

HeroQuest™

The Warlock of Firetop Mountain

Q U E S T



B O O K

Intro

Before your arrival at the foot of Firetop Mountain, your Heroes spent several days with the townsfolk of a local village. They told many stories about the mysterious Warlock's sanctuary, but you could not be sure that any of these were based on fact. The villagers had seen many adventurers pass through on their way to the mountain but few ever returned. There seemed to be some truth in the rumor that the Warlock's treasure was stored in a magnificent locked chest, and that the keys were guarded by creatures within the dungeons. The Warlock himself was said to be a sorcerer of immense power. You were told that to reach the inner chambers you would have to cross a swirling river. When it finally came to your day of leaving, the whole village turned out to wish you a safe journey and you noticed that many had tears in their eyes. You couldn't help wondering if the tears were of sorrow, shed by eyes that would never see you again...

Quest Map Guide

The Quest map symbols are color-coded to help you guide the Heroes through these Quests. Here's what the various map symbol color mean.



Gold: This color is used to highlight traps that the Heroes can detect by searching.

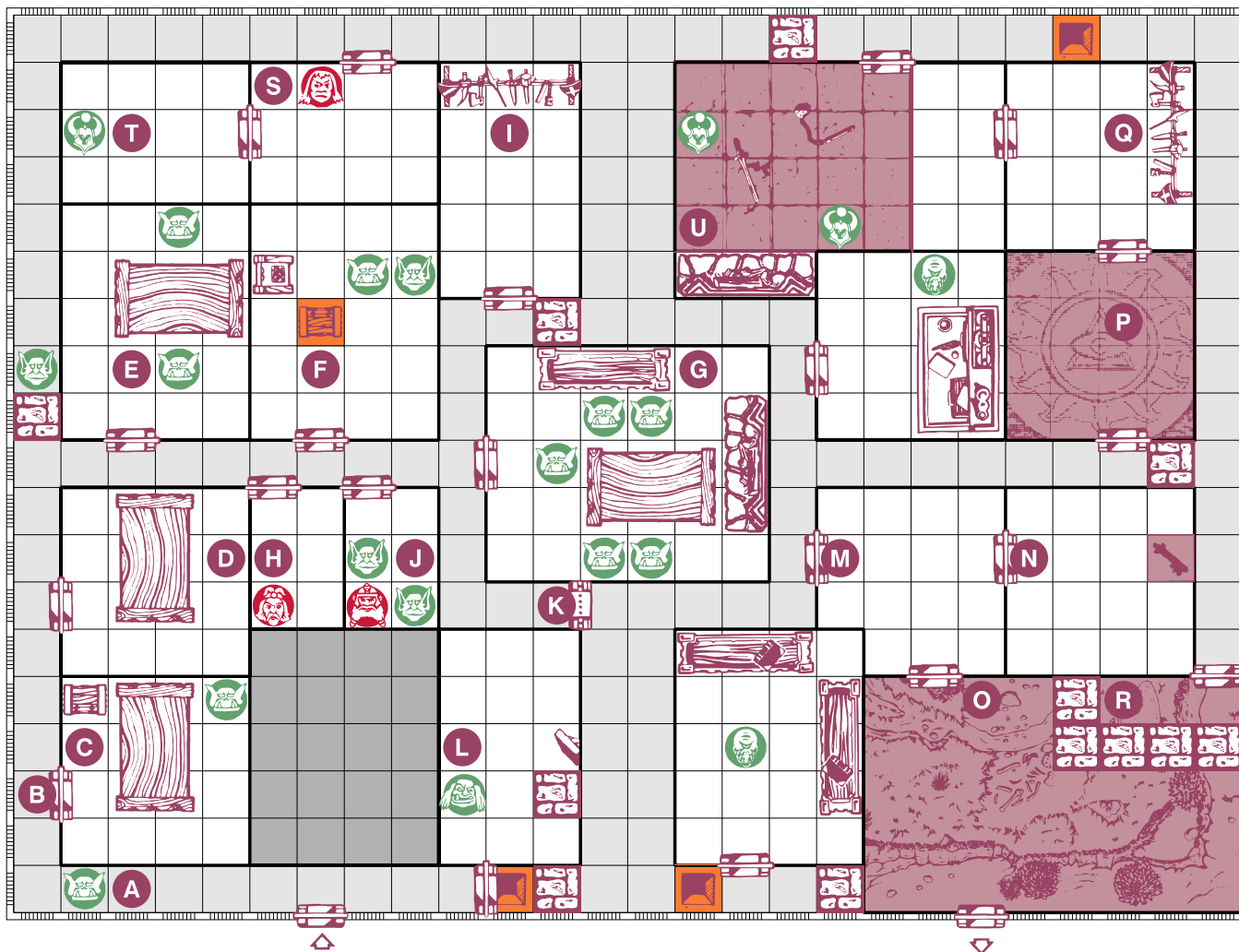


Light Green: This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.



Dark Green: This color is used to highlight monster symbols. See the Monster Chart for actual symbols.

In each Quest, notes prefaced with a capital letter correspond to a matching letter location on the Quest map.



BOARD 1 NOTES:

Only read the following notes in italics after a Hero has made their choice.

- A** Cautiously you approach a sentry post on the corner and see an Orc in leather armor asleep. If you wake the Orc, he immediately attacks first. Test your luck to see if you can tiptoe past without waking him (throw one combat dice; a skull = unlucky).

The Orc has one added die in defense.

- B** You listen at the door and hear a rasping sound which may be some kind of creature snoring.

- C** Asleep in the corner is the guard for the night watch. Test your luck to see if you can creep to the chest and open it without the guard waking. Again, if the guard awakes, he launches the first attack.

The chest contains 20 gold pieces.

- D** A search for treasure reveals a box under the table. This contains a key with the inscription 180.

- E** These Orcs are drunk and use one less attack die.

A search for treasure reveals a chest under the table, which contains the spell scroll Dragonfire. This spell can only be used on a dragon and launches a ten-skull attack which the dragon can defend against with ten combat dice.

- F** The throne suggests to you that this Orc is of high rank. He is beating his servant who is whimpering beneath him. You may choose to attack the Goblin; or leap at the Orc in the hope that his servant will aid you. *If the Hero chooses the latter, the servant springs to his feet and attacks you immediately, the ungrateful wretch!*

The Orc attacks with four combat dice.

- G** Sitting around a large table are five Orcs busily drinking their bowls of rat-gizzard soup. All are involved in a rowdy argument over who will get to chew the rat bones left in the cauldron. They do not see you enter and you may test your luck to see if you can leave without them noticing.

A search for treasure reveals a case containing a Silver Bow and Arrow.

- H** As you enter, an old Wizard sinks to the floor weeping loudly. He was once an adventurer like you, but was captured by the Orcs and thrown into a solitary cell as a sort of pet. You ask whether he would like to accompany you into the mountain, but he simply wants to leave and see the world again. You ask him for advice but he knows very little. He tells you that you must pull the right-hand lever at the portcullis at the end of the passage. He has also learned that the keys to the boat house are guarded by an Elf and his pet. You shake hands and bid farewell.

- I** You examine the weaponry and find nothing superior to your own sword (or axe). However an Iron Shield with a golden crescent catches your eye. You may take it with you (unless you are the Wizard).

- J** The room seems to be a small torture chamber and two small hunchbacked Goblins are having their fiendish way with a Dwarf, who is tied to a hook in the ceiling by his wrists. The Goblins are poking him with their swords before the Dwarf lets out a final scream and falls silent. The captors turn around angrily as if it was your fault. You must choose to attack as normal; or stride over to the Dwarf, jab him with your weapon and laugh. *If the Hero chooses the latter, the Goblins are amazed and disappear out of the room to get another Dwarf, to give them some more fun.*

- K** An iron portcullis blocks your way. On the wall to your left are two levers. Do you choose to pull the right or left lever? *If the Hero chooses right, you hear a loud, rumbling noise and the ground begins to shudder. Slowly, the portcullis*



Wandering Monster in this Quest: Goblin

NOTES continued:

- rises into the ceiling. If the Hero chooses left, to your horror the handle is in fact a wax-coated sword blade and has cut your hand badly; lose two Body Points.*
- L** As you enter the cavern, you hear loud footsteps crunching heavily on the floor. As you crouch behind some rock, the footsteps get louder and you see a great Ogre. You may test your luck to see if you can creep out without him noticing.
- The Ogre has Body 3.
- A search for treasure reveals a pouch hanging off the Ogre's body. This contains a key with the inscription 96.
- M** The square tiles on the floor in this room seem to be shifting. A sign reads "choose your steps wisely". Do you choose to cross the room carefully on the light or dark squares? *If a Hero steps on a dark square, ghostly hands reach out and grip your legs like a vice. Test your luck – lose a Body Point for every skull rolled until you roll a shield to escape their clutches.*
- N** As you enter the room the door slams shut behind you, and you hear a click and a hiss. From the center of the ceiling a jet of gas is filling the room with an acrid vapor. On the far side of a room you see a gleaming key tantalizingly hanging from the wall. You may choose to exit; or risk holding your breath and dashing for the key. *If a Hero takes the risk you must test your luck. If you are unlucky, you take a breath of the poison gas and lose two Body Points. The key is inscribed with the number 125.*
- O** You are on the bank of a river facing across its black depths. There appear to be two ways across. To your left, a rusted bell bears the sign "Ferry Service 10 Gold Pieces". To your right, is a rickety old bridge. Which do you choose? *If a Hero chooses the former, the bell gives a dull clang and a withered old man rows slowly across to you. He asks you for 20 gold coins mumbling some flimsy excuse about inflation. You can choose to opt out now if you wish. If the Hero goes ahead and pays, the boatman rows you safely to the other side.*
- If a Hero chooses the bridge you snap a plank and you must test your luck. If*

NOTES continued:

- If the Cyclops is defeated, a search for treasure reveals that the jewel is worth 50 gold coins. As you continue your search you find a key inside its breastplate with the number 111 inscribed.
- U** A Hero who searches for treasure finds a battle axe hanging up by the fireplace.

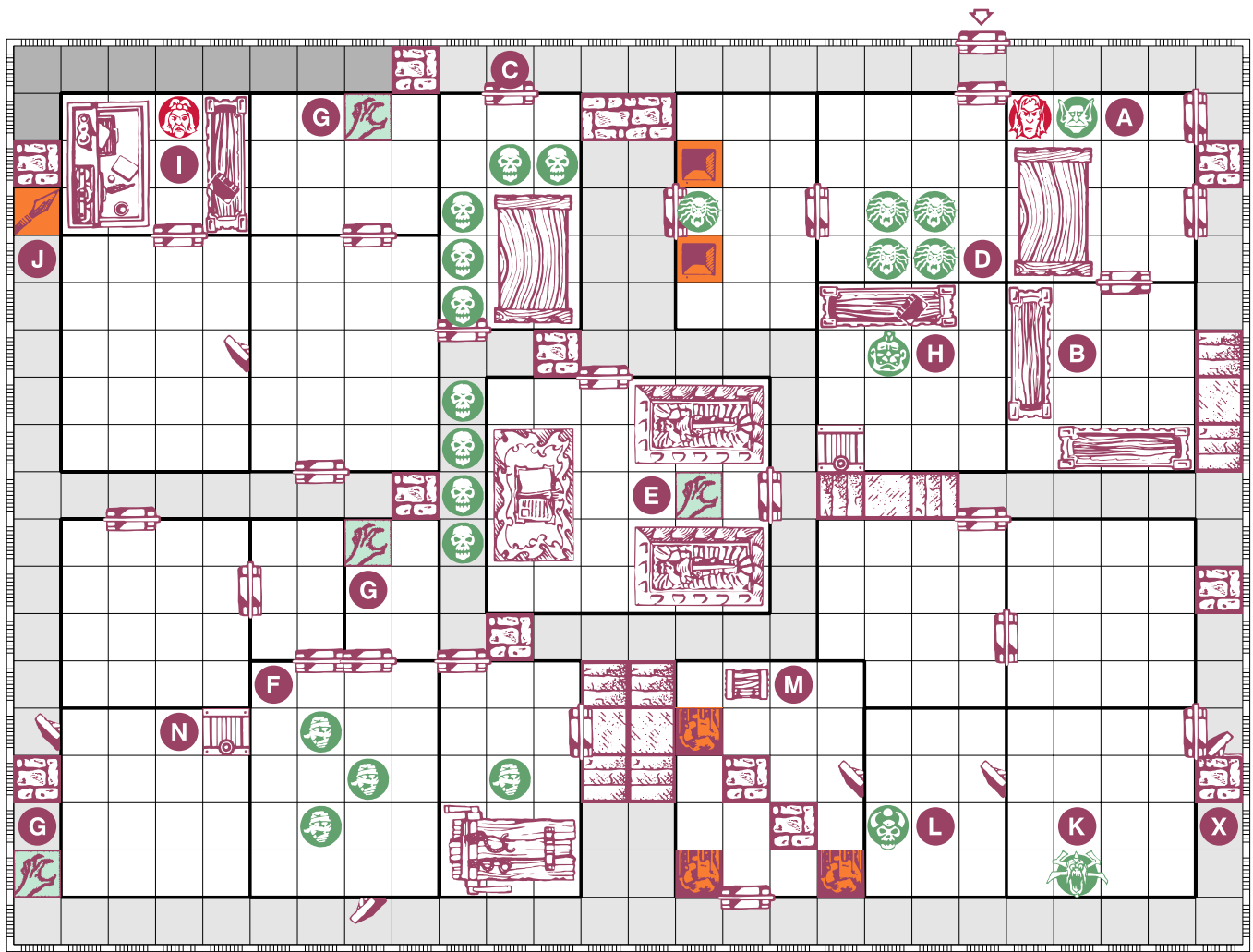
- you are unlucky you fall into the rapids. You manage to scramble out on to the riverbank but are immediately attacked by a Fimir. If you are lucky the first time, you must test your luck again as the handrail now comes loose. If the Hero is unlucky they fall into the river with the same result.*
- (Every river crossing made has the same choices for the Heroes.)
- P** A fountain in the middle of this room bears a wooden sign. It is written in Goblin tongue. The first word you cannot read but the next two read "– not drink". Do you choose to drink from the fountain? *If the Hero drinks you feel a healing glow spreading through your body. Each Hero may drink from the fountain once to restore their Body Points to maximum. This fountain of life must be a fountain of death for Goblins.*

- Q** On the rack, hang two helmets. One is bronze; the other is iron. Do you choose to take a helmet? *The bronze helmet fits well. But then a searing pain flashes across the Hero's forehead. The helmet is cursed and you cannot think straight. Test your luck; lose a Body Point for every skull rolled until you roll a shield and force the helmet off your head. The iron helmet is a regular helmet from the Armory.*
- R** A search for treasure reveals a broadsword in the riverbank.
- S** A mad Barbarian is hiding behind the door and attacks immediately. His stats are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
9	4	3	2	2

- T** This statue is an iron Cyclops (use the Chaos Warrior figure). Inside its eye, a gem sparkles. Do you choose to take it? *If the Hero does, you prise at the jewel but it is solidly in place. You hear an ominous creaking noise. To your horror the statue is beginning to move. You must fight. The Cyclops has:*

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	4	3	2	0



BOARD 2 NOTES:

(Before moving through the door onto the second board, the Wizard may choose to replenish five spells that he has used; the Elf may replenish one used spell)

- A** An old Elf is slumped asleep on a bench, snoring loudly. Next to him, a vicious-looking Goblin with red eyes is eyeing you suspiciously. A deep growl comes from its throat. You may choose to tiptoe through to the adjacent door on the same wall, or fight. *The Goblin pet has Attack 3, Defend 2, Body 3. In addition, for each attack the Goblin makes, you must test your luck against its fiery breath. A skull results in one lost Body Point. The Elf is a regular Elf with no spells and Body 2, Movement 7.*

A search for treasure reveals a bunch of keys marked "Boat House".

- B** A search for treasure reveals two Potion of Healings in the cupboards.

- C** A sign above the door reads "Boat House". The door is firmly locked, but a small barred window allows you to look inside. You can see a number of Skeletons jerkily building a boat of some sort. The other door to this room is also locked.

A search for treasure in this room reveals a key in a draw with the number 84 inscribed.

- D** If the Hero searches for treasure, you find a vial of Holy Water on a dead Zombie's body. A past Hero who failed perhaps.

- E** The silence is deathly. A slow drip startles you as you creep around the coffins. The altar is ornately carved and studded with jewels.

When a Hero searches for treasure a creaking noise makes them whirl around. The coffin is opening and a Mummy (wandering monster) rises to attack.

- F** On searching for treasure, you find a Potion of Healing in a barrel in the

corner of the room.

- G** Your tappings and scrapings at the rock face as you search for secret doors (in this room or passage) resound through the dungeon's corridors. A monster is coming! Roll a die to determine the type of wandering monster:

Goblin
Orc
Fimir
Skeleton
Zombie
Mummy

- H** This Ogre has Body 4.

A search for treasure reveals a key on the shelf. It is inscribed with the number 126.

- I** A squeaky voice explains that he is the Mazemaster in charge of the Maze of Zagor. He refers to a book, points his finger, and the book floats down from the shelf on to the desk in front of him. You deduce that he is a Wizard of some power. You ask him the way out of the maze. He tells you to leave the room, turn left, turn right three times and search at the very end of the passageway. If a Hero returns to this room the door is locked.

- J** While searching the rubble for secret doors, a poisonous spear shoots from the wall. Lose two Body Points. This trap cannot be searched for.

- K** As you shine your lantern around the cavern, you hear a rumble. Suddenly a jet of fire shoots from the depths of the cavern, narrowly missing you and singeing the moss on the wall. You look up to see a large Dragon (use the Gargoyle figure). How will you attack? The dragon has:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	6	6	8	4



Wandering Monster in this Quest: Skeleton

NOTES continued:

- L

The old Warlock looks at you and vanishes. He reappears against the wall, and as you spin around to see him, he laughs. No longer the feeble cackle of an old man but the booming laugh of a much younger man. The Warlock has:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	6	7	8	6

He also has a Lightning Bolt and Fear spell. You may choose how you attack: use a Potion of Invisibility; fire a silver arrow; or attack normally.

If you load the bow and fire, the arrow stops centimeters from the Warlock's chest and falls to the floor. He looks up and smiles. The Hero loses his turn.

The Potion of Invisibility surprises the Warlock but he can still sense your presence. The invisible Hero attacks with two extra combat dice and the Warlock now only has Attack 3, Defend 4. Spells cannot be used against an invisible Hero.

- M

A single flame in the corner of the room burns brightly and shines on to a large chest. You can see that it is held by three locks. Does the Hero have three keys to unlock the chest? The correct three keys are numbered 126, 96, and 111 (they add to 333; do not disclose this to the Heroes). Inform the Heroes which of their three keys turn. If all three turn, the chest flies open and they are now the owner of the Warlock's riches. At least a 1000 gold coins lie in the chest.

- N

This trapdoor can only be found by searching for secret doors.

- X

The secret door can only be found by searching for traps while standing on this square. A loose stone falls out to reveal a small door in the rock.

NB: When Heroes move back to a previously explored board only regular, base-game monsters return.