

# HEROQUEST

## The Cardinal Triune



Original Quests by Drathe

## A note from the author:

### *Search for the Chaos Warlock*

This single quest was my very first attempt at Quest creation. I was twelve at the time, so naturally I used lots of monsters, nearly every room and every Artifact. I'm almost embarrassed to display it to the public, but it shows where I came from. A lot of ideas used here were incorporated into my future works. Nothing extra is needed beyond the North American game system unless your Heroes like to keep monsters on the board alive. If you wish to actually play it. I suggest modifying much of the treasure to suit your Heroes and regular gaming.

*\*(Please note that pages 2 & 3 use the same Quest Map).*

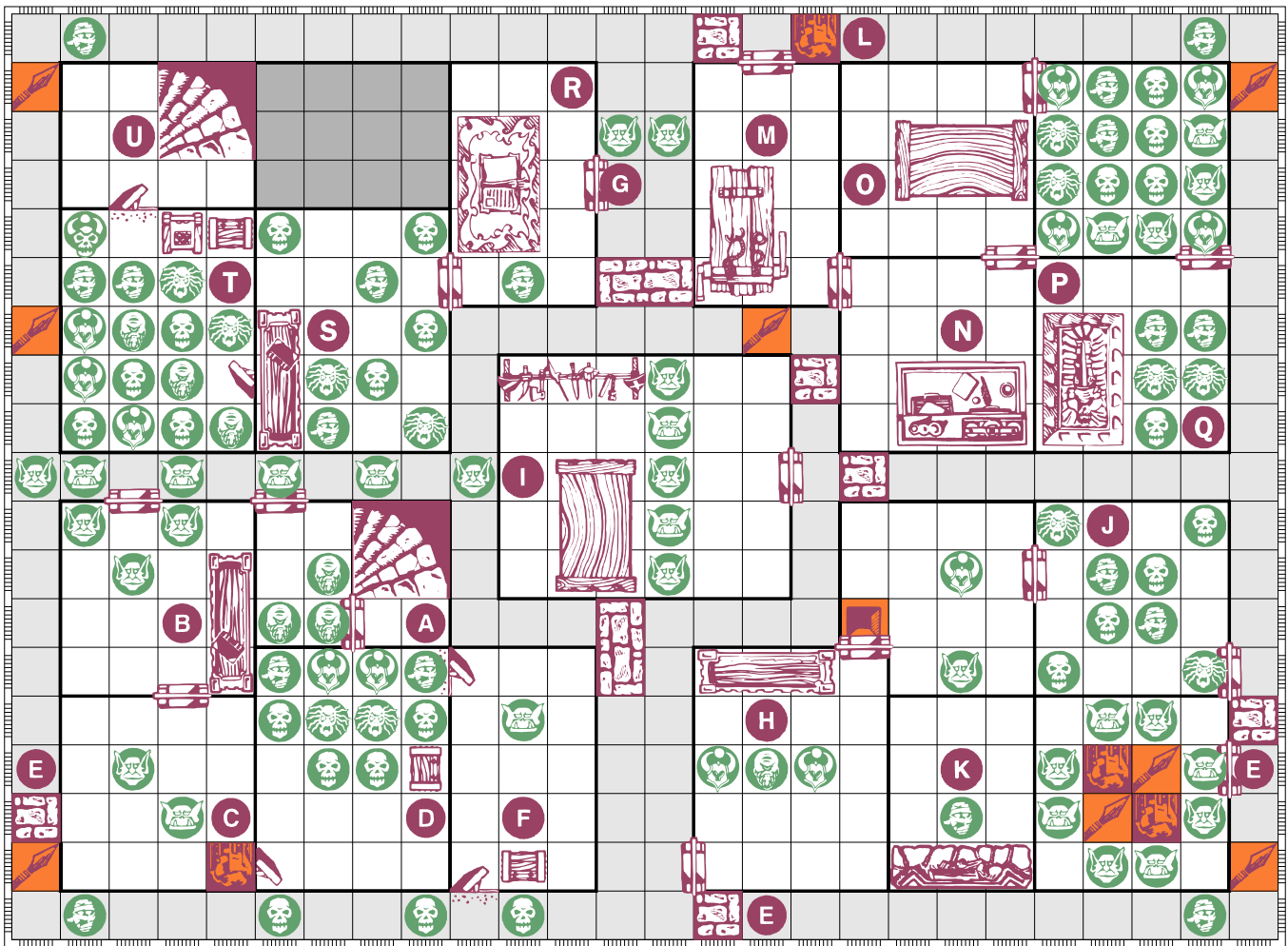
### *Demons of Stone*

This single quest was my second attempt at Quest creation. Still twelve years old, I enjoyed the use of spear traps. It annoyed Heroes thoroughly, but only gave a 50% chance at hurting them. A possible requirement would be more grey and white miniatures from the Main System, unless your Heroes like to kill their monsters.

### *Warlord for Hire*

Three times the charm. This single quest was my third try at Quest Building. It is simple and balanced with a nice little story. Nothing beyond the Main System is required to play.

*-Drathe*



## Group Quest

# Search for the Chaos Warlock

"The evil Chaos Warlock, who is one of Zargon's most fiercesome sorcerers, has threatened to bring doom to the empire. You my bravest of Heroes must enter the Warlock's lair and destroy him,

before he has any chance to fulfill his evil plans. Be warned my trusted friends, for the Warlock's lair is full of traps, ghouls, and horrid trickery. Tread carefully, and I pray I will see you again!"

## NOTES:

- A** This is the starting stairway. The room caves in once the Heroes leave. Block the door with a rubble tile.
- B** Stashed in a fake book, the first hero who searches for treasure will find an Elixir of Life.
- C** This falling block trap falls immediately after one of the heroes passes it.
- D** This chest contains ONE Gold Coin and a Ring of Return.
- E** These walls are illusions. A Hero may pass through them as if it were a normal square, they cannot however, see what is beyond them until they pass through them. If a Hero tries to pass through a regular wall, they will lose one Body Point. These illusions cannot be searched for, they are only found by trial and error.

- F** There are 500 Gold Coins in this chest. Gernox knows the following Chaos Spells: **Summon Orcs**, **Fire Storm**, **Command**, **Tempest** and **Rust**. Use the Orc with the Large Sword for Gernox. His stats are as follows:

Movement	Attack	Defend	Body	Mind
12	3	4	6	4

- G** This is a false door and cannot be opened.
- H** In the cupboards a searching Hero will discover a potion that will heal up to 8 Body Points beyond capacity. If the Orc's Bane was lost in a previous Quest there will be one in these cupboards.
- I** Once all of the monsters in this room have been killed, the Heroes may purchase from the armory.



## NOTES (continued):

- J** If a Hero searches for treasure in this room, they will discover a loose floor tile. Underneath is an Elixir of Life.
- K** If the Heroes manage to enter this room (perhaps by way of a pass through rock spell), and search for treasure, they will find the following piled in the corner on top of some skeletal remains: Wand of Magic, Spell Ring, also, if they lost or failed to obtain the Wizard's Staff, and Wizards cloak, then they will also find one or both of these items. If they have one or both, then these items on the remains are worn, and useless.
- L** This trap will fall after a Hero passes. It is an illusion and a hero or monster can walk right through it. It cannot, however, be searched for because it is an illusion.
- M** Under the rack is a sack of 2500 silver tokens. Ten tokens may be exchanged for ONE Gold Coin.
- N** There is 25 Gold Coins and a Wand of Magic inside the desk.
- O** On the table is a ticket for merchandise under 500 Gold Coins (available only at the armoury in the centre of this quest) at the armoury. There are 500 silver tokens on the table as well. Ten tokens equals one gold coin.
- P** If Borin's Armour was lost or missed in a previous Quest, then the first hero who searches for treasure in this room will discover one on the corpse, otherwise, a foul burst of thick dust will explode from the tomb destroying all wooden weapons equipped on any hero in the room.
- Q** When all the monsters from this room are killed, the Heroes will discover (upon searching for either traps or treasure) a strange glowing tile. When stepped on, the hero will be

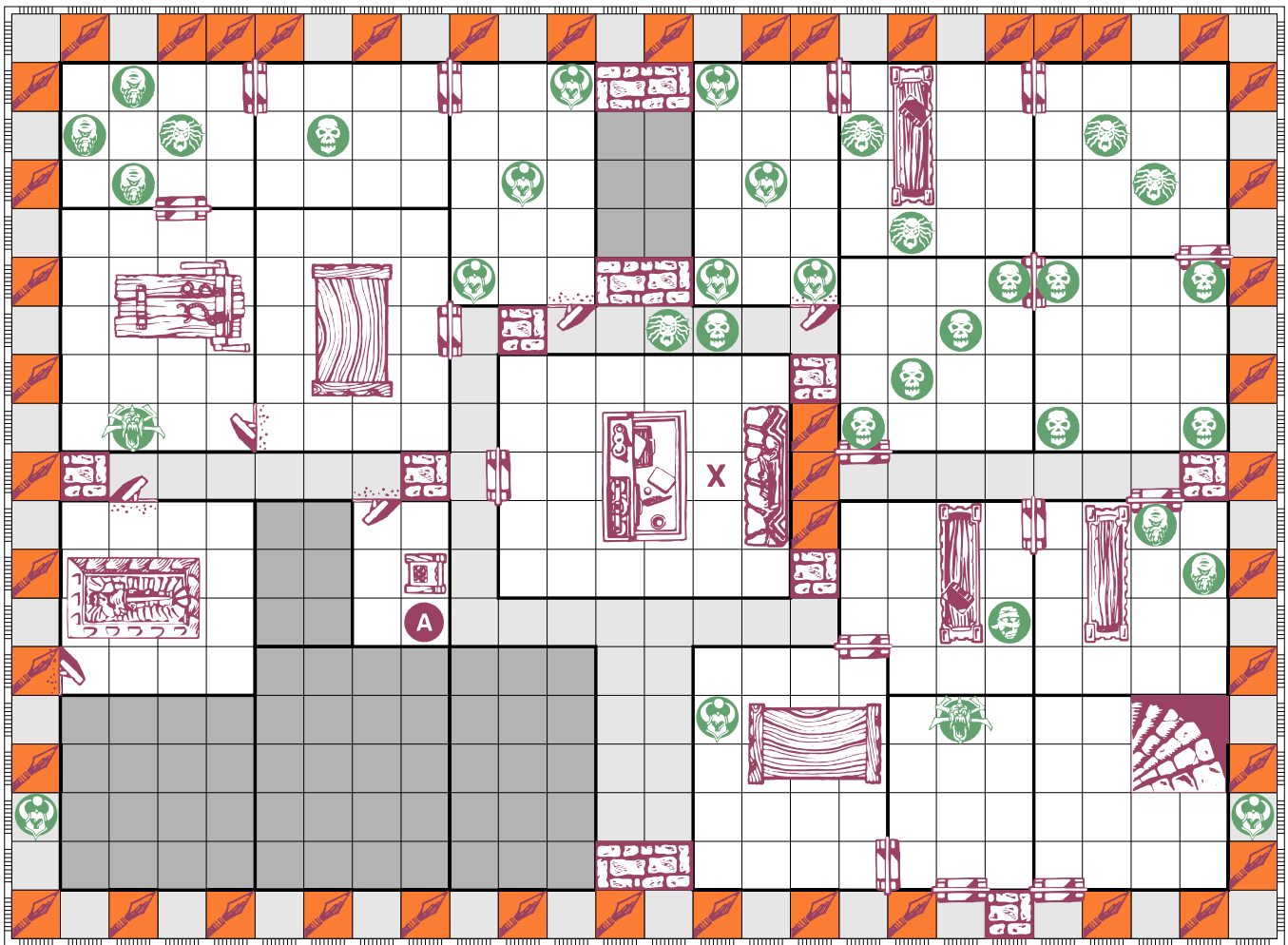
teleported from this square (marked as "Q") to the square marked as "R".

- R** This is the destination square from "Q". One can also be transported back by stepping on this tile.
- S** Inside a hollowed out book is a shiny brass ring. When touched, the ring disappears and the bookcase slides aside revealing a secret door. This door cannot be found in any other way.
- T** The Warlock stands on the Square Marked with his icon. He knows the following Chaos Spells: **Fear, Command, Tempest, Lightning Bolt, Sleep, Rust**, Summon Orcs, Summon Undead, Ball of Flame, Fire Storm, and Cloud of Chaos. The Chaos Warlock also has a Longsword to attack diagonally, and three magical throwing daggers at his disposal. When he is defeated, he disappears in a puff of smoke along with his sword, and any unused magical daggers. His stats are as follows:

<i>Movement</i>	<i>Attack</i>	<i>Defend</i>	<i>Body</i>	<i>Mind</i>
15	6	8	10	7

There is also 500 Gold Coins, and a Blue Potion in the Chest. Don't tell the heroes, but the potion will increase the total starting body and mind points of the hero who drinks it, by 5 points.

- U** This is the exit stairway. It is the only way out of the Quest. A ring of return will not take a hero here. A ring of return can only send a hero to the starting room which no longer has a stairway once all heroes have stepped from it.



## Group Quest

# *Demons of Stone*

"The almighty Gargoyle Warrior, known as Demon, is responsible for several attacks on the Empire's borderland Castles. Prince Magnus has asked that he be brought to justice

immediately. You must enter his Fortress and Destroy him. Beware of his many traps and servants. The reward for his head is 75 gold coins for each hero who carries out this small task."

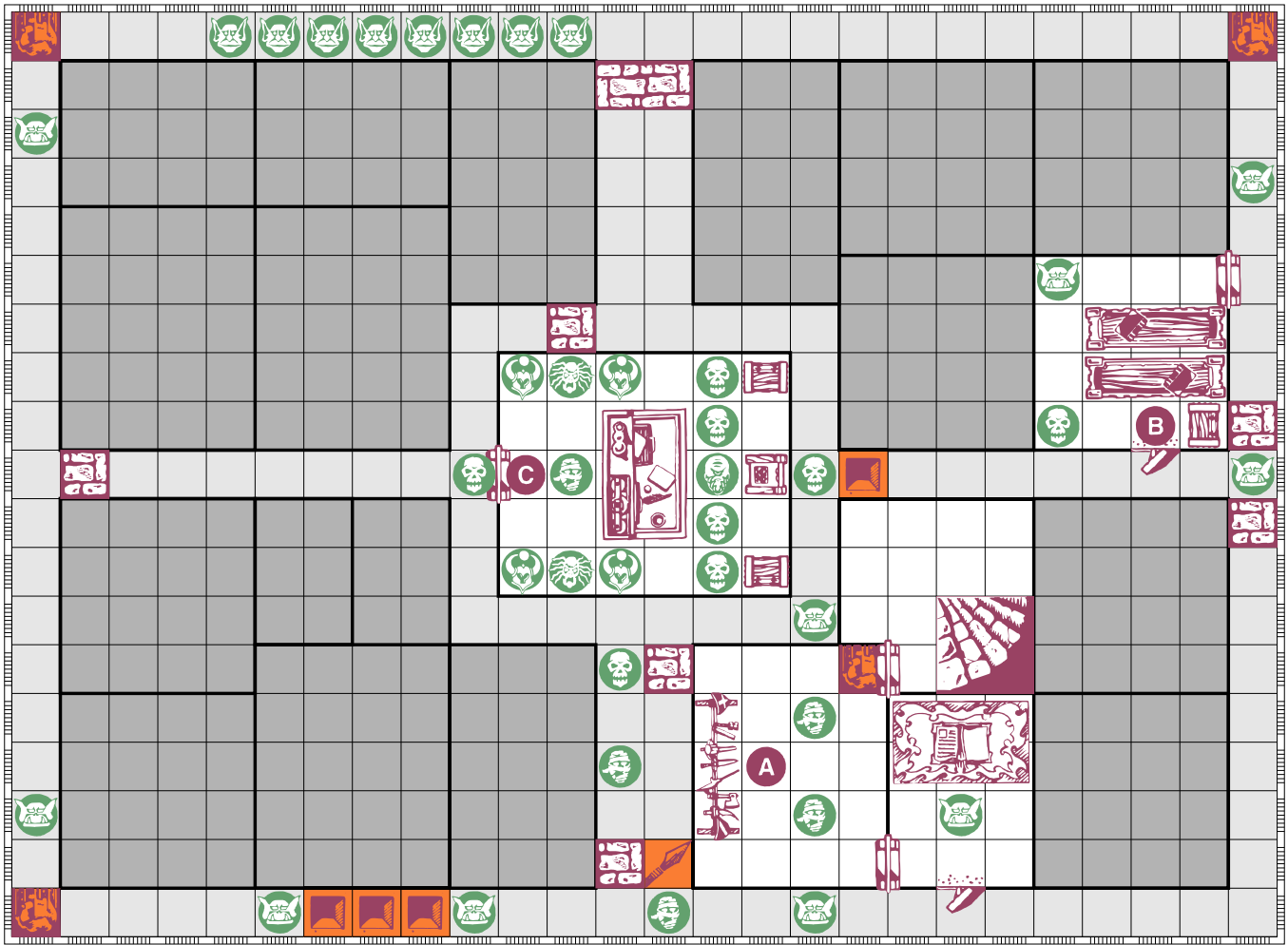
## NOTES:

- A** This is the Gargoyle Warrior Demon (place the Gargoyle figure on the square marked "A". His stats are as follows:

<i>Movement</i>	<i>Attack</i>	<i>Defend</i>	<i>Body</i>	<i>Mind</i>
10	6	6	6	2

Demon also knows the following Chaos Spells:  
**Summon Undead, Fear, Ball of Flame, Command, Tempest, Fire Storm, Summon Orcs, Sleep, Lightning Bolt, Cloud of Chaos and Escape.**

If Demon uses the Escape spell, he will move to the square marked "X". Do not place Demon on this Square right away, as the Heroes must once again search for his location).



## Group Quest

# Warlord for Hire

"Grudthak, one of the country's fearsome warlords is planning to join the forces of Chaos, if the price is right. Chaos bargains well for such forces and Grudthak would be

a valuable asset to them. The Emperor has asked that you deliver his "bid" to Grudthak. You will each receive 100 gold coins for delivering the Emperor's "Payment"!"

## NOTES:

*Falling Block Traps in this Quest do not become permanent walls.*

*All Fimir in this Quest have the following stats:*

Movement	Attack	Defend	Body	Mind
8	4	4	5	4

**B** This Chest is empty

**C** The Fimir in this room is Grudthak. His stats are as follows:

Movement	Attack	Defend	Body	Mind
7	4	6	9	5

**A** There is a longsword on the rack, it is identical to the one in the army.

Each chest contains 50 Gold Coins and a potion that will heal up to 2 lost body points.



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