

# HERO QUEST™

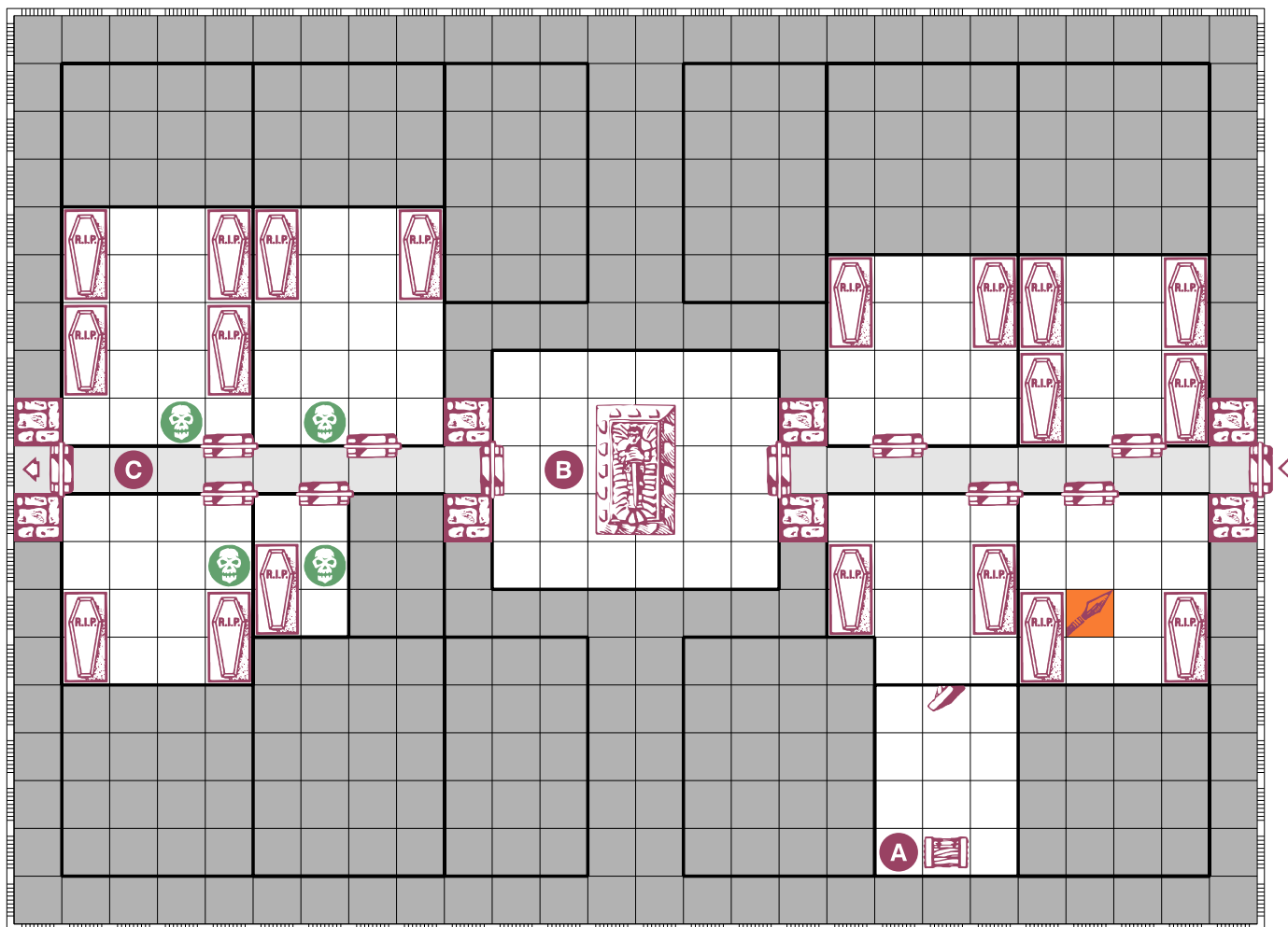
The Tomb of Old Kings

Q U E S T



B O O K





## Quest 1

# The Ancient Royal Tombs

Quickly my Heroes, overnight the royal tombs have been broken into! The thick and heavy doors leading to the ancient tombs were shattered to kindling!

Go at once and discover who would dare intrude on such sacred land!

### NOTES:

- A** This chest contains a necklace worth 100 gold coins.
- B** Place Grima here, as the Heroes enter the room, read this out loud:

*"A strange and disheveled man stands by the door; he seems to have just overcome its intricate locks, as you enter he turns to you, his eyes wide with rage."*

*"NO! No, you won't stop me! I won't let you!" he screams before running through the door, as he does two Skeletons rise from the ground!"*

Grima runs through the door (remove him from the board for now) and place two Skeletons either side of the door.

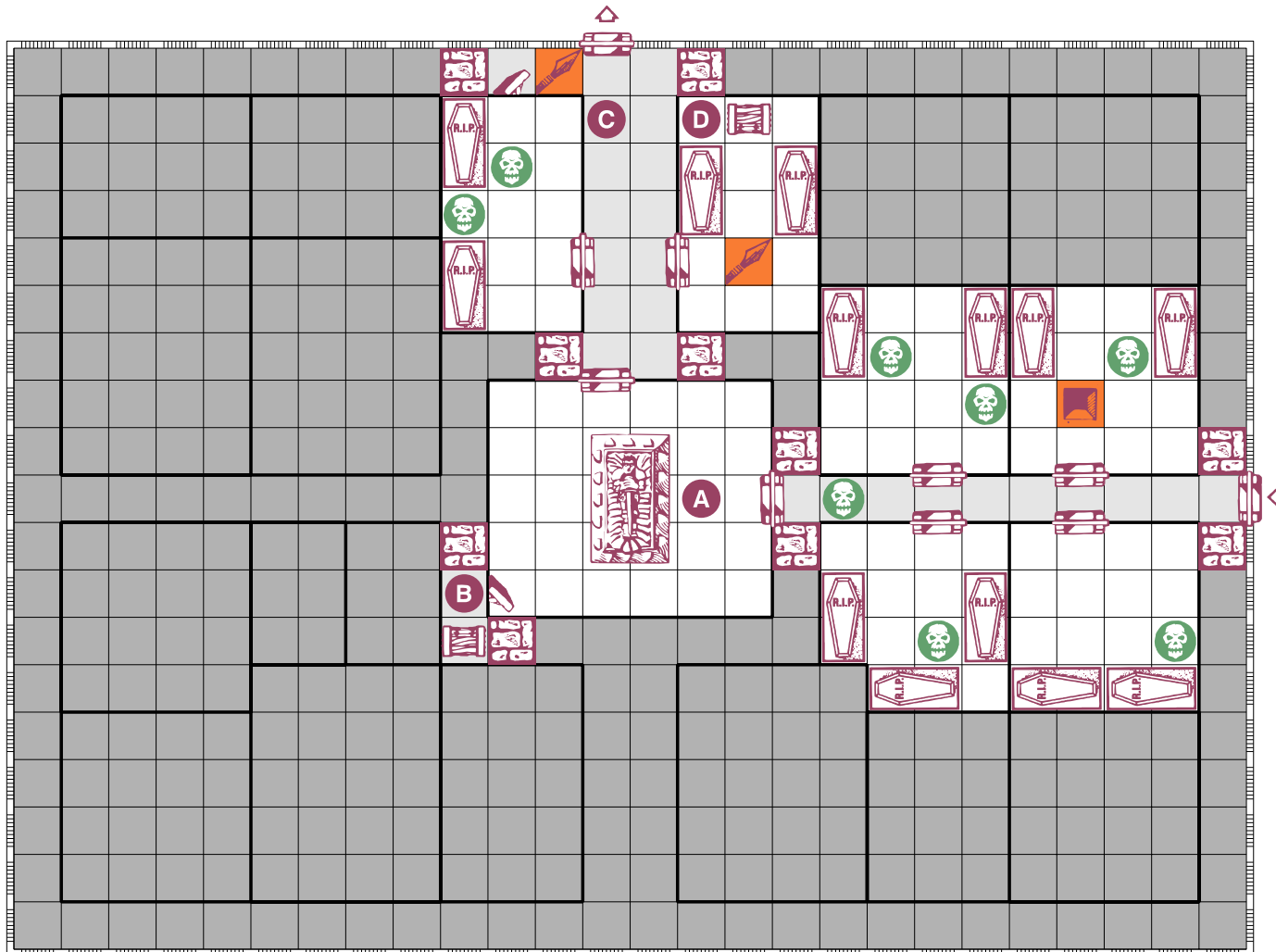
- C** Place Grima here, as the Heroes enter the corridor, read this out loud:

*"The intruder, turns to you and sneers, he mumbles something under his breath before passing through the door."*

Open the 4 doors in this corridor, the monsters inside are activated and may move on the evil wizard players next turn.



Wandering Monster in this Quest: Skeleton



## Quest 2

# The Mausoleum

The tombs you enter now are not as old as those you just passed, be wary though, this intruder seems to be a powerful

mage. There is something familiar about him though...

### NOTES:

- A** As the Heroes enter the room, read this out loud:

*"This is the tomb of King Barradir the Chaos Slayer, a mighty and powerful warrior.*

*As mentors words echo through your mind the tomb shatters, King Barradir has arisen!"*

Use a Mummy to represent King Barradir, he moves and fights as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3	3	5	1

After Killing Barradir, players that search for treasure will find his magical shield; give them the appropriate Artifact Card, which they may keep.

- B** This chest contains 250 gold coins.

- C** Place Grima Here, as the players enter the corridor, read this out loud:

*"The intruder turns to you as he opens the door, his face contorted in rage;  
'Why won't you just die!'"*

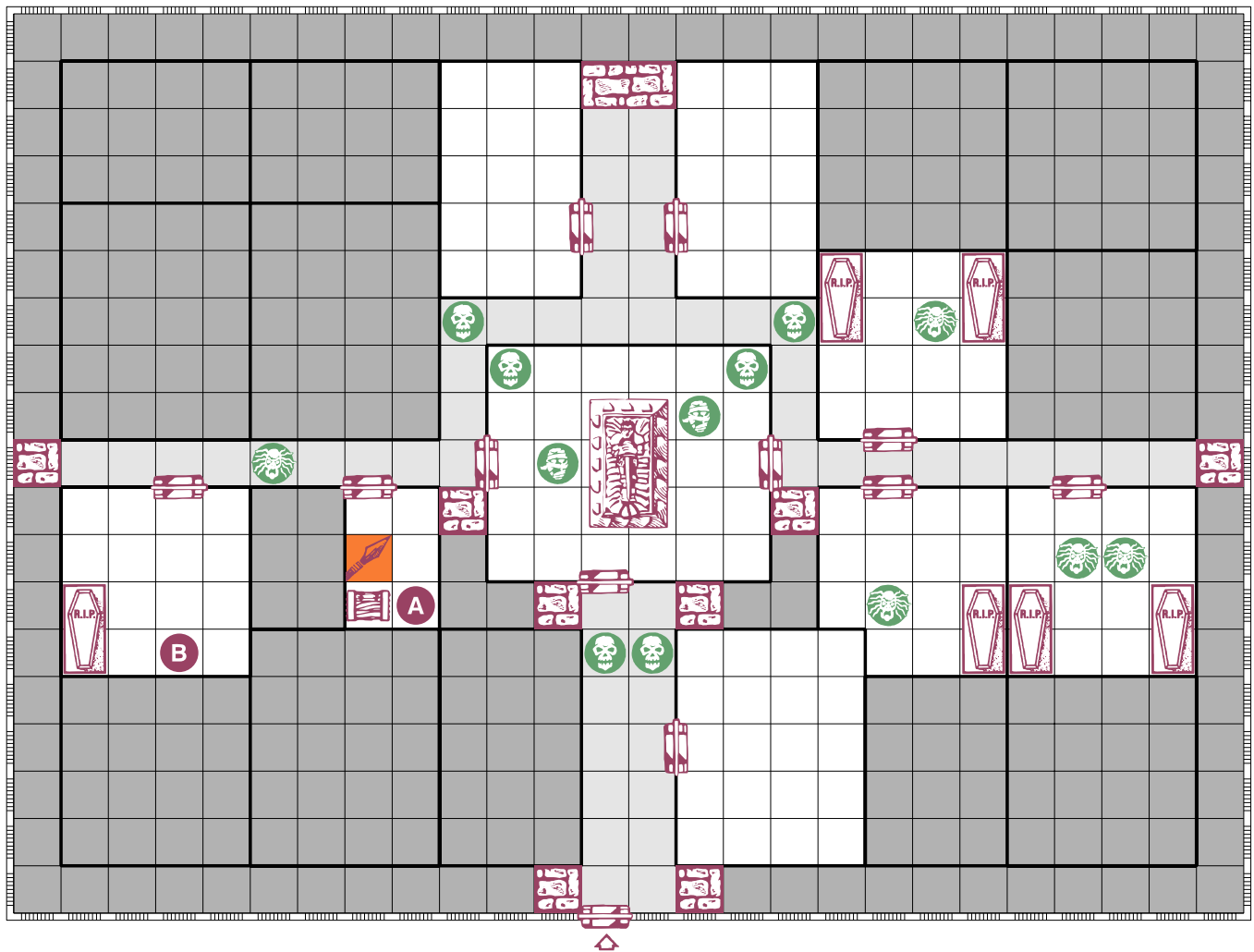
*As he turns and passes through the door, the ceiling above where he was stood collapses and two Zombies rise!"*

Place a double block in the corridor and 2 zombies in front of it. (Do not block the Heroes' path to the side doors.)

- D** This chest contains 250 gold coins, but upon opening it, 2 Zombies arise from there grave. This is not a trap and cannot be disarmed.



Wandering Monster in this Quest: Zombie



## Quest 3

# The Crypt

"I know this man! His name is Grima! Many years ago he was an apprentice mage in the royal academy! He was a bright and promising student until a tragic accident, an accident that claimed the life of Princess Arisia, the Emperors own sister!

Grima was banished from the land! It seems he's back for revenge! Stop him before he desecrates the graves of the Emperors own kin!"

### NOTES:

- A** This chest contains 200 gold coins.
- B** Place Grima here, as the Heroes enter the room read this out loud:

*"Grima stands before the grave of Princess Arisia; protected by a shell of pure magical energy your spells and weapons cannot penetrate. The shell begins to expand until it makes contact with you, as it touches King Barradins shield, the shell shatters, throwing Grima away and interrupting the magics.*

*Grima stares at the smoking ruins of Princess Arisia's final resting place; 'NO! No my love no! Not again!' He turns to you as tears stream down his face, his eyes are filled with rage 'You! You took her from me again! You will PAY!'"*

Grima Moves and attacks immediately.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	2	2	6	7

Grima knows all Chaos Spells, additionally, while Grima is alive, the evil wizard may place a Zombie anywhere in the room at the start of every turn.



Wandering Monster in this Quest: Mummy



## Epilogue

**I**t seems I was wrong about Grima, the Emperor has instructed me to tell you what happened that fateful night, so many years ago. It seems that Grima and the Princess were, secretly, very much in love. Grima pushed himself as hard as he could, hoping that success and power would one day allow them to marry. He pushed himself too far. He called on magics he could barely control and when the princess arrived, she broke his concentration. She was badly injured but was able to beg her father for mercy for Grima's sake before she died. That is why the old Emperor exiled, rather than executed him.

I would surmise that Grima has spent all this time finding a way to be reunited with his love. His obsession eventually destroying his sanity. Hopefully, he can find some peace now. Hopefully they both can.

In thanks for your actions, the Emperor has rewarded you with 500 gold coins each. He trusts you will tell no-one of what you heard and saw this day. I know that he can rely on your discretion.