

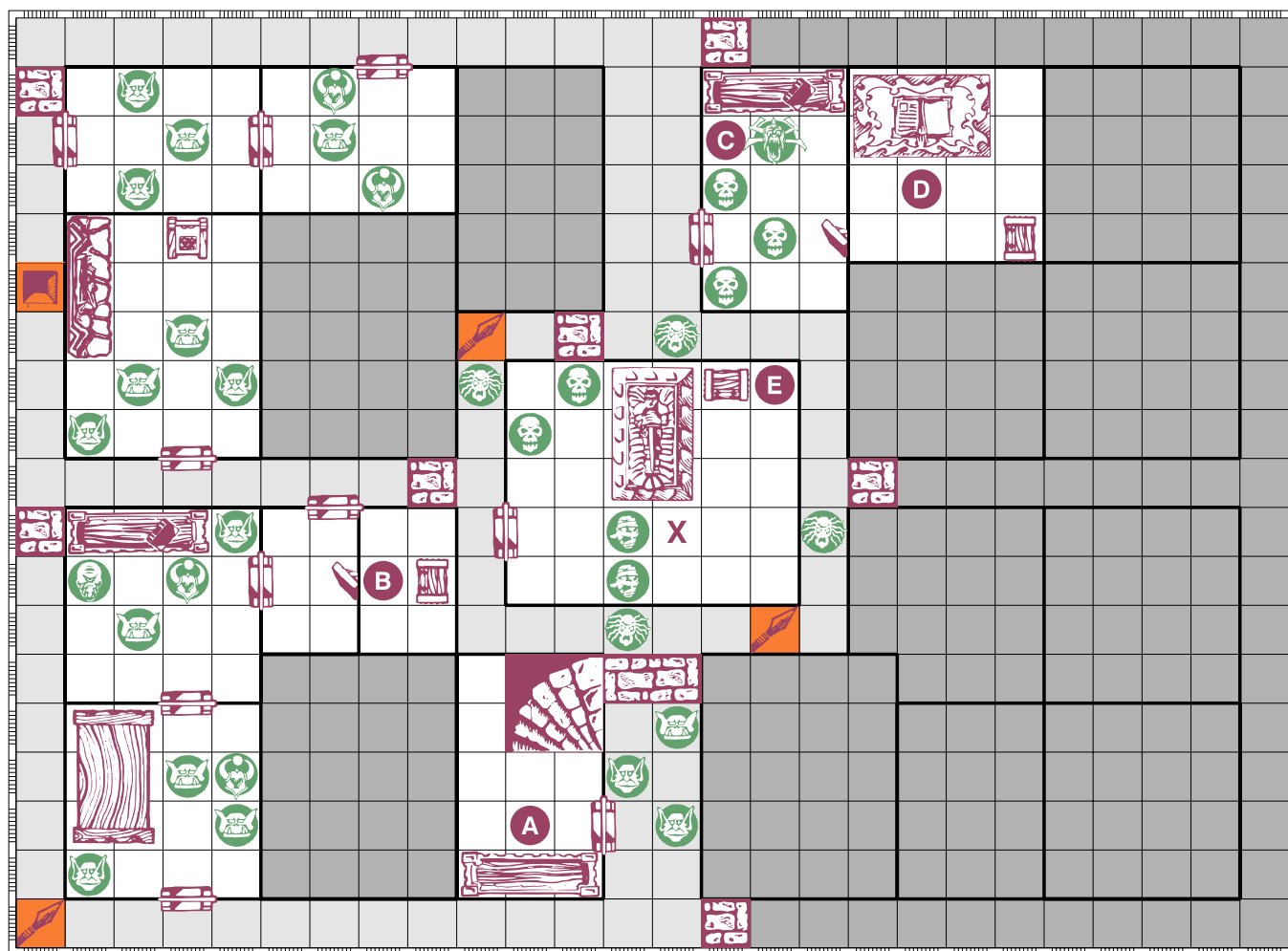
HeroQuest™

The Champion's Trial

Q U E S T



B O O K



NOTES continued:

Hero and is equipped with the Wizard's Cloak, Wizard's Staff and Wand of Magic. He will attack the Heroes like any monster, but defends with white shields. He has the Ball of Flame, Arrows of the Night, Sleep, Courage, and Future Sight spells available for use.

Quest 1

Ladril's Sanctum

Make haste Heroes, for a distant mausoleum in the Elvish lands of Athelors. Here is the final resting place of the Emperor's Champion Ladril, a fighter mage without peer. In this

sanctum you will find the powerful magic relic Ladril's Circlet. Shreds of historical research even suggest the elven tomb may hold scrolls from a lost library of magic powers.

NOTES:

- A

The first Hero to search this room for treasure finds a leather satchel stashed in the cupboard containing 2 Potions of Healing that will restore 3 Body Points when consumed.

Protection available for use.
- B

This chest contains 180 gold coins.
- C

The first Hero to search this room for traps, treasure or secret doors will discover a hidden lever in the book case, revealing the secret door shown in this room.
- D

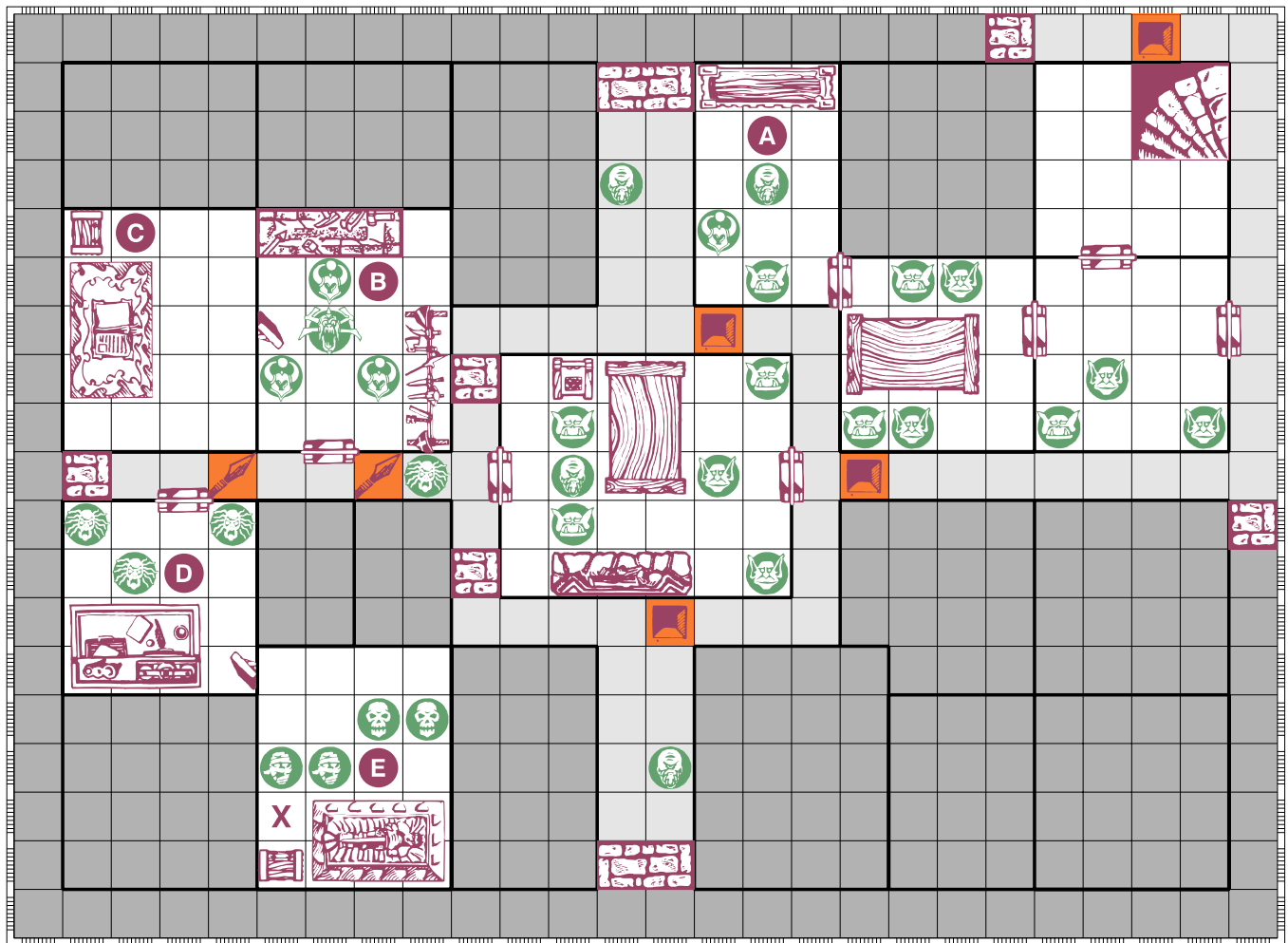
The first Hero to search this room for treasure will find 200 gold coins in the treasure chest. Additionally, inform this Hero that the tome on the altar appears to record the heroic deeds of Ladril the Elven Fighter Mage.
- E

This treasure chest contains "Ladril's Circlet", a relic that allows the Elf character to select an additional set of spells each Quest. Additionally it contains a weathered magic scroll that gives the Elf and Wizard access to the Spells of Protection.
- X

This is the spirit of Ladril the Elven Champion. He has the base stats of the Elf Hero and is equipped with a longsword. He will attack the Heroes like any monster, but defends with white shields. He has the Earth Spells and Spells of



Wandering Monster in this Quest: 2 Goblins



Quest 4

Telor's Crypt

Through pouring rain and cobblestone streets, Loretome's directions have led you down a narrow alleyway to an abandoned apartment. A thorough search led you to an empty basement ransacked by thieves long ago. There's nothing remarkable about these empty rooms. Could Loretome be mistaken?

STOP READING HERE until the Heroes discover the secret door marked **XX**. When the Heroes discover this secret door, reveal it and read the

remaining scroll text.

The stone wall opens slowly with the dull scrape of stone on stone as a dry and ancient air wafts out. Heroes, this can only be the hidden crypt of the mysterious Wizard, Telor. Concealed from prying eyes in the echoing halls of these dark catacombs, you must seek the valuable volumes of magical research, sealed away by Telor since times long past.

NOTES:

- A** The first Hero to search this room for treasure finds a leather satchel stashed in the cupboard containing 2 Potions of Healing that will restore 3 Body Points when consumed.
- B** Inform any Hero who attempts to search these rooms for treasure: *"This room appears to have been stripped bare by thieves"*. The Heroes will not draw any treasure cards while searching any of these rooms.
- C** When this room is revealed, inform the Heroes: *"The Chaos Sorcerer appears to be searching this room fretfully. Sensing your presence, he turns to face you."* The Chaos Sorcerer has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3	4	4	7

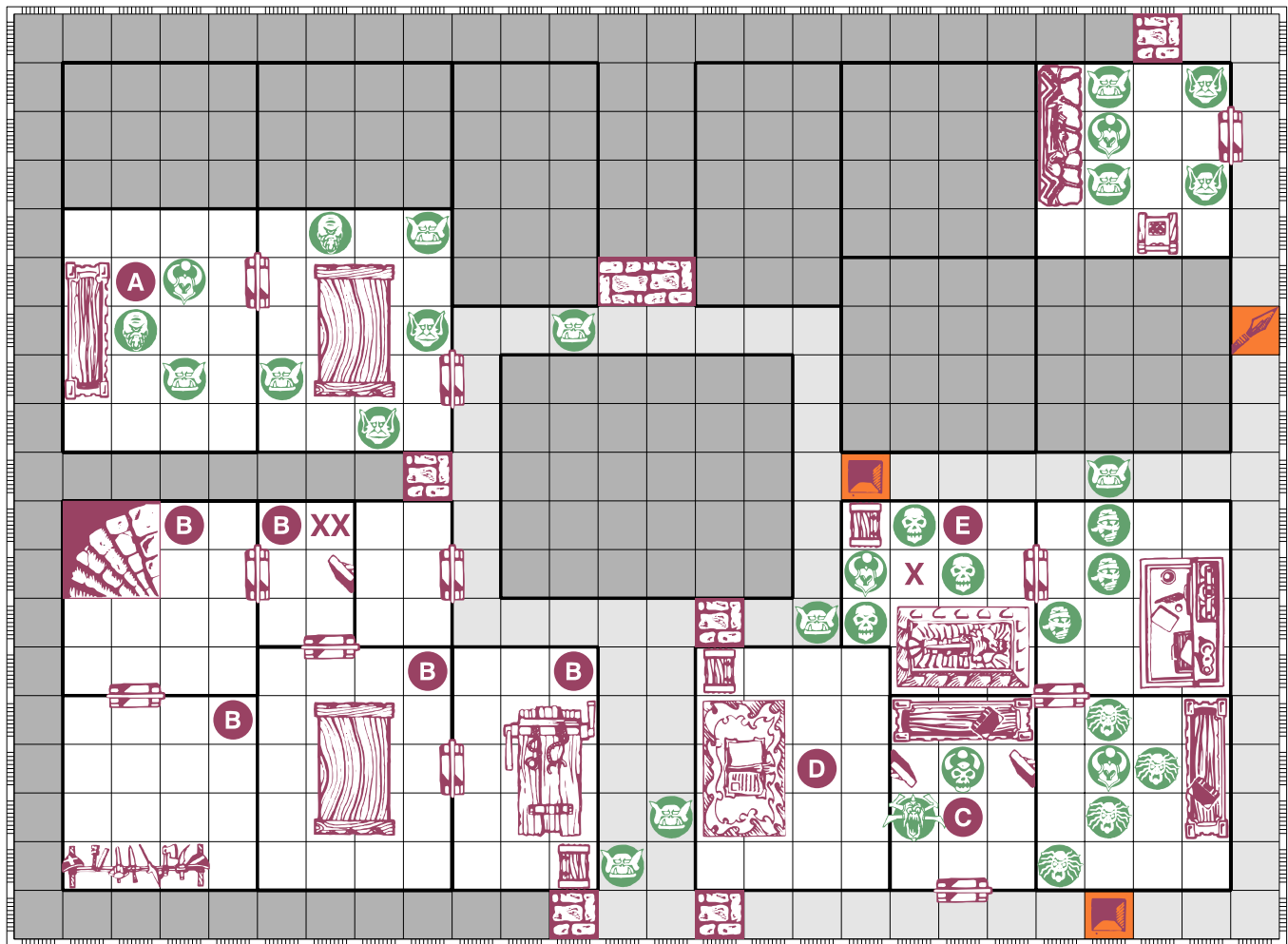
He knows the following Chaos spells: Ball of Flame, Lightning Bolt, and Cloud of Chaos.

- D** The chest contains a velvet pouch with several rare gems worth 200 gold coins. Also inform the Heroes that the tome is open to the excerpt "After the battle was won, the great Wizard Telor, who's sorcery scorched and rended the forces of Chaos, disappeared mysteriously. Many believe he has vanished into his sorcerous studies, preparing for the next coming of Zargon."
- E** This chest contains the Arch-Mage's Tome, a relic that allows the Wizard to select 2 extra sets of spells each Quest. Additionally, its myriad volumes contain the secrets of the "Spells of Detection" and "Spells of Darkness", allowing the Elf and Wizard access to these additional spell sets.

X This is the spirit of Telor the Wizard. He has the base stats of the Wizard



Wandering Monster in this Quest: Mummy



Quest 2

Durgin's Vault

Quickly my friends, you must travel to the mountains of the World's Edge. Here is an ancient Dwaven burial site, you will find relics used by the Emperor's Champion, Durgin. The Aegis of the Ancients protected Durgid and those close to him from

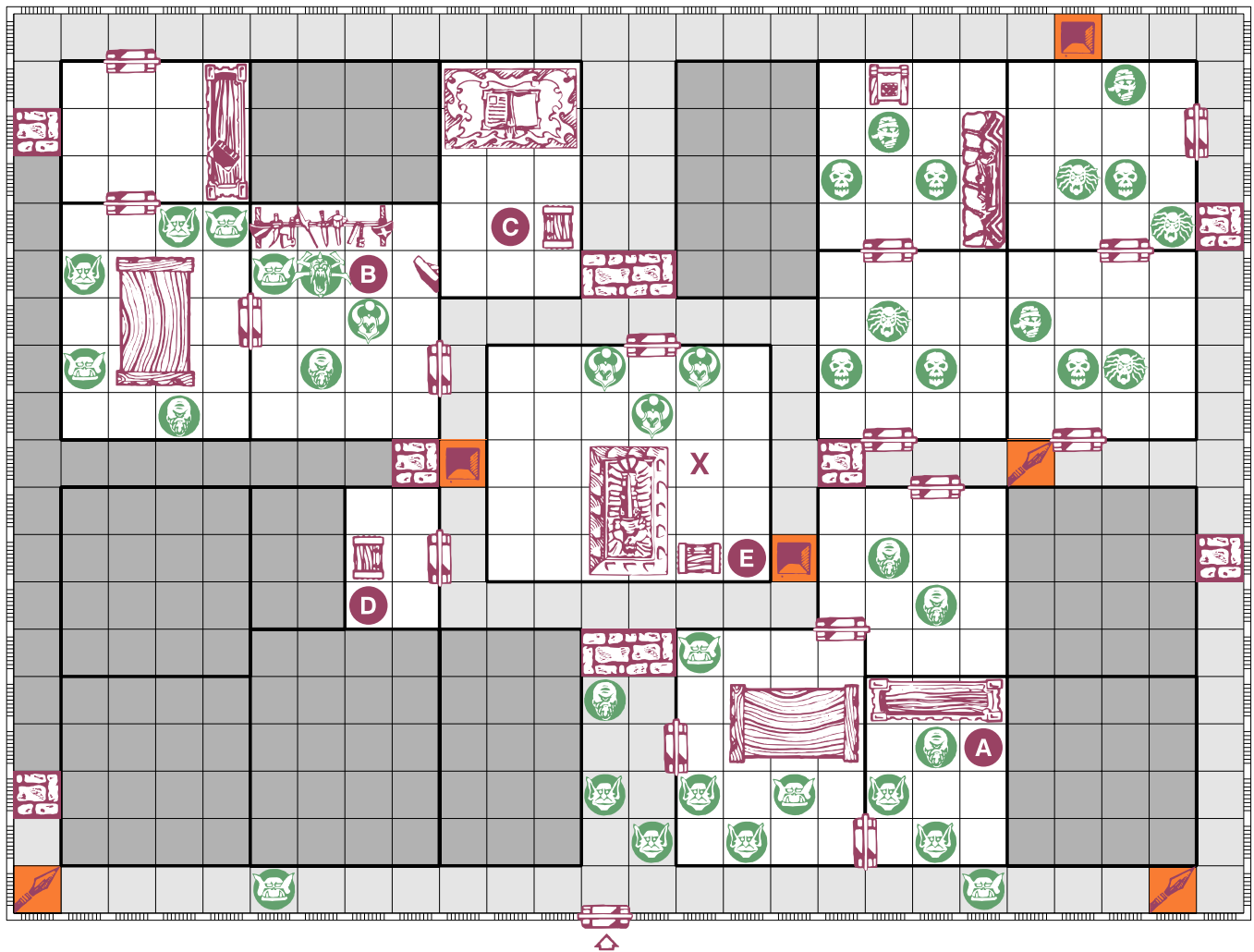
loss of life and limb. Many blasts from Durgin's Horn summoned aid from Imperial soldiers to turn the tide in the most crucial battles. It is vital, brave Heroes, that we recover these relics to strengthen us in the fight against Chaos.

NOTES:

- A** The first Hero to search this room for treasure finds a leather satchel stashed in the cupboard containing 2 Potions of Healing that will restore 3 Body Points when consumed.
- B** The first Hero to search this room for traps, treasure or secret doors discovers a latch behind the shield on the weapon rack revealing the secret door shown in this room.
- C** The first Hero to search this room for treasure will find 200 gold coins in the chest. Also inform the Hero the tome is open to the following excerpt: "With a shower of sparks and shards, Durgin's Aegis defiantly deflected the crushing blows of Chaos."
- D** The first Hero to search this room for treasure or secret doors will discover a hidden stash of Dwarven gold worth 200 gold coins and the secret door shown for this room.
- E** This treasure chest contains the artifacts Durgin's Horn and Aegis of the Ancient's. These artifacts are for the Dwarf only.
- X** This is the spirit of Durgid the Dwarven Champion. He has the base stats of the Dwarf Hero and is equipped with a broadsword and a helmet. He will attack the Heroes like any monster, but defends with white shields. Additionally, rolls of a black shield count as two white shields.



Wandering Monster in this Quest: Fimir



Quest 3

Rogar's Hall

Prepare yourselves Heroes, for a vicious fight. The time has come to seek the Star of the West, but the legendary Warrior-Prince of the borderlands will not part ways with his holy artifact lightly.

Rogar the Barbarian has high expectations for his successor, and will test the full extent of your strength and tactical ability. While he may have passed away in times past, his might and will are very much alive. You must meet both head on.

NOTES:

- A** The first Hero to search this room for treasure finds a leather satchel stashed in the cupboard containing 2 Potions of Healing that will restore 3 Body Points when consumed.
- B** The first Hero to search this room for traps, treasure or secret doors discovers one of the spears is actually a lever. When pulled the secret door slides open, revealing itself.
- C** The treasure chest contains a large red gemstone worth 200 gold coins. Additionally inform the Hero that the tome on the altar is open to the following excerpt: "Neither stone nor steel could withstand Rogar's furious sword-strikes as he cut down the forces of Chaos in droves."
- D** This treasure chest contains a Heroic Brew and 100 gold coins.
- E** This treasure chest contains The Star of the West, an artifact for the Barbarian only.
- X** This is the spirit of Rogar the Barbarian. He had the base stats of the

Barbarian Hero and is equipped with a battle axe, longsword and plate mail. He will attack the Heroes like any monster but defends with white shields. When rolling to attack, Rogar counts a black shield as 2 skulls. If Rogar rolls any number of black shields when defending against an adjacent Hero, that Hero automatically suffers 1 wound. This does not affect Hero models making ranged or diagonal attacks.



Wandering Monster in this Quest: Chaos Warrior