

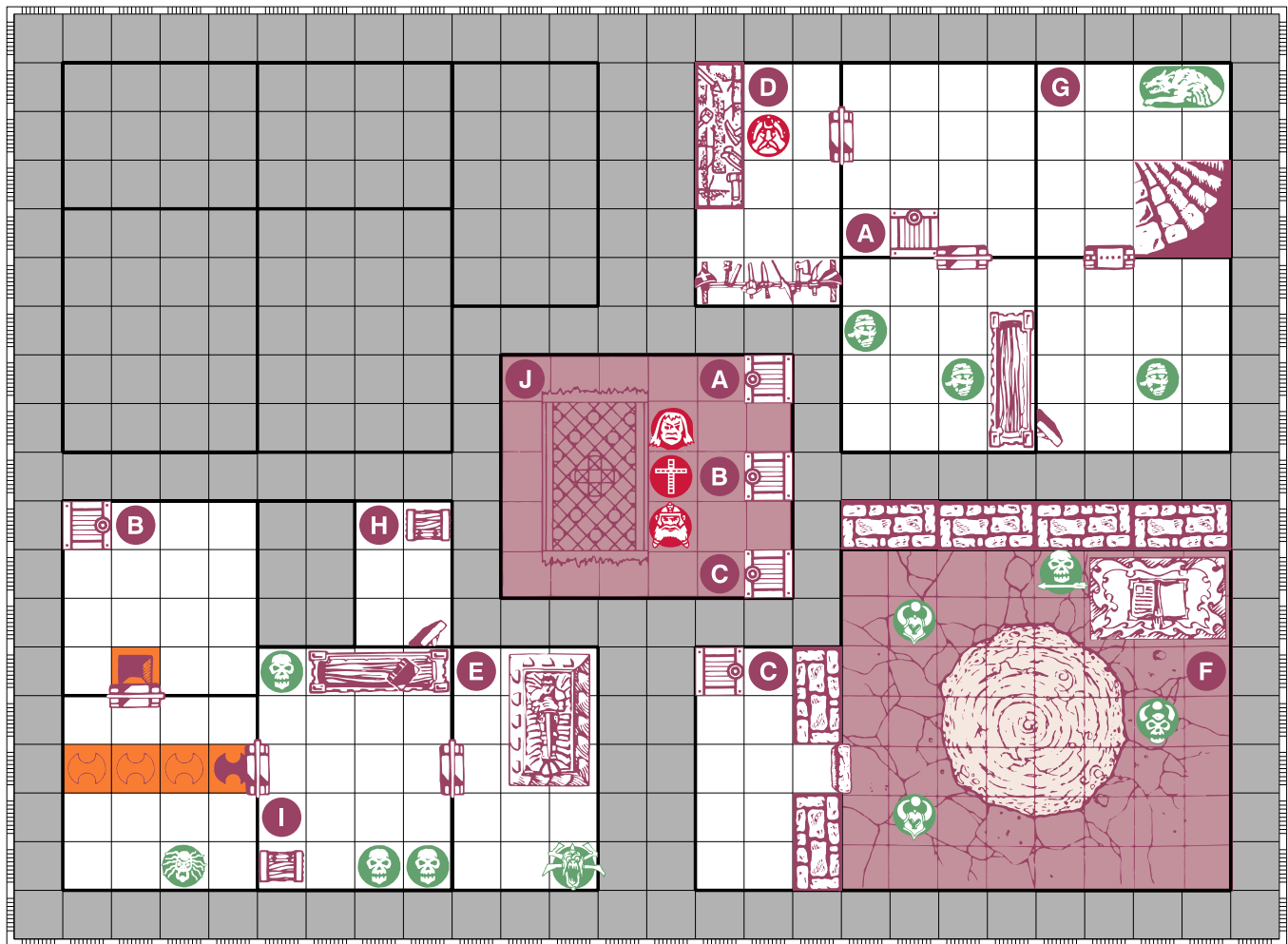
HERO QUEST™

Quest for the Holy Grail – Part 1

Q U E S T



B O O K



Part 1

Quest for the Holy Grail

We have received an urgent letter from Brother Puck from the Great Monastery, the one that is built on the doomed city of Mordheim.

He writes that the Holy Grail responsible for containing the balance between good and bad, has been stolen from the altar in the sacred room even though it was heavily guarded.

Brother Puck suspects that the minions of Zargon entered the

holy chamber through the vaults under the monastery and so stole the holy grail.

Dear Heroes, travel to Mordheim as soon as possible and investigate together with Brother Puck the vaults and try to place the Holy Grail on the altar again to restore the balance.

Mentor

NOTES:

- A** This hatch leads to the north-eastern part of the basement, move the Hero to the other hatch with the letter A.
- B** This hatch leads to the south-western part of the basement, move the Hero to the other hatch with the letter B.
- C** This hatch leads to the south-eastern part of the basement, move the Hero to the other hatch with the letter C.

The door to the chaos room is made from stone. Stone doorways are large slabs of rock that must be out of the way using brute force. To open one these doors, a Hero must roll a specified number of combat dice and score 2 skulls. The number of dice depends on what character type he is: The Dwarf and the Elf/Priest both roll 2 dice, the Barbarian rolls 3 dice. The Wizard cannot open a stone doorway. Once a stone doorway has been opened it remains open for

the rest of the Quest.

- D** In this room you see an ancient Dwarf blacksmith forging weapons over a dwarven forge, because of the incredible heat in this room, only a Dwarf can enter this room without doing a test, each other Hero has to roll a die if he throws a skull he loses a Body Point. The Dwarfsmith can upgrade a chosen weapon if he receives a silver bar and 200 gold coins from the Heroes. (Upgrade options: permanent +1 dice to attack or permanent +1 dice to defend on the chosen weapon).
- E** The tomb contains a silver bar and a Spell Scroll. (Shuffle the Spell Scroll cards and have the Hero who examined the room for treasures take one of them).
- F** This chaos room is not yet active but Blake the Mind Manipulator (see his



Wandering Monster in this Quest: Chaos Warrior

NOTES continued:

- stats in the end of this booklet) is busy activating it, he is protected by an elite archer skeleton (see his stats in the end of this booklet). On the wizard table, the Heroes find the key to the exit room (G) and 200 gold coins if they search for treasures.
- G** This is the exit room to the second part of the Quest and the door to it is locked and can only be opened with the key. The Heroes can escape from the Giant Wolf by walking up the spiral staircase. If the Heroes defeat the Wolf, they will find a silver bar in its belly.
- H** The chest contains 100 gold coins and a health potion that restores 4 Body Points.
- I** The chest contains 100 gold coins.
- J** This is the sacred room containing the altar on which the grail should stand and the starting room of this Quest. Place the Heroes and furniture as shown. The Heroes can return to the room to open another hatch.

Monsters:

Blake The Mind Manipulator (use the Chaos Sorcerer)

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	5	4	7

Knows the following Chaos Spells: Dispell, Fear, Mind Blast, Ice Wall, Command, and Mind Freeze.

Elite Skeleton Archer:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	2/4*	2	2	2

*Attacks with 2 dice for melee and 4 dice for ranged attacks.

Giant Wolf:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
9	6	3	5	1

Large monsters (2 tiles) can attack adjacent tiles back, front, and side.