

HeroQuest™

Royal Bodyguard

Q U E S T



B O O K

Royal Bodyguard

"Some of the Emperor's finest forces have been ambushed. His own personal Royal Bodyguard. We do not know how many have been taken captive. We do not know if any still live. This will take a lot of stealth and heroism to get them back. If they are alive, they will be held inside the evil kingdom of Ogur-Burl. Your task is to venture deep into the evil kingdom and gather what information you can. Try to locate the Emperor's forces and scout the evil power's strength.

If you find them alive, the Emperor will then amass an army and retrieve his men. Do not take this responsibility upon yourselves. Stealth will be more suited than brawn in this task. We have no recent maps inside Ogur-Burl. Visit and sketch out as much as possible, but do not get caught. I have no presence inside the evil kingdom, so I can only guide you to the edge. Good luck, my friends. I fear we may not meet again."

Mentor

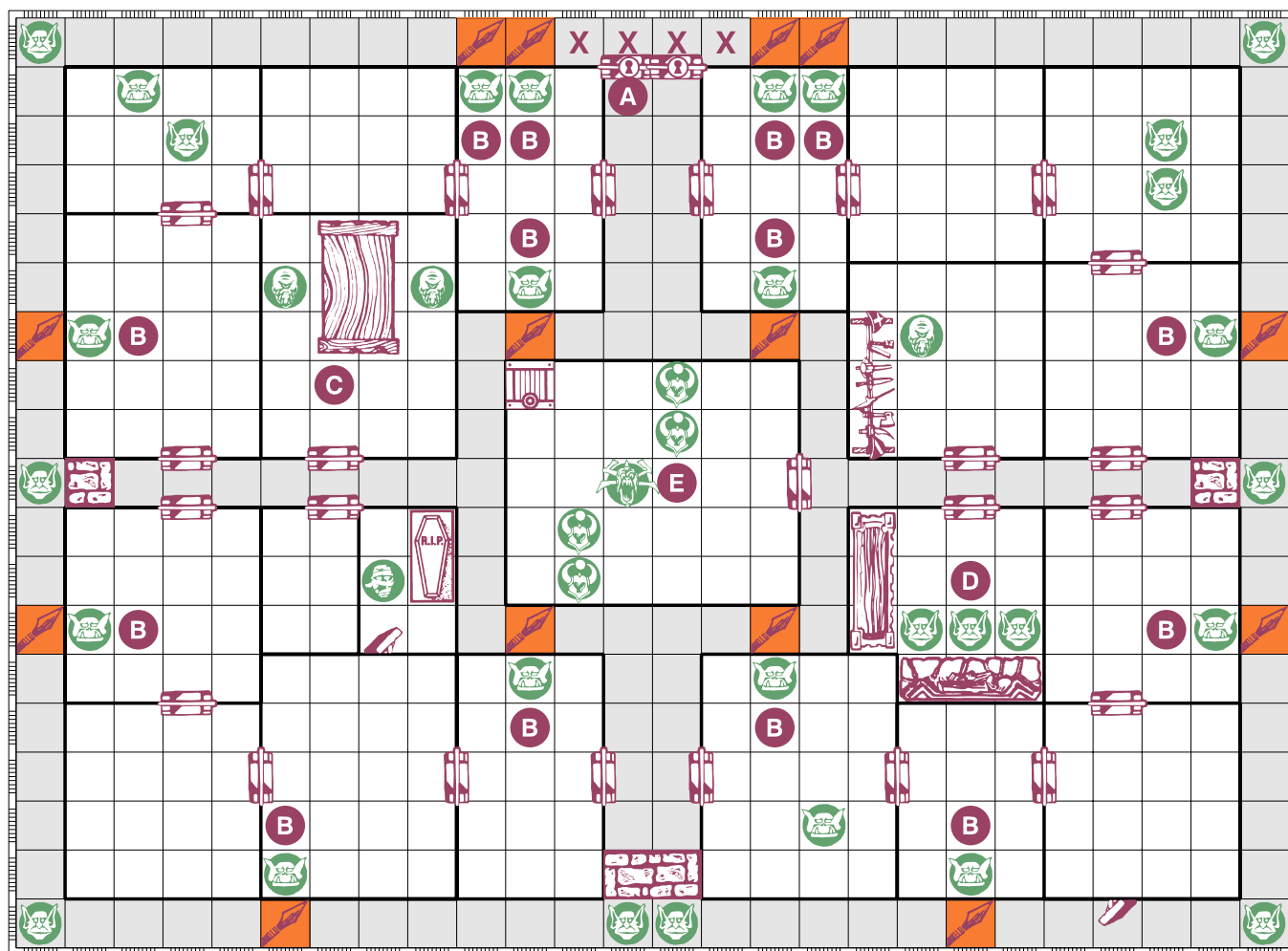
Conclusion

"I am so engulfed with happiness to see you made it out with your lives. The Emperor thanks you for your great service and heroism. With the map and new knowledge of the Ogur-Burl forces, the Emperor and his army marched swiftly against the evil filth. Men upon men all armed with glittering armor and sharp blades. It was a ferocious battle like none ever seen before. The sound was as if the heavens split open and poured out all it had. Victory is ours! Many great warriors saw their fate on that battle field. We honor those fallen warriors while we celebrate the recovery of the Emperor's Royal Bodyguard. The Emperor has rewarded each of you with 500 gold coins. Let this be a day to remember for generations. Let Zargon not forget the strength of men."

Mentor

Note for Zargon

When the Heroes find the first of the 4 stone map pieces, they realize they don't need to sketch out a map of everything themselves. They merely need to find all the pieces to an old existing map.



Quest 7

Ogur-Burl Fortress

NOTES:

Heroes start and end at the door.

- A** The first Hero who searches for treasure will find a piece of the map. (Can only be found once.)
- B** When the last Hero passes one of the squares marked X, a giant stone boulder will fall from the ceiling. Place the round boulder tile on the square marked. On your (Zargon's) next turn and subsequent turns, roll 2 red dice to see how far down the corridor the boulder rolls (to the right.) The boulder will eventually crash into the wall at the end of the passage, on the corner square marked with a starburst. The passage will then be blocked for the rest of the Quest. Tell each Hero hit by the boulder to roll 5 combat dice. For each skull rolled, a Hero loses 1 Body Point. The boulder trap cannot be searched for or disarmed.
- C** This Chaos Warlock knows 3 Chaos Spells: Ball of Flame, Command, and Summon Orcs. He may use 2 Chaos Spells instead of attacking. He has a Potion of Healing to restore up to 3 lost Body Points.
- D** From the edge of the cliff you can see men far below. They look to be bloody and beaten. These have to be what is left of the Emperor's troops. Finally you found them!
- E** Once a Hero enters the marked passage, the Death Mist tile is placed on the

gameboard as shown next to the square marked E. The mist is a breath of Chaos which will harm all who are not evil. The Death Mist tile moves up to 6 squares on each of your (Zargon's) turns and can only move within the shaded corridors.

When the Death Mist tile passes over a Hero, he loses 1 Body Point. The mist may affect 1 or more Heroes each time it is moved on your (Zargon's) turn. It will not affect monsters.

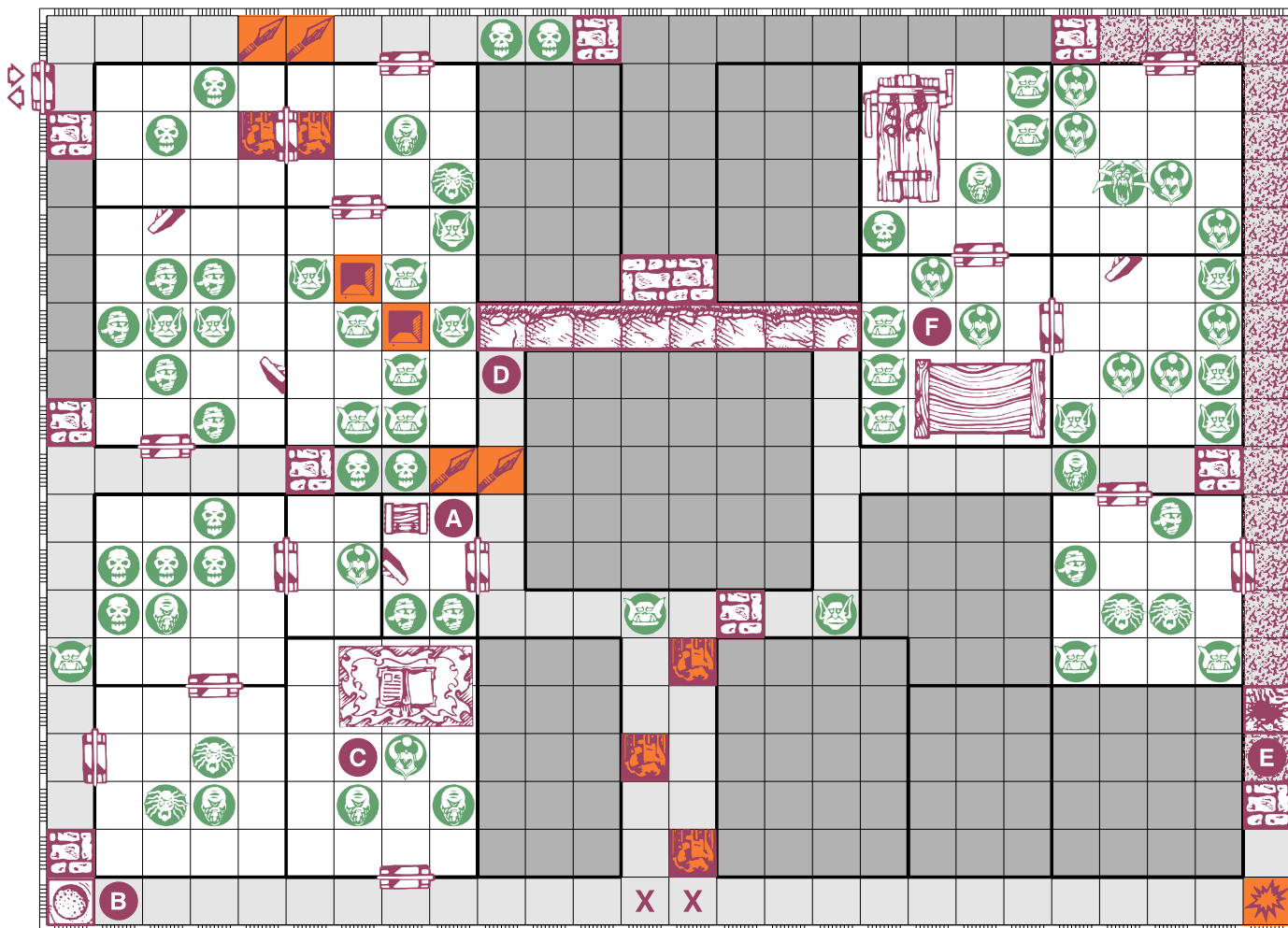
The mist cannot move onto the same square twice in 1 turn. It also cannot end its turn on the same square with a Hero. (If this happens, the Death Mist tile must stop short on the square in front of the Hero.)

The mist is not affected by normal weapons. It can only be destroyed by a Tempest spell or by the Spirit Blade. (Don't tell this to the Heroes!)

- F** The first Hero who searches for treasure will find the Artifact: Spirit Blade.



Wandering Monster in this Quest: Mummy



Quest 1

The Watchtower

"Our first objective is to capture The Watchtower. This outpost guards the way into the evil kingdom. It should not be heavily guarded, as it is just a lookout point. From here we can stage

our future attacks. Do not forget that I will no longer be with you to guide you. Make a map!"

NOTES:

Heroes start at the X's; then proceed to finish the Quest through the trap door. (Do not disclose this to the Heroes.)

- A** These doors are locked and cannot be opened.
- B** These Orc Archers have crossbows, giving them a ranged attack dice of 3. They are atop the Parapet and also throw spears. The "traps" do not disappear if stepped on, but the Hero can avoid the spears with the same rule as a normal spear trap. (They cannot be jumped over or disarmed.) These traps cannot be searched for, although the Heroes can "see" the Orcs. Only range/thrown weapons can defeat these Orcs, a.k.a. "disarming" the trap. Inside The Watchtower, these Orc Archers act as typical.
- C** The first Hero who searches for treasure will find a Potion of Healing on the table. The Potion will restore up to 4 lost Body Points when consumed.
- D** These Goblins are warming themselves by the fire and arguing over something. The first Hero who searches for treasure will find a shield, like the one described in the Armory.
- E** The Gargoyle, Rethnor, is one of Zargon's best commanders. Rethnor knows

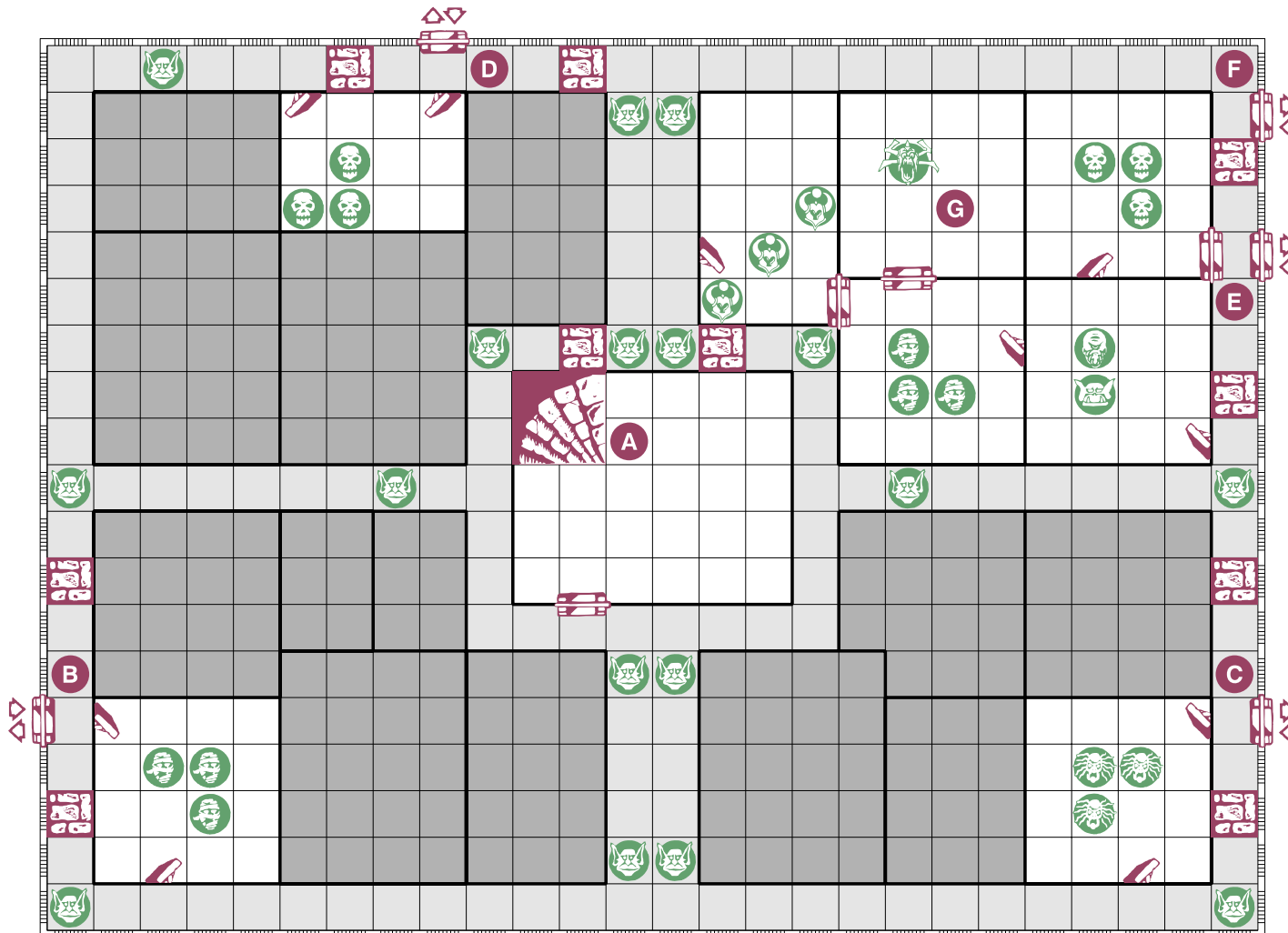
4 Chaos Spells: Cloud of Chaos, Firestorm, Summon Orcs, and Summon Undead. He may use 2 Chaos Spells instead of attacking. Before he loses his last Body Point, he will escape through the trap door. If and only if, the Heroes manage to kill him before his escape – he uses a Potion of Healing and then escapes.

Rethnor has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	6	6	4	5



Wandering Monster in this Quest: Goblin



Quest 6

A Gargoyle's Home

NOTES:

Heroes start and end at the door.

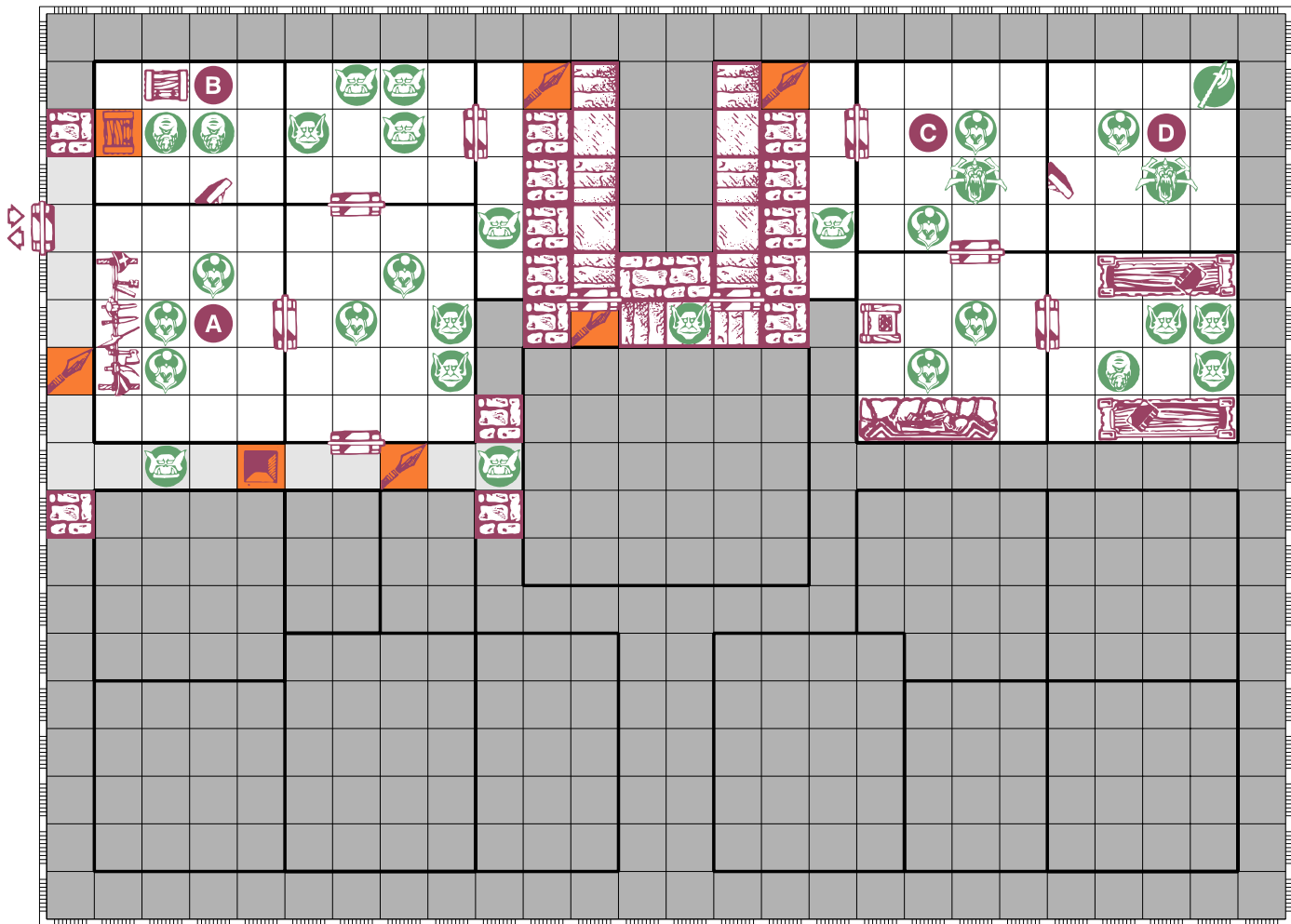
(He can only be found once.) Baldger has the following stats:

- A** The first Hero who searches for treasure will find 2 Magical Throwing Daggers.
- B** One of the treasure chests has a trap with a poison needle on it. If a Hero searches for treasure before the trap is disarmed, he will lose one Body Point. One chest holds diamonds worth 100 gold coins and the other chest holds a piece of the map. (Can only be found once.)
- C** This is the great evil Commander Rethnor. Rethnor knows 4 Chaos Spells: Cloud of Chaos, Firestorm, Summon Orcs, and Summon Undead. He may use 2 Chaos Spells instead of attacking. He has a Potion of Healing to restore up to 4 lost Body Points. (He can only be defeated once.) Rethnor has the following stats:
- | MOVEMENT | ATTACK | DEFEND | BODY | MIND |
|----------|--------|--------|------|------|
| 7 | 6 | 6 | 4 | 5 |
- D** This Halberdier is a great warrior of the Royal Bodyguard. The first Hero to find him takes over his movement. He will follow that Hero until he reaches the "stairs". His name is Baldger. He carries a battle axe and wears a helmet.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
2 Red Dice	4	3	5	3



Wandering Monster in this Quest: Chaos Warrior



Quest 2

The Tunnels

NOTES:

Heroes start at the corresponding letter that they entered "The Tunnels". Exiting each Quest leads back into "The Tunnels" to replay Quest 2. If the Heroes exit "The Tunnels" into an already played Quest: the Heroes will then replay the corresponding Quest, but may leave back through the door and replay "The Tunnels" Quest.

["The Watchtower": Quest 1 is the exception (It has already been cleared of the enemy.)]

This Quest Pack is completed once the Heroes acquire all pieces to their map, return through "The Tunnels" Quest, and finish at the "stairs" which lead to "The Watchtower". The halls in "The Tunnels" are poorly lit; so therefore, any range/thrown attack uses 1 less attack die. Daggers miss their target and are lost if thrown. (Do not disclose any of this to the Heroes.) To avoid monotony, you (Zargon), may change the monsters each time the Quest is played.

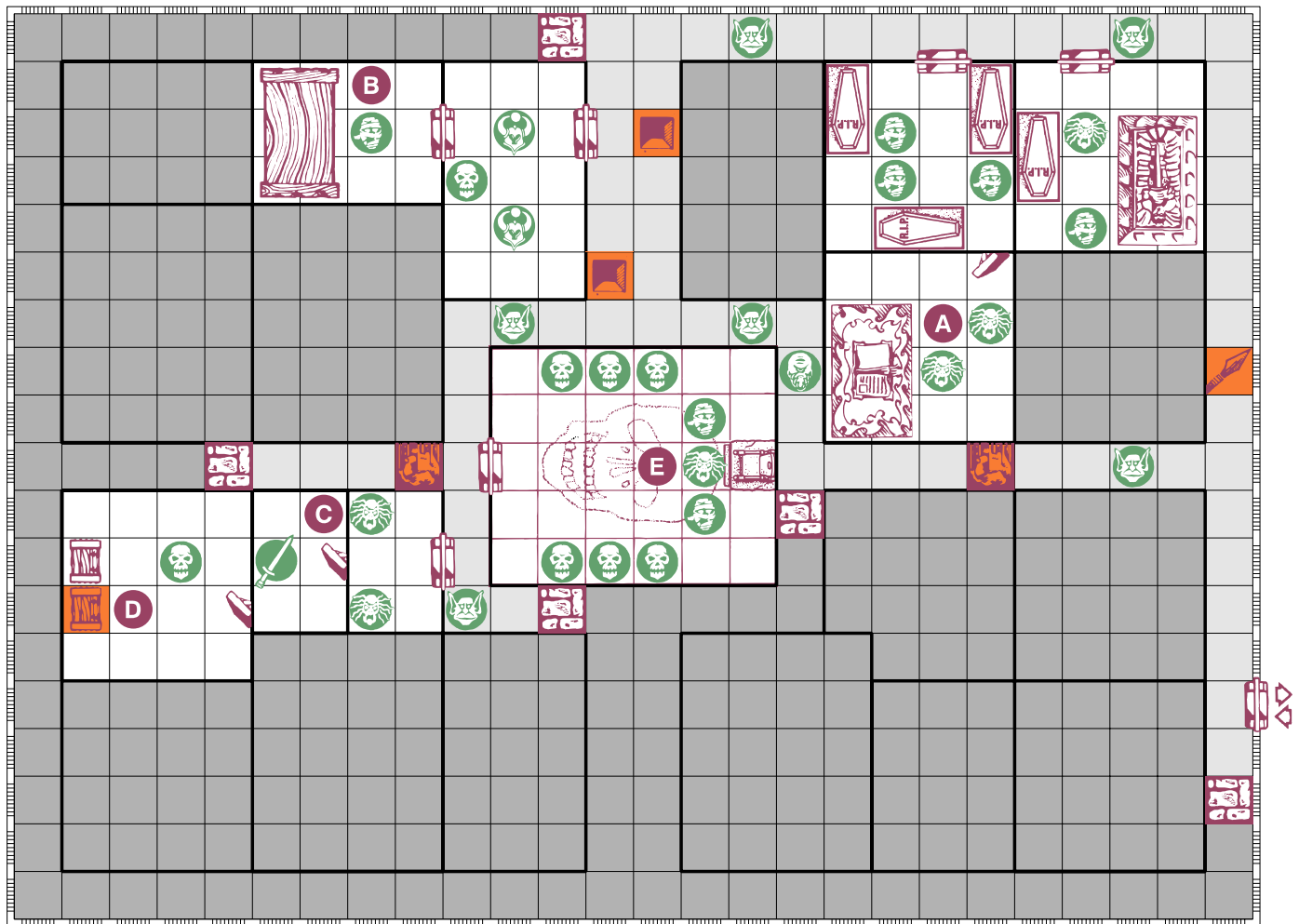
- E** Leads to and from: A Gargoyle's Home: Quest 6.
- F** Leads to and from: Ogur-Burl Fortress: Quest 7.
- G** The first Hero who searches for treasure will find 2 Potions of Healing. Each Potion will restore up to 4 lost Body Points when consumed.

After the Heroes complete their map and return to the "stairs", read aloud the conclusion at the end of this Quest Pack.

- A** Leads to and from: The Watchtower: Quest 1.
- B** Leads to and from: Chaos Graveyard: Quest 3.
- C** Leads to and from: Ogur-Burl Dungeon: Quest 4.
- D** Leads to and from: An Evil City: Quest 5.



Wandering Monster in this Quest: Goblin



Quest 5

An Evil City

NOTES:

Heroes start and end at the door.

- A** Town Hall.
- B** Library.
- C** This Swordsman is a great warrior of the Royal Bodyguard. The first Hero to find him takes over his movement. He will follow that Hero until he reaches the "stairs". His name is Lercer. He carries a broadsword, a shield, and wears plate mail. (He can only be found once.) Lercer has the following stats:

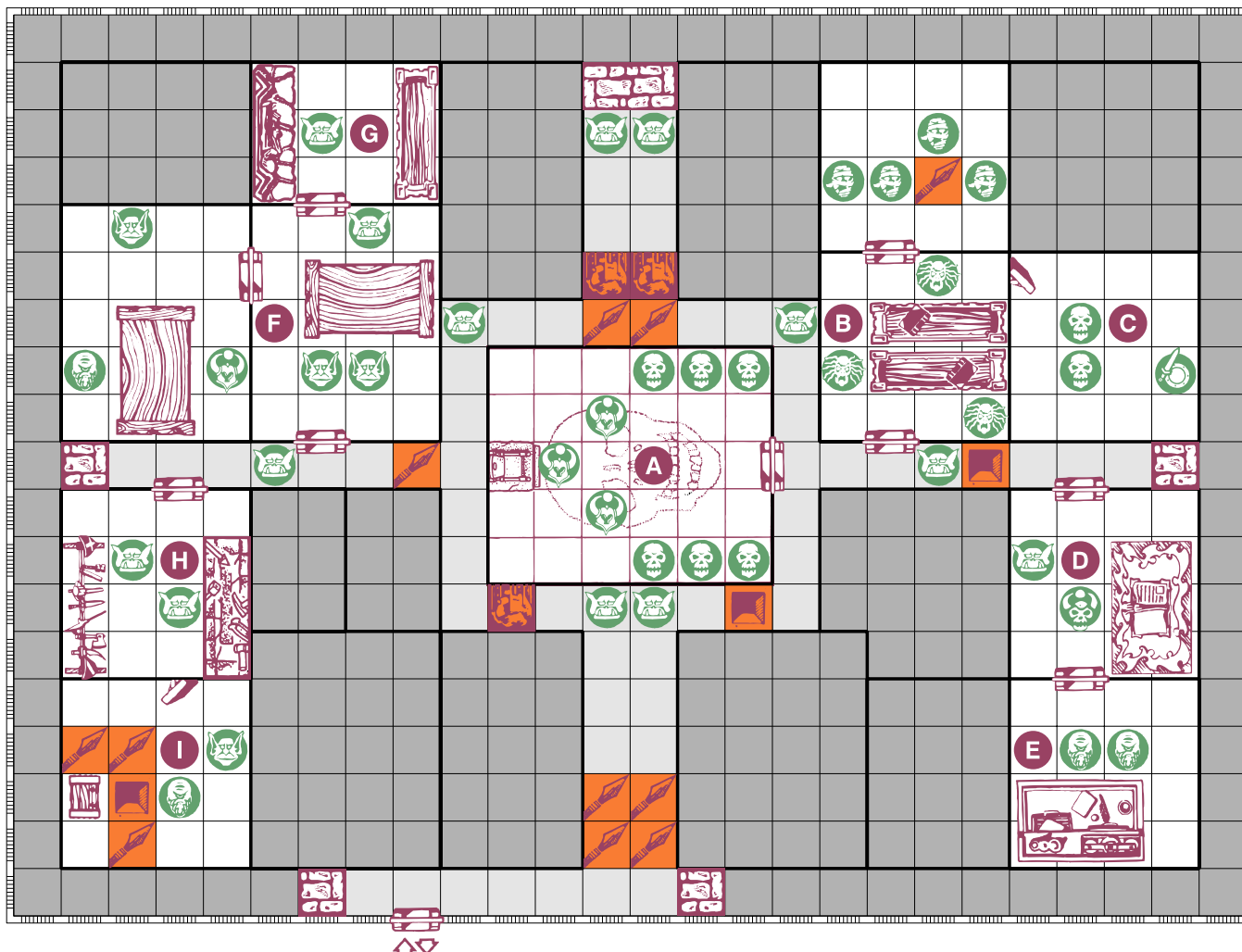
MOVEMENT	ATTACK	DEFEND	BODY	MIND
1 Red Die	3	5	6	3

- D** Hospital. Use the plastic Chaos Warlock figure. He is a sorcerer that knows 4 Chaos Spells: Fear, Rust, Sleep, and Tempest. He can use up to 2 spells in a turn instead of attacking.
- E** The first Hero who searches for treasure will find the Artifact: Elixir of Life on the bench.
- F** Dining Hall.

- G** The first Hero who searches for treasure will find a piece of the map hanging above the mantle. (Can only be found once.)
- H** Armory. The heat from this forge is intense, for the embers burn with an evil magic fire brought from the depths of the earth. Burning embers blast out of the forge, threatening any Hero in the room. Any Hero who ends his move in this room must immediately roll 1 combat die. If a skull is rolled, the Hero loses 1 Body Point. The weapons on the weapon's rack are built for the army of the evil empire and cannot be wielded by a Hero.
- I** The first Hero who searches for treasure will find 75 gold coins in the treasure chest.



Wandering Monster in this Quest: Orc



Quest 3

Chaos Graveyard

NOTES:

Heroes start and end at the door.

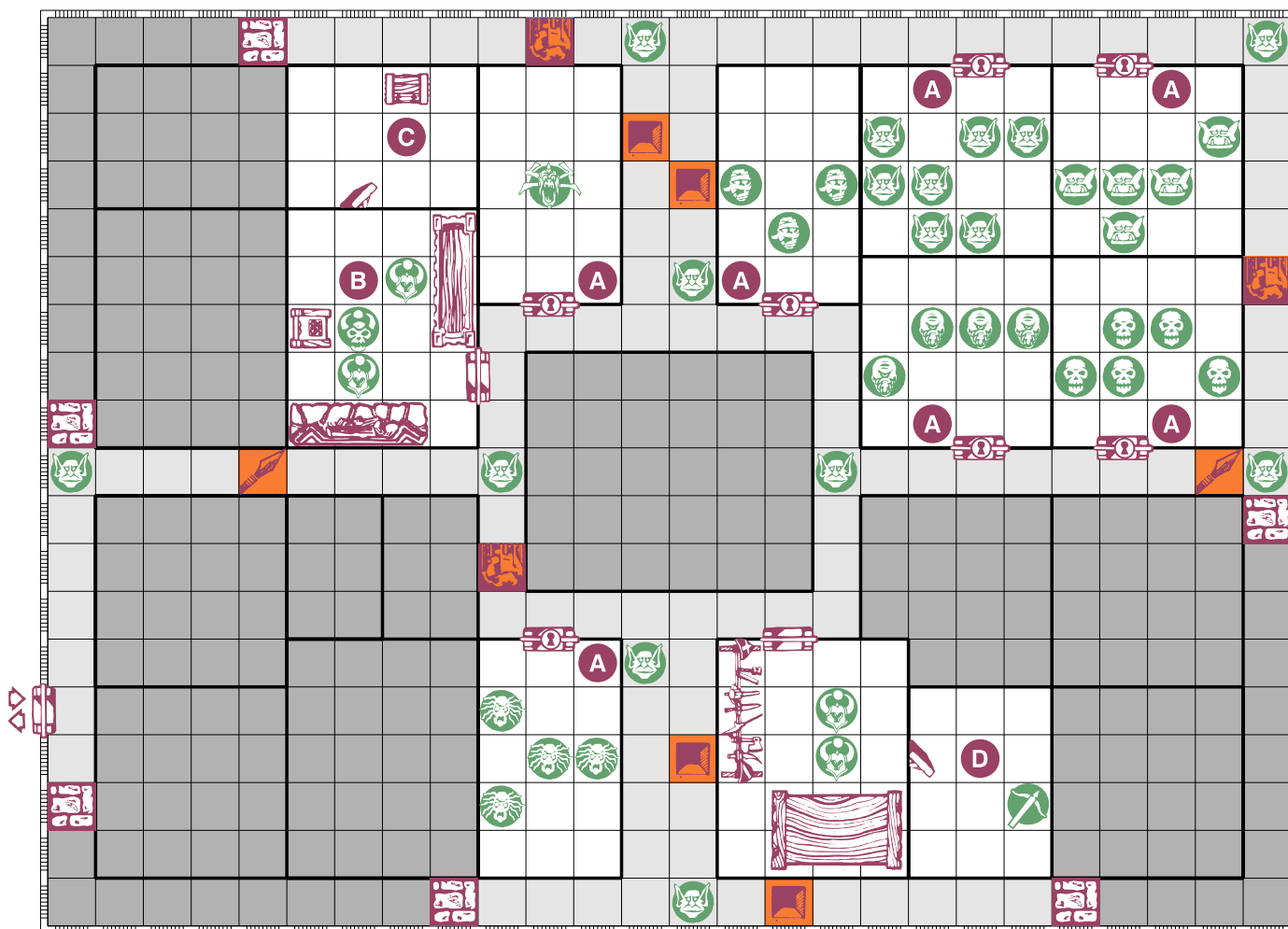
- A** The first Elf or Wizard to search for treasure will find the Artifact: Wand of Magic. (Can only be found once.)
- B** The first Hero who searches for treasure will find a piece of the map. (Can only be found once.)
- C** This Swordsman is a great warrior of the Royal Bodyguard. The first Hero to find him takes over his movement. He will follow that Hero until he reaches the "stairs". His name is Edwan and he carries a longsword, wears chain mail, and a helmet. (He can only be found once.) Edwan has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
2 Red Dice	3	4	7	3

- D** One of the treasure chests has a trap with a poison needle on it. If a Hero searches for treasure before the trap is disarmed, he will lose one Body Point. The chests contain rubies worth 25 gold coins per chest.
- E** The Zombie in this room knows 2 Chaos Spells: Command and Summon Undead.



Wandering Monster in this Quest: Zombie



Quest 4

Ogur-Burl Dungeon

NOTES:

Heroes start and end at the door.

- A** These cells are locked and need the key (found in B) to open them. They hold new monsters not quite ready to be released into the evil army.
- B** Use the plastic Chaos Warlock figure in front of the throne. He is a nameless commander that knows 3 Chaos Spells: Ball of Flame, Fear, and Lightning Bolt. He has the same stats as a Chaos Warrior. He can use up to 2 spells in a turn instead of attacking. The first Hero who searches for treasure will find a key.
- C** The first Hero who searches for treasure will find 30 gold coins in the treasure chest.
- D** This Crossbowman is a great warrior of the Royal Bodyguard. The first Hero to find him takes over his movement. He will follow that Hero until he reaches the "stairs". His name is Thurgal. He carries a crossbow and wears a helmet. (He can only be found once.) Thurgal has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
2 Red Dice	3	3	5	3

2 Red Dice (3) 3 5 3



Wandering Monster in this Quest: Fimir