

HERO QUEST



The Rescue
INSTRUCTION
BOOKLET

The ancient Dwarf master is in trouble, and it's up to the Heroes to save him.

Many readers send us letters and are outraged with the Dragão Brazil editorial staff and the presence of HeroQuest in the magazine. Everyone argues that the game should not be in our pages, as it is not even an RPG. Is it really not? Well, it depends on how players are willing to face the challenge. For this reason, the adventure that we present here brings some possibilities of interpretation for the Heroes – or at least for one of them.

The adventure includes three Quests, which, as usual, are divided into three parts: the Quest Map that shows the locations on the board where to place the furniture, monsters and traps; the Parchment Text, containing the story of the challenge that should be read to the players by Zargon; and the Quest Notes that explains what happens in certain rooms and special events. A Quest is successfully completed when the Heroes have reached the goal proposed by Zargon, and have all returned to the starting point – which will be the stairway in all these Quests.

The Dwarf's Mess

This time the Heroes must rescue Kerg, a great Dwarven warrior who managed to fight off the invasion of their village by the evil Commander Chups, an old enemy of the kingdom. Chups did manage to capture the veteran though, and plans to keep him prisoner in his castle while ravaging his village and stealing his treasures. Kerg was the Dwarf Hero's training master as well, and by having been preparing the Dwarf for combat for so long and being the Dwarf's former master; the Dwarf will not allow him to be held prisoner, nor his house invaded!

You, Zargon, must call aside the player who will play the Dwarf – and explain that a messenger knocked at your door, handing you a letter from Mentor. The letter explained to the Dwarf what just happened to his former master Kerg. Then tell him to arrange a meeting with the other Heroes in the tavern, and let him tell the story himself. Here is a chance for the player to play his

role of "softly invoked," furious and perhaps drunk on beer – screaming and promising that this Commander Chups will be hacked up into a thousand small pieces. Once informed, the Heroes can leave for the castle immediately.

New Rule

Spell Scrolls

When a spell scroll is found, the Hero should record it on his Character Sheet. After the scroll has been used, it must be crossed off the Hero's Character Sheet.

New Quest Map Symbol

Locked Door

These doors are locked and will require a key to be opened.

