

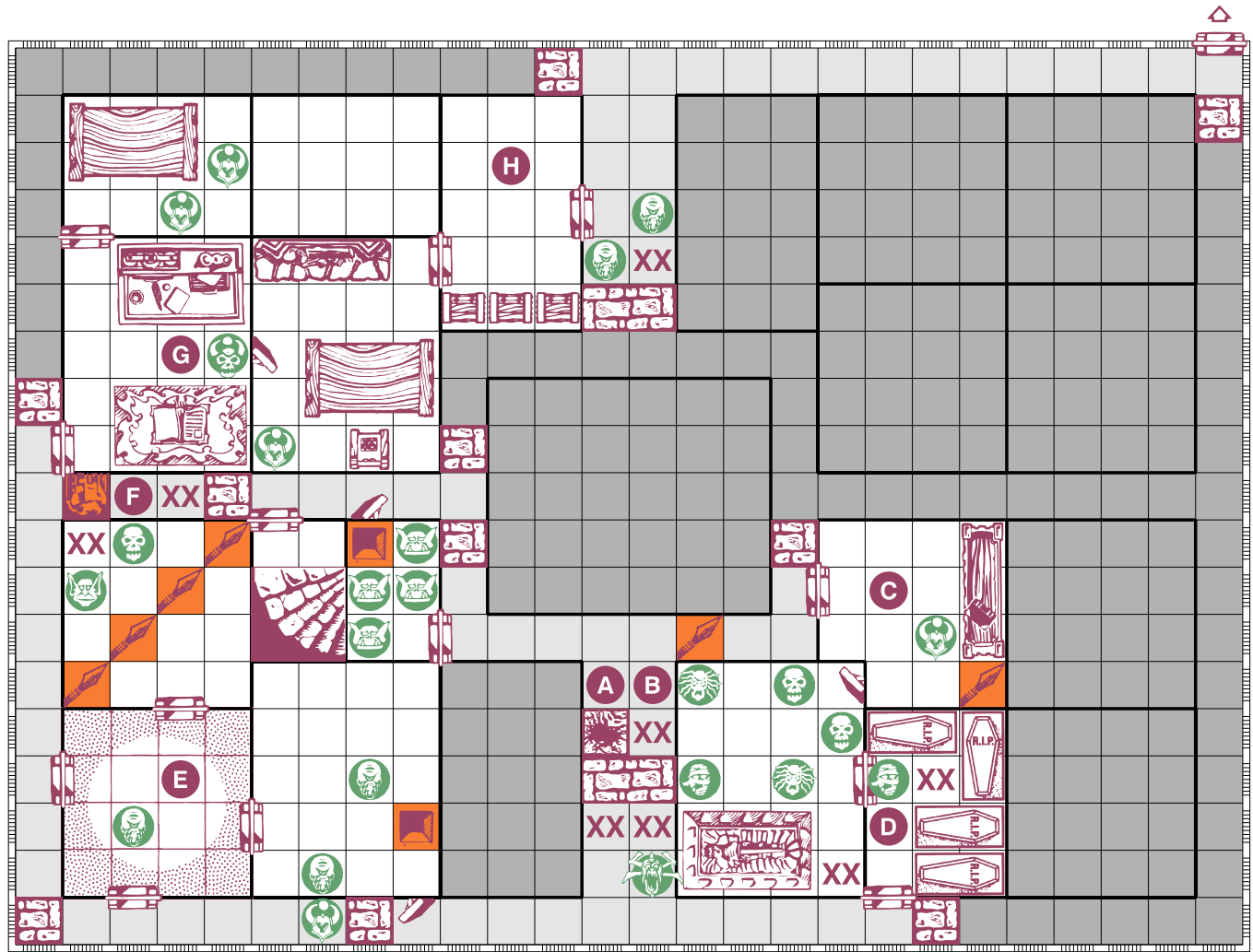
HeroQuest™

Single Quests by David E. Sulger

Q U E S T



B O O K



Single Quest

The Passages of Death

Your job is to infiltrate these passages and destroy every monster you find. These passages were once a way to pass

through the high Caladrian mountains. It's up to you to make them safe once more.

NOTES:

- A** This is a death mist which moves 6 spaces each turn. It cannot be killed or destroyed by any means. It may pass over Heroes, and if it does so, each Hero passed over loses 1 Body Point. It may pass through doors, however, this requires an entire turn, and it cannot move more than 1 space when it passes through a door.
- B** All spaces marked with an XX are monster generators. Use a skull tile to represent them. They can only be destroyed by the Spirit Blade. Each generator must be struck twice to be destroyed. On Zargon's turn, each generator that the Heroes have found but not destroyed allows him to place one Goblin, Orc, Skeleton, or Zombie on the board. The monster should be placed adjacent to the generator if possible, or as close as possible to it.
- C** There is a fake book on this bookshelf. It is a trap. The first person to search for treasure before it is disarmed will spring it, releasing a poisonous gas. This gas will rob every Hero in the room or any Hero who later enters the room of two Body Points.
- D** One of the coffins in this room is a trap. If a Hero searches for treasure before it is disarmed, each coffin will be completely covered with generators!
- E** Once the door to this room is opened, Zargon moves the door one position clockwise on each of his turns until the Quest is over.
- F** If the Heroes spring this trap, they must roll one red die. If a 6 is rolled, the generator is sealed up forever, and the tile is removed. Otherwise, two of Zargon's turns later, a Chaos Warrior will be generated to clear away the stones, and he will attempt to destroy the Heroes.
- G** This Chaos Warlock is too busy to take notice of the Heroes, until someone opens the door to the next room. His stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	5	7	5	6

He also knows the following spells: Firestorm, Sleep, Fear, Escape, Command, Tempest, Lightning Bolt, Rust, Cloud of Chaos, and Ball of Flame. If he casts Escape he is removed from the Quest.

The alchemist's bench and sorcerer's table hold the following treasures: 250 gold coins, a Ring of Return, an Elixir of Life, and Dust of Disappearance.

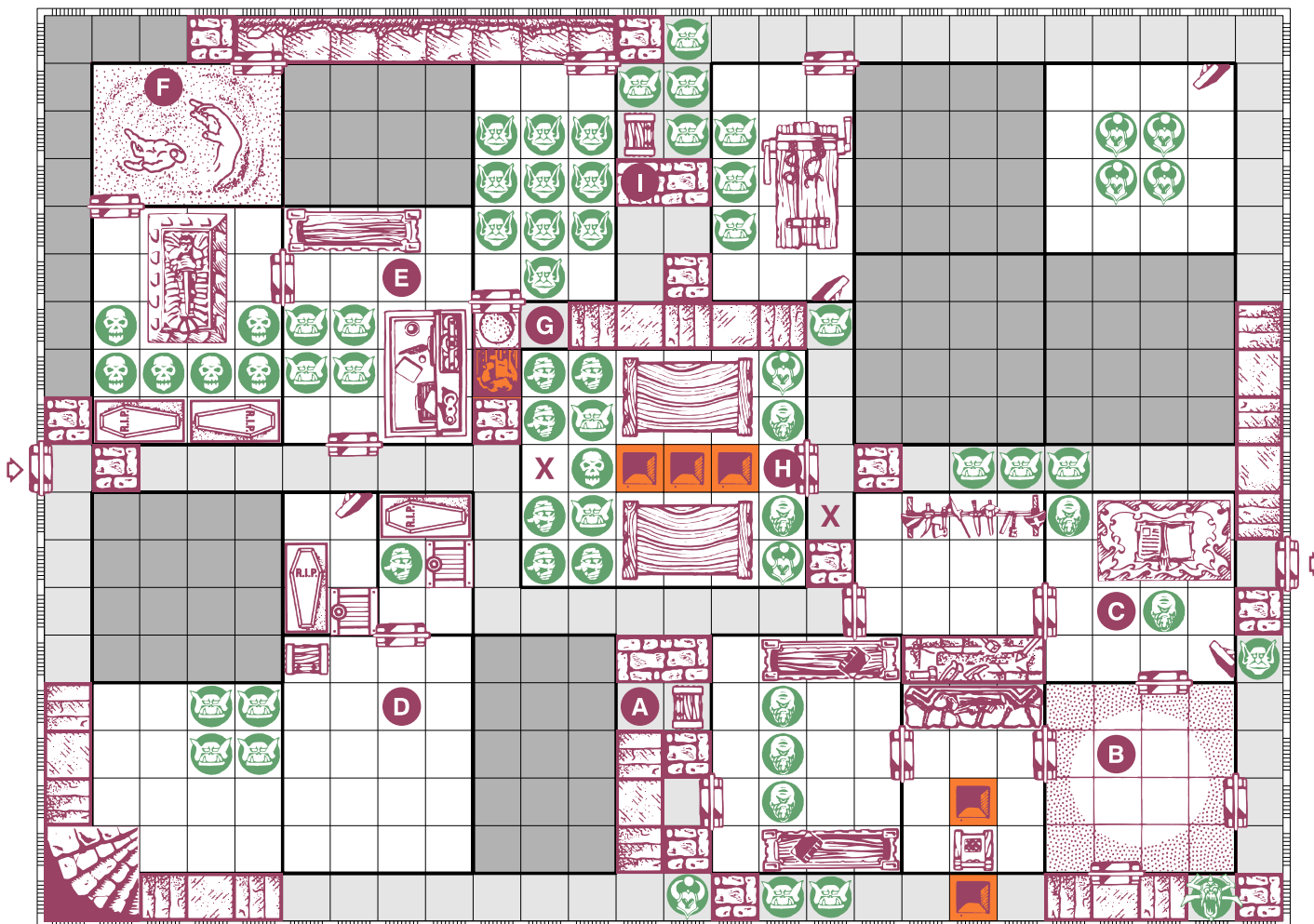
- H** Each chest in the room contains 800 gold coins.



Wandering Monster in this Quest: Fimir



Wandering Monster in this Quest: Mummy



Single Quest

The Search for the Staff of Power

Long ago, a king-wizard named Quintelus ruled from a castle high upon Mount Sokal. He created the great Staff of Power to increase his might. But the great warlock, Taëd, took the fortress on Mount Sokal and killed Quintelus. With great effort

only was I able to defeat him in my youth. But now he has awoken. You must defeat him now, before he regains his former strength.

NOTES:

Any Hero killed by a Skeleton in this Quest turns into a Skeleton on Zargon's turn!

A The first person to search for treasure in this room will find a golden ring worth 500 gold coins.

B The first person to search for treasure in this room will find 5 gold coins.

C Taëd is in this room, on the square marked X. His stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	5	6	6	10

He knows the following spells: Ball of Flame, Cloud of Chaos, Command, Fear, Firestorm, Lightning Bolt, Rust, Sleep, Summon Orcs, Summon Undead, and Tempest.

The death mist in this room is powered by Taëd's life force. Its movement is equal to his current number of Body Points. Any Hero it passes over loses one

Mind Point. Weapons cannot affect it, but a Tempest spell cast on it will scatter it for three turns, after which time it reforms. If Taëd is killed, it fades.

Once the Heroes kill Taëd, they can recover the Staff of Power, and they hear the sound of a door being opened.

D These two secret doors can only be found once Taëd is killed.

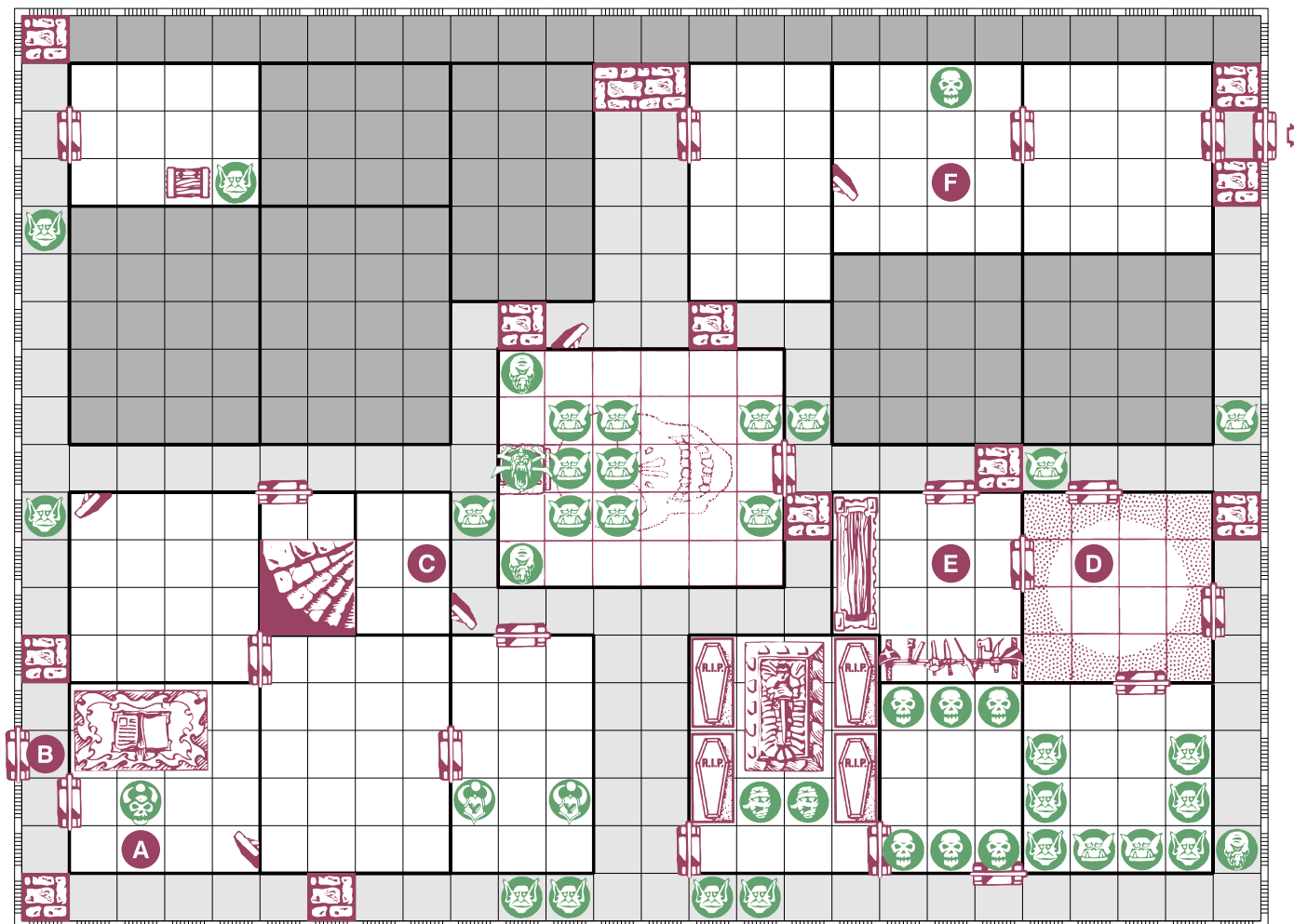
E These are false doors. If a Hero tries to open one of them, the ceiling will collapse!

F The skull on this rack is a trap. If a Hero searches for treasure before it is disarmed, a poison dart will strike the Hero for 4 Body Points of damage.

G This treasure chest is a trap. If a Hero searches for treasure before it is disarmed, it will explode, and all Heroes in the room will lose 3 Body Points.



Wandering Monster in this Quest: Skeleton



Single Quest

Fortress of the Chaos Warriors

Gragmere was long known as a home of Chaos Warriors, but strange reports that they are learning Chaos magic are alarming. The Emperor has sent you to destroy them, for spell

casting Doomguard knights would be a terrible threat to the Empire.

NOTES:

- A** This Chaos Warlock is the instructor of the Chaos Warriors. Put him on the square marked "X". He knows the following spells: Tempest, Fear, Sleep, Command, Summon Orcs, Rust, Firestorm, Cloud of Chaos, Lightning Bolt, and Ball of Flame. His stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	5	7	7	6

- B** The first Hero to search for treasure in this room will find a loose brick in the floor. Upon lifting it, they will find a small trap door and open it. The Heroes will then hear a mysterious voice chanting and then the weapons on the rack will glow with an eldritch light and fly at the Heroes! Each Hero loses 2 Body Points.

- C** The two doors in this hall will not open until a Hero steps on the shaded square. Then they will appear and open, and the monsters will attack as normal on Zargon's turn.

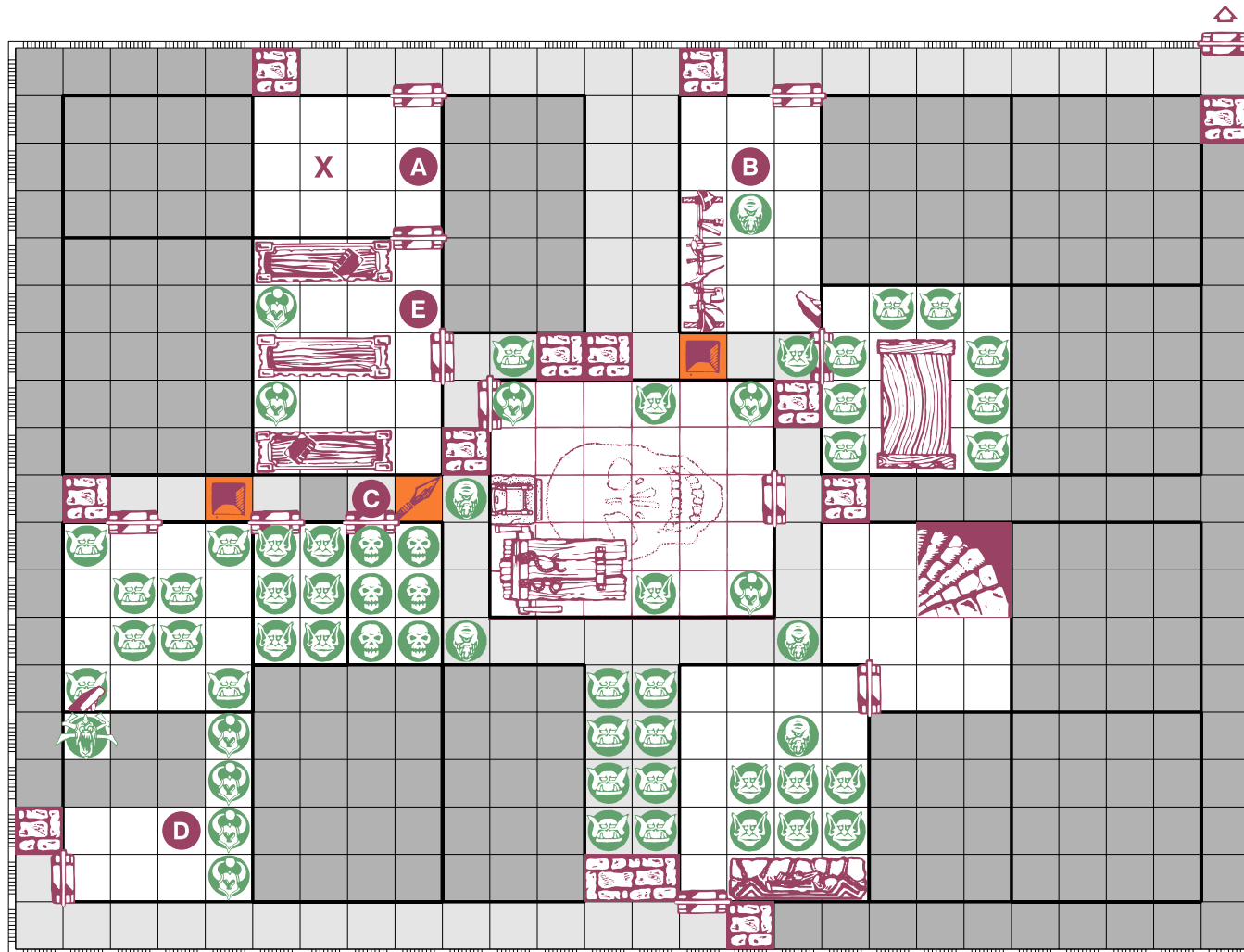
- D** The Gargoyle and Chaos Warriors in this room will not appear when the door is first opened. Once a Hero steps onto one of the shaded squares, the monsters will appear on Zargon's turn and attack.

- E** These two Chaos Warriors are Doomguard Knights. They are students of the warlock in the next room. They know the following spells: Rust, Fear, Sleep, Tempest, and Firestorm. Each Knight is immune to the other's Firestorm spell. Their stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	6	3	4



Wandering Monster in this Quest: Chaos Warrior



Single Quest

The Ruins of Bokerom

Almost a hundred years ago, the Elvish city of Bokerom fell to the forces of chaos. Now, rumor holds that Orcs are raiding

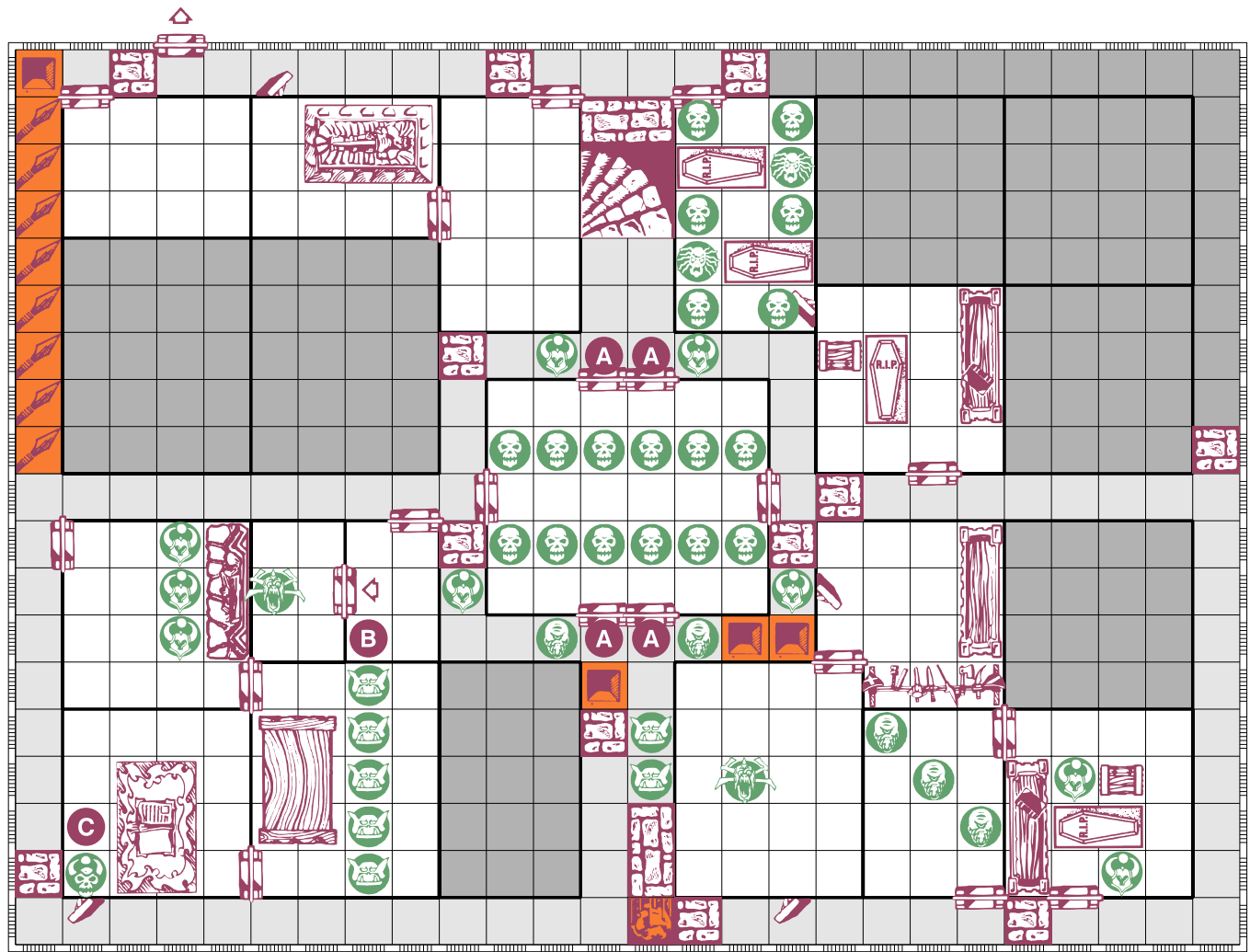
outlying villages. You must enter Bokerom and determine its fate.

NOTES:

- A** This Chaos Warlock is a stone statue, which is all that remains of the great Wizard, Oribus. His magic allowed the Elves to escape from the city before it fell, but in the end, it cost him his life. There are two Pass through Rock spell scrolls on the table.
- B** The doorway at the edge of the board is a teleporter, which will send the Heroes to the room marked C.
- C** The secret door in this room can only be opened from the inside.
- D** As soon as a Hero opens the door to this room, it moves one position clockwise on each of Zargon's turns.
- E** The first person to search for treasure in this room will find a golden skull worth 100 gold coins.
- F** The Skeleton in this room is encased in a gelatinous mass. It cannot be destroyed, although it does not attack. Any Hero that attacks it will lose 1 Body Point, and his weapon will be destroyed, unless it is an artifact.



Wandering Monster in this Quest: Orc



Single Quest

School of the Chaos Warlocks

Zargon has recruited people to become Chaos Warlocks. You must enter this hidden fortress and destroy the Master and his

apprentices.

NOTES:

Squares marked with X indicate the locations of Warlocks. Use the Warlock or and other figure of your choice to represent them.

A The stairs connects these four rooms together. The Heroes may step off the stairs into any of the four rooms, and may step onto the stairs to enter a different room

B These are false doors and cannot be opened.

C These Warlocks are apprentices. They can cast the following Chaos Spells: Fear, Sleep, Tempest. They have the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	1	3	3	4

D These Warlocks are novices. They can cast the following Chaos Spells: Fear, Rust, Sleep, Summon Orcs, Summon Undead, Tempest. They have the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	2	4	4	5

E These Warlocks are experts. They can cast the following Chaos Spells: Ball of Flame, Command, Fear, Lightning Bolt, Rust, Sleep, Summon Orcs, Summon Undead, Tempest. They have the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	3	5	5	6

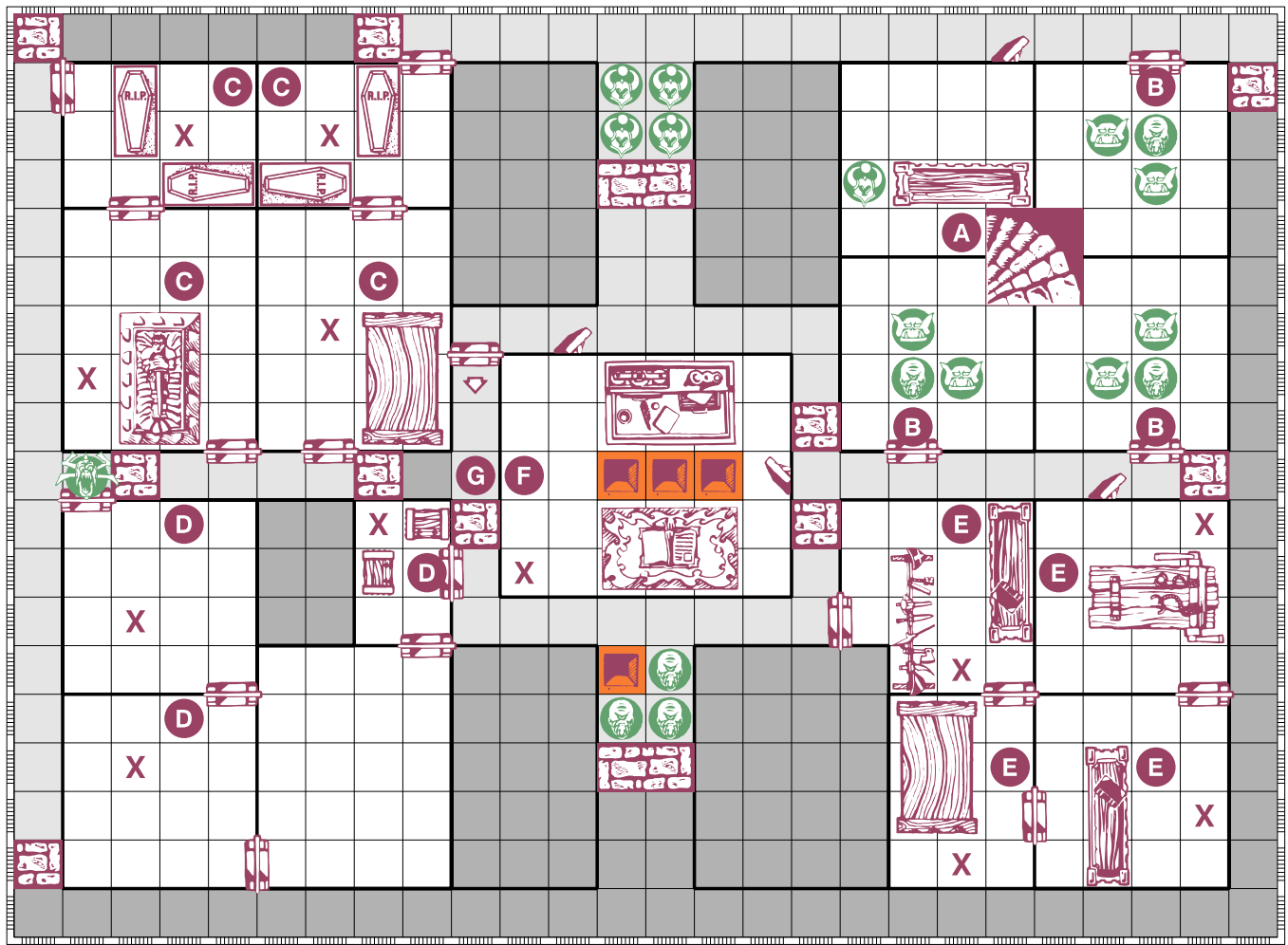
F This is the master. He cannot be harmed by the crossbow, and he knows the following spells: Ball of Flame, Cloud of Chaos, Command, Fear, Fire of Wrath, Firestorm, Lightning Bolt, Rust, Sleep, Summon Orcs, Summon Undead, Tempest. He has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
12	4	6	8	8

G The Heroes must reach this shaded square to complete the Quest.



Wandering Monster in this Quest: Chaos Warrior



Single Quest

The Twisting Caverns

This cave was once a great mine. The Dwarves of the Black Mountains delved deep here. But Zargon took it. He filled it

with evil creatures, and baneful things issued from the forge. You must enter and destroy the handiwork of evil.

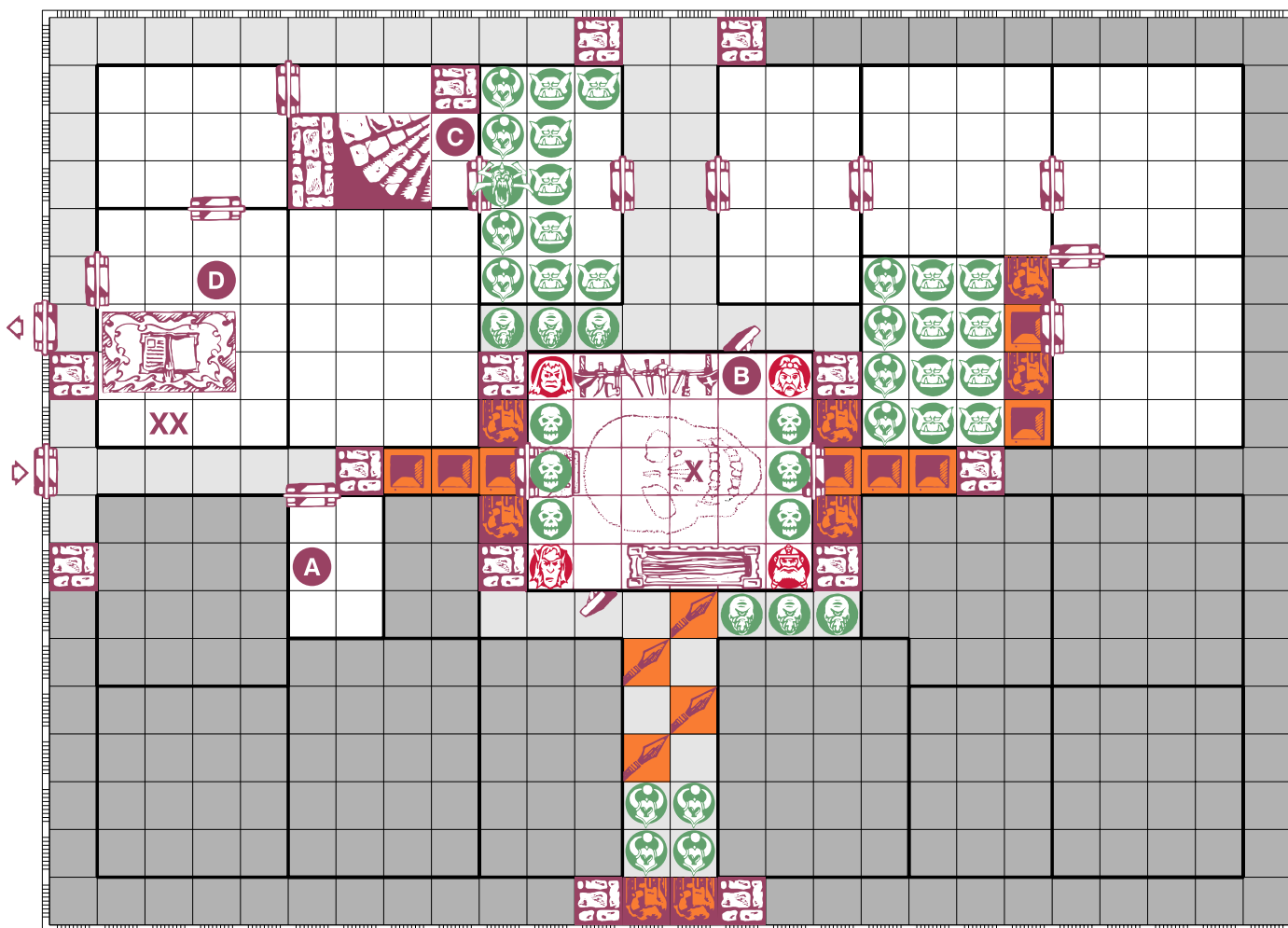
NOTES:

- A** These are fake doors that cannot be opened. If a Hero tries to open them, they will vanish!
- B** This door is an iron entrance door and is the entrance to a great furnace. If opened, an intense blast of heat will force the Heroes out into the corridor. The heat is so great that they each lose 1 Mind Point. Two turns later, on Zargon's turn, a fiery Gargoyle will smash through the door and track the Heroes. Its flames are so great that any Hero that stands in an adjacent square takes 1 Body Point of damage. Fire spells do not effect it. If Sleep is cast upon it, the flames are extinguished.
- C** This Chaos Warlock knows the following spells: Ball of Flame, Cloud of Chaos, Fear, Firestorm, Lightning Bolt, Rust, Sleep, Summon Orcs and Tempest. His stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	5	8	4	12



Wandering Monster in this Quest: Fimir



Single Quest

Apprentice of the Witch Lord

The Witch Lord had many students. One of them is Monrel, who was angered by his death. You must enter his fortress, for he

plans to kill you. Defeat him before he does so.

NOTES:

- A** When the Heroes enter this room, everything will grow dark, and they will fall through chutes in the floor. They end up in room B.
- B** Monrel is in the space marked X. If the Heroes try to attack him, he will disappear in a swirl of flame. The secret doors in the room must be searched for separately, and the one next to the cupboard is found first.
- C** This stair merely leads from the dungeon to the exit. The Quest does not end here.
- D** Monrel is on the square marked XX. He knows the following spells: Ball of Flame, Cloud of Chaos, Command, Firestorm, Lightning Bolt, Sleep, Summon Orcs, and Tempest. His stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	5	8	6	10



Wandering Monster in this Quest: Chaos Warrior