

HERO QUEST



The Cardinal Triune
INSTRUCTION
BOOKLET

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.

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