

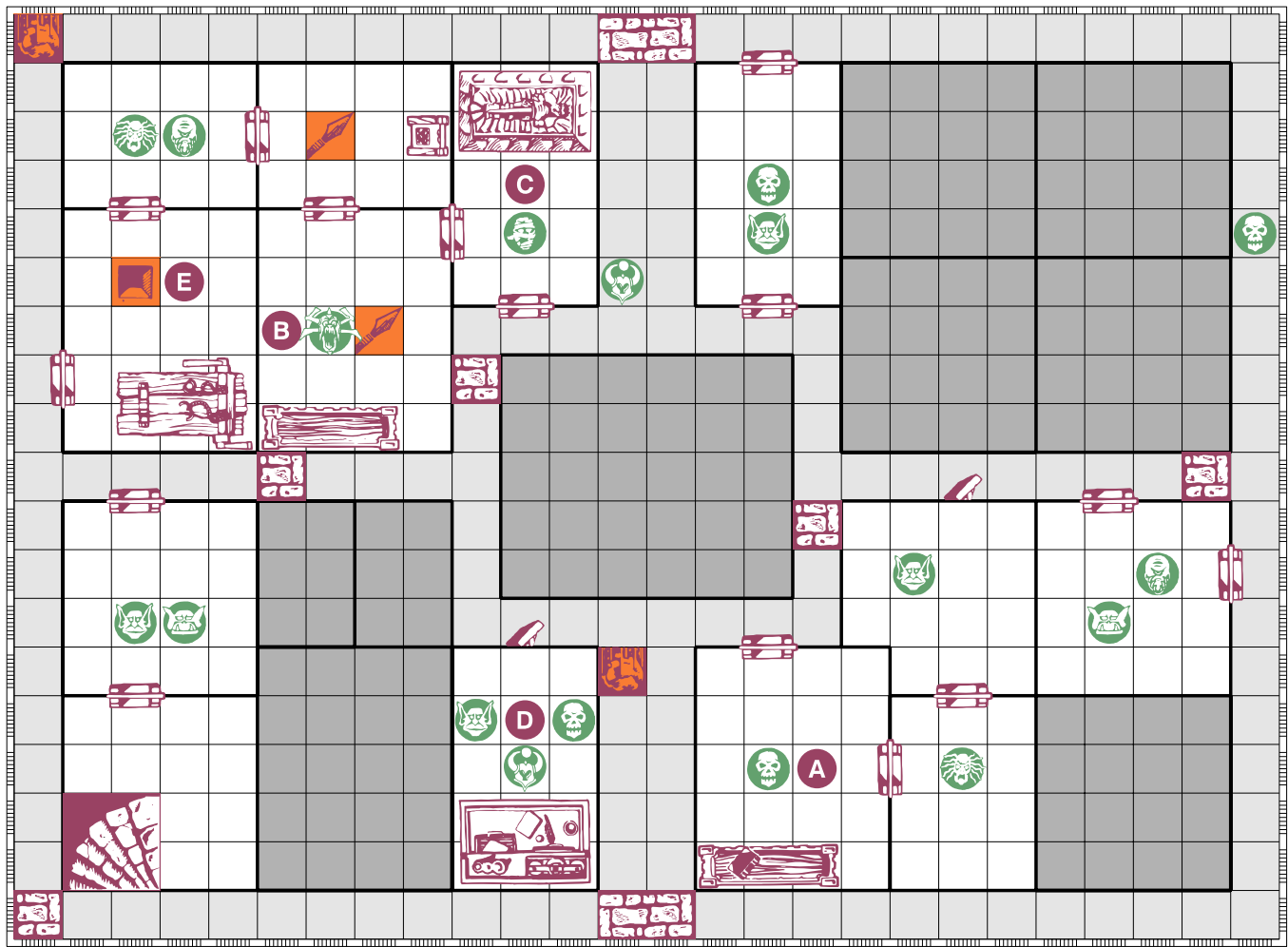
HeroQuest™

The Rescue

Q U E S T



B O O K



Quest 3

The Dungeon

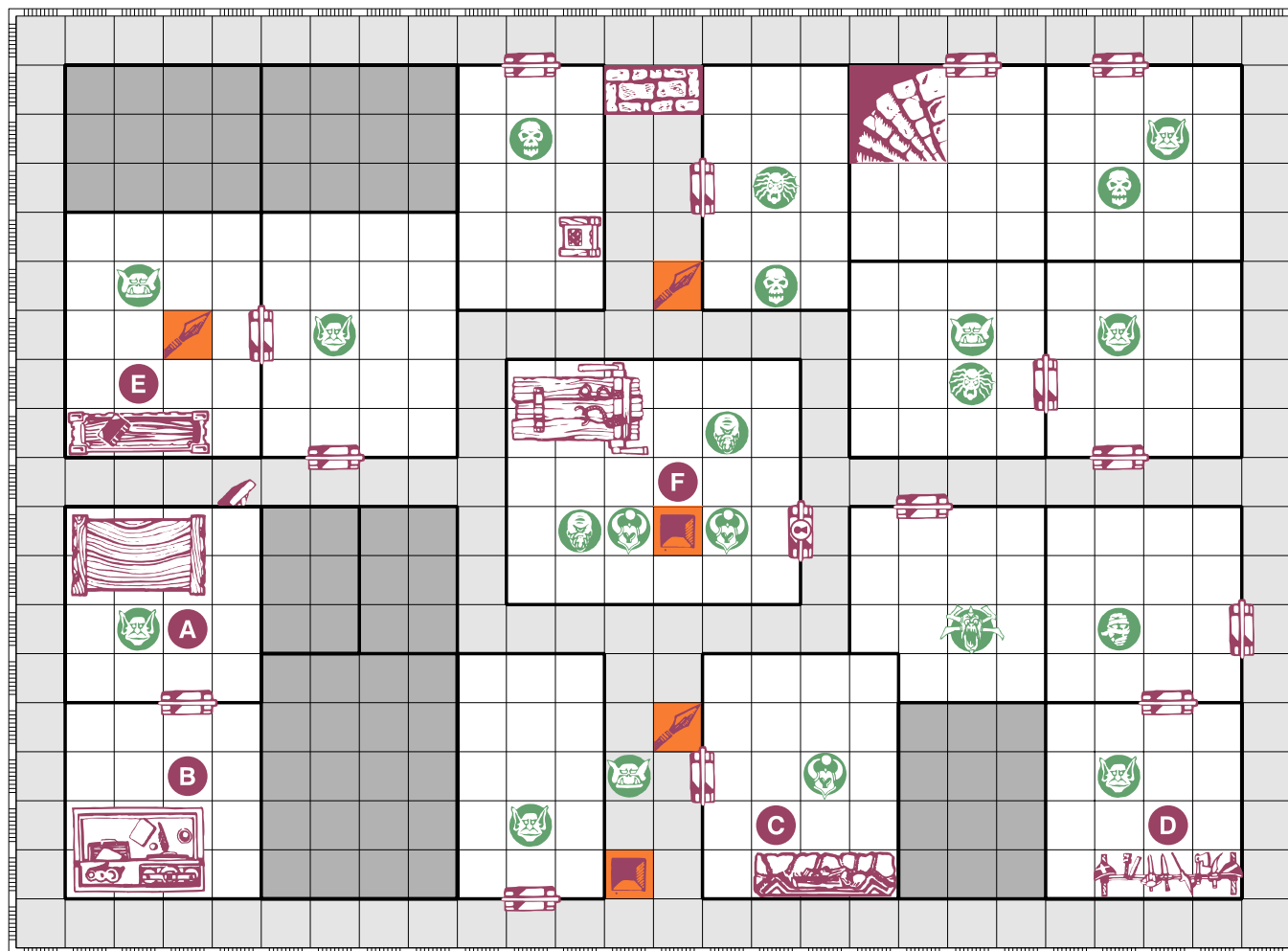
"You must now find the place where The Dwarf Kerg is being held prisoner, and save him."

NOTES:

- A** On the table in this room, there are two scrolls with the following spells: Veil of Mist and Ball of Flame.
- B** On the alchemist's bench there is a small bottle with a clear liquid; it looks like an Elixir of Life, but it is actually poison – and the Hero who drinks this liquid will lose 2 Body Points.
- C** The first Hero who searches for treasure in this room will be attacked from behind by a Wandering Monster.
- D** This weapons rack contains the following items: a Helmet, a Dagger, and a Shield.
- E** Inside this bookcase there are two bottles – one Potion of Healing and one Potion of Strength.
- F** Master Kerg is being tortured in this room. The door to this room can only be opened with the right key, the one made of bone, and not with the metal key. If the Heroes do not have it, they will have to go back to the stairs and start the first Quest until they find it. They can then go back directly to the third Quest, without going through the second Quest.



Wandering Monster in this Quest: Mummy



Quest 1

The Bone Key

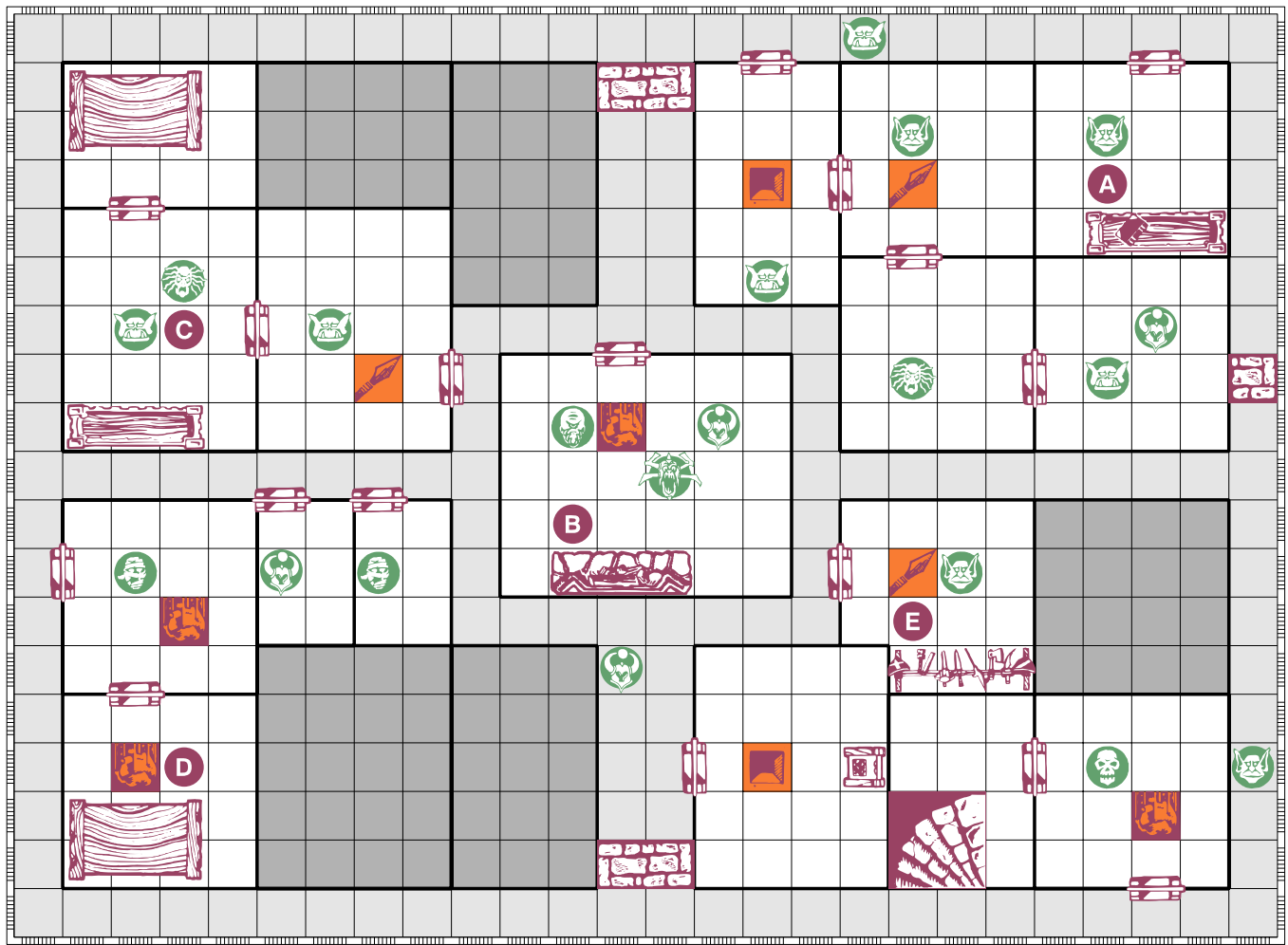
"In this Quest you will have to find the key that will free Kerg from the captivity of Chups."

NOTES:

- A** The first Hero to look for treasures here will find 50 gold coins and a Potion of Healing in the bookcase. The potion will restore up to four Body Points when consumed.
- B** The first Hero to search for treasure here will be attacked by a Wandering Monster, who will leap out of the cupboard. There is also a metal key in the cupboard; but it is not the key that the Heroes seek, but do not tell them that!
- C** There is a small bottle with a clear liquid hidden inside the tomb. This bottle contains the Elixir of Life, give the Hero the corresponding Artifact Card.
- D** In this secret room, on the alchemist's table, there is a key made of bone. It is the key that opens the chamber where the Dwarf master is being tortured.
- E** This room contains a torture rack, and there is a Dwarf strapped onto it. As soon as the Heroes enter the room, he will begin to shout to be released – which will attract a Wandering Monster. If the Heroes release the prisoner, he will say that he was captured with Kerg – but he was taken by the monsters to a place he does not know. The Heroes will then leave.



Wandering Monster in this Quest: Fimir



Quest 2

The Battle against Chups

"In this Quest our Heroes have to face the notorious Commander Chups, an old enemy of the Dwarves."

NOTES:

- A** The first Hero to search for a treasure will trigger a magic trap in the bookcase, which will make all the stuff he carries (weapons, armor, etc.) disappear. In fact, they will be magically transported to area D.
- B** Here is the evil Commander Chups. Use the Warlock figure to represent him. Remember that Chups is a Dwarven foe of the Dwarves, and will try to destroy the group's Dwarf first – unless the other Heroes give too much trouble.
- C** When one of the Heroes opens this cupboard, you will notice that it has no back. It looks like a long dark hallway, which is actually a magical shortcut to other parts of the castle. Each time a Hero enters the cupboard, he must roll a dice to find out where he is transported: if he rolls 1 or 2, he will appear in area A; 3 or 4, he will appear in area B; and if he rolls 5 or 6, he will appear in area D. Each Hero must roll separately.
- D** The Hero who triggered the magical trap in area A will find all his belongings on the table in this room.
- E** The weapons on this weapons rack are worn out, rusted and broken. There is nothing of value in this room.

Commander Chups:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	5	7	8	5

After defeating Chups, Heroes are allowed to search for treasures in the room. In the fireplace, hidden among the ashes, is a Wand of Magic. The full description is on the corresponding Artifact Card.

- C** When one of the Heroes opens this cupboard, you will notice that it has no back. It looks like a long dark hallway, which is actually a magical shortcut to other parts of the castle. Each time a Hero enters the cupboard, he must roll a dice to find out where he is transported: if he rolls 1 or 2, he will appear in area A; 3 or 4, he will appear in area B; and if he rolls 5 or 6, he will appear in



Wandering Monster in this Quest: Zombie