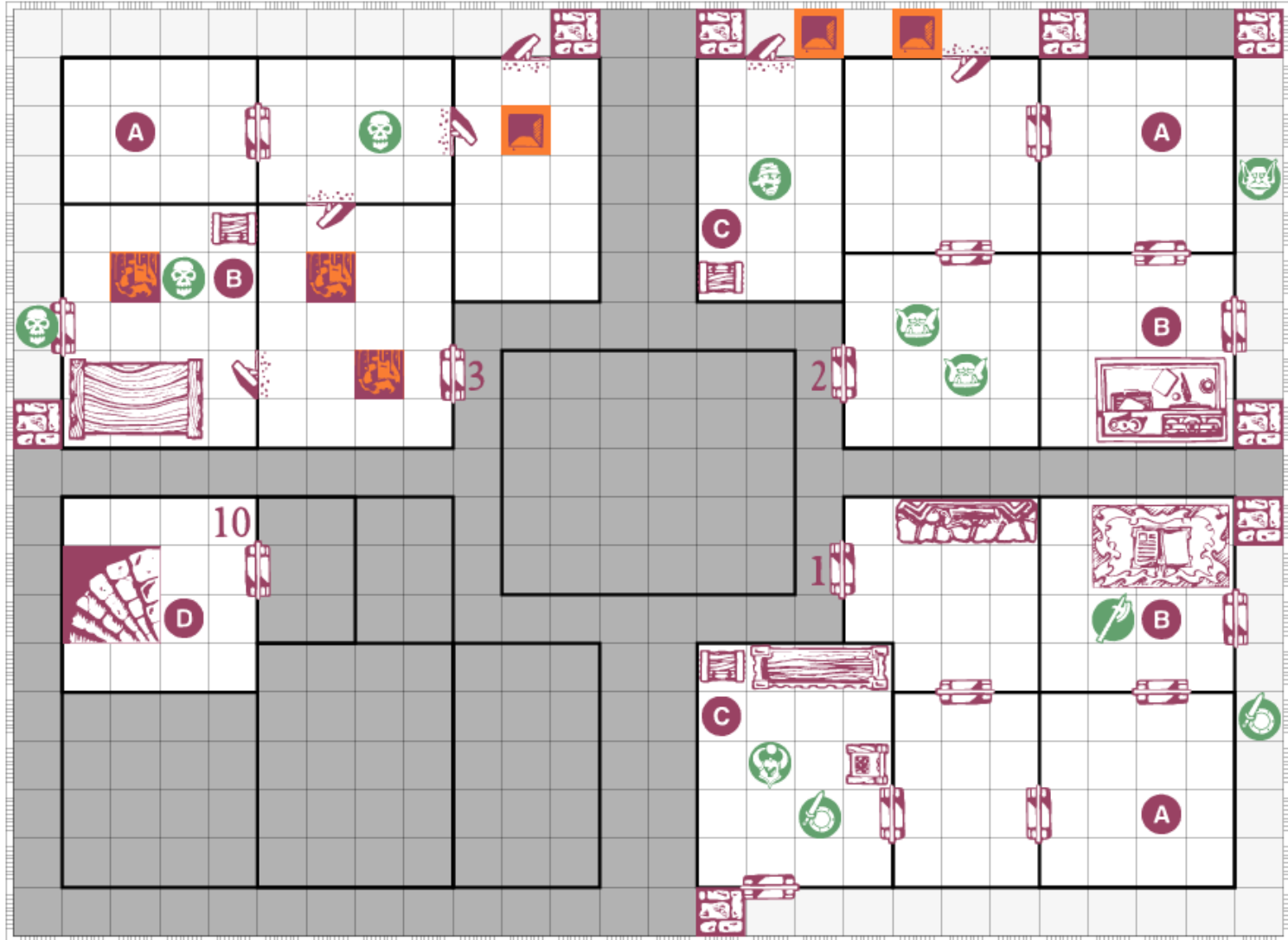


HEROQUEST



INN-ESCAPABLE

by Mike MacDee



Q U E S T X

Inn-Escapable

Said Archmage Tobias before you embarked on your quest, "The Aeon Scythe is a delicate and dangerous device, designed to tear holes in time and space wherever it is activated. It is a prototype, of course, and very easily...ah, 'upset.' When you find it, store it

only in the special case I've provided and bring it back immediately. Most importantly, *do not drop it!*" These words explode from your drunken memory as you watch the clockwork object bounce across the floor. Then brilliant white light engulfs the inn...

NOTES:

The doors labeled 1, 2, and 3 are known as Rift Doors: they are the entrances to the three inns, which exist in three different realities. First Reality is the distant past: this inn is noticeably newer and much more exquisite than the one the heroes checked into. Second Reality is the present, the inn that the heroes actually recognize. Third Reality is the far future: the inn is nearly unrecognizable in its abandoned, dilapidated state.

When any hero or monster steps through Door 1, he enters Second Reality via Door 2. Door 2 then leads to Third Reality via Door 3, and Door 3 leads back to First Reality via Door 1. When a hero opens one Rift Door, all three Rift Doors open, revealing their respective destinations beyond (where there once was a lobby, to the heroes' astonishment and horror). A hero can only step through a Rift Door once per turn.

When a living monster is killed in one Reality, Zargon may revive it as an undead monster in the next Reality, placing it in the same respective room. Greenskins become Skeletons, Men-At-Arms become Zombies, and the Chaos Warrior becomes a Mummy. Monsters that die in Third Reality do not revive this way. The first time this happens in view of the heroes, Zargon says, "In the far future, this foe rises from his grave to avenge himself!"

A. The heroes begin the Quest in up to two of these rooms. If Zargon decides to separate them, then as far as the heroes know their comrades have vanished utterly.

B. The Aeon Scythe is broken, the pieces scattered across all three realities. The first hero to search for

treasure in a room marked B discovers one of the pieces under the furniture. When one hero possesses all three pieces he may attempt to reassemble the device by rolling a red die for each of his mind points: if he rolls a 6, the Aeon Scythe is restored and may be deactivated.

When the Aeon Scythe is deactivated, the Rift Doors are no longer connected. Rift Doors 1 and 3 now lead to destinations unknown, and heroes who step through them are lost forever. Rift Door 2 now connects to the door labeled 10. The heroes would be wise to regroup in Second Reality before deactivating the device, lest they become eternally trapped in an alternate world (don't tell them this, of course). Once deactivated, the heroes are unable to figure out how to reactivate it, no matter how badly they want to.

C. The first hero to search for treasure finds something different depending on his Reality. If the chest in First Reality is looted first, it contains an excellent shield and a potion of healing, but the chest in Second Reality contains nothing. If the chest in Second Reality is looted first, the shield is old but useable, and the potion has fermented into a powerful potion of defense worth 3 extra combat

dice; meanwhile First Reality's chest still contains its loot.

D. The lobby stairway leads out of the inn to freedom. The heroes claim victory if they move onto the stairway while in possession of the reassembled Aeon Scythe.

Wandering Monster: Scout (First Reality), Orc (Second), Skeleton (Third)

If you do not have Mercenary or Men-at-Arms miniatures for First Reality's inhabitants, use Fimir instead.

Conclusion

"You have done the empire a great service," says Archmage Tobias as he takes the Aeon Scythe out of its case. With a wave of his hands, the device is blasted to dust! "T'would be calamitous, should a reality-altering artifact like that fall into the wrong hands: those of an ambitious warlord, or worse, the hands of some drunken idiot!"

"That would be terrible," you say as you hastily leave the mage guild, avoiding eye contact.

The hero who reached the stairway with the Aeon Scythe receives 250 gold to divide among the party.

A Questbook for Heroquest

by

Mike MacDee

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