

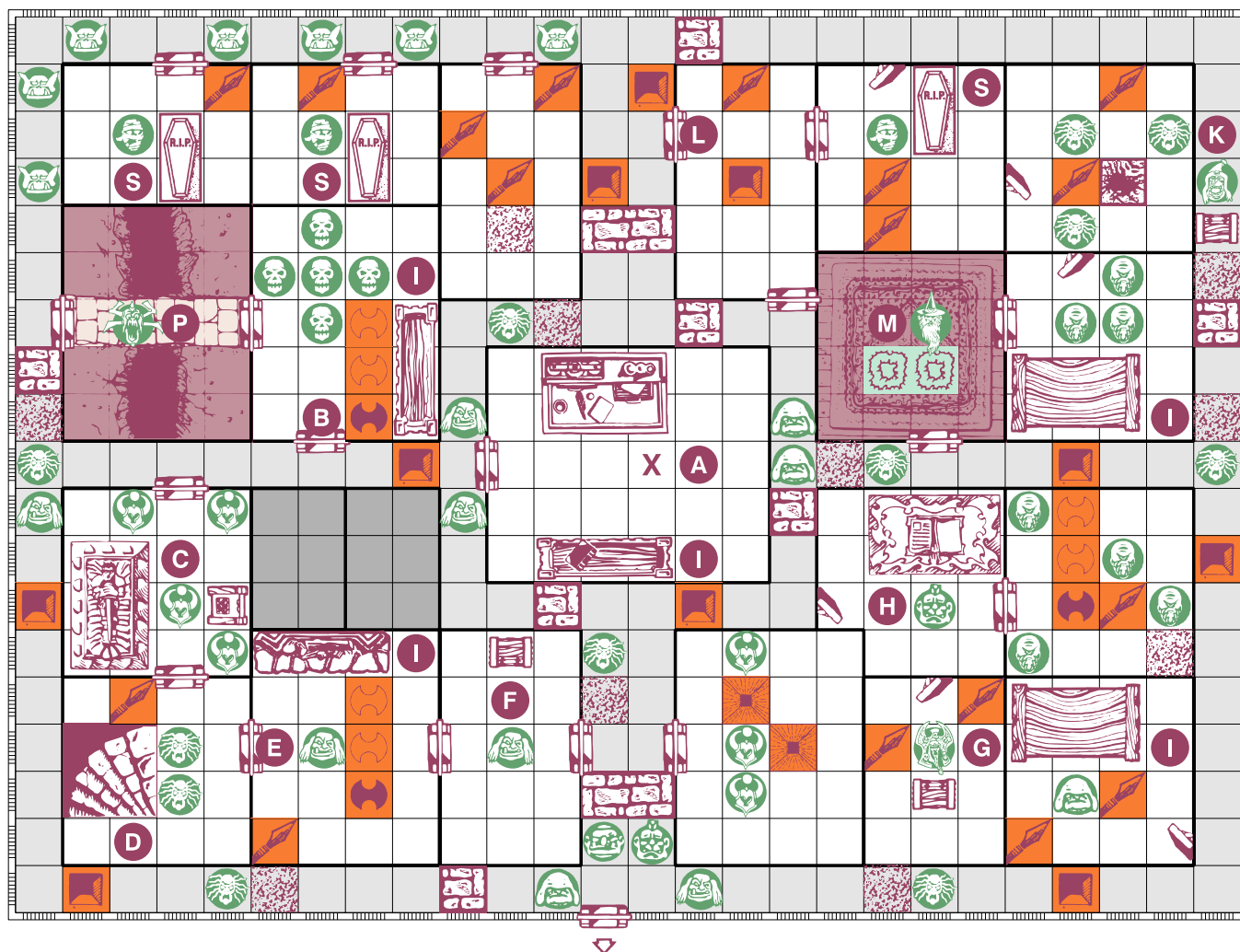
HeroQuest™

The Unknown Virus

Q U E S T



B O O K



Single Quest

The Unknown Virus

A previously unknown virus is spreading fast among the people. You should do something about it as soon as possible and stop the spread. Make your way through the alleys and find the source of the virus.

This is the only way we still have a chance. Avoid any contact with infected people. You will not be alone, because others who

want the virus to spread further are also searching for the origin of the virus.

An informant speaks of ten nests from which the virus spreads. You will need to burn them all down. However, they are well protected. Stay safe!

NOTES:

!!! Attention !!! If you stand adjacent to an infected opponent for more than 3 rounds, you will be attacked by the virus and receive a Movement penalty of -1. Further infections are only possible through new opponents. If a Hero's movement points is reduced to the point where the Hero can no longer move at all, he is completely immobile and must be left behind. The Hero can still defend himself on the spot.

The wooden exit door can only be opened when all 3 keys have been found.

A The Heroes start here. Each Hero receives equipment worth 500 gold coins. In addition, everyone has a healing potion that heals 4 Body Points.

B This door cannot be opened until 5 virus nests have been found.

C This tomb is magical. Defeat the 4 Chaos Warriors and you will get 1 artifact of your choice. Take the corresponding Artifact Card.

D These stairs are the entrance to the Hall of the Dead. With every doublet in the Heroes movement roll, 2 Skeletons appear here.

E This door cannot be opened until 3 virus nests have been found.

F If you are searching for treasure here, you will find 2 random treasure cards and an artifact of your choice. Take the appropriate cards.

G This chest is guarded by the magician Fanrax. Defeat him and you will get the first key to the exit from the box. Fanrax has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	6	6	6	6

In addition, he knows all Orc Shaman Spells.

H Anyone searching for treasure here will find an artifact of their choice. Take



Wandering Monster in this Quest: 2 Zombies

NOTES continued:

- the appropriate card.
- I If you are searching for treasure here, you will find 2 random treasure cards.
- K This chest is guarded by the magician Grawshak. Kill him and you will get the third key to the exit from the box. He has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	7	7	6	6

- He knows all Storm Master Spells.
- L This door cannot be opened until you have found 6 virus nests.
- M This room is guarded by the magician Zanwrath. Kill him and you will get the second key to the exit from the box. He has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
9	6	6	9	6

- He knows all Necromancer Spells.
- P P: This Gargoyle is guarding the bridge. He has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	5	5	6	3

- S These are the graves of the contaminated. The Heroes need to kill these mummies but beware, they are very strong. They have the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
3	4	4	3	1