

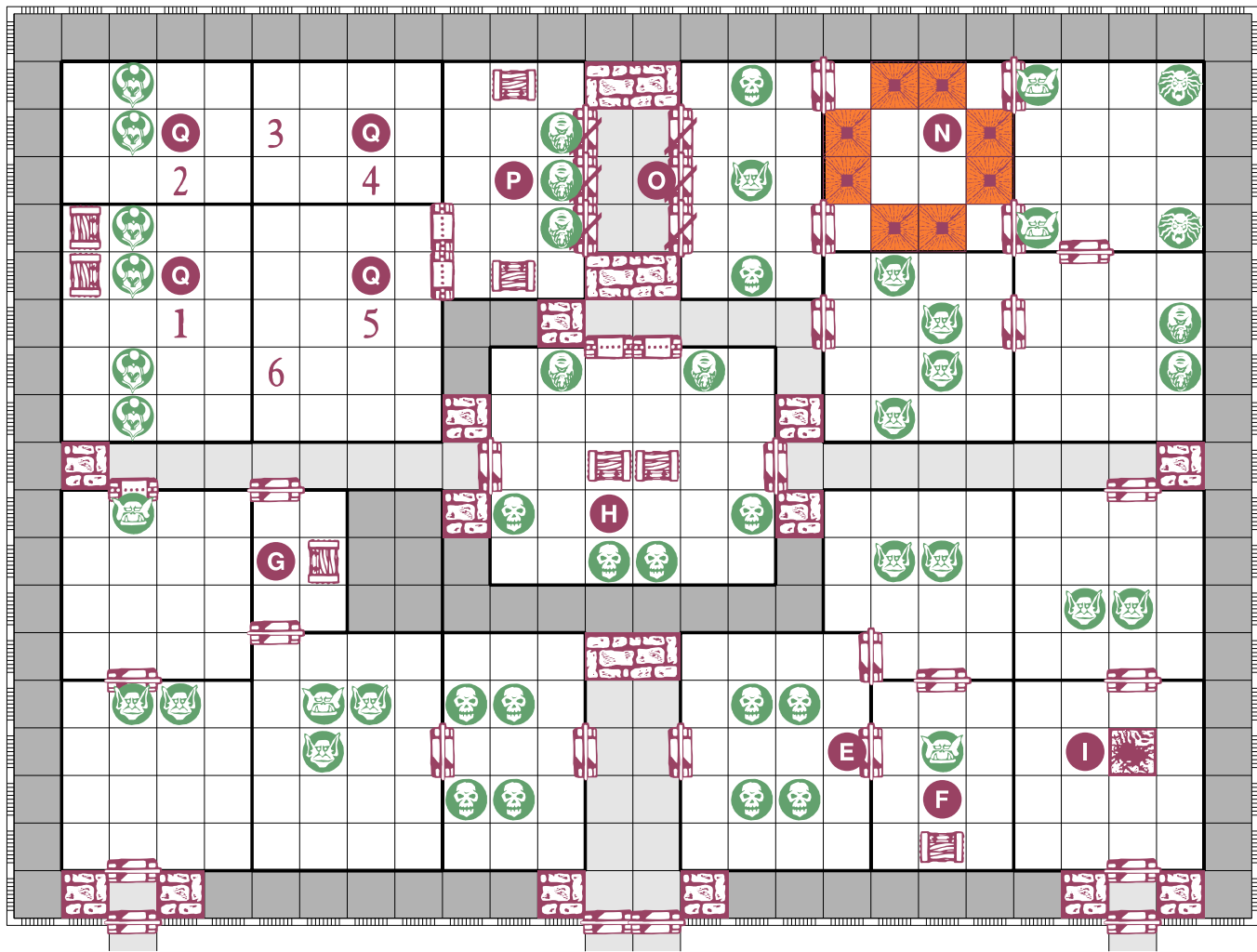
# Hero QUEST™

The Legend of Zelda – A Link to the Past

Q U E S T



B O O K



#### NOTES continued:

G.

The Heroes may now leave via the exit doors to complete the Quest.

**I** These are the castle sewers and consist of two large rooms either side of the corridor. The floor of these sewers are knee deep in water, and all Heroes may only roll 1 die for movement, even if the magical darkness is lifted. The monsters are not affected by the water.

**J** These two Goblins will not move from their positions and will favor attacking Heroes by the door.

**K** These two chests each contain 100 gold coins and a Potion of Healing that will restore up to four Body Points to a Hero.

**L** The southern door from this room is locked and cannot be opened normally.

A Hero searching in this room for secret doors, traps, or treasure will discover that the weapons on the weapons rack are false, and the two shields at either end of the weapons rack are actually levers that can be pulled. A Hero may stand at either end of the weapons rack and pull one of the shields as an action.

If a Hero pull southern shield, the locked door opens. However, if a Hero pulls the northern shield, Zargon may immediately place six Goblins in the rooms. These Goblins may IMMEDIATELY move and attack the Heroes. The Goblins may attack and move normally during Zargon's turn.

**M** When the first Hero enters this space, tell them that they hear a click and the secret door in front of them is revealed. Lay out the contents of room M. The Heroes immediately see the altar slide to the right, unblocking the way to the exit. Immediately move Princess Zelda to the square marked X in the room.

**N** This is sanctuary. The Chaos Sorcerer here represents the Old Priest, who thanks the Heroes for rescuing Princess Zelda, and swears to hide her in this safe haven, protecting her with his life.

As a reward, the Old Priest allows the Heroes to take the contents of the treasure chest. Inside the chest are 1000 gold coins.



## Quest 4

# Escape to Sanctuary

"Now that you have freed Princess Zelda from the Castle Dungeons, you must all make your escape from Hyrule Castle. Princess Zelda knows of a secret route from the altar behind

the Throne Room of Hyrule Castle, that leads through the Castle Sewers to Sanctuary. She is certain that the Old Priest at Sanctuary will protect her."

### NOTES:

Princess Zelda joins the Heroes in this Quest. Use the Elf model, or the Chaos Sorcerer model if the Elf is in play. Princess Zelda has the same abilities as an Elf, but only has 4 Body Points and no spells. She is unequipped.

Any Potions of Healing found in the Treasure deck should be consumed immediately, and the card returned to the Treasure deck.

**A** Do not place these Orcs when this room is revealed. Instead, Zargon can place these Orcs on their first turn, after which they can move and attack normally.

**B** The secret door cannot be found by searching for secret doors. Instead, TWO Heroes must stand to the left of the altar and push it to the right. Upon doing so, the secret door is automatically revealed.

**C** These rooms are filled with magical darkness. The Heroes must roll 1 less die when moving, attacking, or defending.

The pit traps in these rooms should be placed when the room is revealed and represent torches that can be lit by any Hero with a Lantern that stands next to them and uses an action to light them.

Zargon should roll 1 combat die at the start of their turn for every lit torch in

a room the Heroes are in, and for every skull rolled, one torch chosen by Zargon goes out. Torches automatically go out if there are no Heroes in a room at the start of Zargon's turn.

Whilst all the torches in a room are lit, the magical darkness in the room is lifted and no longer affects the Heroes.

The Monsters are not affected by the magical darkness.

**D** The last Goblin in this room will not leave the room. When it is defeated, it will drop the key needed to open door E.

**E** The door marked E is locked and cannot be opened without the key dropped from the last Goblin in room D.

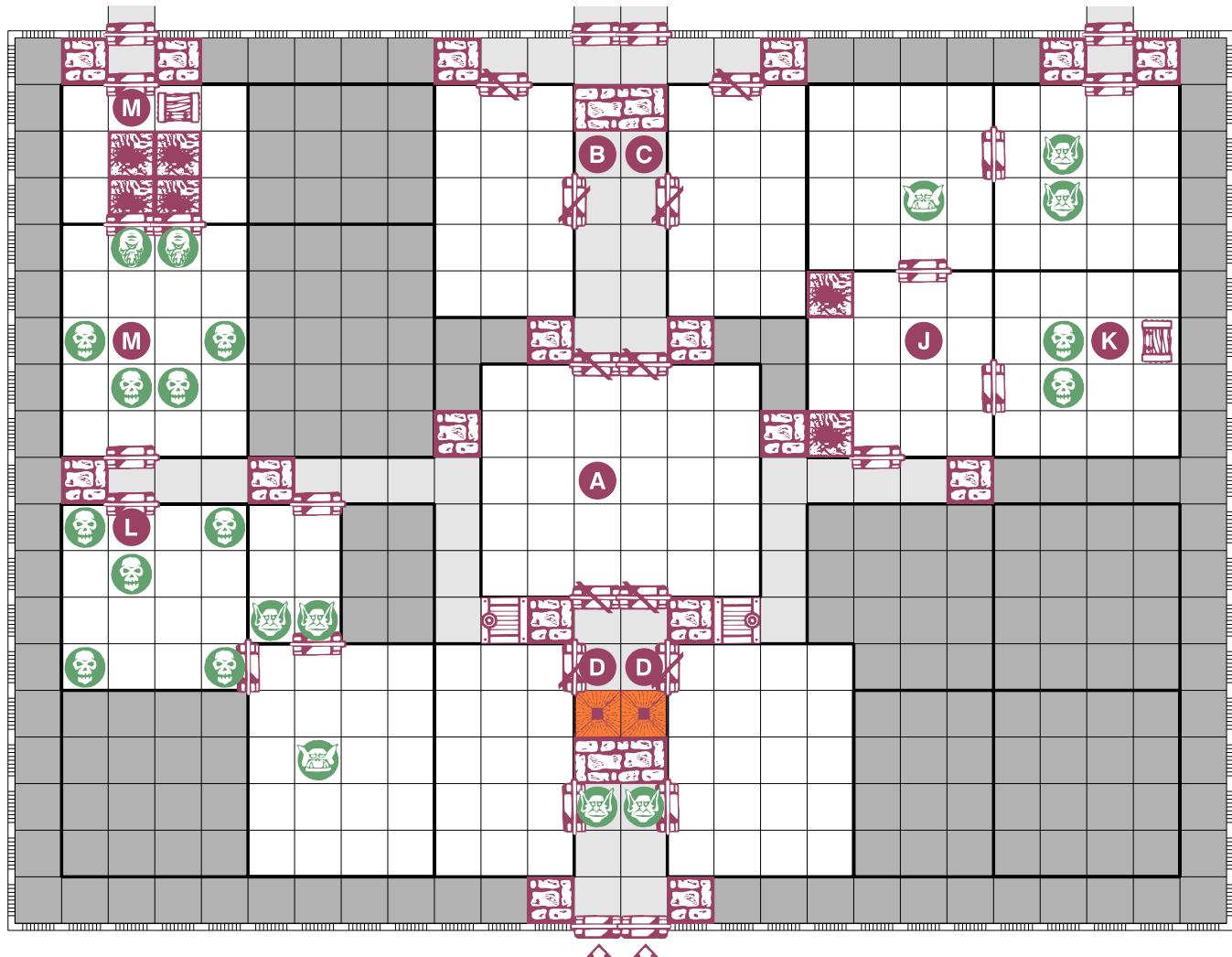
**F** These rooms and the corridor between them all count as one big room. The Goblins will not leave this room, and do not attack Heroes unless at least one Hero is in the room.

**G** This treasure chest contains the key needed to open the door marked H.

**H** This door is locked and can only be opened by the key from the chest marked G.



Wandering Monster in this Quest: Goblin



## Quest 1

# The Eastern Palace

"You are to recover the Pendant of Courage from the Eastern Palace. It is a long dungeon full of dangerous monsters and

cunning traps."

### NOTES:

All portcullises cannot be opened without the Master Key.

Any Potions of Healing found in the Treasure deck should be consumed immediately, and the card returned to the Treasure deck.

- A** This room and the adjacent corridors are a complex trap. Immediately place the pits of darkness on the positions marked D. There is no chance that the Heroes will fall into these pits of darkness and may move over them freely.

At the start of Zargon's turn, roll 1 combat die if there are any Heroes in room A or adjoining corridors.

On a skull, roll 1 red die. If the result is odd, place a rolling boulder token on B, else place a rolling boulder token on C. On a black shield, place a rolling boulder token on both B and C, as well as on the spaces in front of them, to represent a giant rolling boulder.

After placing any relevant rolling boulder tokens, you may move every rolling boulder token 3 spaces towards the pits of darkness at D. The rolling boulders can move through the open doors. When a rolling boulder token moves onto the pits of darkness at D, remove it from the board.

The rolling boulders block movement. If a rolling boulder lands on a Hero, the Hero takes 2 points of Body damage, which can be defended against as normal. If the giant rolling boulder lands on a Hero, they instead take 5 points of Body damage, which can be defended against as normal.

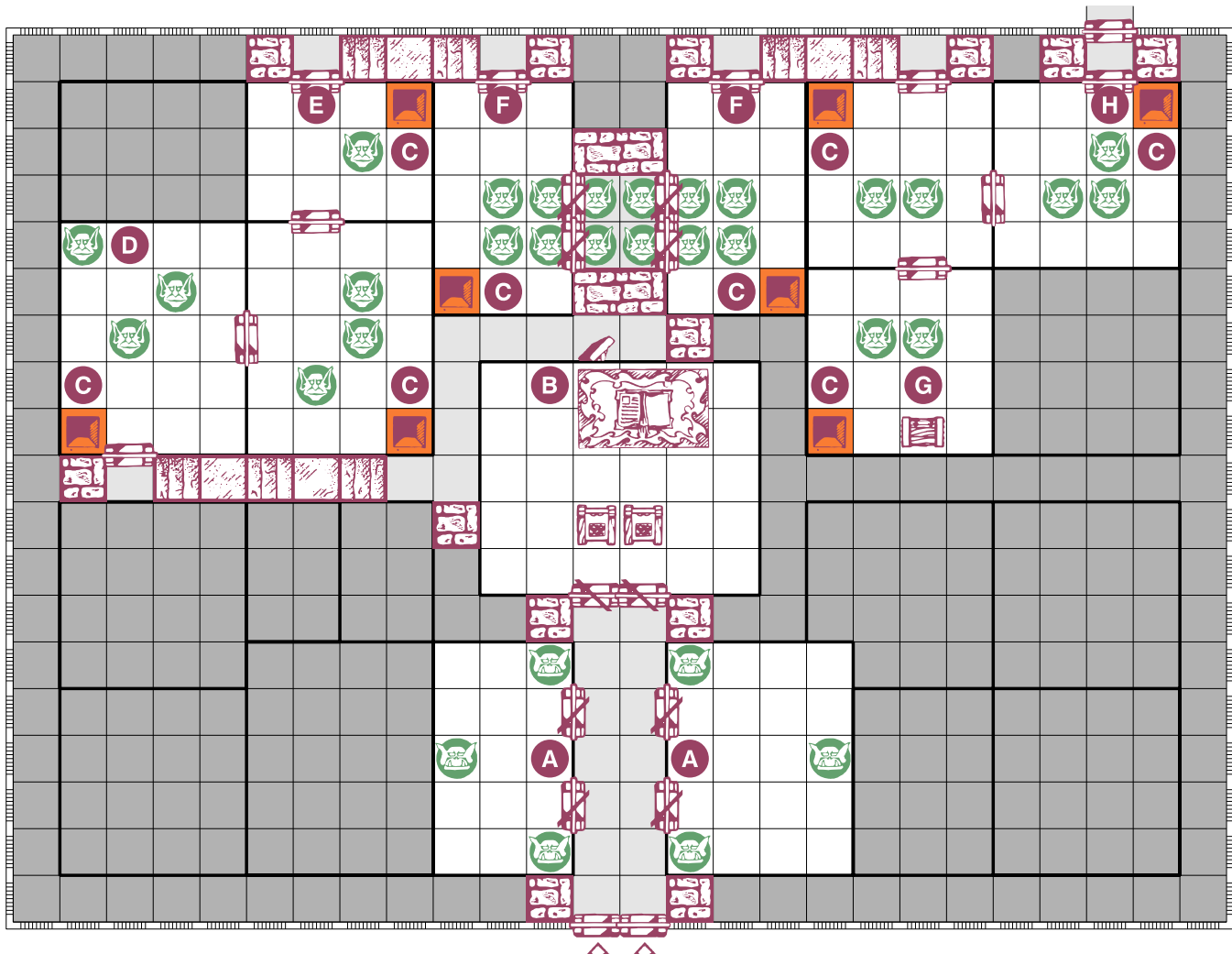
- E** This door can only be opened from the other side.
- F** This treasure chest contains a Dungeon Map. You may place all the doors on the board, but do not reveal the room contents of any room until the Heroes explore through the door.
- G** This treasure chest contains a Compass. You may point out room Q as being the boss room, and the objective of the Heroes Quest.
- H** Do not place the Skeletons on the board when you reveal the contents of the room.

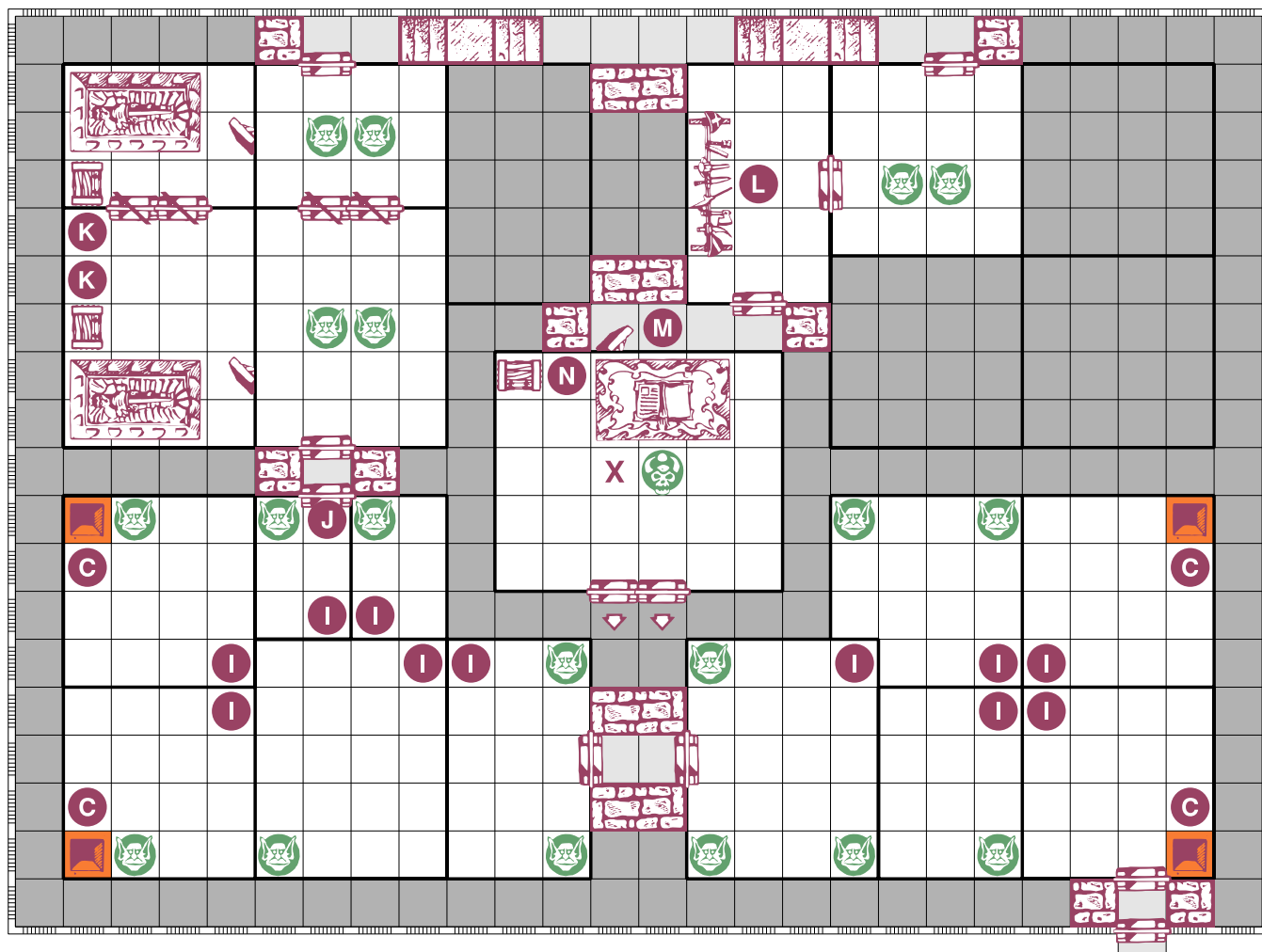
The Fimir in this room each roll one extra combat die in Defense.

At the start of Zargon's turn, you may place the Skeletons in the room, as close to their marked positions as possible. The Skeletons move and fight as normal this turn.



Wandering Monster in this Quest: Goblin





## NOTES continued:

Zargon may do this once every time the Heroes enter or pass through this room, and there are no Skeletons in this room.

The treasure chests cannot be opened without the Master Key. The chests contain two Longbows and two sets of Arrows.

- I** The Death Mist may move 4 spaces per turn around this room. If the Death Mist passes through a Hero, the Hero must lose 1 Body Point. The Death Mist cannot move through each Hero or space more than once per turn.

The **ONLY** way the Heroes can leave the room through the south door is to search the room for traps. When they do so, they will find a suspicious button, which if they choose to press, will open the door to the south.

- J** This room is filled with magical darkness. The Heroes must roll 1 less die when moving, attacking, or defending.

The Death Mists may each move 4 spaces clockwise around the walls if this room. If the Death Mist passes through a Hero, the Hero must lose 1 Body Point. The Death Mists cannot move through each Hero or space more than once per turn.

The Door to the south is locked, and cannot be opened until the Heroes have retrieved the Key from room K.

- K** This room is filled with magical darkness. The Heroes must roll 1 less die when moving, attacking, or defending.

The treasure chest contains a Key, which can open the south door in room J.

- L** Do not place the Skeletons in this room when you reveal the contents of this room.

At the start of Zargon's turn, you may place the Skeletons in the room, as close to their marked positions as possible. The Skeletons move and fight as normal this turn.

The door to the north cannot be opened until all the Skeletons are defeated.

- M** The Fimir in this room each roll 1 extra combat die in Defense.

The Death Mists will not move until **ALL** other creatures in the rooms marked M have been defeated. Once the final creature has been defeated, **IMMEDIATELY** move each Death Mist 4 spaces. The Death Mists may move freely between both rooms marked M, ignoring the walls between them. If a Death Mist passes through a Hero, the Hero must lose 1 Body Point. The Death mists cannot move through each Hero or space more than once per turn.

The treasure chest contains the Master Key.

The door to the north of the room cannot be opened until all the creatures are defeated.

- N** Immediately place all the pits of darkness in this room when the contents are revealed. There is no chance that the Heroes will fall into these pits of darkness, and the Heroes may move over them freely.

The **ONLY** way the Heroes can leave the room through the west doors is to search the room for traps. When they do so, they will find a suspicious button, which if they choose to press, will open the doors to the west.

On Zargon's turn, you may place a number of rolling boulder tokens on the pits of darkness of your choice whilst there is a Hero in this room. Roll one combat die: On a skull, you may place 1 rolling boulder token; On a white shield, you may place two rolling boulder tokens; On a black shield, you may place three rolling boulder tokens.

After placing any relevant rolling boulder tokens, you may move every rolling boulder token 1 space towards the pit of darkness on the opposite side of the room. When a rolling boulder token moves onto a pit of darkness, remove it from the board.

The rolling boulders block movement. If a rolling boulder lands on a Hero,

### NOTES continued:

the Hero takes 1 point of Body damage, which can be defended against as normal. The rolling boulders are magically enchanted to be able to move through each other, and multiple rolling boulders may occupy the same space.

**O** When a Hero enters this corridor, IMMEDIATELY move the Fimir in room P one square into the corridor and attack any Heroes they can reach. The Fimir may still move and attack normally during Zargon's turn from now on.

**P** These Fimir in all have +1 Body Point and roll two extra combat die in Defense.

These treasure chests each contain 2 Potions of Healing.

**Q** These rooms all count as a single 8x8 room.

The Chaos Warriors are a special "Boss" monster and attack as described below, using two different formations, which alternate until they are defeated. They each have +3 Body Points and roll two extra combat dice in Defense. In addition, they defend using white shields instead of black shields.

In the first formation, the Chaos Warriors move 2 squares forwards, and attack any Hero they can reach. They will continue this formation on each of Zargon's turns until at least one Chaos Warrior reaches the wall. On the following turn, the Chaos Warriors will switch to the second formation.

In the second formation, roll 1 red die, and place each Chaos Warrior on a numbered space going clockwise from the number rolled. The Chaos Warrior will then attack any Hero they can reach. On following turns, the Chaos Warriors will each move to a numbered space clockwise before attacking, until they have returned to their original starting point. On the following turn, the Chaos Warriors will return to their starting locations as marked on the map.

If a Chaos Warrior enters a space with a Hero, the Hero will be moved to a free adjacent square before the Chaos Warrior makes an attack.

When there is only a single Chaos Warrior left, it will go berserk. The Chaos

Warrior will IMMEDIATELY move to the space of the nearest Hero, moving the Hero as required, before making a single attack against EVERY Hero it can reach. The Chaos Warrior will then repeat this during every Zargon's phase until defeated.

The treasure chests contain the Pendant of Courage and 1000 gold coins to be shared between the surviving Heroes.

### NOTES continued:

Princess Zelda is held in this room. Use the Elf model, or the Chaos Sorcerer model if the Elf is in play. Princess Zelda has the same abilities as an Elf, but only has 4 Body Points and no spells. She is unequipped.

To rescue Princess Zelda, the player opening the portcullis must lead her back through to the doors marked A to complete the Quest. If you played the previous Quest in Hyrule Castle, you may require the party to lead Princess Zelda to the doors marked F in that Quest instead to complete this Quest.

Once the portcullis is opened and Princess Zelda accompanies the party, all Orcs in this Quest (and the previous Quest if using the optional ending) return and must be defeated again. Monsters will ONLY target Princess Zelda with their attacks if they cannot reach a Hero to attack.

## Quest 3

# Castle Dungeons

### NOTES:

Note that I have included an optional ending, so that the party may be required to replay the previous Quest as well, and lead Princess Zelda to the throne room.

Portcullises cannot be opened without the Master Key.

- A** This door leads to Castle Hyrule (Doors H).
- B** This treasure chest contains a Dungeon Map. You may place all the doors on the board, but do not reveal the room contents of any room until the Heroes explore through the door.
- C** The ledge can be seen from the room marked D. A Hero may leap off the ledge from C into the room marked D. If they choose to do so, roll 1 combat die, and if the result is a shield, they land awkwardly and their movement ends. If the result is a black shield, they also take a Body Point of damage from the fall.
- E** The areas marked E are one big bottomless pit. If a Hero or monster is standing next to the pit, they must roll at least one shield (black or white) when defending, or be pushed back a space into the pit. Monsters falling into the pit are killed automatically. Heroes automatically manage to catch themselves from falling to their doom, but still lose 1 Body Point from the fall. Heroes must spend their next movement climbing back up onto the

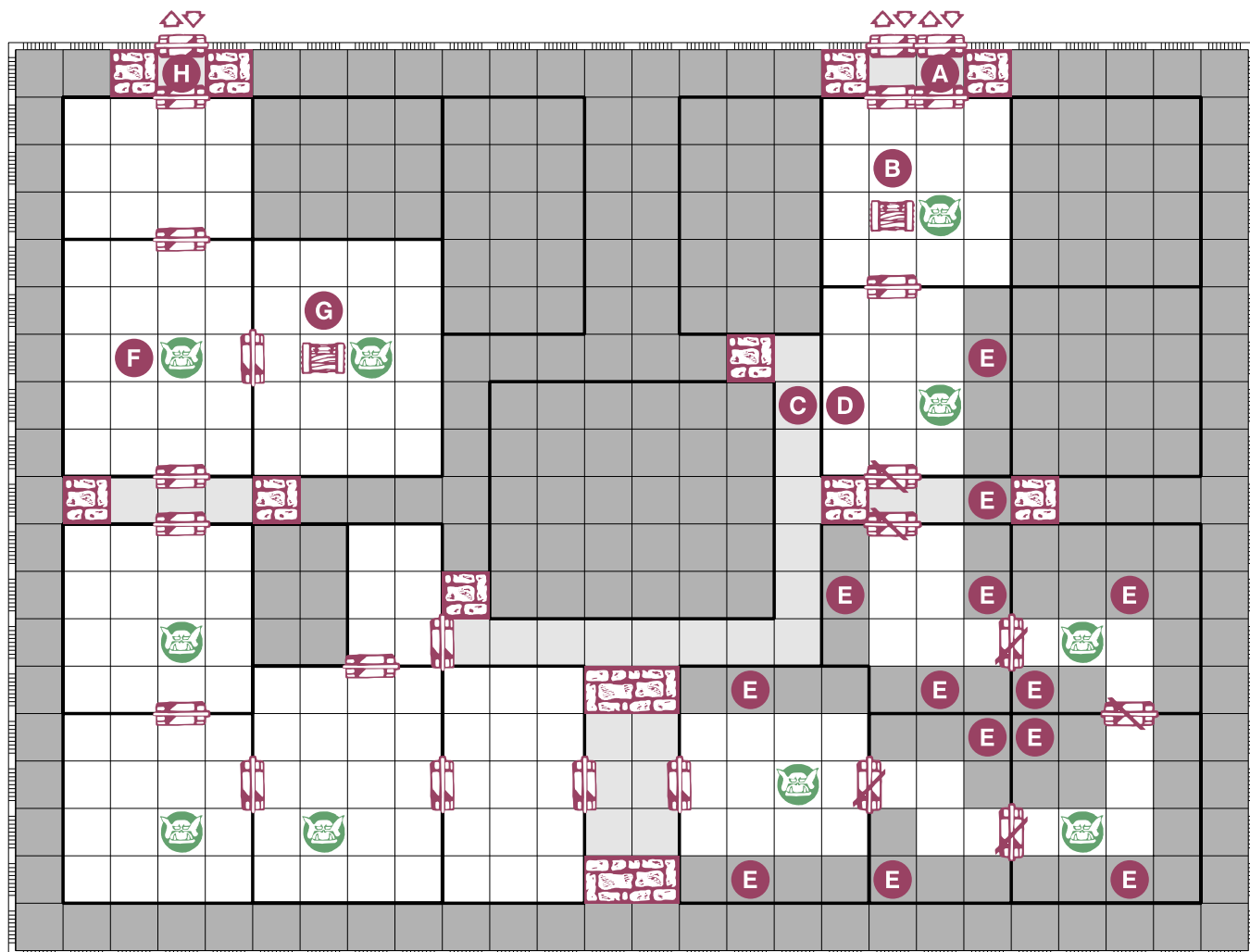
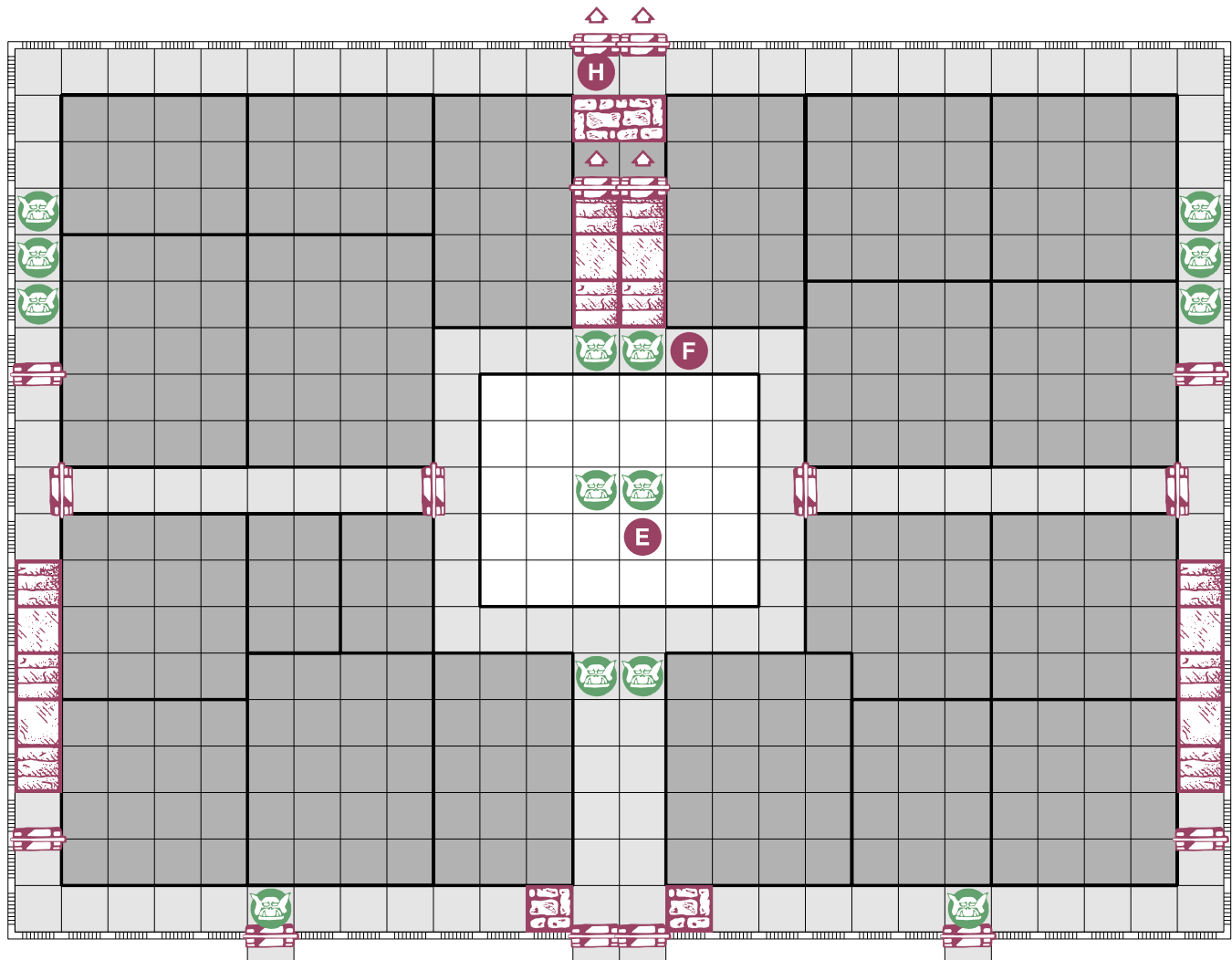
CLOSEST unoccupied space where they fell.

- F** All the doors from this room are locked shut, but open automatically when the Orc is killed.
- G** The treasure chest contains a Boomerang.
- H** This doorway leads down some stairs to doorway I.
- I** This doorway leads up some stairs to doorway H.
- J** These trapdoors lead to each other via some steps down. There's no risk in using these trapdoors.
- K** This treasure chest contains two Potions of Healing that can restore 4 Body Points to a Hero.
- L** This Chaos Warrior is the Master Jailor. He is armed with a ball and chain, which allows him to attack everyone in the room he is in. The Master Jailor will chase the Heroes through the open doors, but stop before the corridor leading to room K.
- M** Anybody searching this room will find a Lantern and 25 gold coins in the chest.

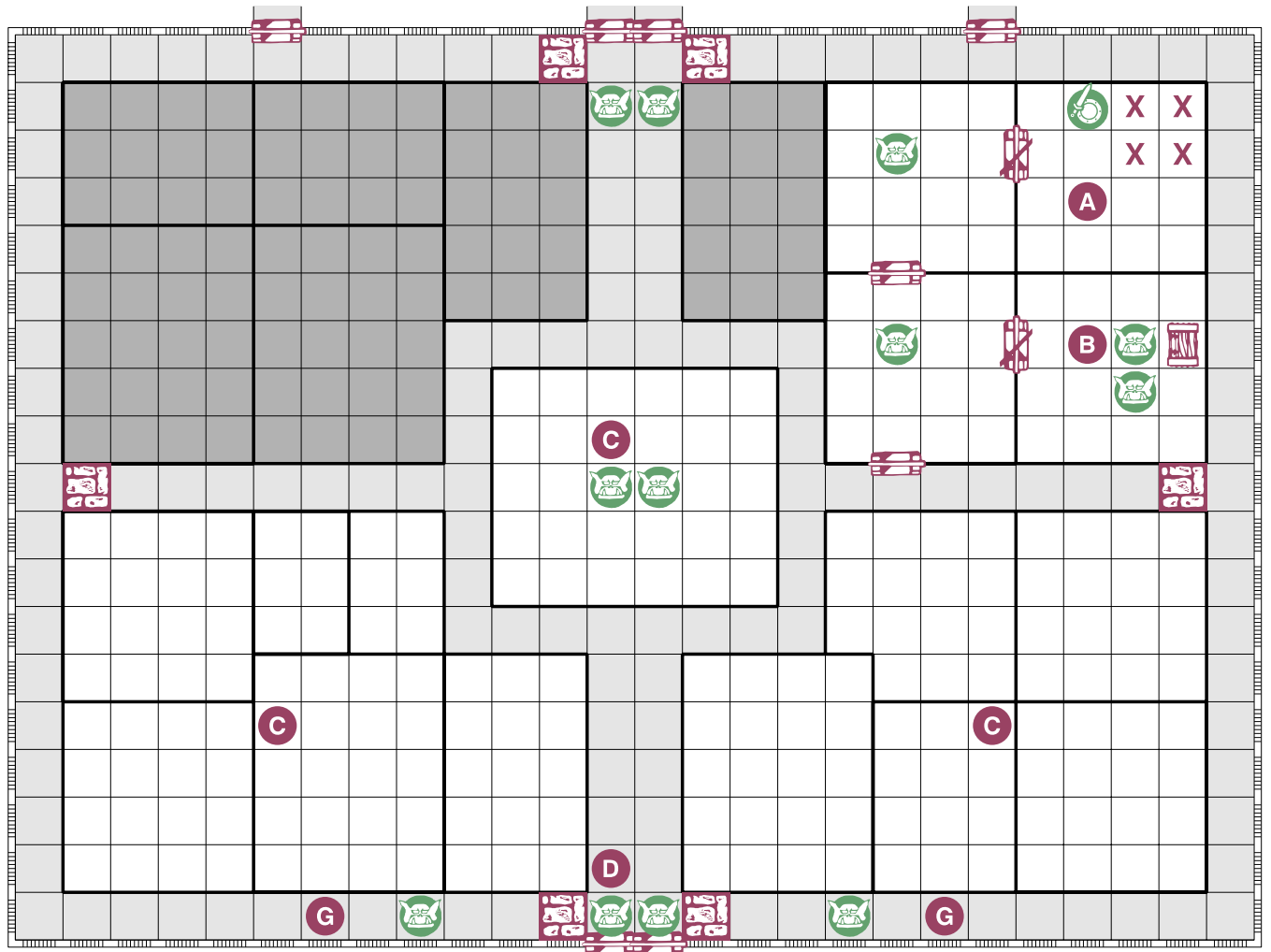
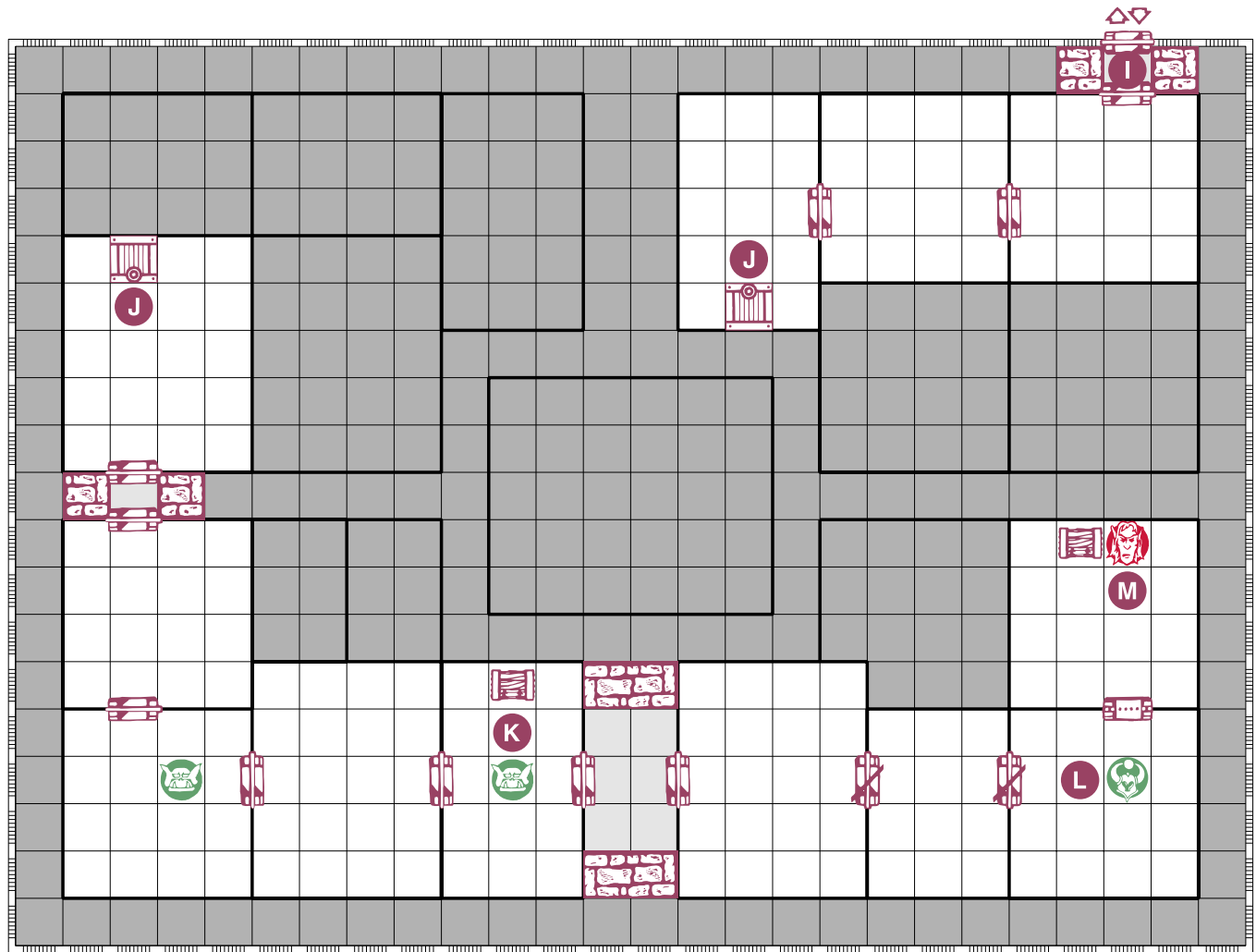


**Wandering Monster in this Quest: Orc**









## Quest 2

# Hyrule Castle

### NOTES:

- A** The Heroes start on the four spaces marked by an X. A fallen Scout lies against the wall here. Anyone searching here will find a shortsword and a shield on the Man-at-Arms.
- B** Anybody searching this room will find a Lantern and 25 gold coins in the chest.
- C** These areas are the castle gardens. All of these rooms count as open areas.
- D** These doors are the main gate into Hyrule Castle. They are locked and cannot be opened.
- E** This room is the main foyer of Hyrule Castle.
- F** The doors at the top of these stairs leads to the throne room. The Heroes have no reason to head this way until after they have rescued Princess Zelda.
- G** These are the castle battlements. A Hero may leap off the battlements into the castle gardens. If they choose to do so, roll 1 combat die, and if the result is a shield, they land awkwardly and their movement ends. If the result is a black shield, they also take a Body Point of damage from the fall.
- H** These doors lead down into the dungeons of Castle Hyrule, where Princess Zelda is being held prisoner.



**Wandering Monster in this Quest: Orc**