

HeroQuest™

The Son of the Dragon

Q U E S T



B O O K

Introduction

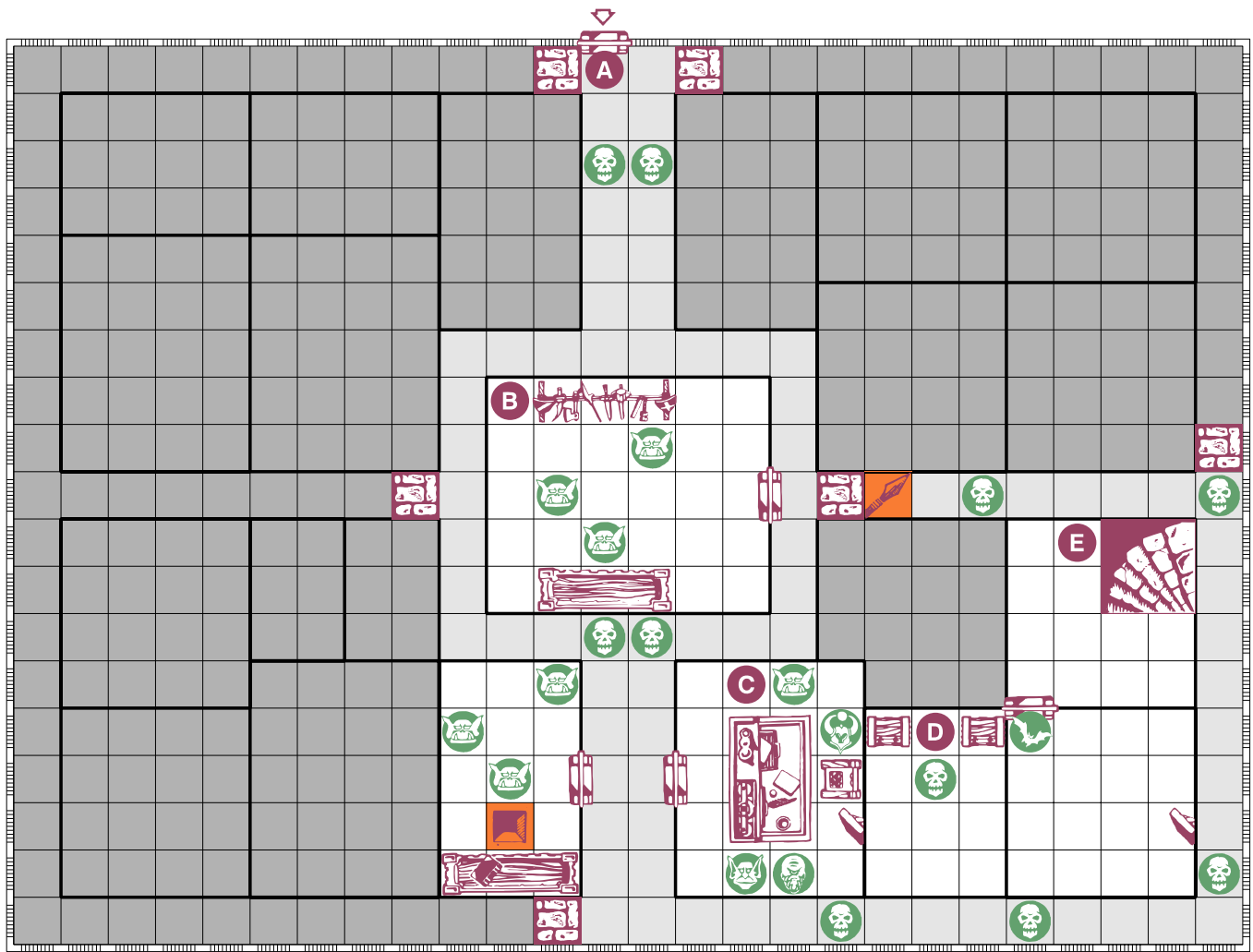
The mayor of the small village of Walachia has heard of your heroic victories. He calls you to come to his aid because many villagers have been found dead in extremely strange circumstances. Many of the victims were maidens. He suspects a feudal lord that has arrived recently to the area, building a castle in the top of a mountain on the north of the village. His name is Sir Ulad Tepeist. Sir Ulad has also built a fortress, and the mayor is afraid that he is planning an invasion. Finally the mayor tells of an old man that says that this man is The Son of the Dragon, because he saw him throwing fire to set huts afire. If you can find the murderer and bring him back, dead or alive, the mayor will give you 1000 gold coins.

You decided to go to the home of the old man. He tells you "There is a prophecy that says he would come to bring the world into the darkness with his evil powers, and only a special weapon can defeat him."

Mentor

NOTES continued:

few days later you arrive back in Walachia where the mayor gives you the 1000 gold coins he promised and thanks you for bringing the peace to the village. Now you shall come back to the empire satisfied because you have finished the Son of the Dragon's reign of terror."



Quest 6 Dragon's Rage

"Once you have defeated Sir Ulad Tepeist's army, you must find the tower where he hides and destroy him in order to free

Walachia."

NOTES:

Use Chaos Warriors to represent Chaos Doomguards on the board. The stats for Chaos Doomguards are in the matching Monster Card. They use 3 combat dice to attack.

Throne tile in the lower right corner of the board.

Place the Chaos Warlock figure in the X square to represent Sir Ulad Tepeist, the Son of the Dragon.

- A** This is the starting point of the Quest.
- B** The tomb is trapped with a poison gas trap. If a Hero searches for treasure before disarming the trap he receives 2 Body Points of damage from a poisonous gas and also awakens a Mummy. The tomb also contains a Potion of Healing, which will restore the number of Body Points rolled in one red dice (you cannot exceed the starting number of Body Points). Finally there are 100 gold coins on the bench.
- C** Sir Ulad Tepeist can animate these 2 lions; use the wolf tiles to represent the lions. The lions have the same statistics as Orcs.

When the first Hero enters this room, read the following text:

"You have caused me many troubles. Even though you are mighty warriors, that will not matter for I shall drink your blood and life energy because I am Dracul – yes, in your mother tongue my name means Son of the Dragon. I shall reign over all the empires of the world and then darkness shall cover the earth."

Sir Ulad Tepeist:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	2	6	5	7

Sir Ulad knows the spells: Fear, Command, Firestorm and Lightning Bolt. During his movement phase he can move through any Hero, but must end his turn in an empty square.

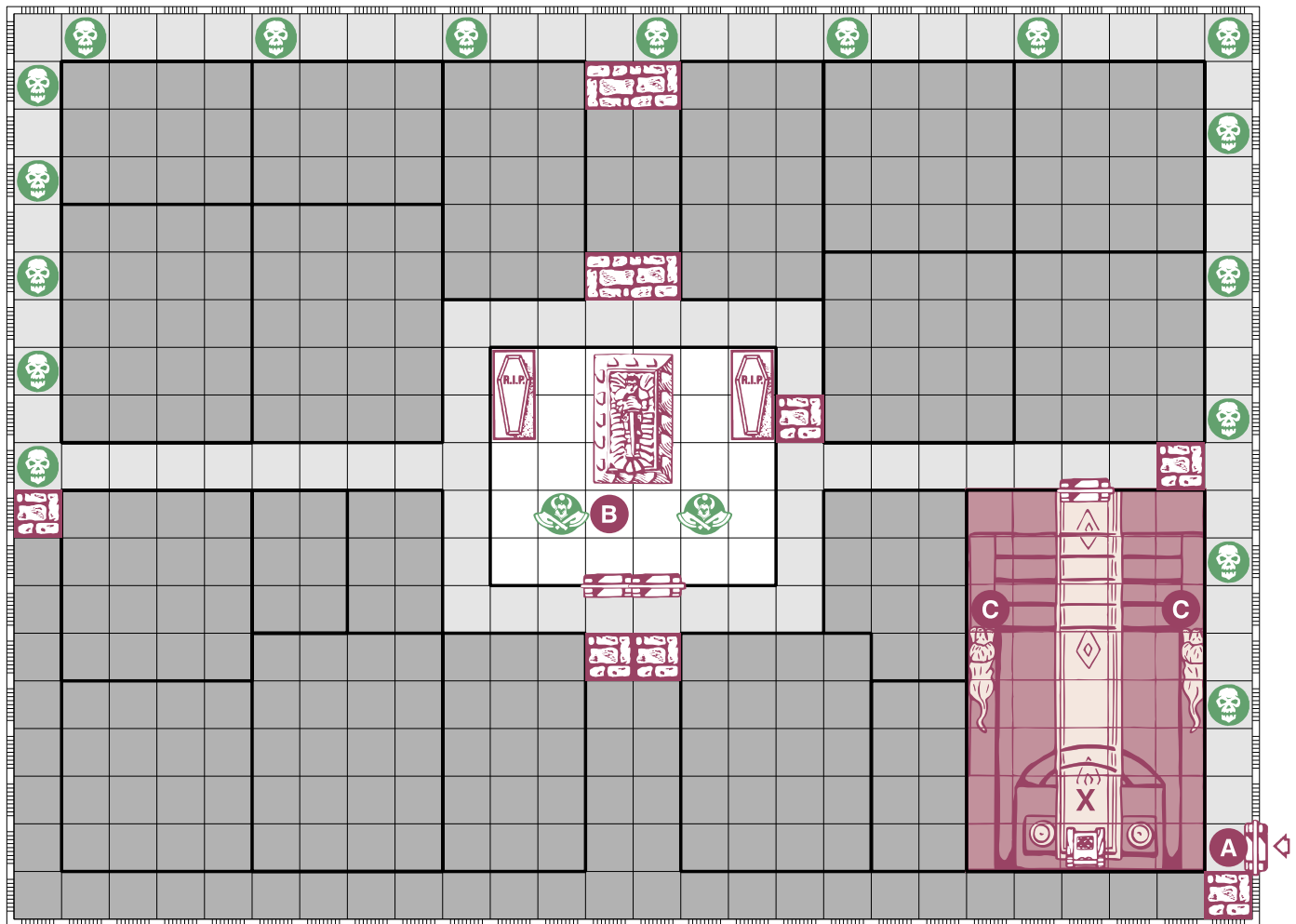
Sir Ulad can only be harmed by the Star Stone.

After Sir Ulad Tepeist has been killed, read:

"After Sir Ulad Tepeist has been killed, you exit the castle and set it on fire. A



Wandering Monster in this Quest: Mummy



Quest 1

The Fortress

"All day you have been buying supplies and getting ready. Night has now fallen, and you decide to enter the fortress of Sir Ulad. The fortress is the entrance to his lands. Be careful

because it may contain army, heavily armed and preparing for an invasion."

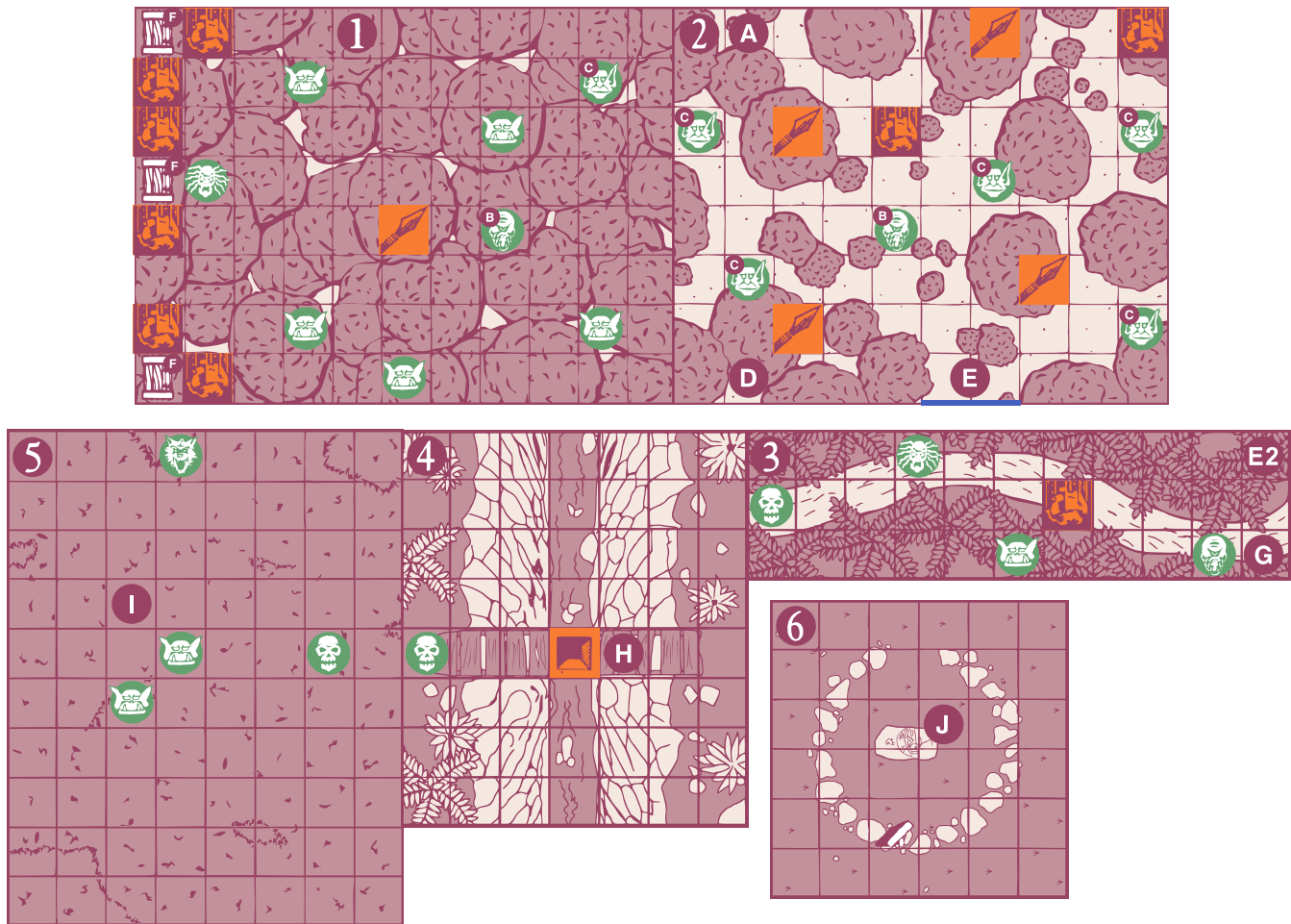
NOTES:

If you do not have a bat miniature you can use a bat tile for the Vampire Bat.

- A** This is the starting point of the Quest.
- B** The first Hero who searches the room for treasure will find a dagger in the weapons rack.
- C** The desk is trapped with a poisonous gas trap. If a Hero searches for treasure before disarming the trap he receives 2 Body Points of damage. Also there are 100 gold coins on the bench.
- D** Each chest contains 50 gold coins.
- E** The stairway is the exit from the Quest.



Wandering Monster in this Quest: Skeleton



Quest 5

Assault in the Castle

"You are in the main hall of the Castle, now you must destroy de Sir Ulad's army before they notice your presence."

NOTES:

- Use Chaos Warriors to represent Chaos Archers on the board. The stats for Chaos Archers are in the matching Monster Card.
- Use the fountain tile on the lower right side of the map; the Heroes cannot pass over the fountain.
- Use the key tile on the "B Key" square
- The Heroes start this Quest on the stairway

A The first Hero who searches the room for treasure will find a Potion of Healing which will restore up to 4 lost Body Points when consumed (you cannot exceed the starting number of Body Points), also will find a purple potion which will restore the number of Body Points equal to a roll of one red die (you cannot exceed the starting number of Body Points).

B The weapons rack has a poison needle trap. If a Hero searches for treasure before the trap is disarmed, he will lose 1 Body Point. The weapons rack holds a battle axe like the one described in the Armory on the cardboard platform, however the axe is locked in the rack; the Hero needs the key in the "B Key" square to unlock the axe.

B Key Place the key tile here. This square has a falling rock trap if a Hero steps into this square before the trap is disarmed, the rock will fall, destroying the key and pushing the Hero into the pit. Subtract the amount of damage caused by both traps.

C This is a Gargoyle Warrior, who says: *"You shall pay for coming here. You have destroyed the Son of the Dragon's army, but this is not enough to stop me. I shall lead the Son of the Dragon to conquer the land. I have killed many warriors in battle, and I shall defeat you."*

Gargoyle Warrior:

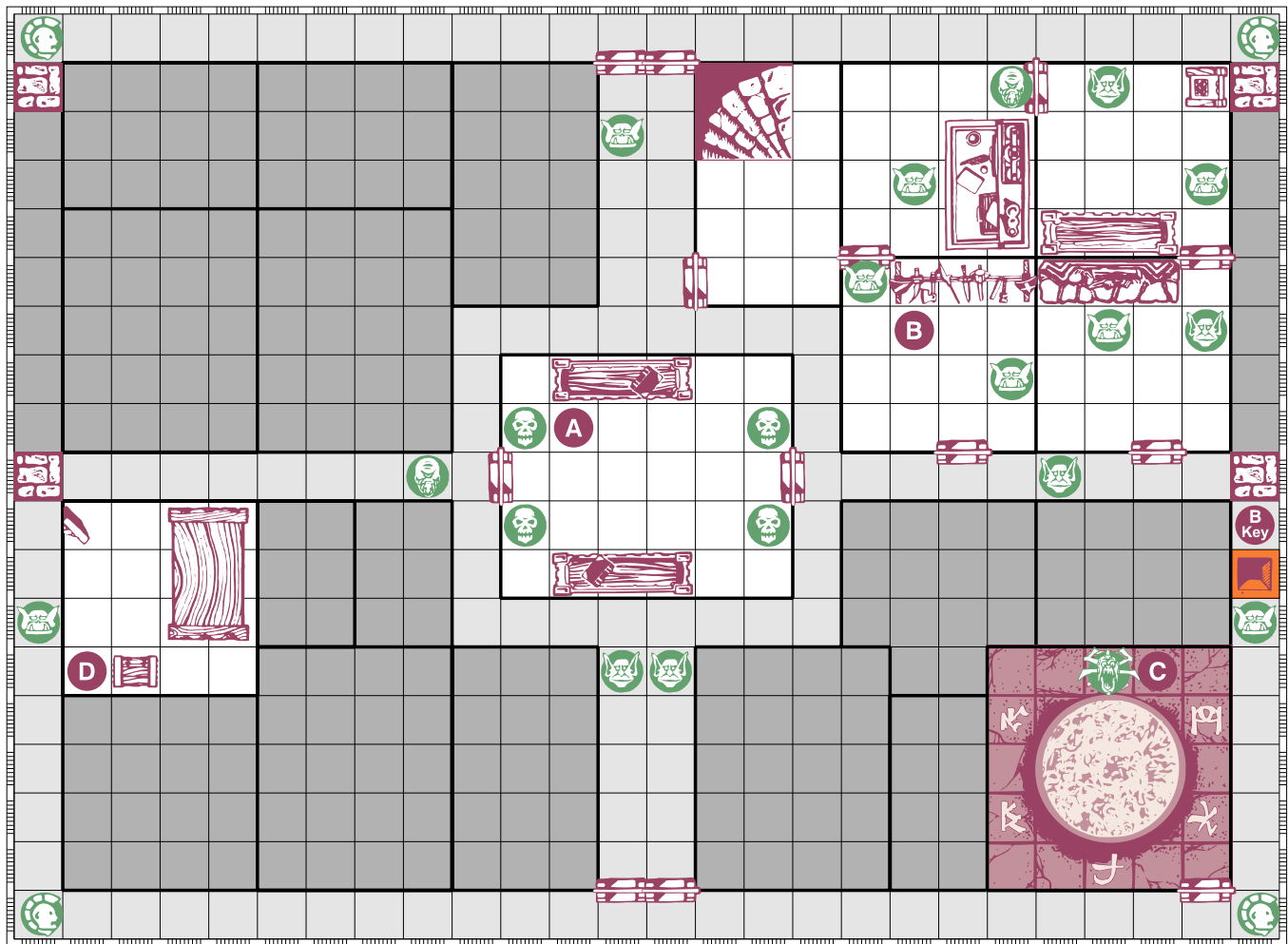
MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	4	5	4

This Quest ends when Heroes beat Gargoyle Warrior.

D The first Hero who searches the room for treasure will find 50 gold coins.



Wandering Monster in this Quest: Fimir



Quest 2

Dark Forest

"In front of you is the Dark Forest. You wait several hours until the sunrise to gain more visibility in the dark woods. Once the sun rises, you put on your gear. Remember what the old man said, you must find there the weapon that can vanquish Sir

Ulad Tepeist, The Son of the Dragon. Be careful, because this is a very dense forest and may hide dangerous bands of thieves and Goblins"

NOTES:

(Communicate to the players)
Because you are in a dense forest:

Except for the Elf and Goblins, movement is 1/2 for Heroes and monsters (round up) when moving in squares with trees and brush.

Trees hinder line-of-sight for spells and missile weapons. Add one die to target for defensive roll (Heroes and monsters).

There is a new action in this Quest: climb up/climb down a tree. For all Heroes and monsters except for the Elf and Goblins, climbing up or down a tree is the only action they can perform during a turn. The Elf and Goblins can climb up or down a tree and perform another action as well. Characters in trees have no hindered line-of-sight for missile attacks or spells, except for those that are still hidden. Characters on the ground can attack characters on trees only with a missile or spell attack and vice-versa. The target adds 1 die for defense as stated in rule #2.

When Heroes search for treasure or for traps, they are searching the square they are in and all adjacent squares, including diagonal. All these

squares must be free of monsters for the Hero to search.

If a Hero is adjacent to a hidden monster he must roll a red die. On a roll of 1 he is ambushed and rolls 1 fewer defense die because of the surprise.

If you do not have a wolf figure you can use a wolf tile for the Werewolf.

Uses the following tiles to make the board in this Quest:

1. - Dense Forest Tile
2. - Forest Tile
3. - Forest Trail Tile
4. - Long Chasm Tile
5. - Meadow Tile
6. - Druid's Altar Tile

At the beginning of the Quest place only the tile 2 (Forest Tile) on the board. Place the other tiles when a Hero steps into them.



Wandering Monster in this Quest: Goblin

NOTES continued:

- A** This is the starting point of the Quest.
- B** These two Fimir have crossbows like the one described in the Armory and can attack Heroes in adjacent squares as usual. Heroes can take the crossbows after the Fimir are killed.
- C** Each Goblin has 5 daggers that they can throw. Don't forget keep one for the adjacent attacks. After the Heroes kill them, they can take any remaining daggers.
- D** The first Hero who searches for treasure will find 5 daggers, 100 gold coins and a Potion of Healing, which will restore up to 4 lost Body Points when consumed (you cannot exceed the starting number of Body Points).
- E** When a Hero passes this blue line at any point; place him on the E2 square.
- F** Each chest has 50 gold coins and a Potion of Healing, which will restore up to 4 lost Body Points (you cannot exceed the starting number of Body Points).
- G** G. Heroes move their full movement allowance on the trail, but must stay in single file (no two Heroes may be side by side). The Heroes must stay on the squares that have the trail on them to be considered on the trail. If a Hero strays off the trail, he is in the forest and reduced to half movement.
- H** If a Hero falls in this pit trap, he can't attack because he falls into the river. Characters in the river can attack and can be attacked only with missile weapons.
- I** If a Hero searches for treasure place tile #6 (Druid's Altar) on the board. Place the Heroes on this tile. Heroes can't enter the circle of stones.
- J** If a Hero searches for treasure, he will find the Star Stone. Its use is explained on the matching Artifact Card. Read: *"Suddenly the sun falls through the trees lighting the center of the altar. A Druid appears and gives you the Star Stone. He says – This is the only one weapon that can cause harm to the Son of the Dragon. We have kept it for many years waiting for this day. Use it wisely. The Druid then hands you a map showing you the location of the*

Cave of Death. He tells you that the cave contains a secret entrance into Sir Ulad Tempest's Castle. After that the druid disappears". This is the end of this Quest.

Quest 4

The Dungeons

"You have entered the tunnel that leads into the Castle. This tunnel ends in a cell. You must go out to surprise Sir Ulad

Tepeist."

NOTES:

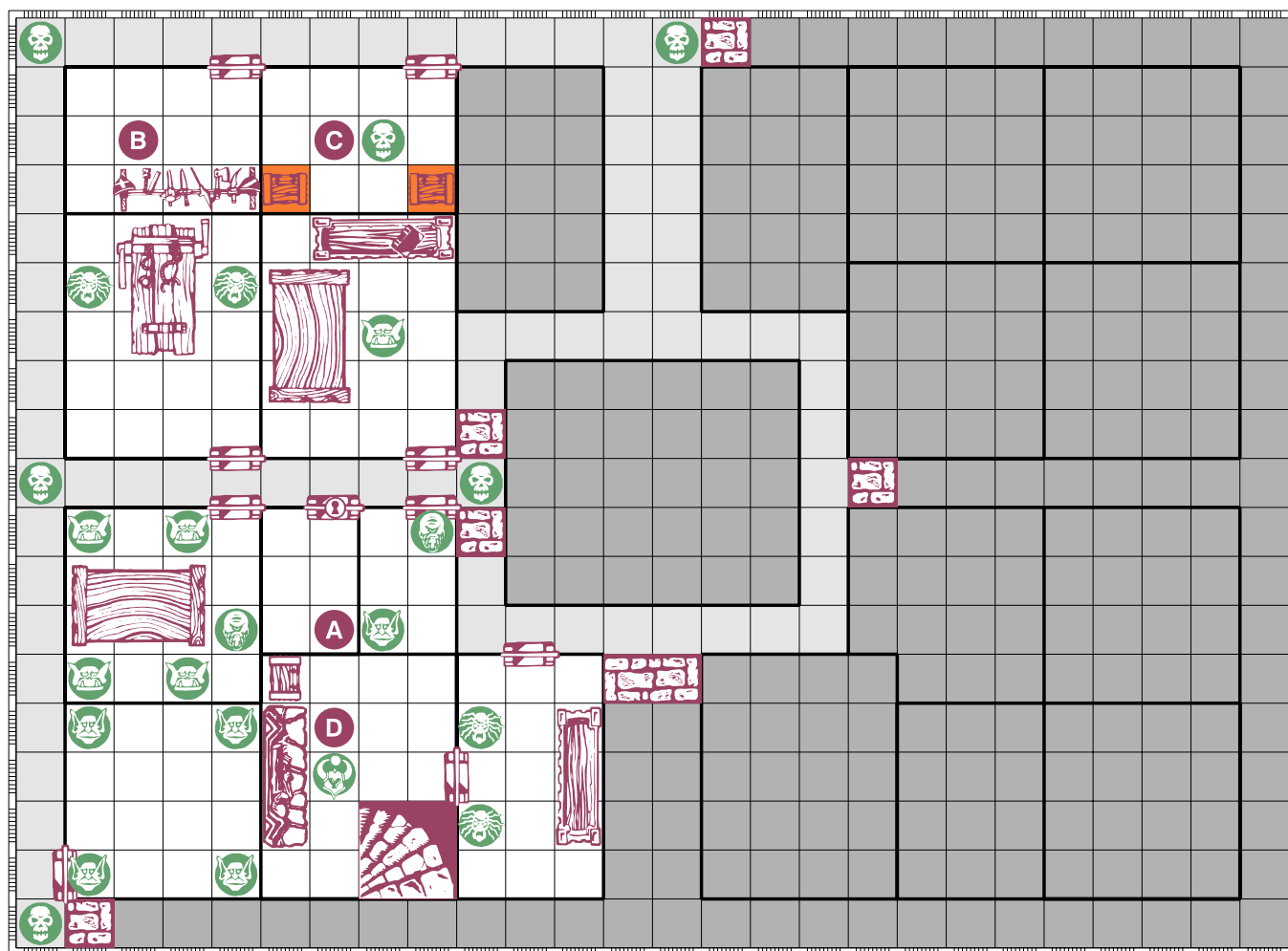
- A** The Heroes start the Quest here. The door can be broken down with 3 hits. Tell to the Heroes that the door is locked; however it looks weak and maybe could be broken down.
- B** The first Hero who searches for treasure will find a broadsword like the one described in the Armory on the cardboard platform.
- C** Both the treasure chests have a poisonous gas trap. If a Hero searches for treasure before the trap is disarmed, he will lose 1 Body Point. Inside the first are 50 gold coins and inside the second a Potion of Healing, which will restore up to 4 Body Points when consumed (you cannot exceed the starting number of Body Points).
- D** This is Mullthor, chief of the dungeon guards. The stairway is the exit from this Quest; it leads into an upper level of the Castle, the first floor.

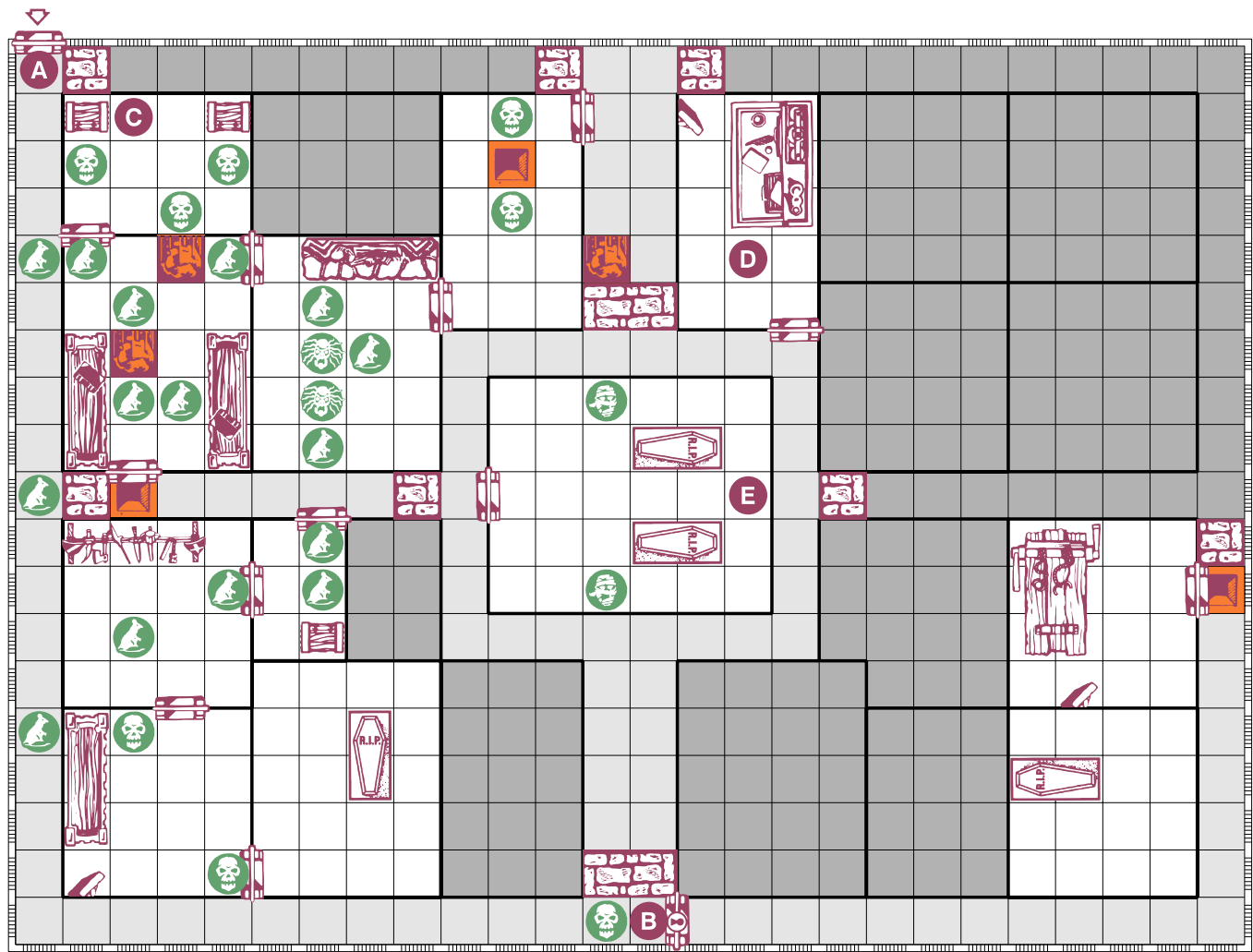
Mullthor:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
4	4	4	4	3



Wandering Monster in this Quest: Zombie





Quest 3

The Cave of Death

"In the deep forest you have encountered the entrance to the Cave of Death, a place from which nobody has ever returned. In accordance with druid's map this cave has a tunnel that will

lead you into Sir Ulad Tepeist's Castle. You must find that tunnel in order to get into the castle."

NOTES:

(Communicate to the players)
Because you are in a cave:

Because of the darkness in the cave you need a lamp or torch to see.

If you do not have rat figures you can use the rat tiles for the Giant Rats in this Quest. The Giant Rat monster has the stats described in the matching Monster Card.

- A** This is the starting point of the Quest.
- B** This door is locked. The Heroes must find a key to unlock this door. Only the Hero with the key tile may unlock the door. The Heroes can't break down the door or use any spell to get around the door.
- C** Place the 3 Skeletons in the room then read this to the first player who enters:
"When you enter the room you can see two chests. Beside the chests you see three Skeletons that seem like the remains of 3 thieves. Suddenly the Skeletons awake and come to life. They say: 'destroy us, that way we shall rest in peace!'"

- D** The first Hero who searches the room for treasure will find a Potion of Healing on the alchemist bench, which will restore up to 4 Body Points (you cannot exceed the starting number of Body Points).

- E** The first Hero who searches the room for treasure will find the key that opens the locked door (B) and will find the secret entrance to the Sir Ulad Tepist's Castle. This is the exit from the Quest. Give the key tile to the Hero that finds it.

These two Mummies guard the secret entrance to the Castle. Each Mummy has the following stats:

Mummy:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
4	3	4	2	1



Wandering Monster in this Quest: Giant Rat