

HERO QUEST™

The Ruined City

Q U E S T



B O O K



Single Quest



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.*