

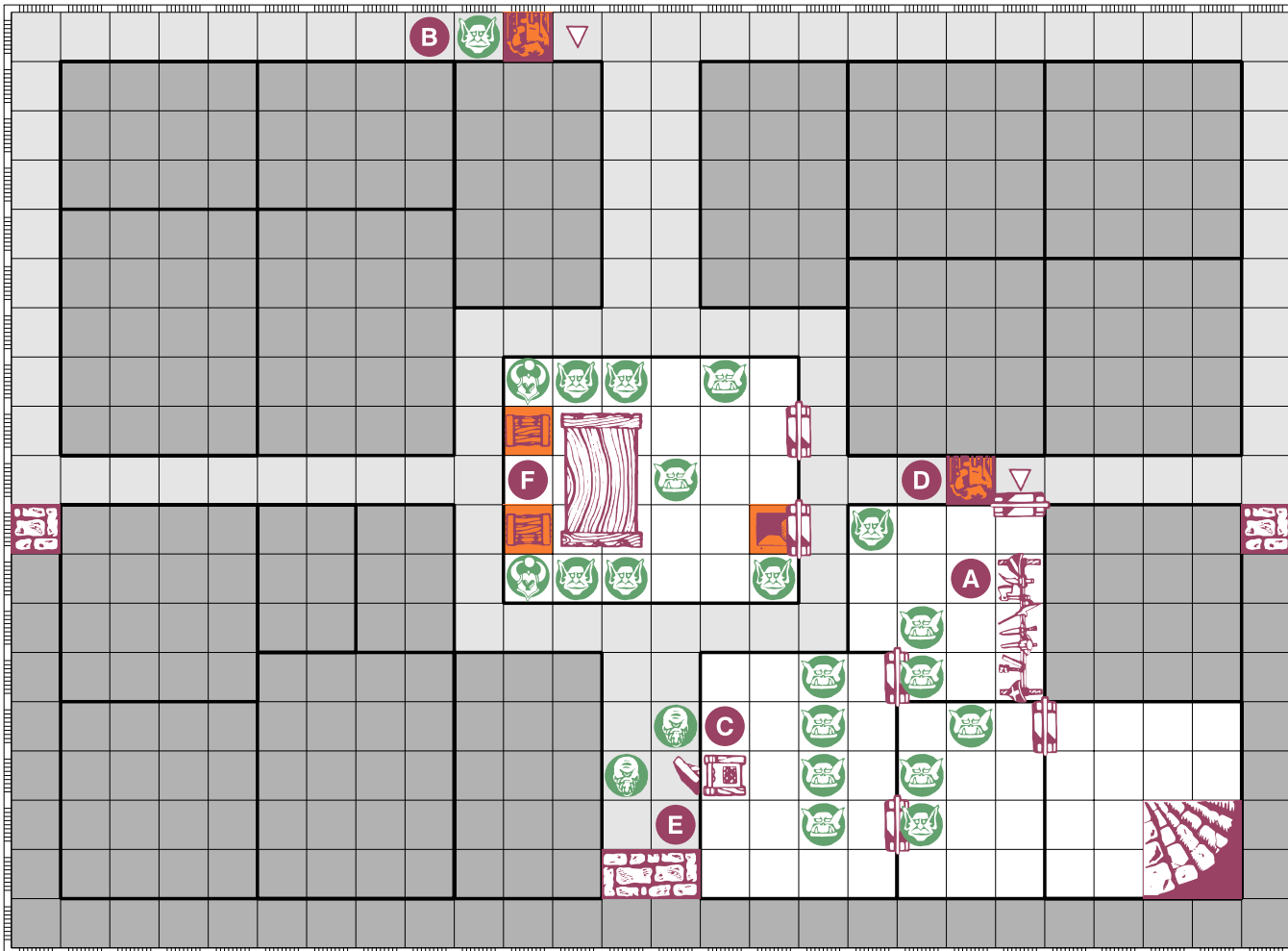
HeroQuest™

Serving the Empire

Q U E S T



B O O K



Chaos Cave

"A band of monsters lead by two Chaos Warriors has been threatening the Emperor's life. A reward of 200 gold coins to divide among them has been offered to any group of brave

Heroes that will enter the Chaos Cave, kill the two Chaos Warriors and bring back their heads as proof."

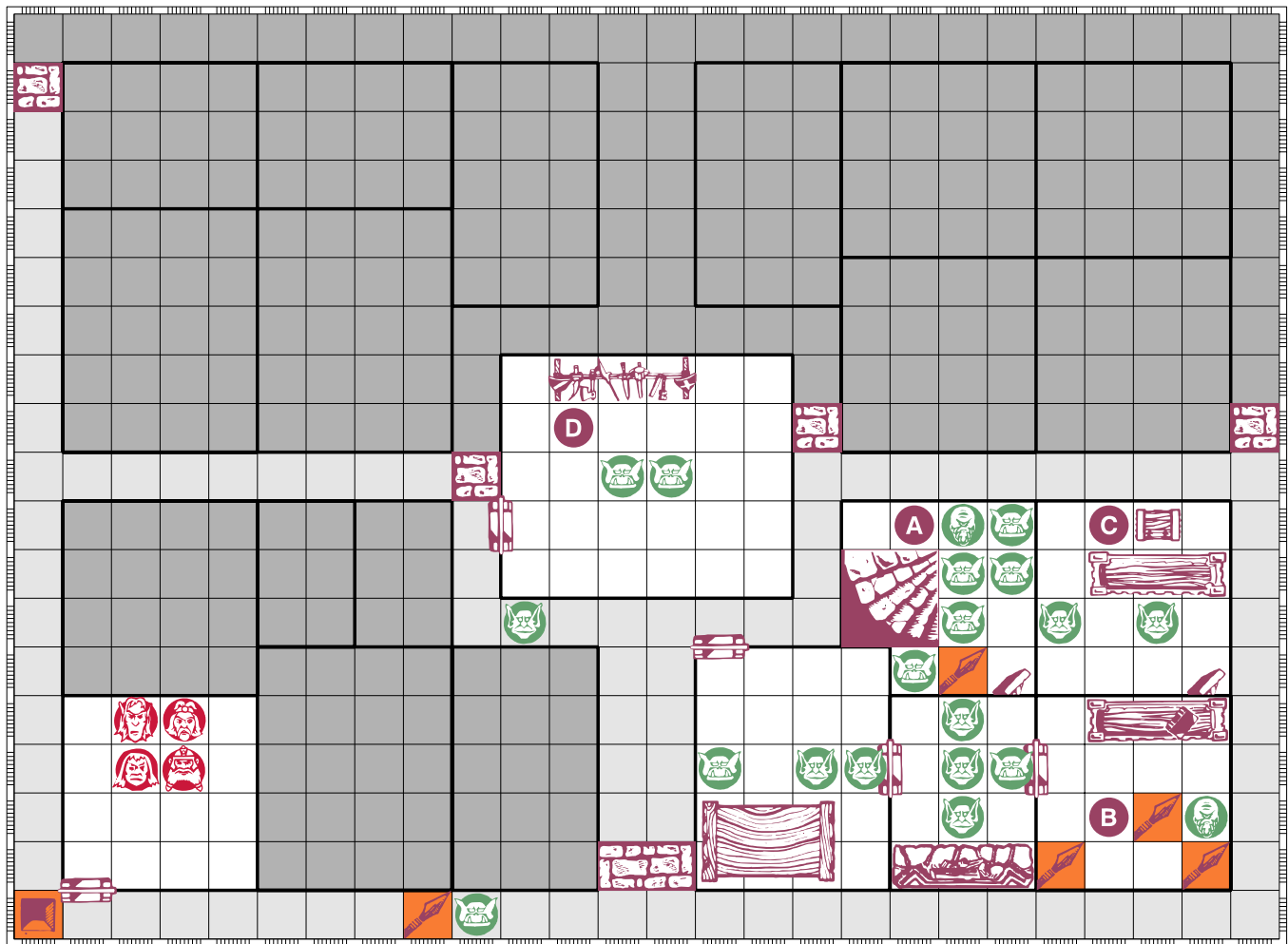
NOTES:

- A** These weapons are rusted and are not useful.
- B** This Goblin has a small bow and can also perform ranged attacks with 2 dice.
- C** The secret door in this room is well hidden by the throne so the Heroes can't find it unless the search is performed from the other side of the wall (see note E).
- D** The falling rock trap can't be detected with a search. When a Hero steps on the square marked with the trap icon, the rock will fall blocking the door.
- E** This secret door can be revealed only if the search is performed from this side of the wall (inside the room it is well hidden by the throne).
- F** The first treasure chest that is opened contains a Potion of Counterattack (see the new card). The second one contains 50 gold coins. Both of them are protected by a spear trap that can inflict 1 Body Point of damage if not disarmed.



Wandering Monster in this Quest: Orc





Quest 3

The Fimirs Burrow

"You have been captured by a band of Orcs and their leaders seem to be Draakgur, a strong and sneaky Fimir and its brother Rugfus. It is known they use Chaos magic and are hunters of magical items which they often gift to powerful sorcerers to

earn their goodwill. While the guards sleep you manage to pick the lock with a rusty old nail. You must reach the stairs to escape. You may also take any treasure in Draakgur's stronghold."

NOTES:

Special rules for this Quest:

In this Quest the Heroes awake inside a cell and without any equipment. Until they find a weapon they will attack and defend according to their basic stats but require to roll black shields instead of skulls or white shields. Once a monster is killed a Hero can pick up its weapon and can again attack and defend normally; Orcs and Goblins are all equipped with a short sword or an axe. Anyway Wizard and Elf can still use their magic as no special item is required to cast a spell. Players must collect their stuff before leaving the dungeon or they will lose it forever!

- A** As soon as the Heroes enter the room they will notice this Fimir is wearing Borin's Armor!! It's Draakgur and can roll white shields to defend. Its stats are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	4	3	3

- B** This Fimir is Rugfus and knows some magic tricks; the first Hero who enters the room will have to defend immediately against a "Sleep" spell and his turn ends anyway. Rugfus can also cast "Rust" and "Cloud of Chaos" spells and has 4 Mind Points.

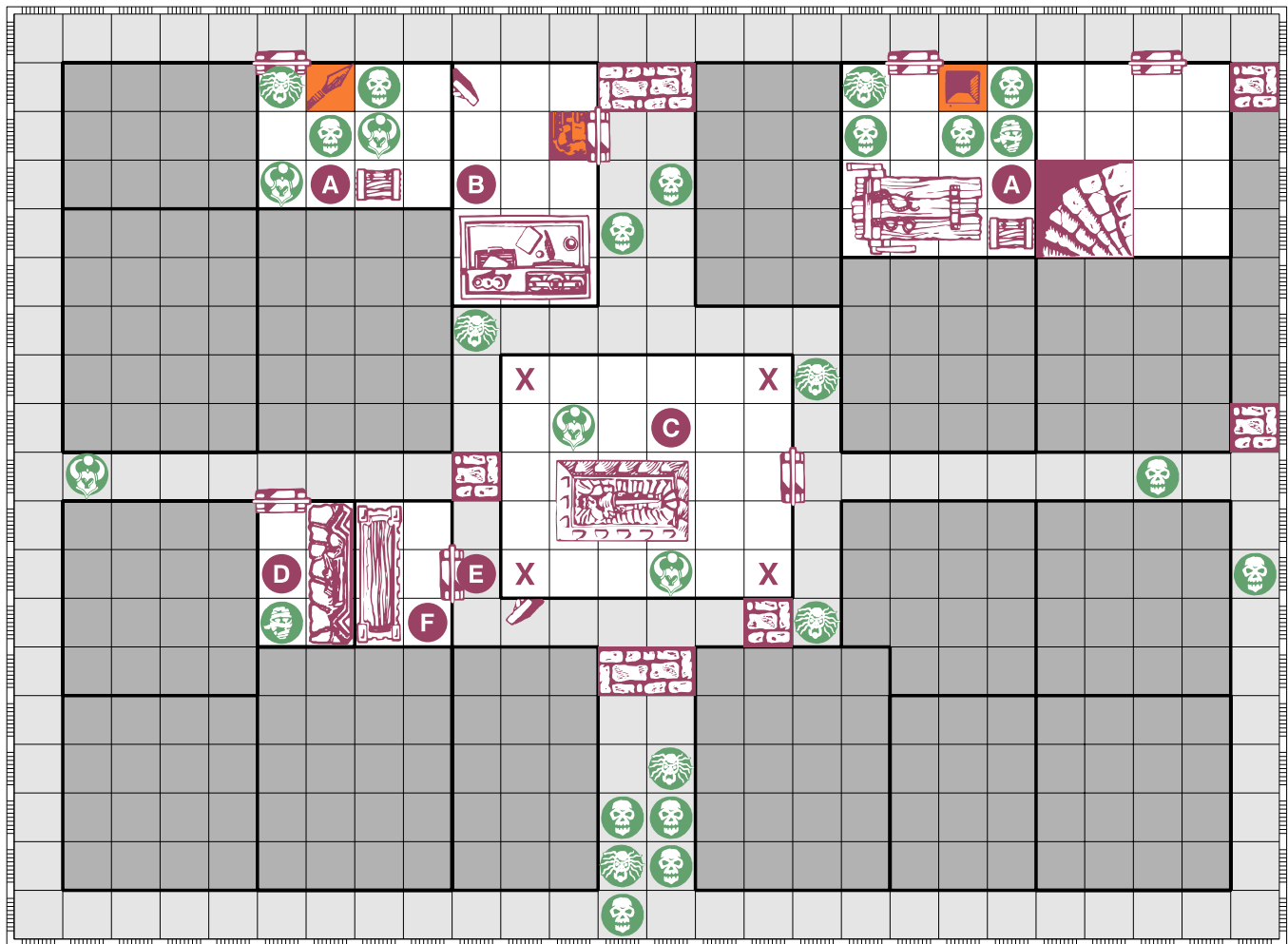
If a Hero searches for traps he will not find any secret passage. A search for treasures will reveal a lever book that will make the bookcase slide on its left side. They can now search again for traps and the secret door will be found.

- C** Place the chest only if a Hero goes looking behind the cupboard. The chest contains 2 scrolls: "Veil of Mist" and "Mind Recovery" plus all the other artifacts previously owned by the Heroes, with the only exception of the Spirit Blade (it will be found in a further Quest). You can say to the Heroes that it was probably given by the Fimir to someone else.

- D** All the Heroes equipment is here but all the artifacts are missing... (they are in room A and C).



Wandering Monster in this Quest: 2 Goblins



Quest 4

Abandoned Castle

"The old and abandoned Lane Castle was once the mansion of Lord Lane. In ancient times he was a mighty warrior of the Empire. At his death he was buried in the dungeon below his

castle. But since then the forces of Chaos have taken over and settled inside the castle and now you must go and grant Lord Lane's soul to rest in peace again."

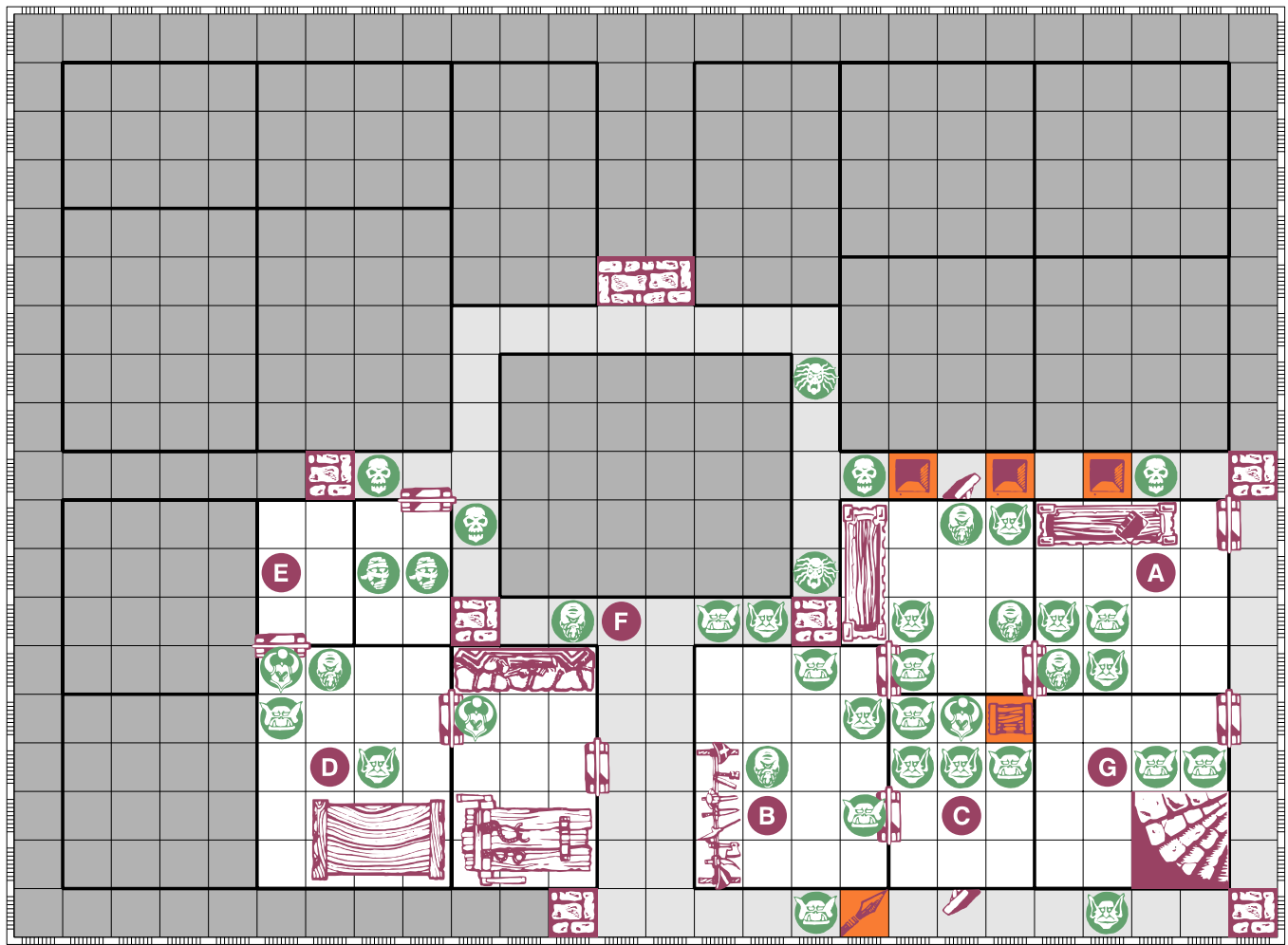
NOTES:

- A** The treasure chests have been already opened and are now empty.
- B** The first Hero to search for treasures will find a Potion of Strength.
- C** This is Lord Lane's tomb. The inscriptions on the tomb say: "Only fools stand in the center of the battle. When backed into a corner you'll find your path".

The secret passage cannot be found with a normal search. When a Hero steps on a tile marked with an X he will hear a click but nothing else will happen. When at least 3 Heroes will stand on the X the passage will open.
- D** There is just a fireplace in the room. But when you look closer you realize the framed picture has a real necklace holding a small key (it opens room E).
- E** This door has a very small keyhole and is locked (you will need the key from room D to open it or alternatively the Heroes can cast a "Genie" spell to open it).
- F** A message is carved on the cupboard: "My gift to the bravest Hero"; once you open it you'll find Lord Lane's Quiver: it contains 9 magical arrows (take the Artifact Card).



Wandering Monster in this Quest: Skeleton



Quest 5

The Disappearing of Sir Senet

"One of the Emperor's best knights disappeared many years ago and the Emperor offered a reward to anyone that could find him but no one could. Now years later some Heroes found proof of him being still alive and they set out to find him in the dark

and dreaded Catacombs of Chaos. They never returned and the Emperor is offering 100 a piece, to any brave Hero that can bring him back alive."

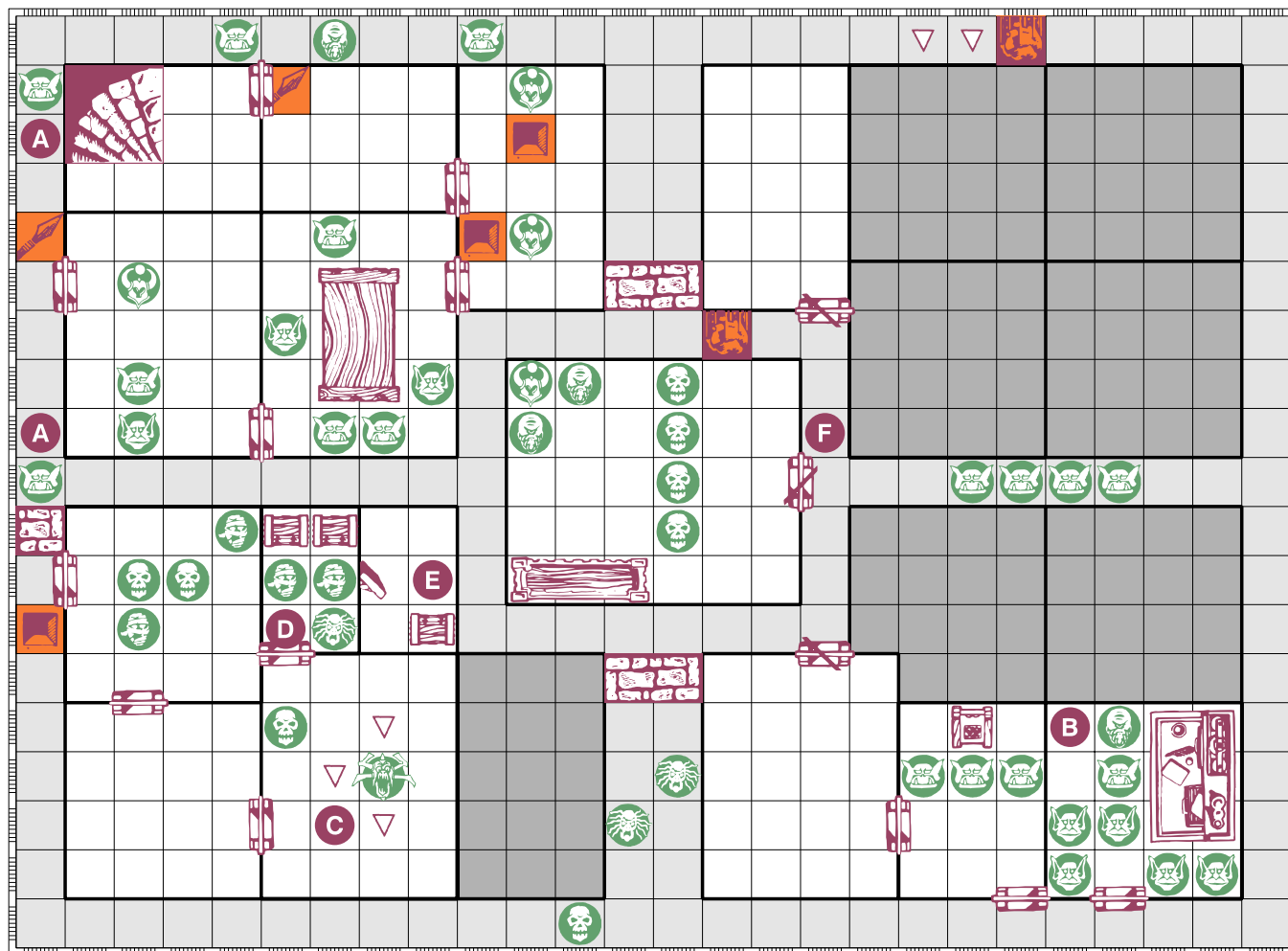
NOTES:

- A** The first person to search for treasures will find 2 Spell Scrolls: "Genie" and "Swift Wind".
- B** There are no special weapons on the rack but you find two daggers that can be useful.
- C** The chest contains 50 gold coins but is protected with a trap that will knock off 3 Body Points if not disarmed.
- D** On the table there is a bottle of Holy Water and a map with some notes.
- E** Sir Senet is prisoned in this cell (use an iron door from KK if you have). He has been taken prisoner for a while and is very tired. Bring him to the stairway to complete this Quest.
- F** Once Sir Senet has been found, if the monsters hidden in this corridor have not yet been killed, they will attack the Heroes from behind on their way back to the stairway. Release them when the last Hero reaches the bottom corridor.
- G** Do not place these monsters at the start of the Quest. Once the Heroes have freed Sir Senet and are coming back to the stairs, the two Orcs will be here waiting for them.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
4	0	2	2	2



Wandering Monster in this Quest: 2 Orcs



Quest 6

Domain of the Beast

"Sir Senet informed us that he was imprisoned because he has information on how to locate an ancient cave. The map found in the catacombs partially shows the way to reach it while the notes say that a powerful item is hidden inside. With the

information provided by Sir Senet and the map you will be able to locate the entrance of the cave but it will not be easy to get out as the cave is the domain of a ferocious Gargoyle that will not be kind with unexpected guests..."

NOTES:

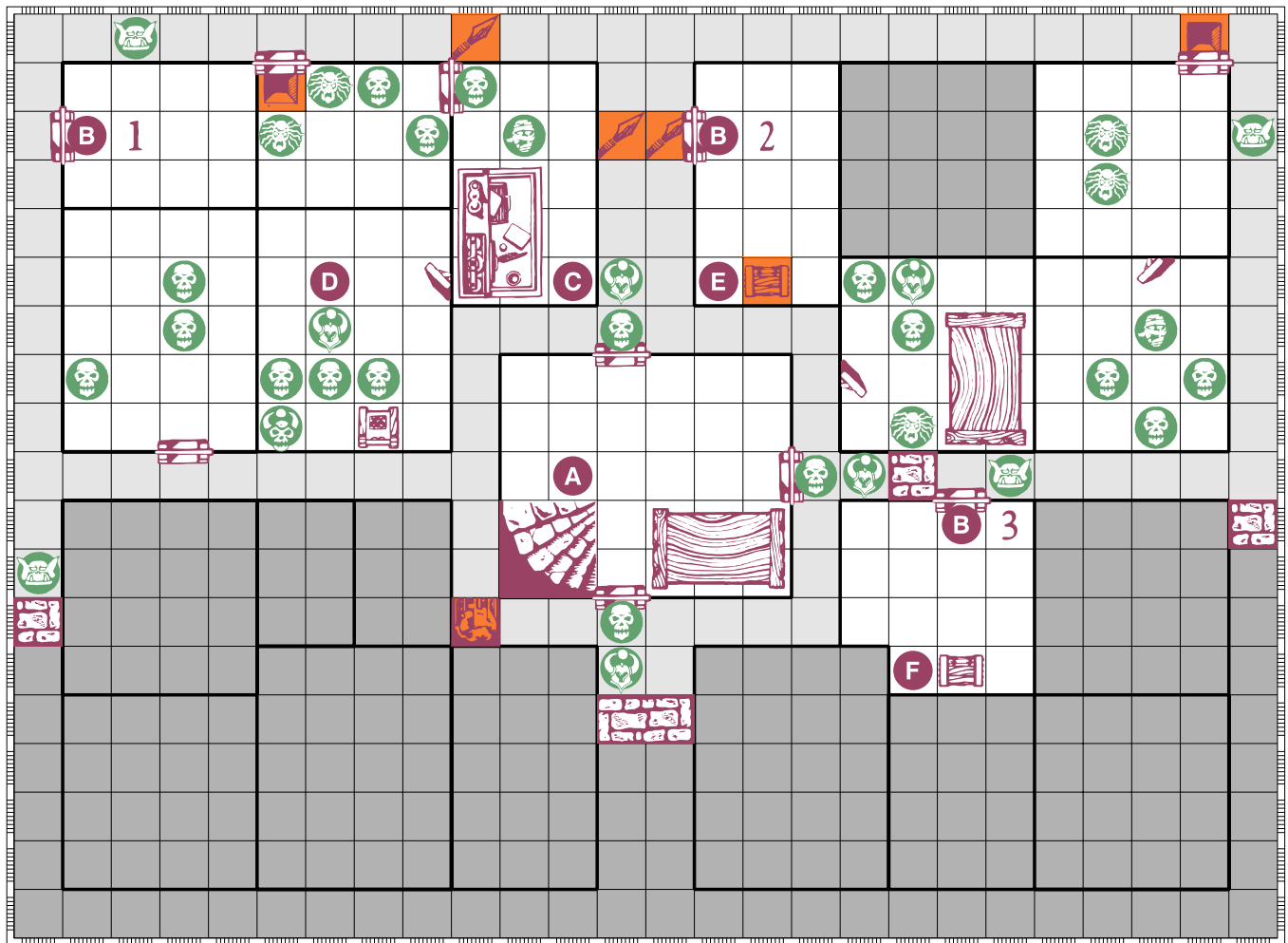
- A** These Orcs are equipped with crossbows and can also make ranged attacks with 3 dice.
- B** A search for treasures will reveal a Potion of Strength on the desk and 50 gold coins in the drawer.
- C** This Gargoyle is the cave guardian! He has 6 Body Points and can cast the "Fear" spell. It has also a special skill that can use once: by roughly stomping the ground it causes 3 rocks to fall from the ceiling where shown by the arrows.
- D** These chests are empty. If a Hero searches for secret doors read: "you notice some furrows in the wall on the east, seems to be something hidden here..." but he will not find any passage.
- E** This chest contains 400 gold coins and the Gem of Restoration (see new Artifact Card)!
- F** The three doors in this corridor are already open. Reveal their content when they match a Hero's line of sight.

If someone wishes to search again he must roll 2 dice: on a result of 10 or more he will find a hidden trigger that opens the secret door; otherwise, roll a combat die, if a skull is rolled a wandering Zombie will reach the Heroes!

Repeat until someone can open the secret door or the Heroes quit.



Wandering Monster in this Quest: Fimir



Quest 7

Hunting the Chaos Warlord

"The forces of Chaos are growing faster and are a real menace. It is necessary to weaken them before they can strike the Empire again. Mekis is a Chaos Champion who has killed two of the Emperor's personal guards and a reward of 200 gold

coins has been offered to any group of Heroes who can enter Mekis' lair and slay him. You will also receive 30 gold coins for any killed Chaos Warrior beside Mekis."

NOTES:

- A** The Heroes start from this room. As soon as one door is opened the other two doors will also be opened and the monsters will be activated.
- B** These three doors are marked with numbers 1, 2, and 3. They are locked and can be opened only with their key. Every Orc in this Quest may own one of the keys. Once an Orc is slayed, the Hero will roll 1 combat die: If a skull is rolled he will get the key to room 1, with a shield the key to room 2 and with a dark shield the key to room 3. If they get the same symbol of a previous roll no key is found. Heroes don't know which key they have until they try on the door. A locked door can also be opened by a Genie spell.
- C** The first Hero to search for traps will cause the bench to move forward revealing the secret door.
- D** This Chaos Warrior is Mekis! He is so skilled in combat that he can take advantage of every attack struck against him: when an adjacent Hero attacks him, both Mekis and the Hero will roll their attack dice; the one who rolls more skulls will inflict 1 Body Point of damage to the opponent. A Hero attacked by Mekis must defend normally.

Mekis has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	4	5	3	3

The Chaos Sorcerer protects Mekis canceling the effect of any kind of magic into the room: unless he is killed, if a spell is cast it will have no effect but its card must be discarded anyway.

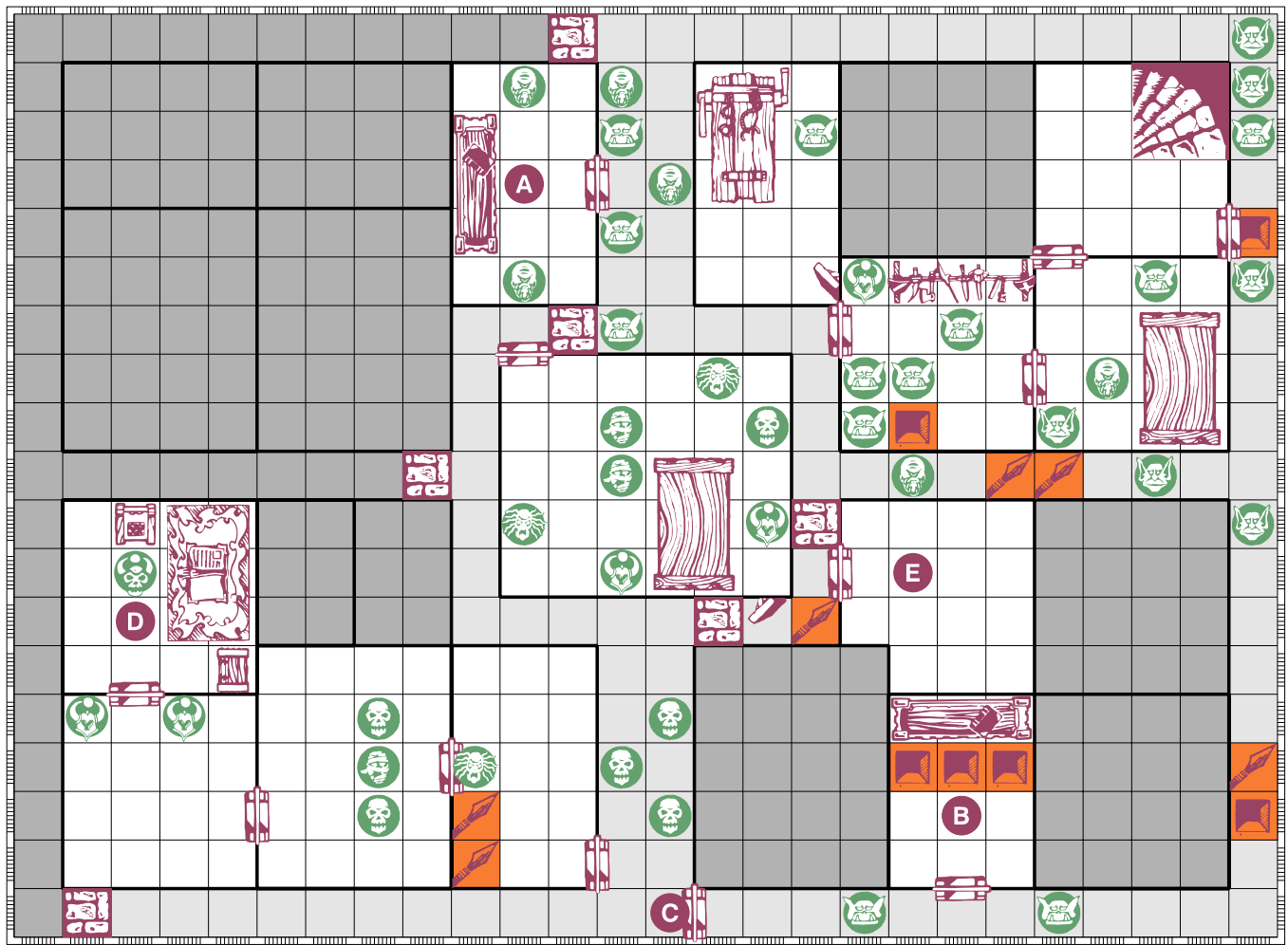
For the reward it counts as a Chaos Warrior and has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
4	2	2	2	4

- E** This chest contains 100 gold coins but is protected with a spear trap.
- F** This chest contains 50 gold coins and a "Stone Dust" scroll (see the new Artifact Card).



Wandering Monster in this Quest: Orc (may have one key)



Quest 8

Saving the Spirit Blade

"Loretome has finally shown me where the Spirit Blade is located. It is hidden inside Gegel's manor. Gegel is a necromancer and is preparing a ritual that will destroy the

Spirit Blade. You have to intervene and retrieve the sword before it's too late."

NOTES:

- A** A search for treasures will reveal a fake book being a lever. A Hero that tries to pull it will notice that once pulled it slowly start to come back to its original position. It is probably a timed mechanism (this lever opens door C: after a Hero activates it, the door will close again after 5 turns).
- B** These pit traps will not be revealed. A Hero searching for treasures or trap will find a fake book which is a lever. If he tries to pull it the 3 traps will open and everyone standing on a pit will lost 1 Body Point.
- C** To open this door the lever in room A must be activated. If a Hero reaches the door after 5 turns, say that a mechanical sound indicates the door is closing again. Let the players understand on their own the connection between the door and the lever. Even after the Heroes pass through the door it will again close after 5 turns.
- D** This is Gegel the Necromancer. He can cast "Command" and "Summon Undead" twice. His stats are the following:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	2	4	3	5

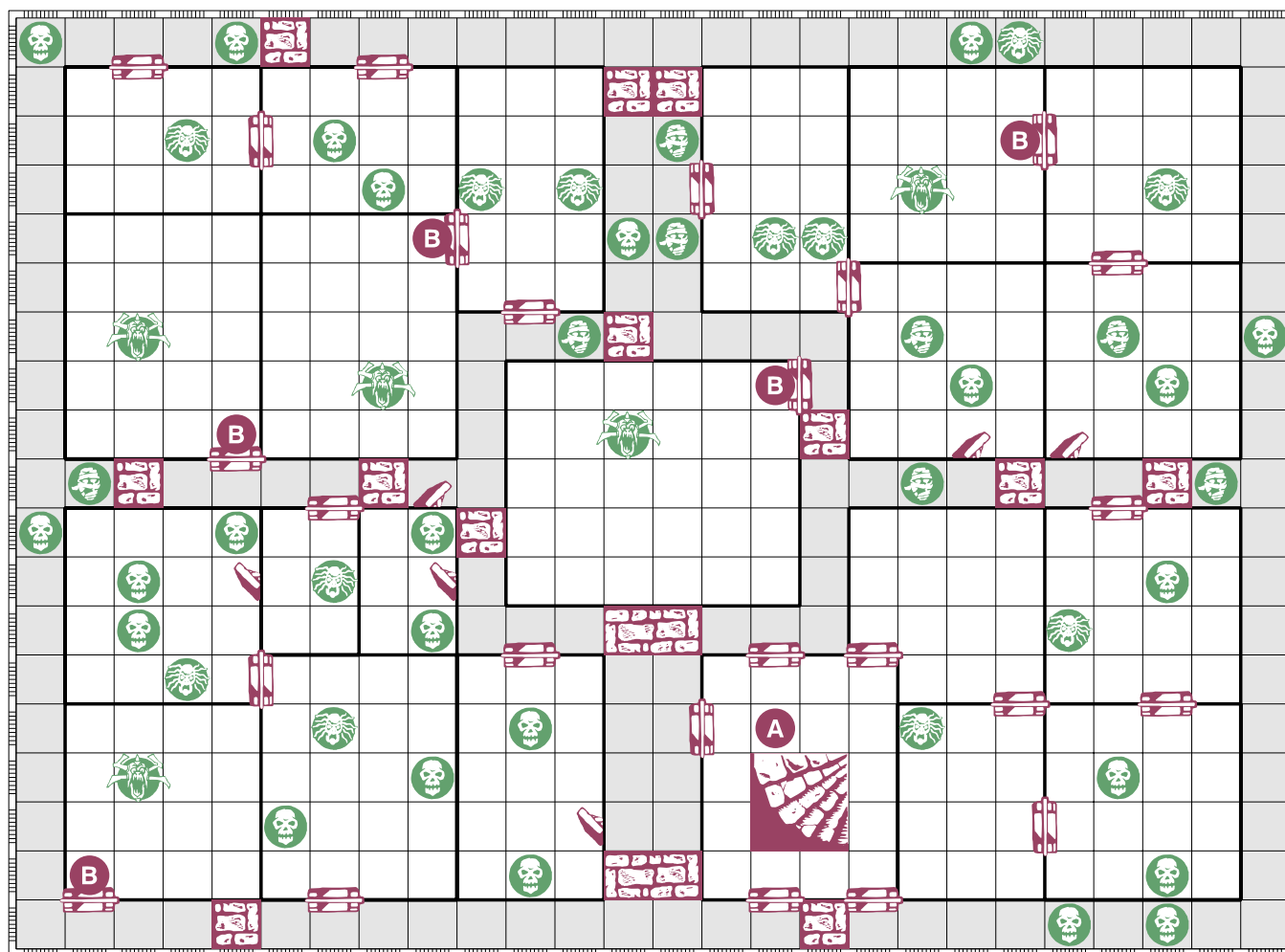
Once he is killed the Heroes can pick up a special key that open doors C and

E. The treasure chest contains a Potion of Rage and 120 gold coins.

- E** The door is closed, you need Gegel's key to open it. This is the ritual chamber. The Spirit Blade is in the center of the room surrounded by a magical vortex. As soon as the Heroes will grab the sword the vortex will swallow all the Heroes and will teleport them to another dimension! Continue to Quest 9.



Wandering Monster in this Quest: Orc (before door C is passed) / Zombie (after door C is passed)



Quest 9

Into Your Mind

"The vortex has swallowed and teleported you into another dimension! Now you find yourself into a room with 5 doors. A voice talks into your mind: "the Spirit Blade has been proved and weakened by Gegel's ritual. To help the sword to recover its power you must find the five gems which encapsulated its

energy. When you'll return all the gems the sword will free you from this dimension. What you see here is a nightmare of your mind, it looks unreal but if you die here you die on the earthly world too."

NOTES:

Special rule: each time a Hero suffer damage he will also lose 1 Mind Point in addition to the standard Body Points. A Hero can't lose more than 1 Mind Point at time. If the Hero who is bearing the Talisman of Lore reaches zero Mind Points, the talisman will automatically recover 2 Mind Points but only once. Since the Heroes are wandering in another dimension, no search for treasures is allowed in this Quest.

A This is the starting point, place the stairs tile upside down for now, showing its black side. This is one kind of magic black hole and it cannot be passed by anyone. Only when all the 5 gems are found the stairs will appear.

B Use wood doors here if available. When one of these doors is passed by a Hero they will automatically close on his back and all the other doors marked B will also close avoiding anyone else to enter in the same room or in another B room. Only when the door is closed the Gargoyle will appear rising from the rocks of the ground.

Once a Gargoyle is killed it falls in pieces leaving a gem on the floor. Once a

Hero pick up the gem all the Heroes on the same path are teleported back to room A and the gem floats into the black hole and disappears. Remove all the doors and secret passages (they disappear too) that lead to an already defeated Gargoyle.

At this point the Quest is finished; the Heroes have saved the Spirit Blade which fully recovers its power. Give the Artifact Card back to the Heroes.

Wandering Monster in this Quest: None