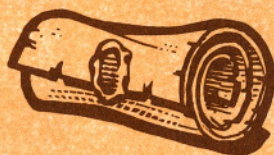


HeroQuest™

The Ruined City

Q U E S T



B O O K

Single Quest

The Ruined City

Welcome my brave Heroes.

Once again I need your help. But first let me tell you a story. A long time ago the mighty Bretonian Quest Knight Adonar was on his way home from the great crusade. In his hands he was holding a chalice crafted by the Lady of the Lake.

The chalice was said to have the power to heal the deadliest wound and to be able to restore life to the dead. But he never reached his homeland. It is written that he was defeated by a mighty Chaos Warband and the chalice was lost.

Many years later rumors have been heard of a small temple in the town of Schnappelburg, where priests perform the "true healing".

Two weeks ago Schnappelburg was overrun and ransacked by an evil Orc Warband. Now you have to go to the ruins of Schnappelburg and find the holy chalice before the Orcs can find it. Act with haste my friends. The magic portal is prepared...

Mentor

NOTES:

The italic printed text is for the Heroes. The normal is only for you.

- A** You are entering the Town Hall. A mean Goblin smiles at you and yells "Intruders".
- B** As you open the door you see an innocent maiden (use the Chaos Warlock). *"Thank you for saving my life. I'm Theresa. They killed everyone in town, but my father, our wizard, has sealed the Tomb of the Bretonian Knight and put the key in the bookcase in the library. Please take me out alive. Theresa has the same profile as the Elf. She won't fight but monsters will attack her. Treat her as a Hero. If you can take her home safely the reward will be 200 gold*

coins.

- C** The alchemist's bench contains a Healing Potion that will restore up to 4 lost Body Points.
- D** The chest contains 50 gold coins and a silver key (to open the secret door in room J "The Inn").
- E** *This is the library. The building is heavily damaged. The roof is almost burned. The walls are tainted from black smoke.* If the Heroes search for secret doors they find a switch to move the throne. Behind it they will find a secret door.



Wandering Monster in this Quest: Orc

NOTES continued:

- F In the bookcase the Heroes will find a gold key (to open the secret door to room I).
- G *Now you are entering the Town Hall. The walls are painted with Orc Glyphs.*
- H The red Orc is the Warlord. In this room use only Orcs with swords. For the Warlord use an Orc with ball and chain. The chest contains 100 gold coins. If the Heroes search for secret doors they will find it, but it is locked. The gold key will open the door.

Warlord:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	5	4	3	2

- I The Pit trap in this rooms is a tunnel entrance which leads directly to the Tomb of the Quest Knight. Moving through the tunnel costs 1 point of movement for the exit. The Heroes must end their movement on the entrance square and can start their movement next turn on the exit square. Note that the tunnel can be used in two ways and monsters can use it too.
- J If the Heroes search for secret doors they will find it, but it is locked. The silver key will open the door.
- K *You enter a dark and wet crypt, illuminated by magical light centered in the ceiling. Before you stands a gigantic statue of a Gargoyle with bared teeth and a pair of frightening eyes. Behind the statue stands a sarcophagus and on the sarcophagus is the Chalice of True Healing. When a Hero takes the chalice the Gargoyle will attack only that Hero. If the Gargoyle is slain then a portal back to Mentor's study opens.*