

HeroQuest™

Maze of the Minotaur

Q U E S T



B O O K

Prelude

A sunny day. A little boy is playing by the stream, paying no mind to the cave nearby. A dark shape begins to emerge from the cave, its cold shadow snakes in front of it, moving toward the young boy. As the boy imagines he is a brave Barbarian war hero, he barely notices the ominous shadow float on the ground in front of him, then over the top of him, until he catches the glint of a blade. But by then it is too late, as the young boy's head skips across the stream as a stone would, freed from the restrictions of a neck or a body.

Three months after that incident, the gruesomeness is softened considerably by time. Everyone seems to forget how terrifying it was to find a dismembered child by the forbidden cave, forgotten to the point of allowing the children to, once again, play by the cave dwelling of a suspected killer. Two girls this time, innocent and pretty, wander by the stream which comes from underground and proceeds underneath the rock outcropping which contains the shadowy cave entrance.

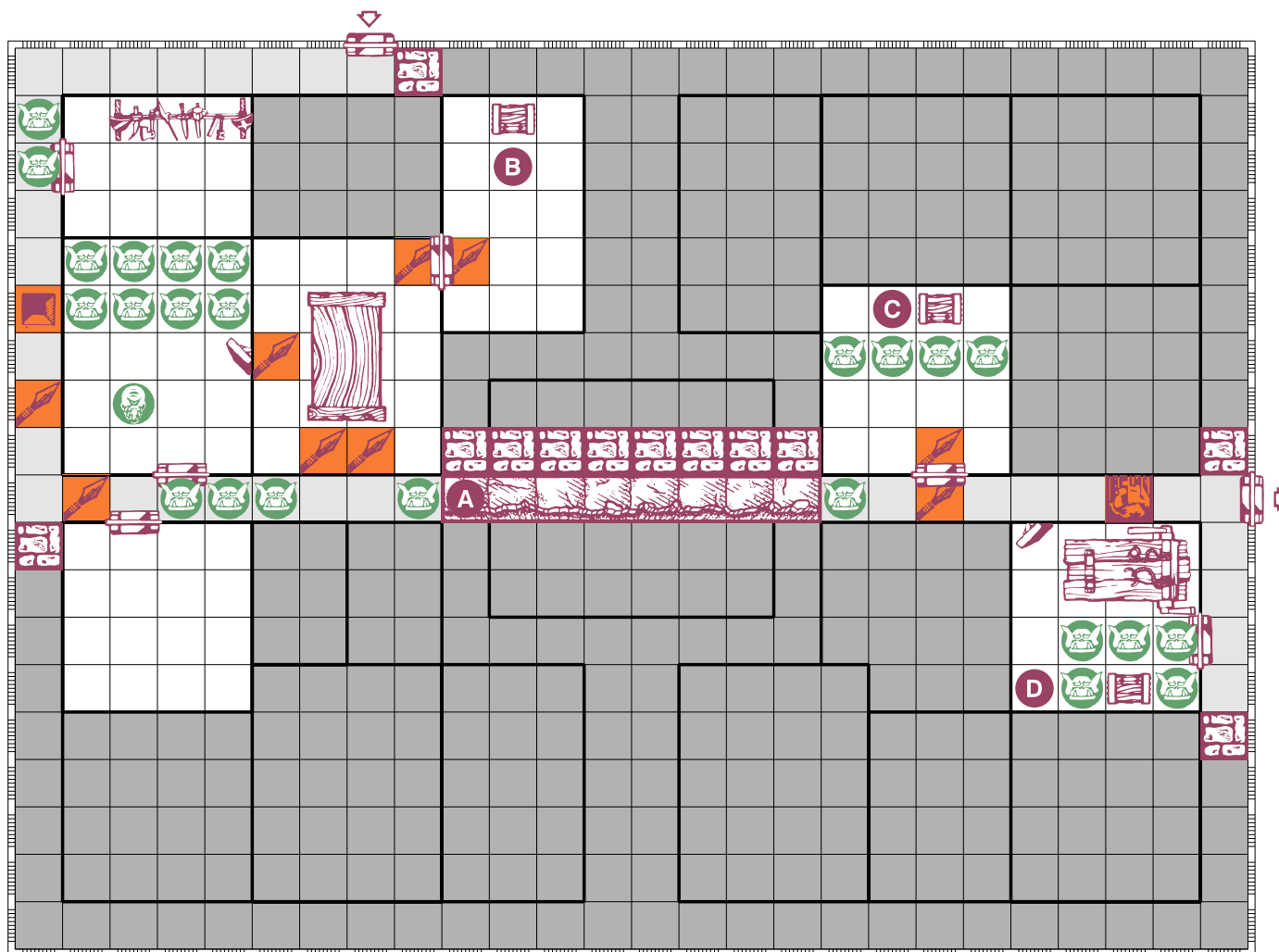
As they crouch by the stream playing with their little dolls, both are oblivious to the shadow which crosses them. They look up in time to see the halberd sweeping across them, the first girl's head plops in the second's lap. The second screams and backs away in time so that the halberd misses her. A move which saved her life, albeit unintentionally. She screamed for help as she volleyed her friend's head into the air, an arc of blood dribbling away from the severed organ, which confused her attacker just long enough for two things to happen at once: She caught a glimpse of him, and she ran away.

When she described her attacker, it became clear that this was not a human being. It was a cross between a human and a bull, a massive, muscular creature that had the head of a bull and the body of a man. It was known as a Minotaur, and this small village now knew that their labyrinthine caves were a home to it.

This small village is in need of a band of Heroes to enter the labyrinths, and dispose of the Minotaur. The mayor has offered a 500 gold coin reward to any band of Heroes brave enough to answer the call of duty, payable on completion of the task. You naturally accept, after hearing about the heinous murder of the

children.

Enter the caves, brave Heroes, and step cautiously! The Minotaur will assuredly be awaiting your arrival.



Conclusion

The water rushes up around each Hero as they dive feet first into the torrent water. They can do nothing against the awesome force of nature except surrender to the power and fury. The rapids continue for several more yards, running them quickly downstream and into the sunlight. After they leave the cave, it almost becomes a different river, slowing to a gentle trickle, enough for the Heroes to control their flight from the caves; they begin to swim.

The Heroes propel themselves expertly in the water, toward the familiar shore. That same shore where the two children suffered an early, undeserved, and grisly death. As the Heroes of the Realm pulled themselves out of the water, they knew in their own minds that those deaths not only were avenged, but that no one would ever have to worry again about allowing the children to play by this beautiful stream. The Heroes smiled to themselves as they strode towards town.

The townspeople were only too happy to see the Heroes as they approach the town, and all were eager to hear what transpired in the caves. After it was announced that the Minotaur was destroyed, the Heroes were awarded a 500 gold coin bounty that they split evenly. However, the Heroes spent that reward in other ways, for the none of their money was good in the local tavern that night, where they relayed all of their adventures to the townspeople.

Quest 1 The Cliff

"The entrance to the Minotaur's labyrinth consists of a dangerous cliff that falls an interminable distance. Only those

with perfect balance, agility, and a little bit of luck will pass into the main caves. Good luck."

NOTES:

A This cliff corridor should be placed such that it overlaps the center room, producing an elongated hallway. Any Hero or monster that ends a turn on a cliff square should roll one red die. On a roll of a 3, the Hero will slip and drop one weapon, Artifact, or potion into the abyss (cross it off his character sheet). On a roll of a 4, the Hero or monster is paralyzed by a sudden fear of heights and will miss the next turn. On a roll of a 5, the Hero or monster will lose one Body Point to falling rocks. On a roll of a six, the Hero or monster will fall over the side.

A battle can only occur if one of the participants is on solid ground. The participant still on the cliff will roll one less die in attack or defense. The minimum attack or defend die is one, even if this penalty would reduce it to zero. After the battle, the character on the cliff must still roll the red die and suffer any events as described above.

No character can pass another character on the cliff. This includes Heroes passing Heroes or monsters passing monsters.

B This treasure chest contains 200 gold coins.

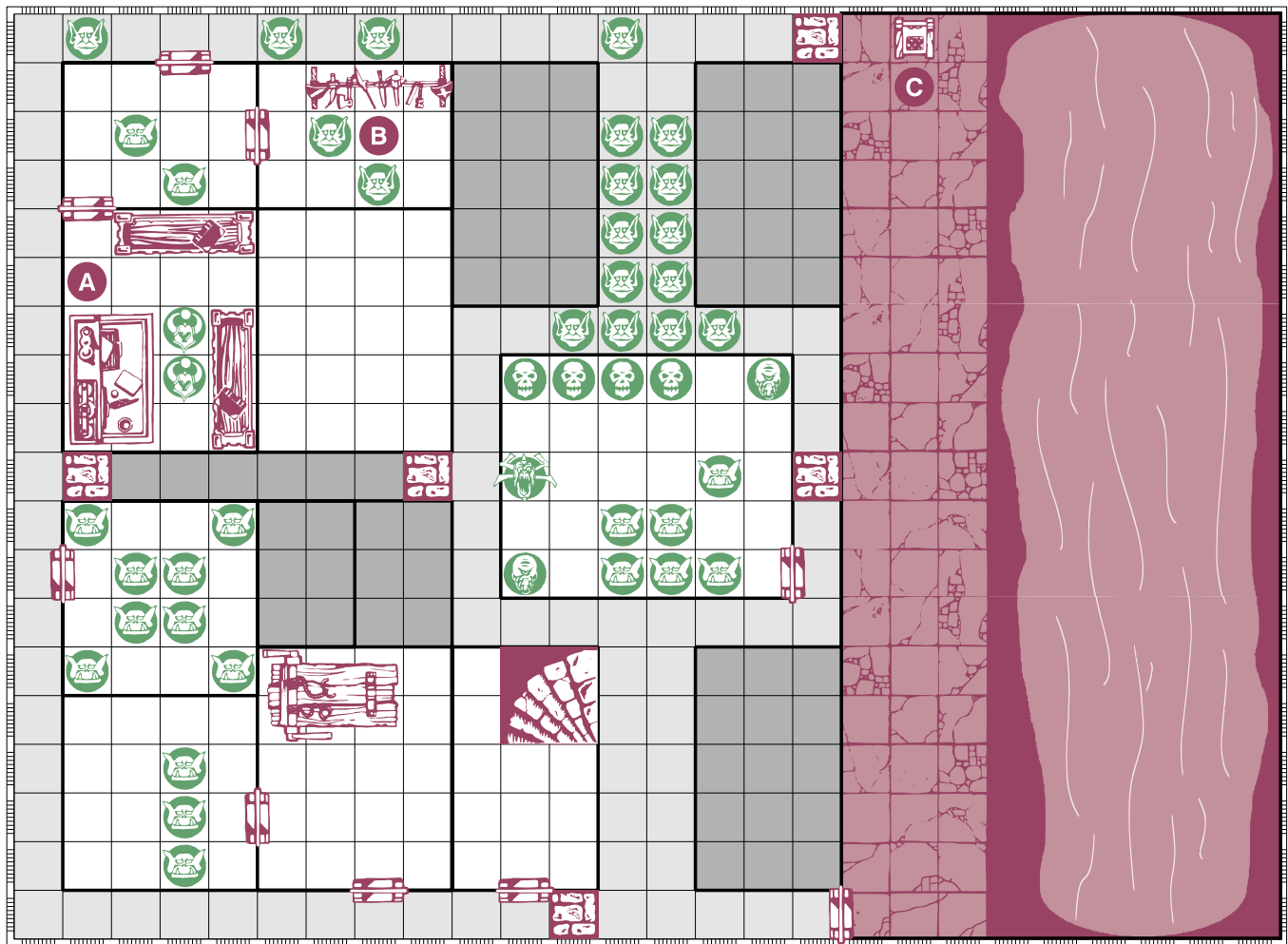
C This treasure chest contains 250 gold coins.

D This treasure chest contains 4 Potions of Healing. These potions will restore

up to four lost Body Points when consumed, but will not give the Hero any more than his starting number. The potions can be divided among 4 Heroes.



Wandering Monster in this Quest: Orc



Quest 2

Descent into the Maelstrom

"This section goes down, down, down, down into the Minotaur's central lair. You must be careful, as the labyrinth will become

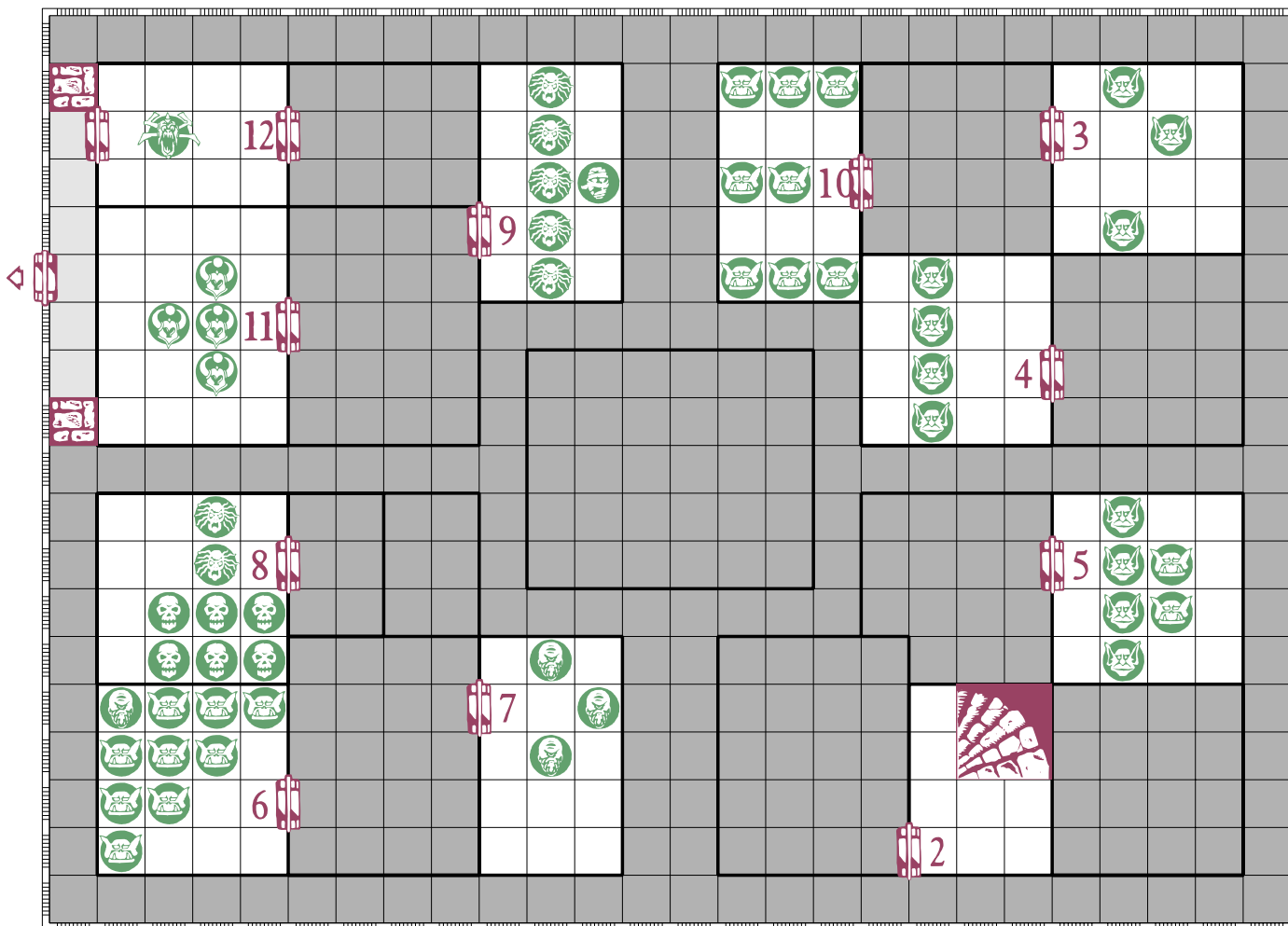
more dangerous with each step downward."

NOTES:

- A** Each of the treasure chests has 250 gold coins in it, however, each is trapped with a poison needle. If a Hero searches for treasure before all three traps are disarmed (one at a time), he will lose one Body Point for each trap not disarmed.
- B** The door reads "Library. Please be quiet."
- C** The weapons rack has a shield exactly like the one described on the cardboard platform in the Game System hanging on it. All of the other weapons are rusted, chipped, or otherwise unusable.
- D** All of the treasure chests in this room contain 400 gold coins. One of them has a poisonous gas trap on it. If a Hero searches for treasure without first disarming this trap, any of the Heroes in the room will lose three Body Points.
- E** This spiral stairway descends to the Magical Caves. Place the tile on the game board as soon as the Heroes open the door to this room.



Wandering Monster in this Quest: Skeleton



Quest 3

The Magical Caves

"The Magical Caves have been designed to confuse and confound adventures who have penetrated the Minotaur's Labyrinth this far. There are so many twists and turns throughout these tunnels that people get lost so easily. It

almost seems as though the rooms pop up at random. You must find the gate that leads to the Minotaur's sanctorum. It is guarded by a foul Gargoyle."

NOTES:

The Heroes enter on the spiral stairway.

Anytime a Hero or monster moves through a door in this Quest, they must stop and roll two red dice. They immediately move to the square with the same number rolled on the dice. If the square is occupied, roll again. Heroes and monsters may only pass through one door per turn.

The Gargoyle in room #12 is the guardian of this Quest. He knows the Chaos Spells of Fire of Wrath and Firestorm. The Gargoyle may not leave the room it is in and the unnumbered door will not open until the Gargoyle is dead. The Gargoyle is immune to the Potion of Decimation found in the Potion Shop.



Wandering Monster in this Quest: Chaos Warrior