

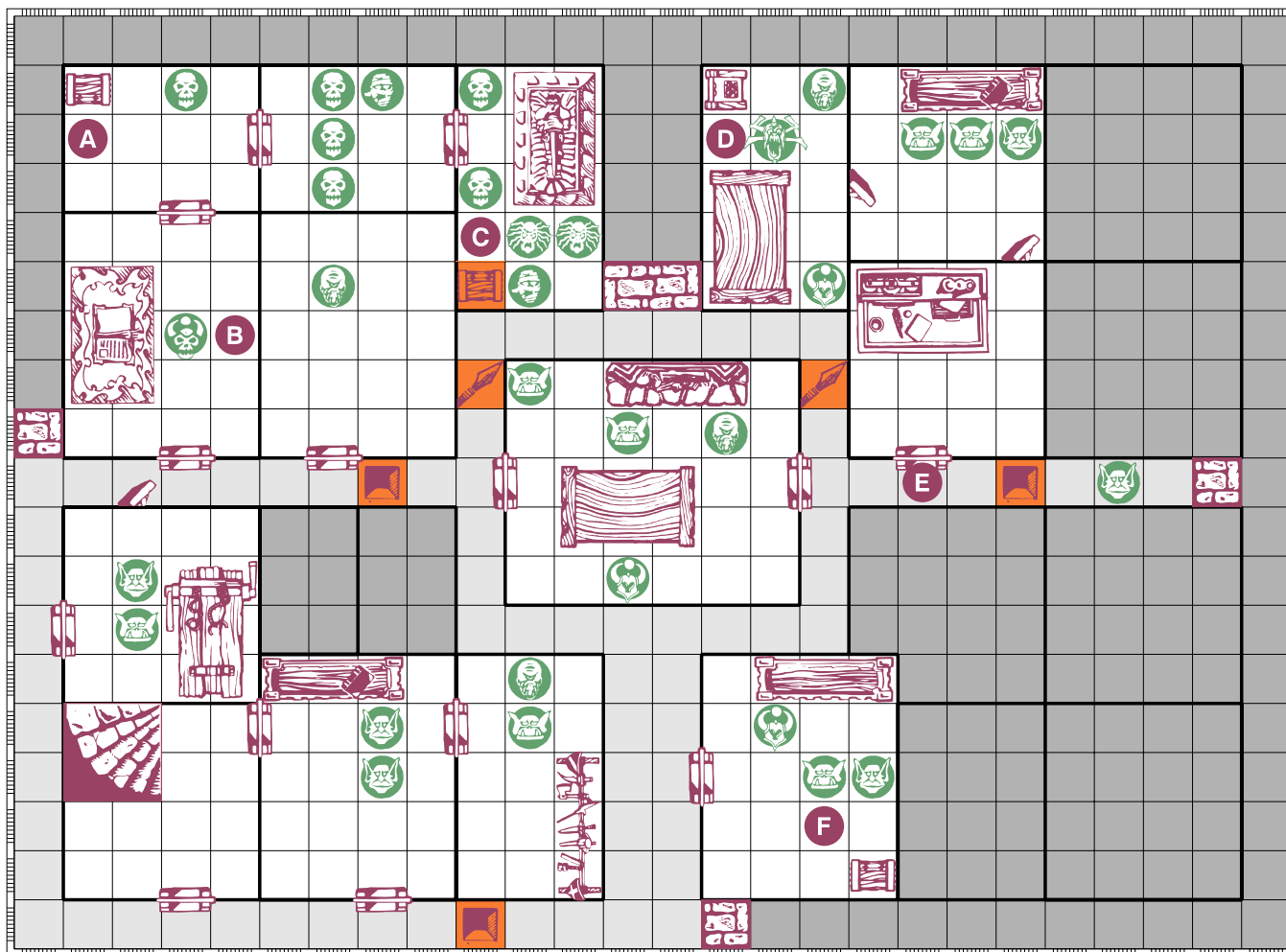
HeroQuest™

Trials, Dark Deeds and Terrors

Q U E S T



B O O K



Quest 1

Return to the Catacombs

"It seems that the Gargoyle you faced in your Trial has been replaced by another. This creature, Revag, is more ambitious than his predecessor and is slowly amassing a large force in order to seize power in the land. You must strike quickly before

his force can establish itself. Return to the Catacombs you visited in your Trial, and may your memories of that day aid you in your search for Revag."

NOTES:

- A** This chest contains 50 gold coins.
- B** This is Vaxatral, an apprentice necromancer who has been experimenting on himself. Use the Chaos Sorcerer figure to represent him. He has the following profile:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3	3	2	5

If Vaxatral is killed, he will immediately revive as a Zombie. If the Zombie is killed, it will revive as a Skeleton. If the Skeleton is destroyed, Vaxatral is gone for good. The door marked E can now be opened.

- C** This chest is trapped. Anyone who opens it without searching for traps first will lose 1 Body Point. The chest is empty.
- D** The Gargoyle in this room is Revag. He must be defeated to complete the Quest.

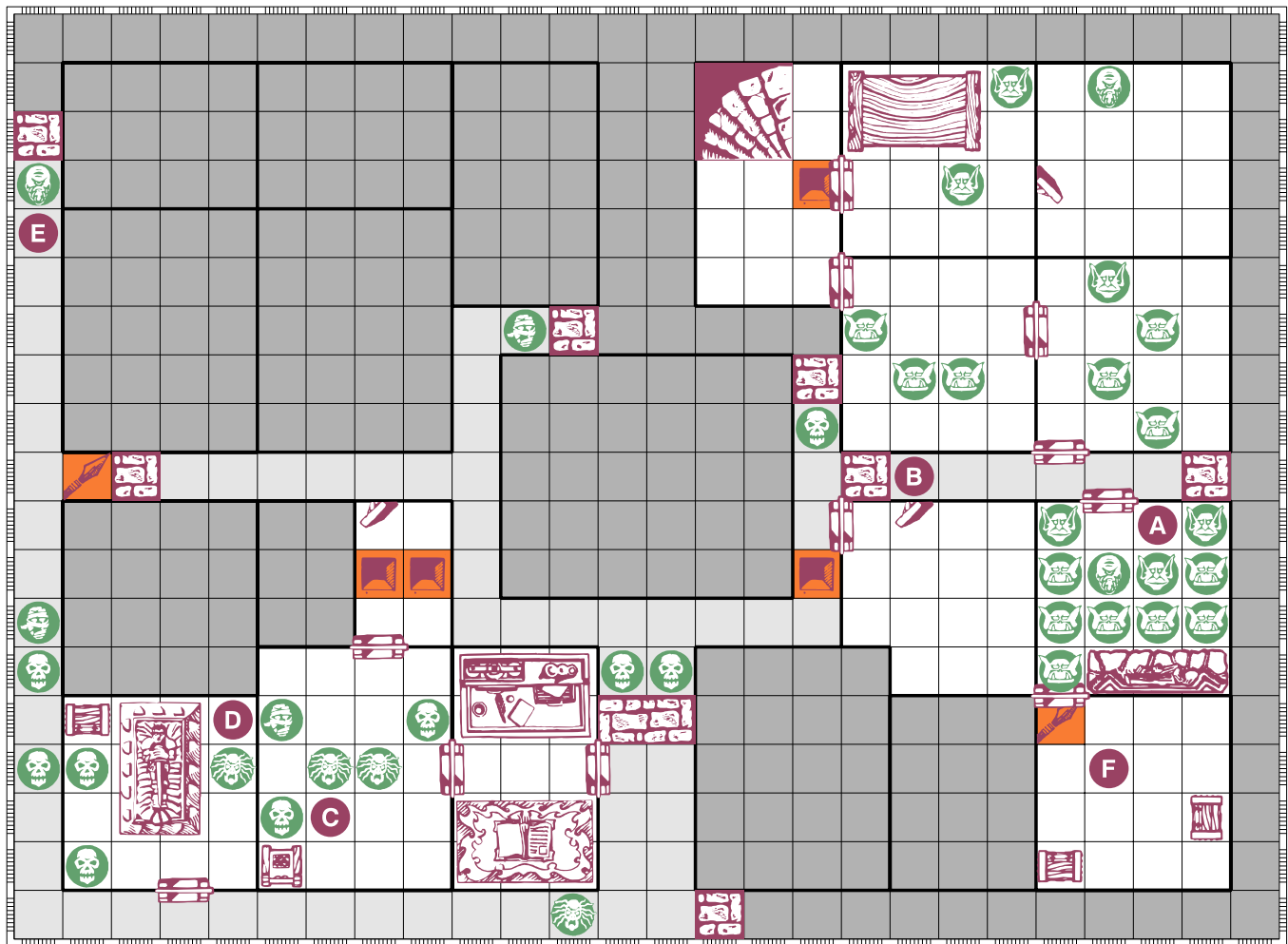
The Chaos Warrior in this room is Revag's personal bodyguard and rolls 5

dice in defense. If a player searches for treasure in this room, they will find a strongbox hidden under the table containing 200 gold coins.

- E** This door has been magically sealed and cannot be opened until Vaxatral is destroyed.
- F** The treasure chest in this room is empty. However, the cupboard contains a Potion of Healing, which will restore up to four lost Body Points.



Wandering Monster in this Quest: Orc



Quest 2

A Deal in the Dark

"You are travelling home through gloomy wilderness when you sense that you are being watched. A harsh voice bellows from behind a rock: "Murg wants ya. Heard about how tough yer supposed ta be. Prove it by gettin' past his guards and he'll

offer yer a deal ya can't refuse. Follow me trail if ya dare!" You draw your weapons and investigate, but find only tracks leading into a dark crevice in the rocks. Cautiously, you begin to descend the rough stone steps..."

NOTES:

- A** The Fimir in this room is Murg. He carries a spear and the key to the secret door marked B. After you place the contents of this room on the board, Murg tells the Heroes that he has sealed the dungeon entrance and will not let them leave until they fetch a "speshul ring" for him. If the players agree, Murg will give them the key. None of the monsters in this room will move or attack unless the players refuse Murg or attack any monster in the room. If they do this, all monsters in the room will react immediately as if they were Wandering Monsters. If Murg is killed, the key can be taken from his corpse.
- B** This secret door can be found by searching, but will not open without Murg's key.
- C** The Skeleton in this chair was once the apprentice necromancer Fexafrel, who made a fatal mistake in his researches. Fexafrel has 1 Body point. He cannot move, attack or defend himself, but can create one undead monster per turn on any unoccupied square in the room. Roll a combat die to determine which monster is summoned. (Skull = Skeleton, white shield = Zombie, black shield = Mummy.)

If the players destroy Fexafrel and leave the room, then enter again, Fexafrel will revive. Place a new Skeleton model before his throne and replace all the monsters shown for this room on the board. This will happen every time the players destroy him, leave and reenter. It is best not to dwell on his fate.
- D** Place a dead Orc face-down on this square. The Zombie is busy eating him and will not attack unless attacked first. The treasure chest is empty, but a Hand Axe and a halfempty Potion of Healing that will restore up to 2 lost Body Points can be found on the Orc's body.
- E** This Fimir is the last survivor of Murg's search party. He is armed with a bow (allowing him to make a ranged attack with 2 combat dice) and carries the Spell Ring that Murg seeks. He is frantic with fear and cannot be reasoned with. The player who kills him should be given the Artifact Card for the Spell Ring. If kept, it cannot be used until the next Quest.

If the player returns the Spell Ring to Murg and erases it from their character sheet, he will reopen the dungeon entrance and let them leave-he values good business partners.
- F** These treasure chests each contain 150 gold coins. Searching for traps and



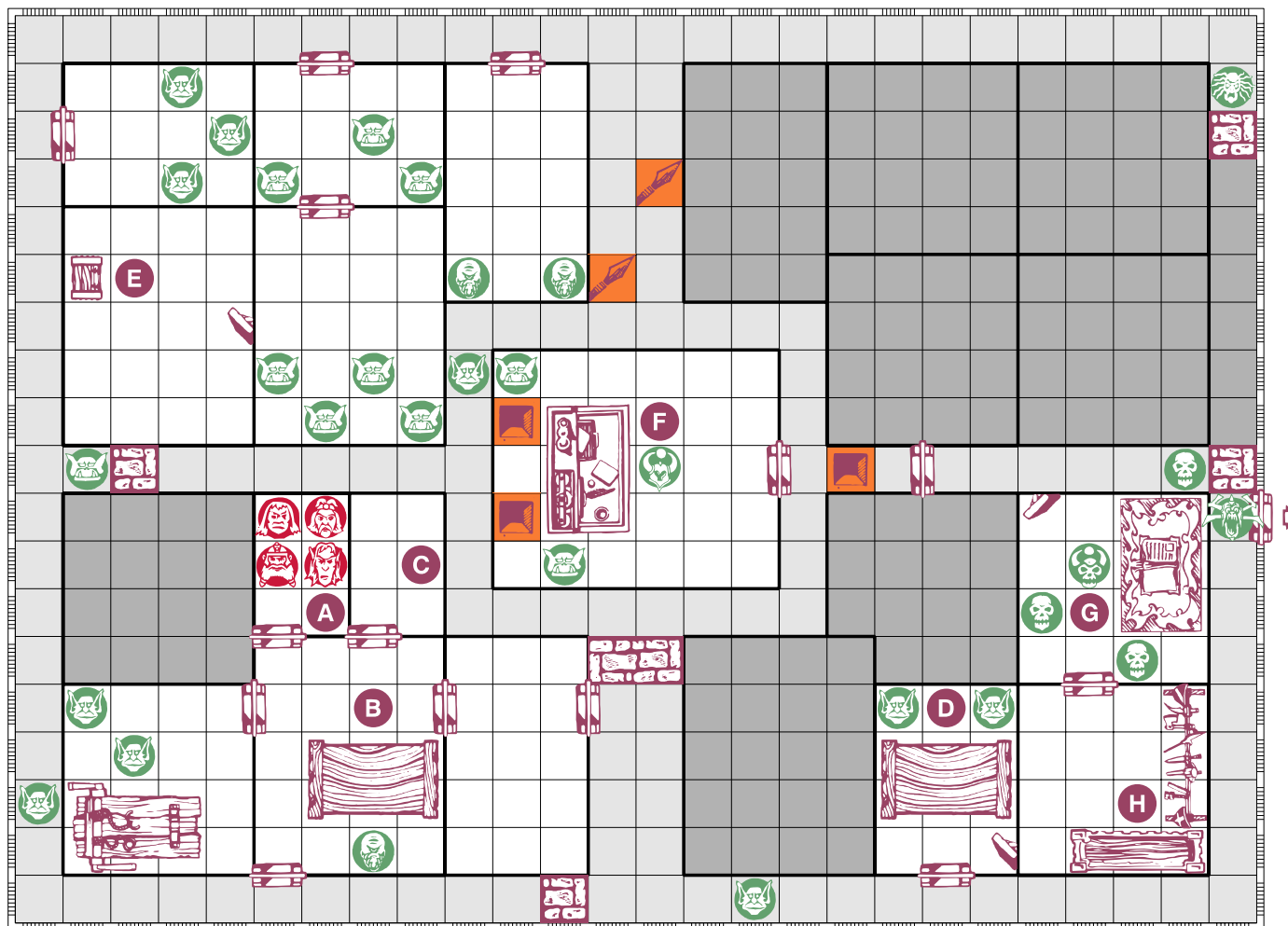
Wandering Monster in this Quest: Goblin (before opening the locked secret door); **Skeleton** (after opening the door)

NOTES continued:

secret doors will reveal a lever on the wall that will reopen the dungeon entrance (if necessary), allowing the players to escape via the stairs.

To complete this Quest, the players must escape from the dungeon, with or without the Spell Ring.

If they take the Spell Ring with them, they will discover too late that it is cursed. The player who holds the Spell Ring card must exchange it for the Cursed Spell Ring card.



Quest 3

Don't Look Back

"You have been captured! While attempting to infiltrate an Orc-held dungeon, you were surprised and overwhelmed by a seemingly limitless flood of monsters from deep within the complex. Fortunately, the Orcs seem unaware of your well-

practiced lock picking skills. You must overcome your jailor, find your equipment and escape. Proceed with caution, for in your weakened state, danger lurks around every corner..."

NOTES:

As this Quest begins, the Heroes have been stripped of all equipment, gold, weapons and other items (including spells). They have also each lost 1 Body Point. In combat, they roll the number of dice shown on their character profiles, but must roll black shields to hit and to defend.

To escape the complex and complete this Quest, the Heroes must find and leave by the door marked with the arrow on the right-hand side of the map.

- A** The Heroes begin in this room. There is nothing of value here-if a player searches for treasure, they cannot draw a Treasure Card.
- B** Tell the players that there are two small Potions of Healing on the table, each of which will restore up to 2 lost Body Points. Any Hero may take them if they are adjacent to the table-this does not count as an action. The Fimir in this room has a set of skeleton keys and a Hand Axe of unusual quality for a monster's weapon. These may be taken when he is killed.

(Note that the Fimir cannot throw the Hand Axe.)

The skeleton keys may be used to lock any doors in this Quest after they have been opened. A monster may try to force open a locked door. To do so, it must attack the door and score at least three skulls.

- C** This cell is full of bones and decaying corpses. Draw no Treasure Card.
- D** These two Goblins have shortbows. They may make ranged attacks with 2 combat dice each. The table represents a fortified barrier that cannot be moved across, although it can be seen over. Remember that searches cannot be conducted while monsters remain in the room.
- E** This treasure chest contains 200 gold coins.
- F** The Chaos Warrior in this room is spawning monsters from evil-smelling vats. Place the two pit trap tiles on the board to represent the vats. On each Evil Wizard turn, roll a red die. If a 6 is rolled, the Evil Wizard player may place an Orc, Goblin or Fimir next to one vat. It may act as normal that turn.



Wandering Monster in this Quest: Orc

NOTES continued:

- G

This is Toxatrul, an apprentice necromancer. Use the Chaos Sorcerer figure to represent him. He has the following profile:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3	3	2	5

If the players have encountered his brothers Vaxatral and Fexafrel in previous Quests ("Return to the Catacombs" and "A Deal in the Dark"), Toxatrul will be so shocked to learn of their fate that he will miss his first turn. After this he will attack twice per turn in his rage.

If Toxatrul is killed, he will raise the dead in the complex with his last vindictive breath. The Evil Wizard player may then place six undead figures in the room marked C, using any combination of Skeletons, Zombies and Mummies.

- H

This room contains all of the players' missing equipment, gold, spells and other items. The first player to enter this room may claim any or all items (except the spells if he cannot use magic). Also, if a player searches for treasure, they will discover the Spell Ring. That player should take the appropriate Artifact Card.