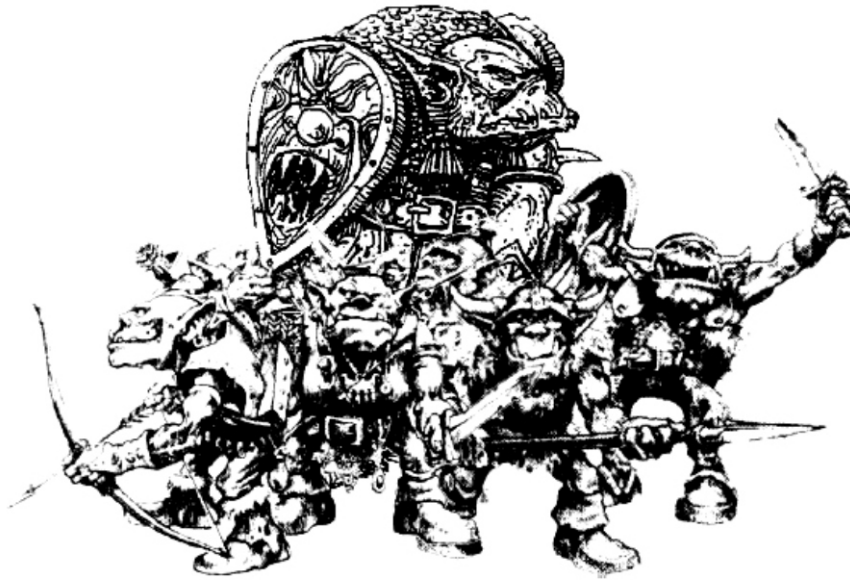
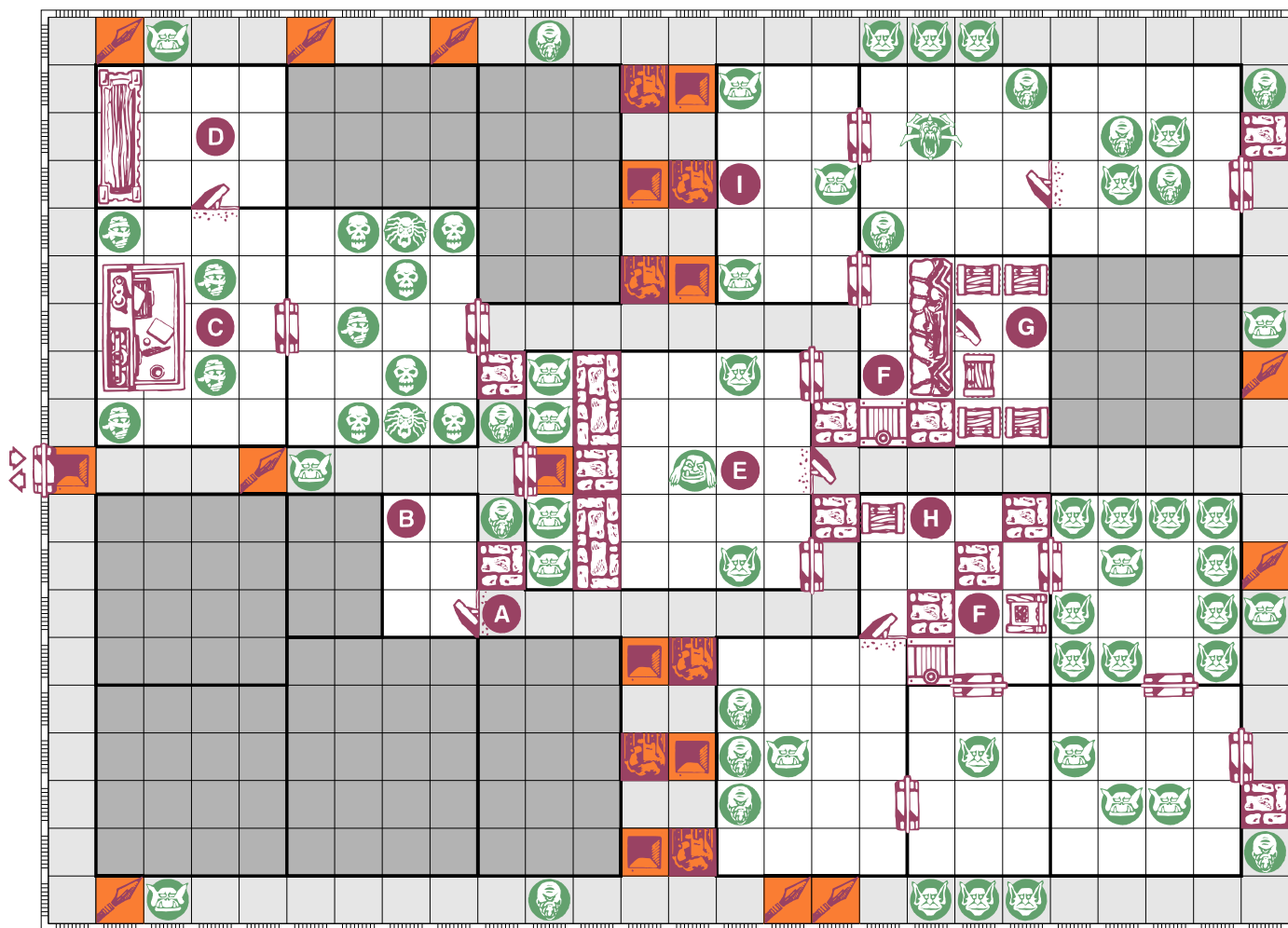


HEROQUEST

Prince of Thieves



A Solo Quest for a Dwarf



Solo Quest - For the Dwarf

The Prince of Thieves

"An Evil Orc Warlord, Nurge, is responsible for several unprovoked attacks on many lone Dwarf travellers. Victims report being robbed after being pushed, tripped, and even teased by the Orcs. After bidding your

companions good day you witness one such assault while travelling home, you follow the perpetrators back to their hideout to put an end to this troublesome band of Orcs and give Nurge his just desserts."

NOTES:

- A** This secret door is too stiff to be opened. (Do not tell the Dwarf, but it requires the Blast Spell or the Genie Spell to open it.)
- B** This square is a natural Healing Spring. The Dwarf can heal all his Body Points by drinking from the fountain, or he can fill empty bottles to create potions that will completely restore a Hero's Body Points once consumed. *(Zargon, don't tell the Dwarf until after the quest is complete that any unused potions created from the water in the healing fountain will spoil, taste like swamp water and become void of any healing properties.)*
- C** Hidden amongst the scuffled papers is a spell scroll called Blast. It creates a powerful burst that can force open sealed doors, or strike an enemy for 3 Body Points of damage. The scroll crumbles to dust once it has been used.
- D** Hidden inside the cupboards are eight empty bottles with corked tops.
- E** The Ogre's stats are as follows:

Movement	Attack	Defend	Body	Mind
4	6	4	10	2

- F** These two trap doors are connected by an underground tunnel. The Dwarf may pass through, unharmed.
- G** The secret door attached to the fireplace is so well hidden, that it cannot be found during the first search. Each chest in this room contains 200 Gold Coins.
- H** Inside the chest is the Runic Axe (see new Artifact Card for more detail).
- I** This is Nurge. Use the Orc with the notched sword as Nurge. Nurge can use the following Chaos Spells: **Summon Orcs**, **Tempest**, **Fear**, **Rust** and **Ball of Flame**. His stats are as follows:

Movement	Attack	Defend	Body	Mind
7	4	5	6	3

Berserk

While Berserk, the Dwarf will attack the nearest target with the Runic Axe, be it friend or foe. If the Dwarf is adjacent to a target, then the Dwarf will attack. If the target is killed, then the Dwarf will move adjacent to the next closest target by rolling the Movement Dice. If the Dwarf is not adjacent to a target, then the Dwarf will move and attack the closest target. Berserk wears off when the Dwarf can no longer 'see' any targets.

Runic Axe



This shimmering axe gives an attack strength of 4 Combat Dice to anyone who wields it. Dwarves however, can attack with 5 Combat Dice. If the Dwarf wields the Runic Axe, he always re-rolls any Black Shields during an attack. If any of the newly rolled Black Shields are Skulls, they count as extra hits. However, if any are Black Shields again, then the Dwarf goes into a Berserk mode. *(May not be used by Wizard and may not be used with a shield).*

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Blast

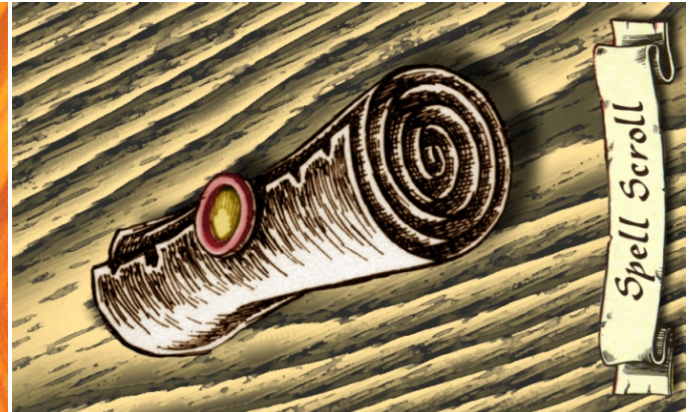


This Spell Scroll creates a powerful burst that can force open sealed doors

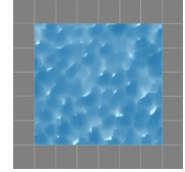
OR

strike an enemy for 3 Body Points of damage.
The scroll crumbles to dust once it has been used.

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Healing Fountain Tile





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