

# HeroQuest™

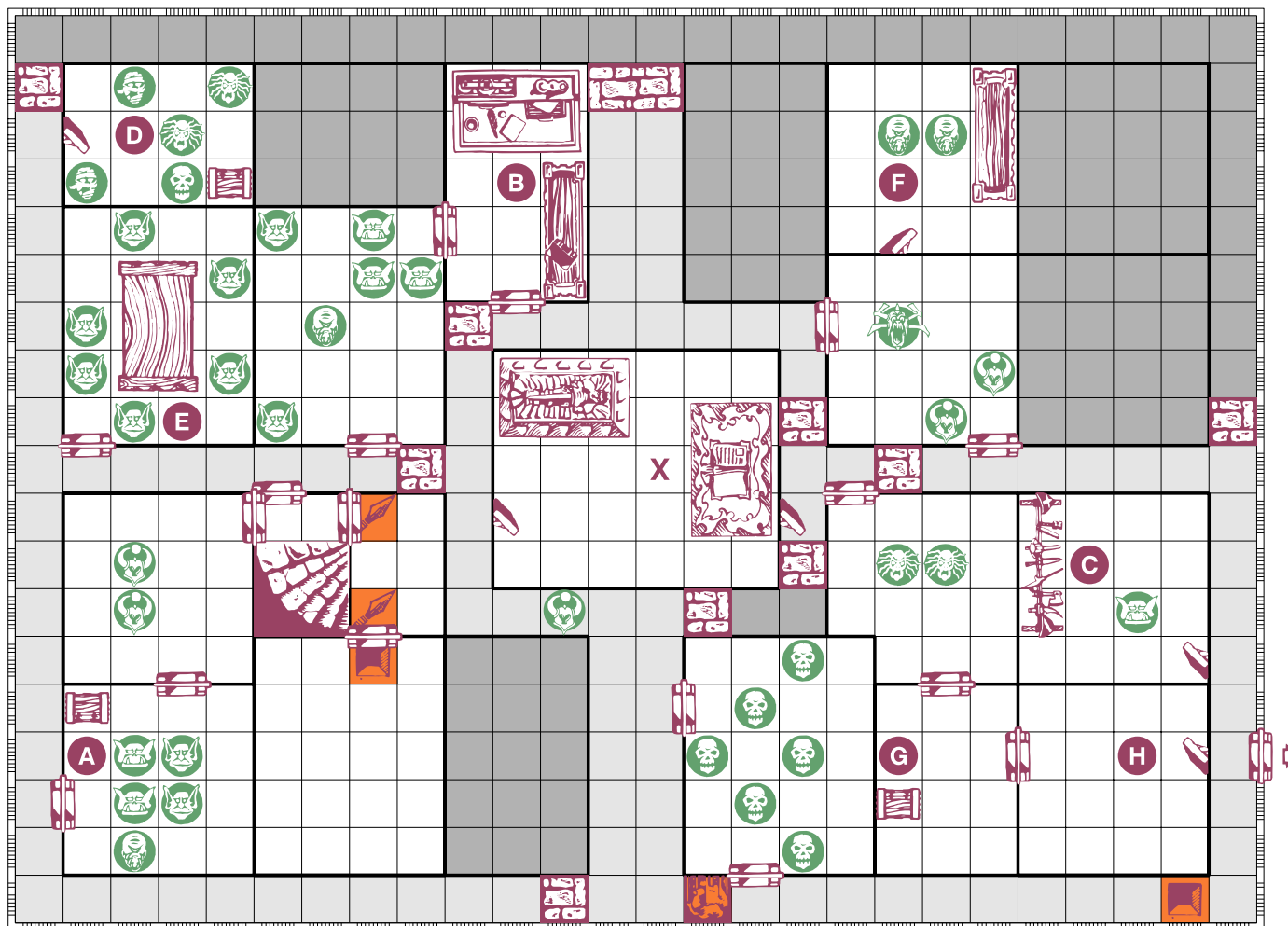
The Tower of the Storm Master

Q U E S T



B O O K





## Single Quest

# The Tower of the Storm Master

"The dreaded Storm Master, Gandolf II, has been using his dark magic against the inhabitants of the village, Tukask. The Emperor has ordered that he be slain, as he is an enemy to the

Empire. A reward of 300 gold coins has been offered. You, my Heroes, must journey to Tukask and enter the wizard's tower. Good luck, and may the gods be with you..."

### NOTES:

The Heroes should not use the exit until Gandolf II has been killed.

- A** The treasure chest contains a belt, three pairs of Orc's pants, and 20 gold coins.
- B** The Storm Master's study. The first Hero to search the room finds the Chaos Spell Sleep. This can be used by the Elf or Wizard.
- C** The Orc Armory. If searched, the Hero finds two broadswords and a longsword. (These can be given to other Heroes between quests.)
- D** Ancient warriors. The treasure chest contains a shield and 100 gold coins.
- E** A Goblin mealtime. If the room is searched, some inedible food is found on the table.
- F** The cupboard contains a staff.
- G** Treasure chest contains Gandolf's fortunes: 250 gold coins.
- H** Secret passageway can only be found when searching from within the room.

**X** The Storm Master. (Use the Chaos Sorcerer/Warlock to represent him.) Gandolf II has the spells Lightning Bolt, Cloud of Chaos, Tempest and Firestorm.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	6	5	5	6

When Gandolf is killed, the altar slides upwards to reveal a secret passageway.

If the room is searched for treasure, a Skeleton comes out of the tomb. Place him adjacent to the Hero. Also, the Hero finds the Ball of Flame spell on the altar. It can be used by Elf or Wizard.



Wandering Monster in this Quest: Orc or Fimir (alternate between the two)