

HERO QUEST



The Slave City
INSTRUCTION
BOOKLET

It is up to the Heroes to save the city from Zargon's enslavement.

In response to requests from many players, here is a series of new Quests for HeroQuest. The adventure consists of 5 Quests, each 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 adventure begins here, Zargon. You are an evil wizard so try your best to interpret his role, as this will make the game more interesting. Read the following to the players:

You are in the city tavern, telling stories of how you once again were able to disrupt the plans of the fearsome wizard Zargon. Suddenly, a voice that seems to come out of nowhere speaks to you:

"My friends, I need your help again!"

Everyone in the tavern is frightened, and a chill silence falls on the room. You hesitate, but soon you recognize the voice of the Mentor and ask everyone to calm down, for there is no danger. Suddenly, an intense light appears in the middle of the

tavern and begins to take the form of a portal. The voice speaks again:

"Zargon is acting once again. He enslaved the residents of a small town located north of our empire. Everyone is forced to work in a mine, extracting the rare ore needed to forge the magic metal called Maktrom, which will be forged into thousands of weapons to equip Zagon's armies. To prevent the slaves from revolting, Zargon magically raised a fortress by the side of the mine. We cannot waste any more time. Go through the magic portal, free the townspeople from Zargons captivity and prevent the makings of these weapons before it's too late.

"Without delay, you enter the magical portal and are transported into the fortress."

