

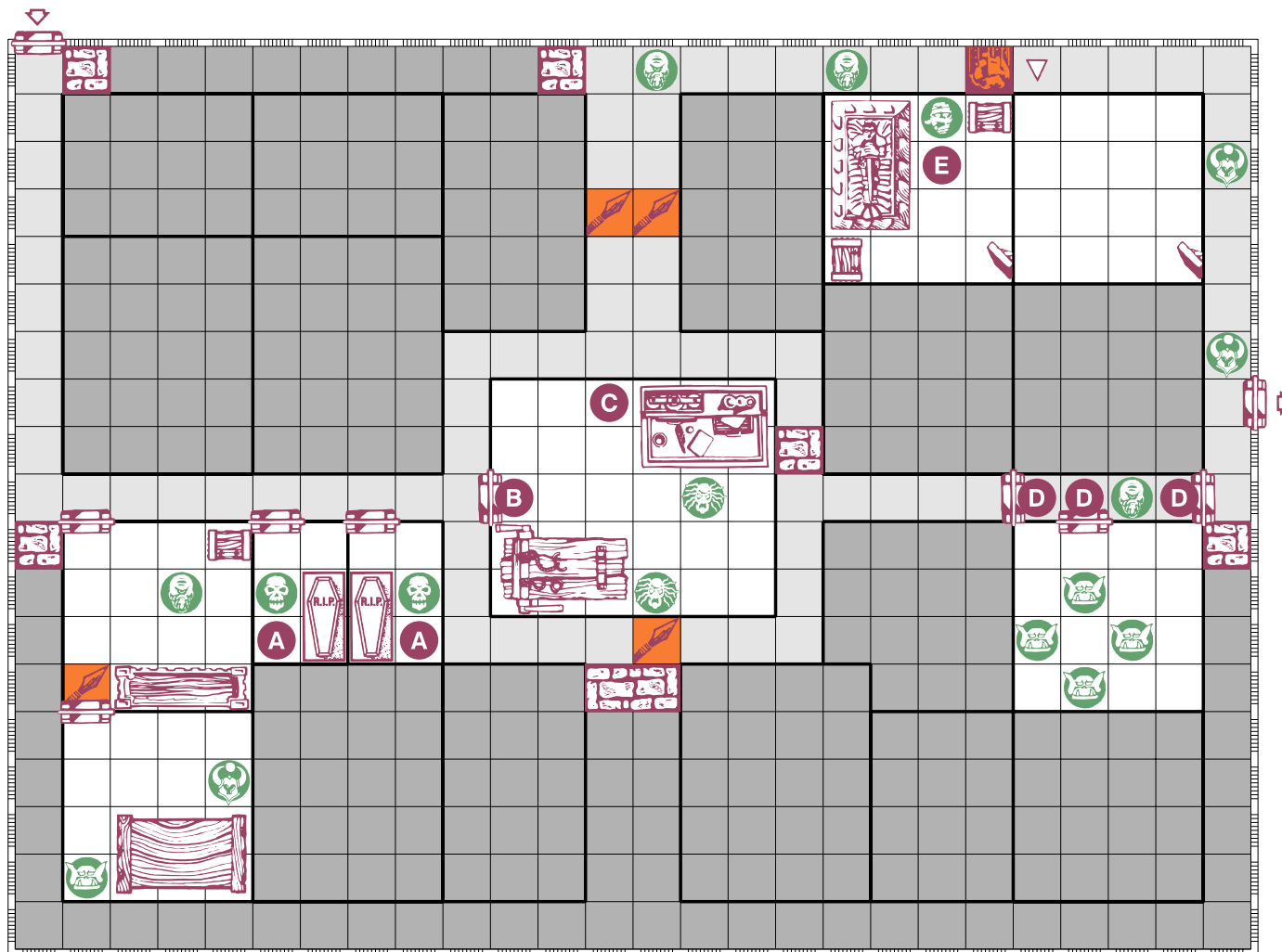
HeroQuest™

Quest by Blair Luxmoore

Q U E S T



B O O K



Single Quest

The Tomb of Blair the Great

The tomb of Blair the Great has never been found. You have discovered the possible location and now set out to find it!

NOTES:

- A** Explain to Heroes the Skeletons show signs of disease before they died.
- B** Tell the Heroes that opening this door releases a strange disease. The Zombies in this room are the mad doctor and the poor soul who was being experimented on. Any monsters currently visible turn into undead monsters. From now on, tell the Heroes they are all infected and have 10 turns each to reach the exit door on the edge of the board. After 5 turns, they lose a Body Point each turn from illness. There is no cure. Also, whenever there are enough undead monsters in the box, have any newly discovered monster turn into an undead character on their turn.
- C** A search of the room for treasure reveals a healing potion of up to 4 Body Points.
- D** These doors are locked and require effort to open. This costs the Heroes an action. They are jail cell doors. The Fimir is the guard. The 4 Orcs are prisoners who were to be experimented on. Tell the Heroes they are grateful for being rescued and won't attack, but then they all turn into undead monsters and attack on their next turn.
- E** This is the tomb of Blair the Great. The Mummy is Blair and fights with +1 attack and defense.

The chests contain 150 gold each.



Wandering Monster in this Quest: Goblin