

# HERO QUEST™

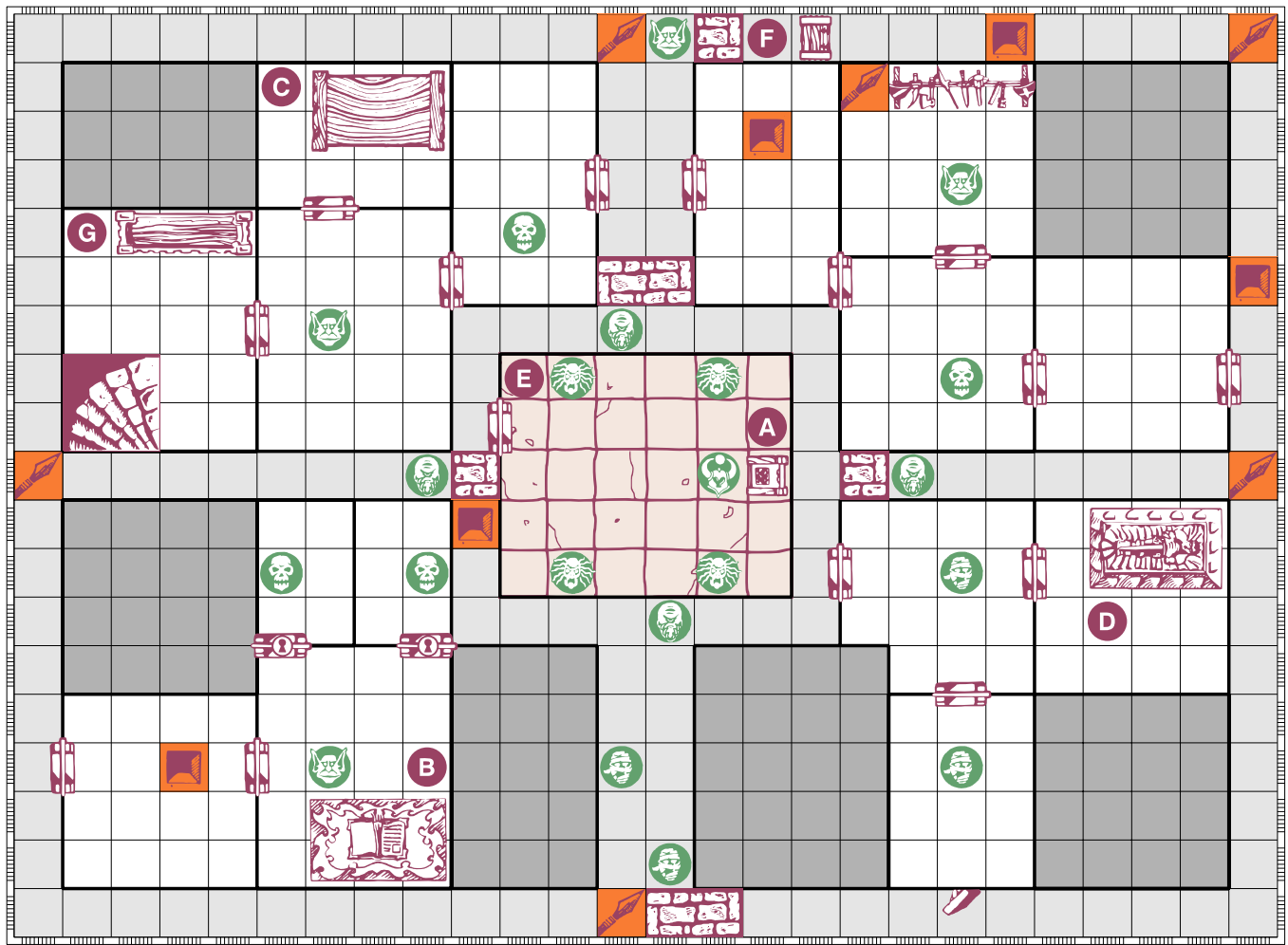
Quest for Quinzen

Q U E S T



B O O K





## Single Quest

# Quest for Quinzen

The Heroes are drawn to this cavern after a rumor of a secret Chaos Mage working inside. The Heroes may also be influence

here as there is a huge fortune to be found within the center room.

### NOTES:

This Quest ends when Quinzen is dead.

- A** This Chaos Warrior is Quinzen the Mage. He is feared by all so any Hero who enters the room will have fear cast on them. He also knows the Necromancer's spells and the Strengthen Undead spell. He is allowed to use the Strengthen Undead spell at any time during his turn.

Quinzen's Stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
11	2	3	5	7

- B** There is a switch triggered if you search this room. It opens the two doors with Skeletons in them. These doors are locked otherwise.

- C** On this table you find a scroll. It reads; *"The Mage, Quinzen, is not a real wizard and you will not be scared of him while using this scroll."*

The Hero will now not be affected by fear while attacking Quinzen but will still be affected while attacking the zombies.

- D** In the tomb you will find a Skeleton.
- E** This room must have the special floor tile (Floor 1). It will cause any Hero or monster to minus 1 square from their movement roll. e.g. 6 will become 5. A roll of one will mean you don't move although you can still defend and attack.
- F** This chest contains 200 gold coins.
- G** This holds an old book – The Teachings of Hugh Jarse. If any Hero picks it up they will learn a new skill. If they learn one they already know they cannot roll again. Once the book is used by two Heroes it vanishes. It cannot be used by the same Hero twice even if they do not learn anything.

The Ice Commander, Dwarf Mage, or Warrior Zealot can be used for this Quest.

If played solo, the Teachings of Hugh Jarse can be used twice but if you find a skill you already know you cannot re-roll for a new skill.



Wandering Monster in this Quest: Fimir