

HERO QUEST™

Single Quests by Cory Tucholski

Q U E S T



B O O K

Quest Map Guide

The Quest map symbols are color-coded to help you guide the Heroes through these Quests. Here's what the various map symbol color mean.



Gold: This color is used to highlight traps that the Heroes can detect by searching.

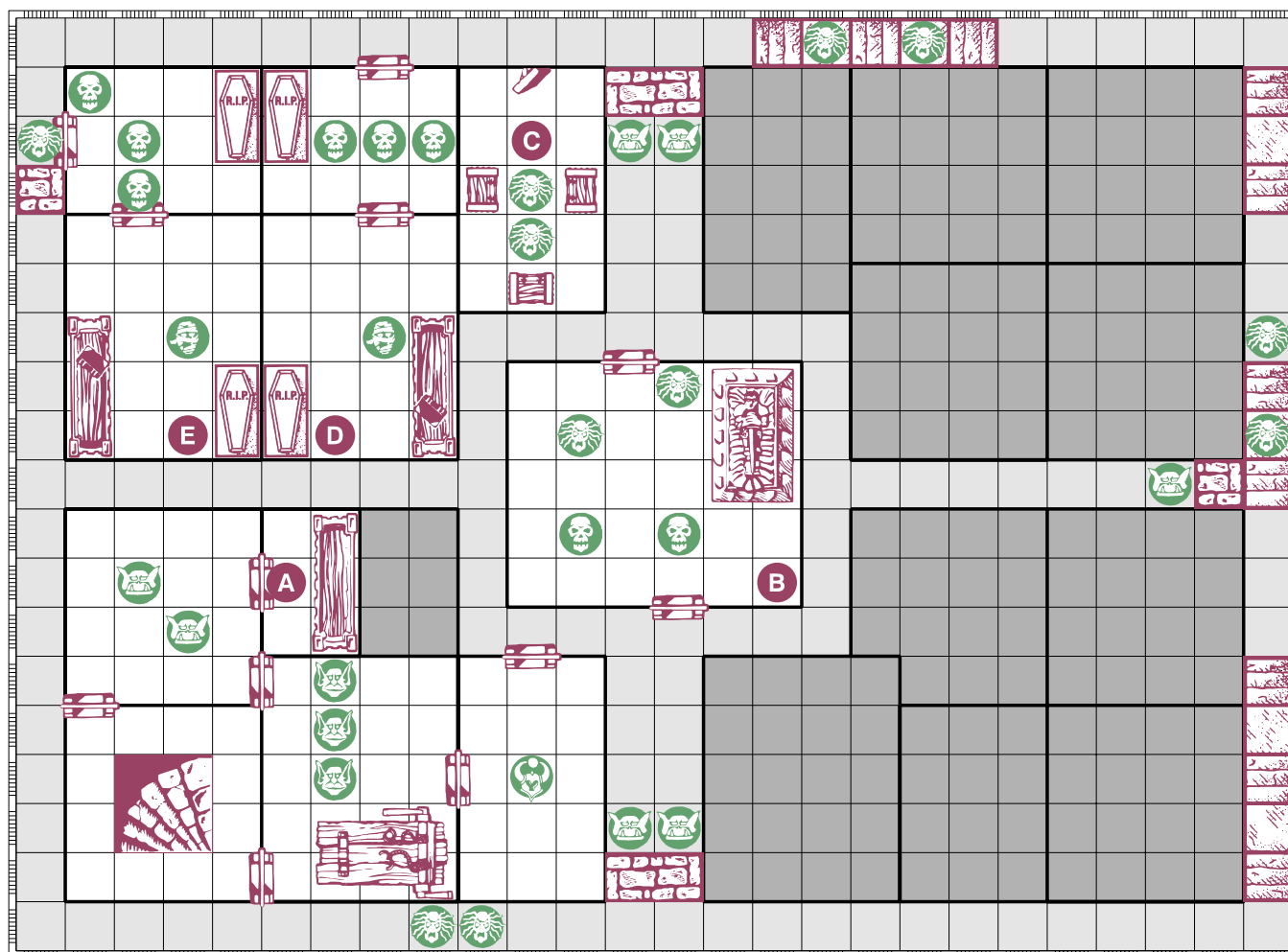


Light Green: This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.



Dark Green: This color is used to highlight monster symbols. See the Monster Chart for actual symbols.

In each Quest, notes prefaced with a capital letter correspond to a matching letter location on the Quest map.



Single Quest

Hunt for the Missing Artifacts

"Five hundred years before Zargon made his appearance, a convoy carried three mystical artifacts to bolster defenses in the east. The convoy disappeared en route.

We believe that these treasures were stolen by marauding Orcs

and hidden in the underground passages that you're about to explore.

The Emperor will allow you to keep the artifacts if you recover them."

NOTES:

The Heroes enter on the spiral stairway.

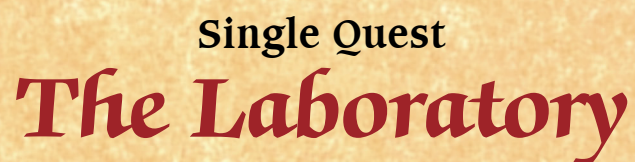
- The Heroes enter on the spiral stairway.

 - A The first Hero to search for treasure in this room will find a Potion of Healing in the cupboard. The potion will restore up to 4 lost Body Points when consumed.
 - B The first Hero to search for treasure in this room will find a sturdy battle axe among the bones. The battle axe is exactly like the one described on the Cardboard Platform in the Game System.
 - C These treasure chests contain the missing artifacts. The first Hero to search for treasure in this room will find them, one in each chest: Borin's Armor, Orc's Bane, and the Wand of Magic. Give the Hero the matching Artifact Cards from the Game System.
 - D The first Hero to search for treasure in this room will find 200 gold coins in the coffin.
 - E The first Hero to search for treasure in this room will find 2 shortwords under the coffin. They are exactly like the short sword described on the Cardboard Platform in the Game System.



Wandering Monster in this Quest: Zombie





Your quest is to journey into the lower chambers of Kolfax's former magical laboratory and find where he has hidden them."

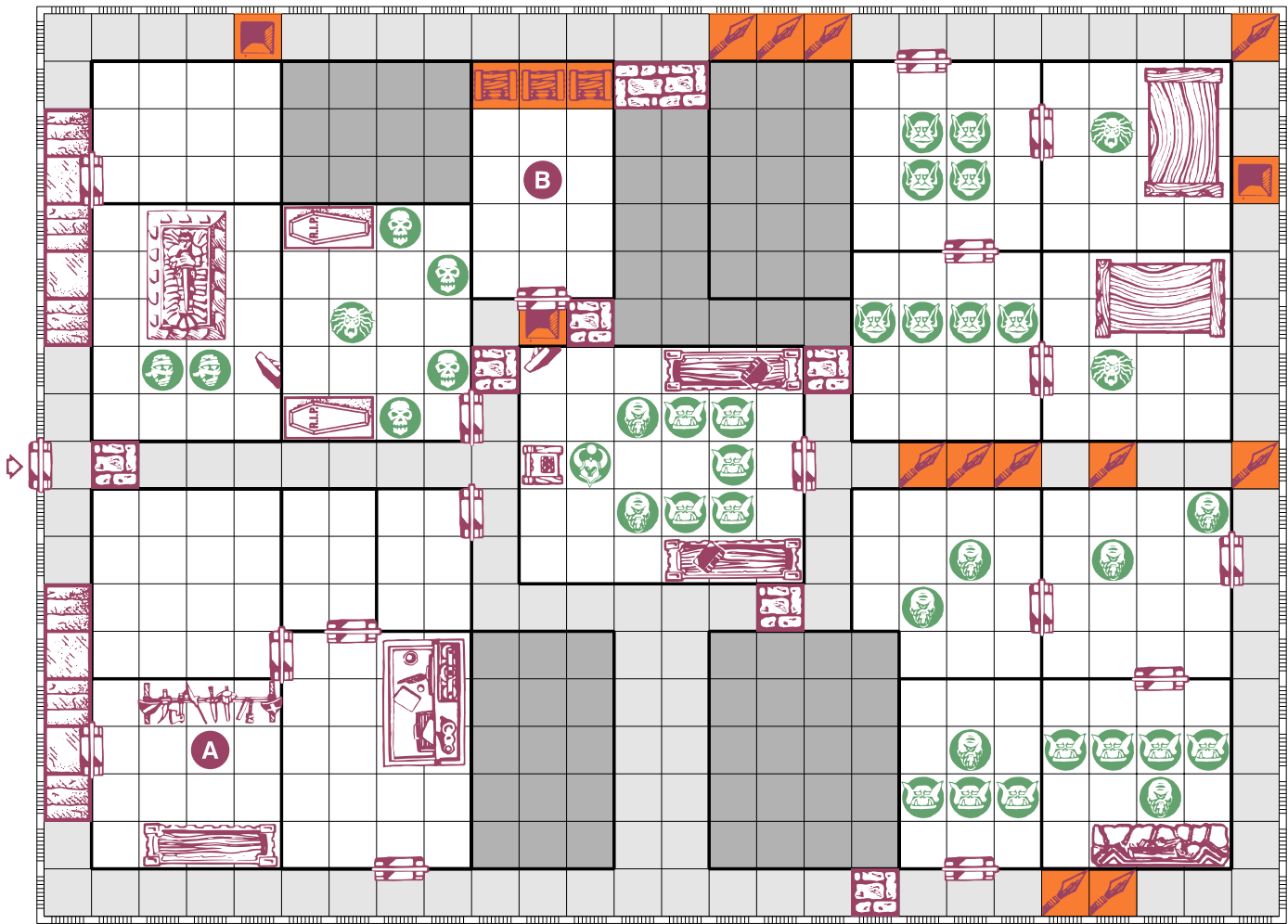
The Heroes enter on the Spiral Stairway.

- Both treasure chests are trapped with a poison dart that shoots out of the wall behind the chest. If a Hero searches for treasure before disarming the trap, roll 1 combat die. If a skull is roll, the Hero loses a Body Point.

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Wandering Monster in this Quest: Zombie





Single Quest

Quest for the Magic Rings

"Two magic rings were captured by the forces of chaos. You must recapture them before they can be used to bring destruction. As payment for your services, the makers of the rings have agreed to let you keep the rings if you can recover them.

"The rings were taken to a fortress in the south. I will take you to the entrance, and from there you must fight the monsters within and find their hidden treasure horde."

NOTES:

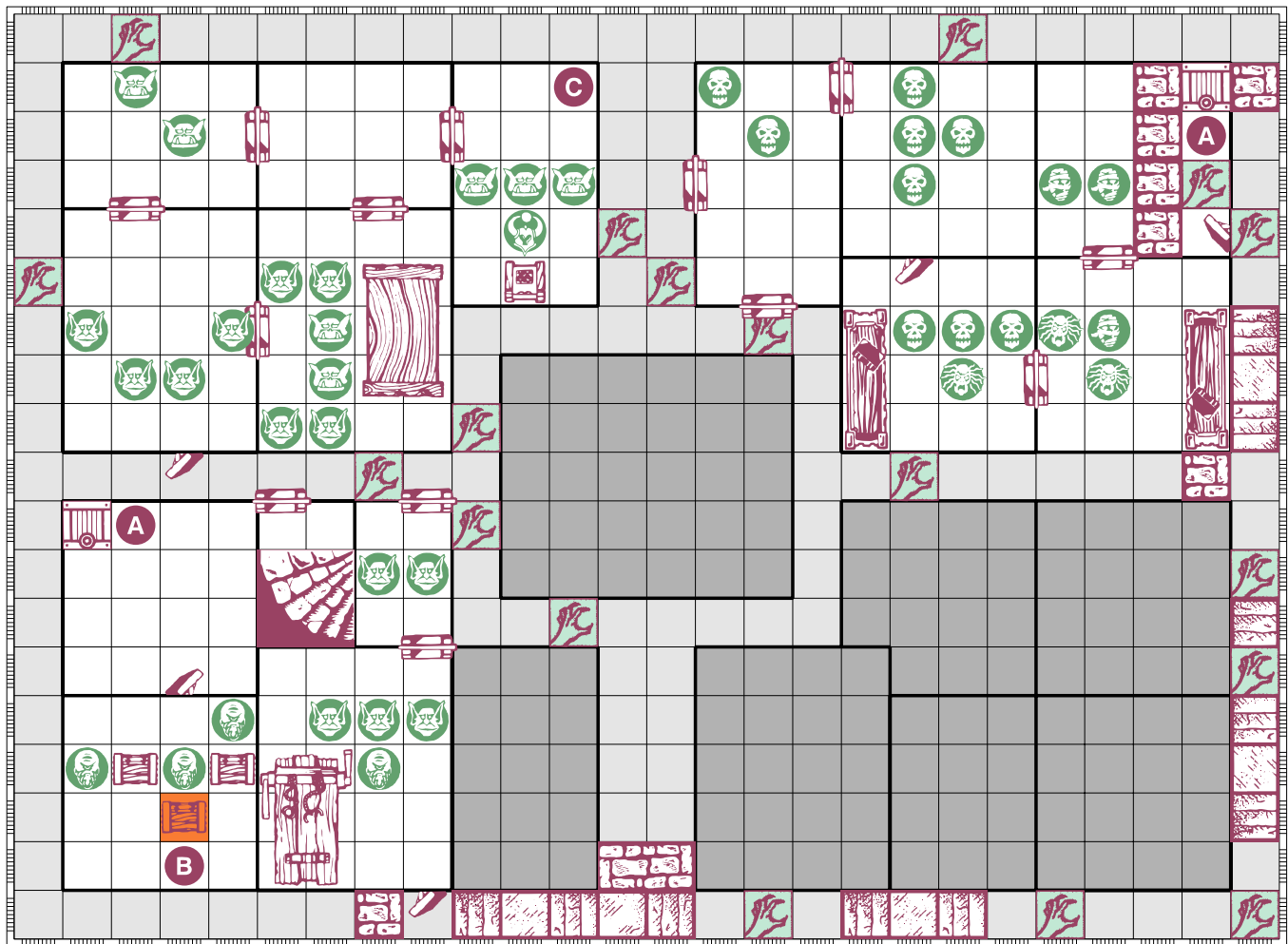
- A** The weapons on this weapons rack are all chipped, broken, or rusted. There is nothing here that the Heroes would want.
- B** This is the villains' treasure room. All 3 treasure chests are trapped with exploding locks. If a Hero searches for treasure before each trap is disarmed (one at a time), then for each trap not disarmed that Hero must roll 2 combat dice. For each skull rolled, the Hero will lose 1 Body Point.

Two of the treasure chests contain the Spell Ring and the Ring of Return.
Give the Hero the matching Artifact Cards from the Game System.

The third treasure chest contains 200 gold coins.



Wandering Monster in this Quest: 2 Orcs



Single Quest

The Spirit Blade

"The Spirit Blade is one of the most powerful magical artifacts that has ever been created. In a rare alliance between Dwarves and Elves, the blade was forged by the Dwarves and then cooled in the Elven Fountain of Leben. Once possessed by another student of mine, it has done deeds of legend before it

was added to the treasure hordes of the Chaos Warrior Ulak.

"Seek the Spirit Blade in Ulak's fortress and capture it to use once again for the good of the realm."

NOTES:

The Heroes enter on the spiral staircase.

instead of attacking. If the Heroes defeat him before returning to the entrance, award them each 100 gold coins after the Quest is over.

A These trap doors are connected by a tunnel. Any Hero or monster who steps on one trapdoor instantly moves to the other, where he can finish the rest of his move (if he has any left). The connecting tunnel is dangerous and any Hero that moves through it must roll 1 combat die. If a skull is rolled, the Hero loses 1 Body Point. Heroes and monsters can only move through the trap door once per turn.

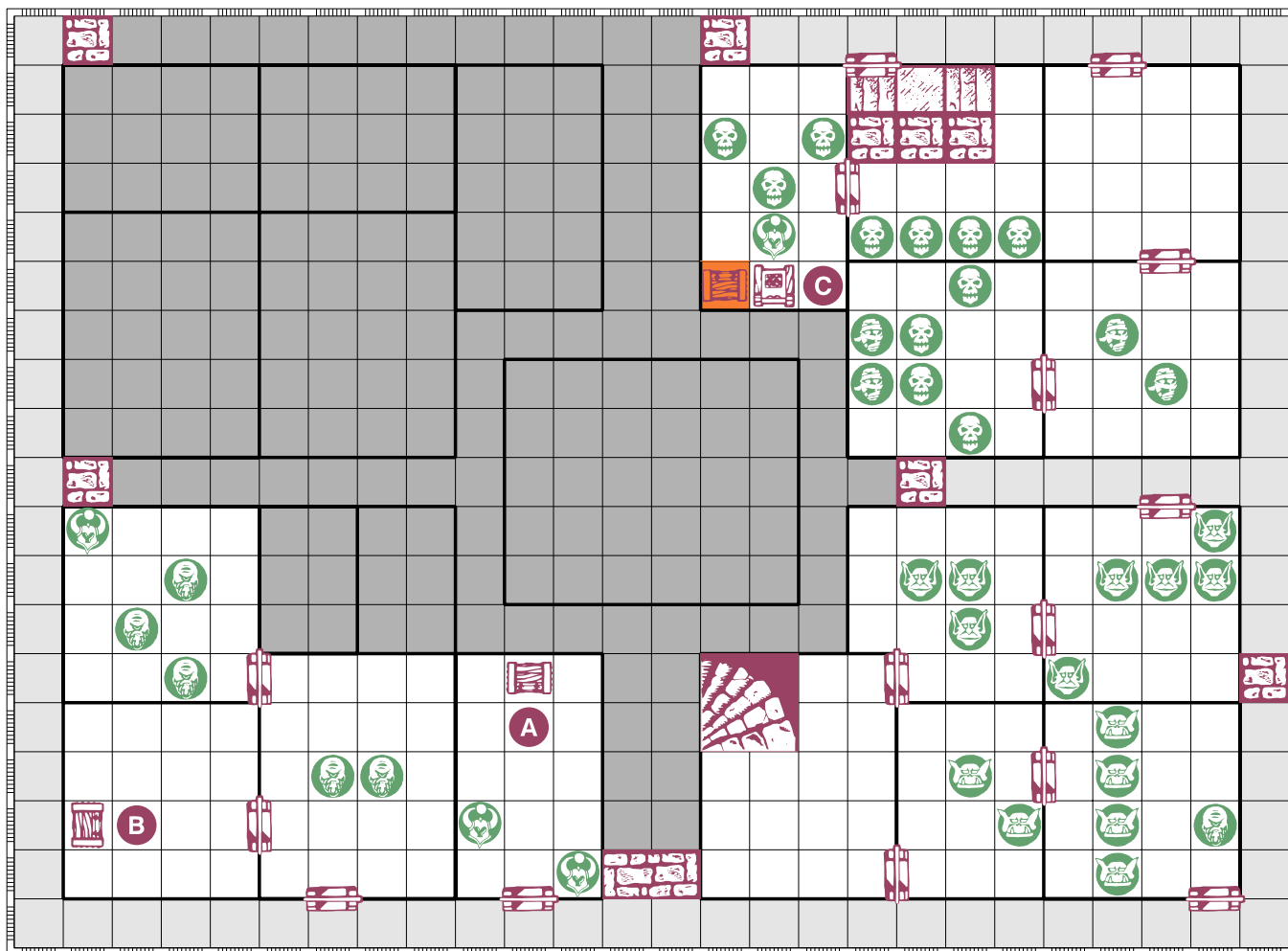
B This is the villains' treasure room. The trapped treasure chest contains the Spirit Blade. If a Hero searches for treasure before the poison gas trap is disarmed, he and any other Hero in the room lose 2 Body Points. Give the Hero the matching Artifact Card from the Game System.

The 2 untrapped treasure chests each contain 200 gold coins.

C The Chaos Warrior in this room is Ulak. He knows the Chaos Spells of Fire of Wrath, Ball of Flame, Fear, and Tempest which he may cast on his turn



Wandering Monster in this Quest: 2 Orcs & 1 Fimir



Single Quest

The Hunt for Feron

"Now that you have recovered all of the Artifacts, we have learned that Col. Feron, the evil Chaos Warrior, was the one who had coordinated the taking of these Artifacts.

"You must enter Feron's base of operations and take him down.

This should cripple many of Zargon's operations in the east and southeast regions.

"Good luck! I shall speak with you upon your return."

NOTES:

The Heroes enter on the spiral stairway.

- A** This treasure chest contains 100 gold coins.
- B** This treasure chest contains a Potion of Healing. It will restore up to 4 lost Body Points when consumed.
- C** The Chaos Warrior in this room is Col. Feron. Feron knows the Chaos Spells of Fear, Sleep, Command, and Lightning Bolt which he may cast on his turn instead of attacking. Please see his stats, below.

Feron's treasure chest contains 240 gold coins, but it is trapped with a poison dart that shoots out of the wall from behind it. If a Hero searches for treasure before the trap is disarmed, roll 1 combat die. If a skull is rolled, the Hero loses 1 Body Point.

If Feron is killed, the Emperor will award each surviving Hero 500 gold coins.

Feron:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	6	4	4



Wandering Monster in this Quest: Chaos Warrior