HeroQuest™



QUEST BOOK

The fire burns warmly, but casts little light into Mentor's study. The flickering shadows only hint at the vast number of books and scrolls that fill the many shelves. Slowly Mentor walks over to the fire.

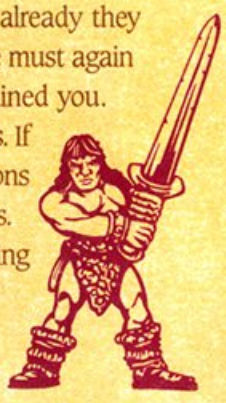
"Well, my friends, your training is complete. You are not yet true Heroes, you have yet to prove yourselves. But first, let me tell you of Zargon...

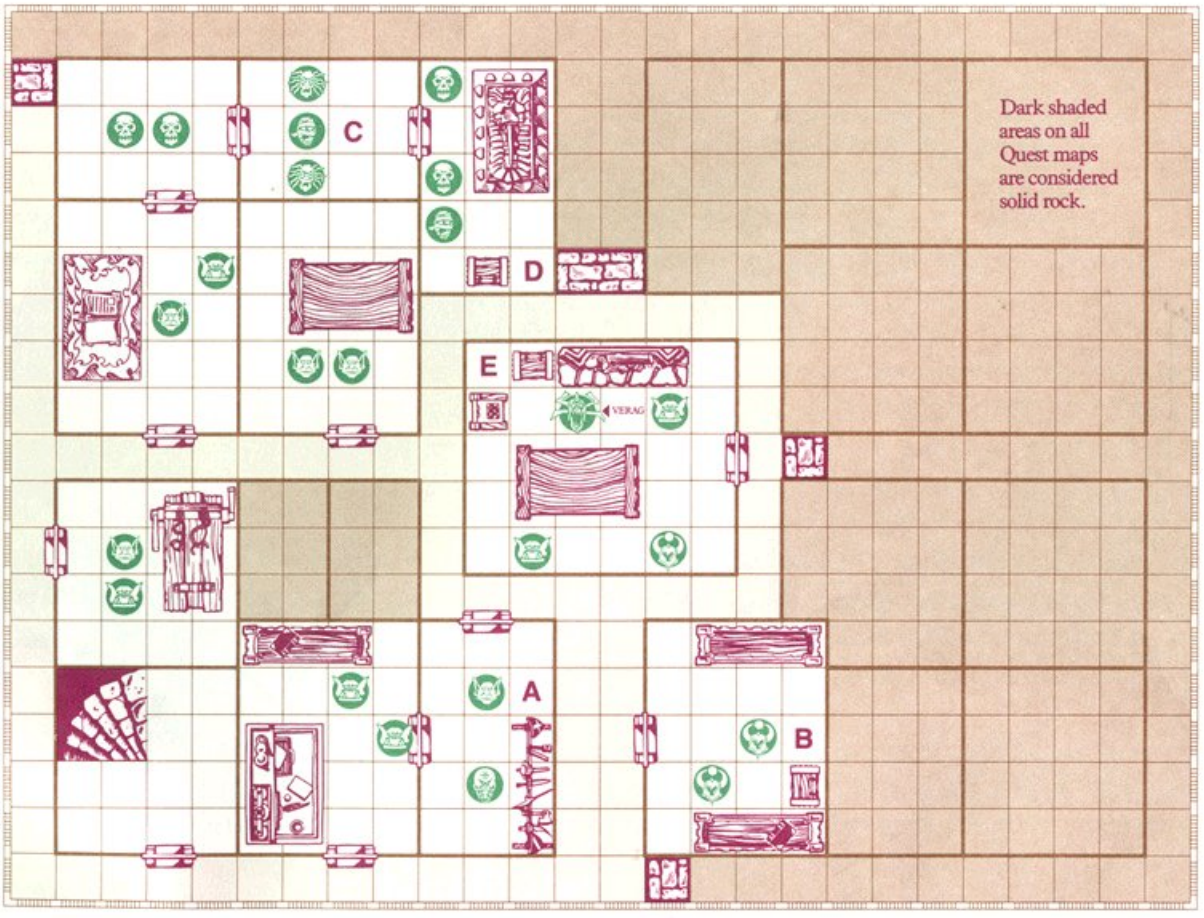
"Many centuries ago, Zargon was my apprentice. He worked hard and learned quickly. But impatience devoured him. He wanted to learn more powerful magic. I told him of the dangers, and that he should be patient, for in time he would become a great Sorcerer. But Zargon could not wait; each night he broke into my study and read my spell books. The secrets that were held within them were great indeed. Once he learned these secrets, Zargon fled.

"When I caught up with him, I found him greatly changed. He had pledged his allegiance to the Great Powers of Chaos. Fool! He saw magic only as a short-cut to power and paid no heed to the terrible price he would have to pay. I tried to reason with him, but to no avail. He laughed in my face and then unleashed a terrible spell which I was hard-pressed to counter. For many days we battled, but Zargon had allies stronger even than I, and I could not defeat him. In the end, as we both weakened, he fled and sought refuge in the Northern Chaos Wastes. There he licked his wounds and honed his skills, conjuring ancient powers with which to overthrow the Empire.

"I must watch Zargon and measure the strength of his magic. The powers Zargon has called upon will destroy us all if I relax from this vigil. Zargon's legions threatened us once before. Then it was Rogar who aided me and defeated them. Now they are on the march again; already they have assailed the Borderlands. The Empire must again look for Heroes and to this end have I trained you.

"Each of you must complete 14 Quests. If you do this, you will be acclaimed as Champions of the Realm and dubbed Imperial Knights. Only then will you be on the road to becoming true Heroes. I shall speak with you again on your return—if you return..."





At the beginning of each Quest, only the parchment text should be read aloud to all players.

QUEST 1

The Trial

"You have learned well, my friends. Now has come the time of your first trial. You must first enter the catacombs which contain Fellmarg's Tomb. You must seek out and destroy Verag, a foul Gargoyle who hides in the catacombs. This Quest is not easy and you must work together in order to survive. This is your first step on the road to becoming true Heroes. Tread carefully my friends."

Zargon, you may tell everyone that there are no traps or secret doors in this first Quest. However, you should also warn them that this is a tough adventure. It is meant to show the players that their chances of survival will depend on how well they work together.

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

NOTES:

A. The weapons on this weapons rack are chipped, rusted and broken. There is nothing here that the Heroes would want.

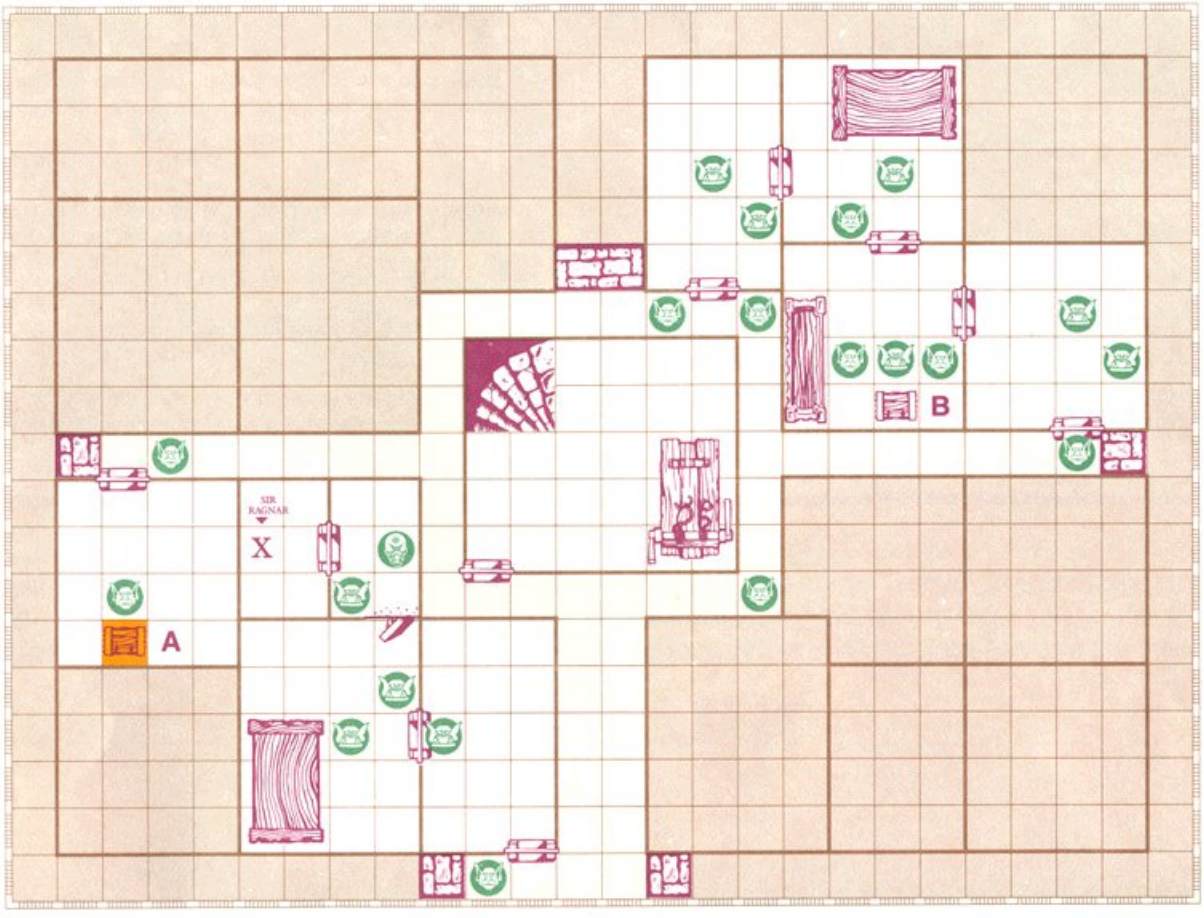
B. This treasure chest is empty.

C. This Mummy is the Guardian of Fellmarg's Tomb and was once a mighty warrior. It rolls 4 dice instead of 3 when it attacks.

D. The first Hero who searches for treasure will find 84 gold coins in this treasure chest.

E. The first Hero who searches for treasure will find 120 gold coins in this treasure chest.

Wandering Monster in this Quest: Orc



QUEST 2

The Rescue of Sir Ragnar

"Sir Ragnar, one of the Emperor's most powerful knights, has been captured. There is reason to believe that he is being held prisoner by Ulag, the Orc Warlord. You are to find Sir Ragnar and bring him back to the stairway. Prince Magnus will pay 240 gold coins to be divided among the Heroes, if they rescue Sir Ragnar. No reward will be paid if Sir Ragnar is killed during the escape."

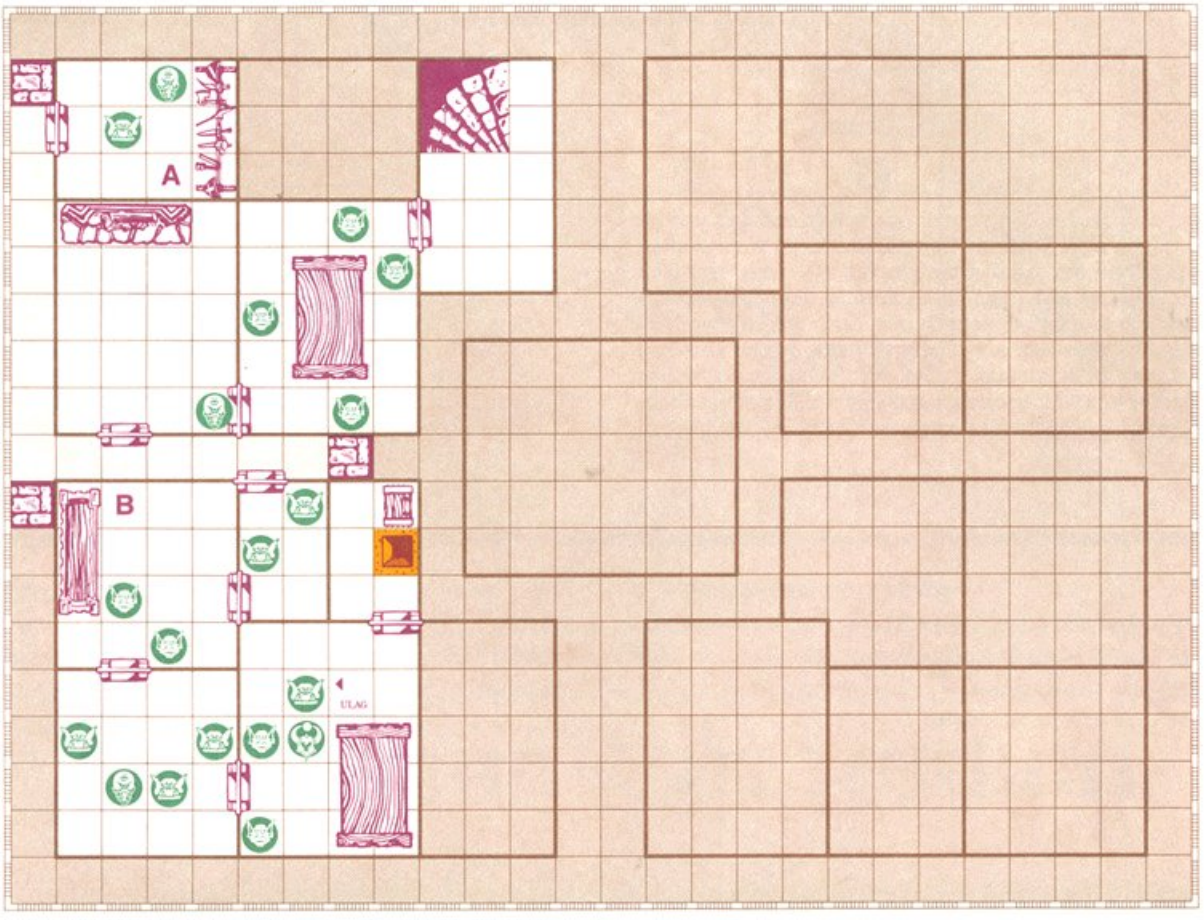
NOTES:

A. The treasure chest has a trap with a poison needle on it. If a Hero searches for treasure before the trap is disarmed, he will lose one Body Point. The chest is empty.

B. The first Hero who searches the room for treasure will find 60 gold coins inside this chest. He will also find a Potion of Healing, which will restore up to 4 lost Body Points when consumed.

FINDING SIR RAGNAR: When Sir Ragnar is found, an alarm sounds. Use the plastic Chaos Warlock figure to represent Sir Ragnar on the board. Place ALL remaining monsters, doors and furniture on the board. All doors are now open. Sir Ragnar should be moved by the Hero who opened the door to his cell. (Heroes cannot search for treasure in the cell.) The Hero takes his regular turn first, then rolls one red die to move the wounded knight. Sir Ragnar must be moved back to the stairs alive to collect your reward (see parchment text above). Sir Ragnar may not attack, but may roll 2 dice to defend. He has 2 Body Points left.

Wandering Monster in this Quest: Orc



QUEST 3

Lair of the Orc Warlord

"Prince Magnus has ordered that the Orc Warlord, Ulag, who was responsible for the imprisonment of Sir Ragnar, be sought out and destroyed. When Ulag is destroyed, the Heroes will receive a reward of 180 gold coins to be divided among them. Any treasure found in Ulag's stronghold may be kept by the finder alone."

NOTES:

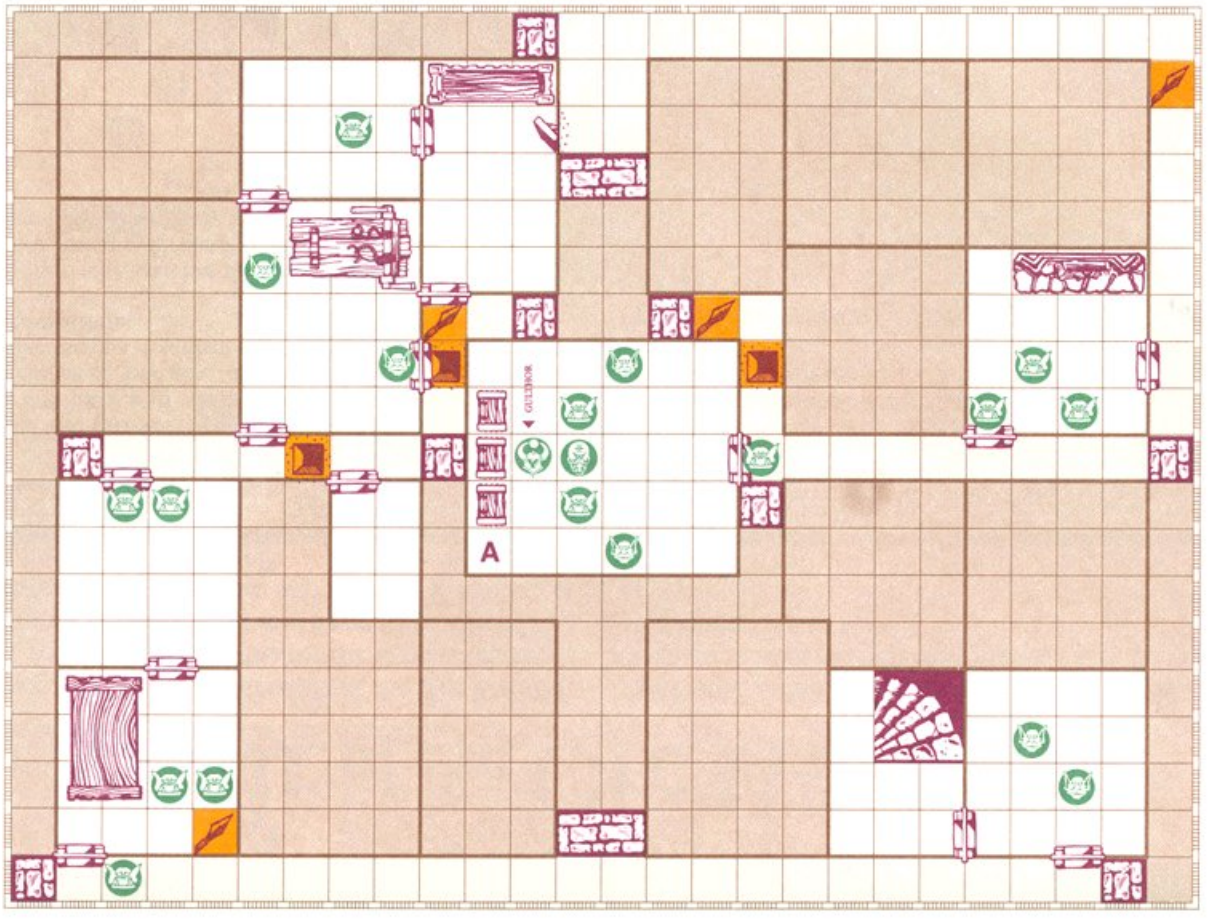
A. This is the Orc's Armory. The first Hero who searches for treasure will find a staff weapon that he may add to his character sheet or may give to another Hero. This staff is exactly like the one described in the Armory on the cardboard platform.

B. The first Hero who searches for treasure will find 24 gold coins and a Potion of Healing in the cupboard. The Potion will restore up to 4 lost Body Points when consumed.

ULAG:
Use the Orc figure with the large sword to represent Ulag. Ulag has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	4	5	2	3

Wandering Monster in this Quest: Orc



QUEST 4

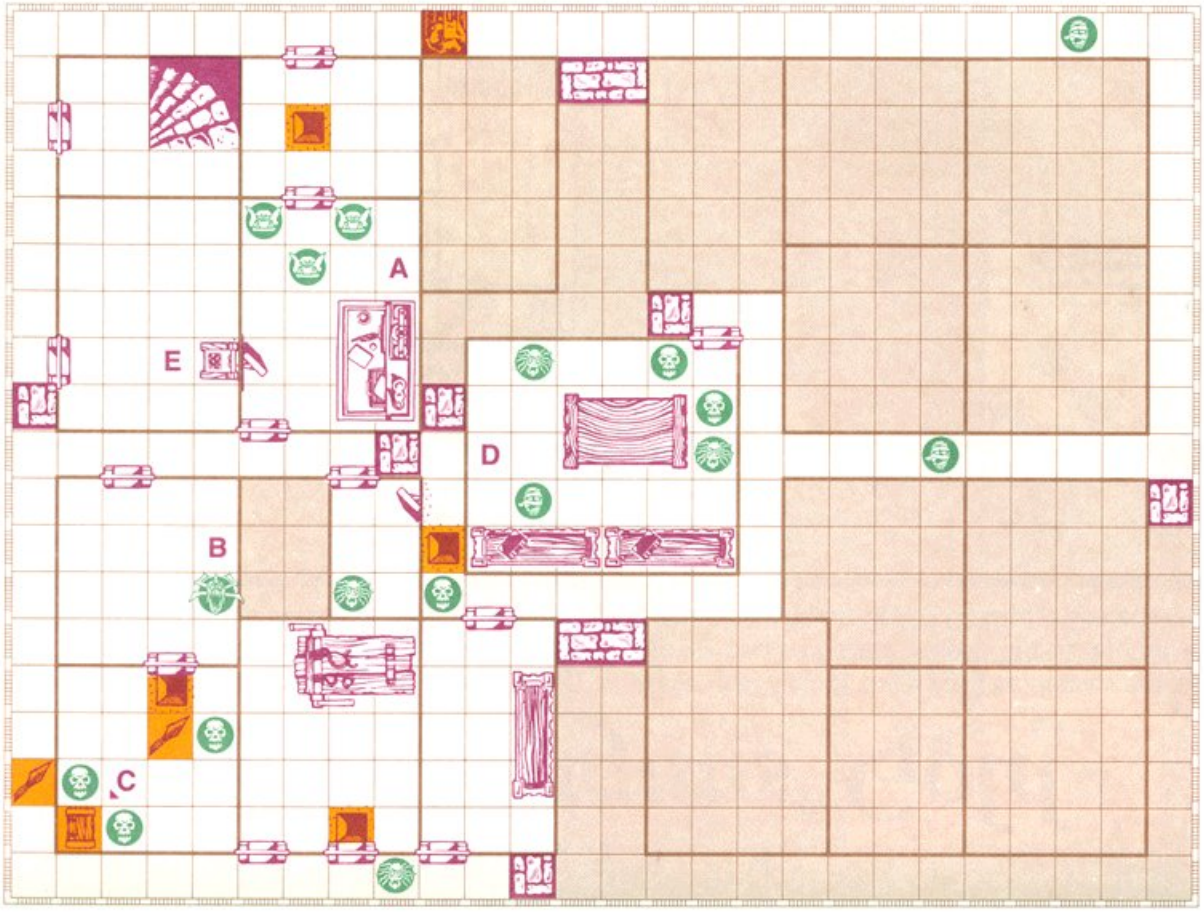
Prince Magnus' Gold

"Three treasure chests have been stolen while being taken to the Emperor. A reward of 240 gold coins has been offered to any group of Heroes who return the chests and ALL of the gold. The thieves are a well-known band of Orcs whose lair is in the Black Mountains. They are led by Gulthor, a Chaos Warrior."

NOTES:

A. These are the three chests. They are marked with the Prince's royal seal. Each chest is locked and contains 250 gold coins and other items of value to the Prince and the Emperor. A Hero can carry only one chest at a time. When carrying a treasure chest, a Hero can only roll ONE red die for movement. The Heroes cannot keep the gold inside the treasure chests.

Wandering Monster in this Quest: Fimir



QUEST 5

Melar's Maze

"Long ago, a powerful wizard by the name of Melar created a Talisman of Lore which would enhance the wearer's understanding of magic. It is rumored that Melar hid the Talisman in an underground laboratory at the heart of his Maze, fearing it might be stolen by the evil minions of Zargon. As you search for the Talisman, beware of many traps and deadly monsters."

NOTES:

A. The first Hero to search for treasure will find a half-filled flask sitting on the alchemist's bench. It is a Potion of Healing that will restore up to 2 lost Body Points when consumed.

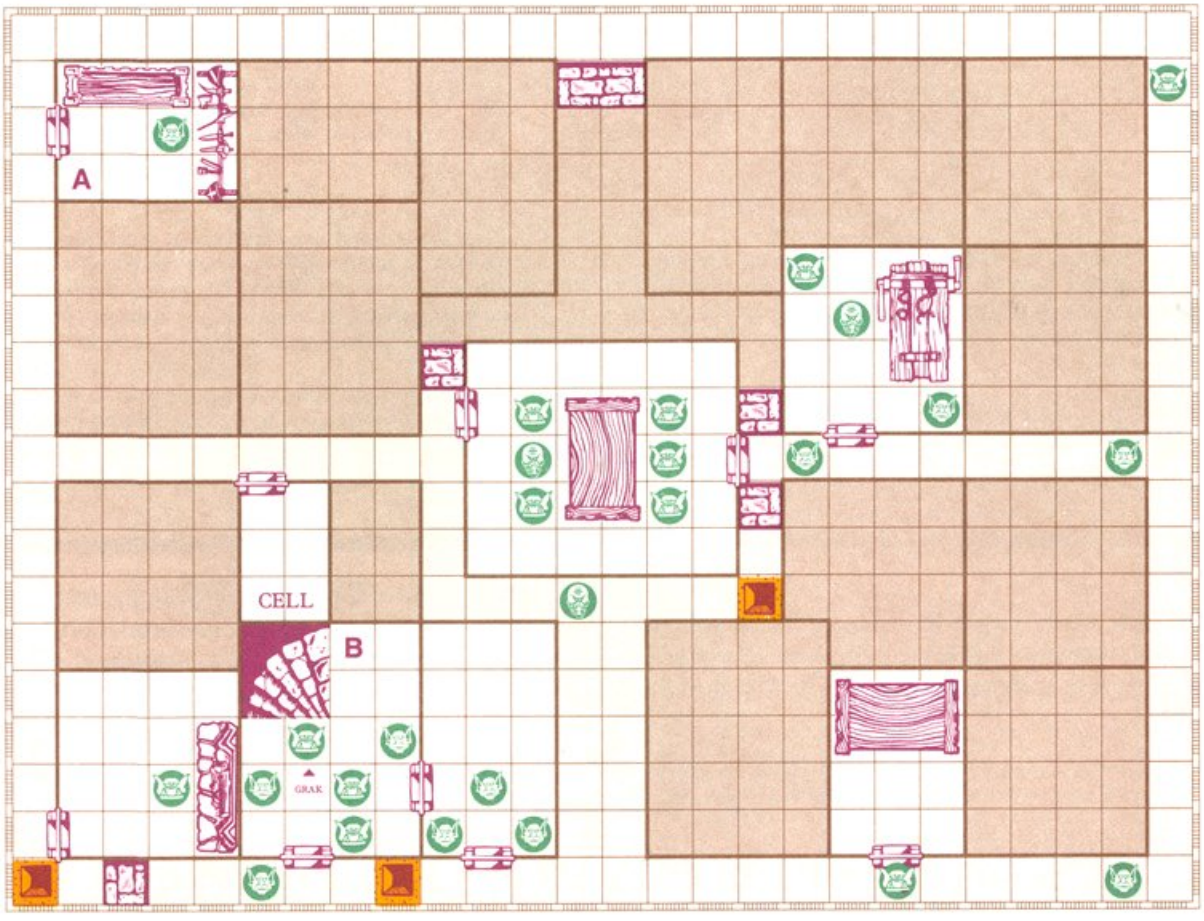
B. This chamber contains a Gargoyle that appears to be paralyzed. The Gargoyle will not move at first and will only "come to life" after one of the Heroes opens the door that leads into the next room. The Gargoyle cannot be harmed (takes no damage) until it has either moved or attacked a Hero.

C. The chest is filled with poisonous gas—it is a trap! If a Hero searches for treasure before the trap is disarmed, he will lose 2 Body Points. The chest also contains 144 gold coins. There is no other treasure in this room.

D. The first Hero who searches for treasure will find the Talisman of Lore. The Talisman is a magical artifact. Its use is explained on the matching Artifact Card.

E. If a Hero searches for secret doors, he will find nothing on either side of the wall. However, if a Hero searches for treasure he will find Melar's Key. Upon touching it, the key will disappear and the throne will slide sideways, revealing a secret door!

Wandering Monster in this Quest: Zombie



QUEST 6

Legacy of the Orc Warlord

"Ulag's foul offspring, Grak, has sworn revenge on those who killed his father. Although it has taken him several months, he has finally tracked you down (all four Heroes) and captured you in an ambush. Now you are all held prisoner in his dungeons while he decides when and how you will meet your fate. While the guard sleeps outside your cell, you manage to pick the lock with an old rat bone. You must find your equipment and escape to the stairway."

NOTES:

Heroes begin their Quest in the room marked CELL. Heroes cannot search for treasure in the cell. All of the Heroes' equipment has been taken. They may not use any equipment (weapons, armor, potions, etc.) or cast any spells until they locate their equipment. A Hero with no weapons or armor rolls one die to attack and two dice to defend.

A. The Heroes' equipment is stored in the cupboard in this room. When the room is searched for treasure, the equipment will be found. Each remaining Hero must then enter the room to collect his belongings. The Wizard and Elf may again cast spells once they enter the room and reclaim their magical powers.

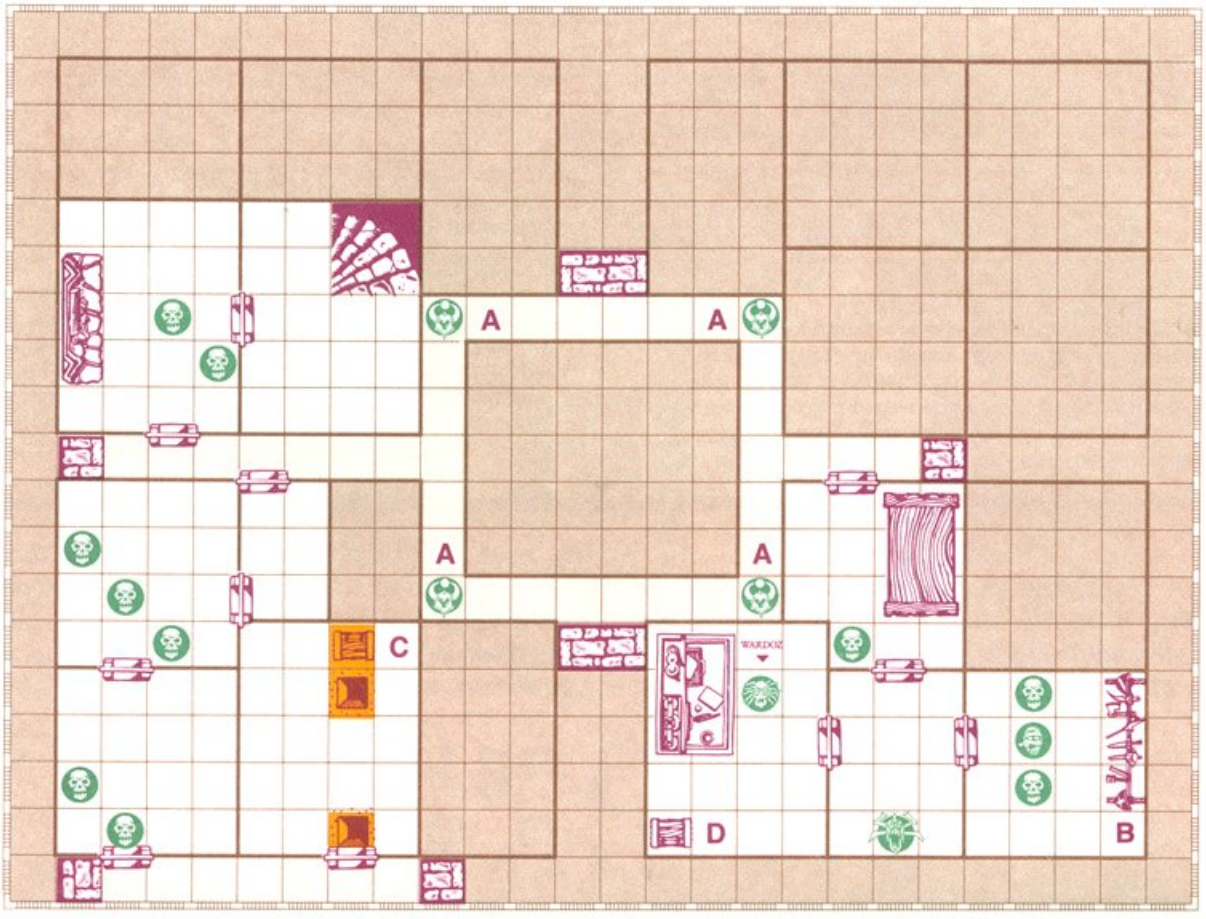
B. These stairs lead out of the dungeon to freedom. Any Hero who manages to move onto the stairway tile has escaped. Use an Orc figure for Grak. He is an extra tough-looking Orc who is holding a staff exactly like the one described in the Armory on the cardboard platform. Grak is also wearing a Wizard's Cloak. Its use is explained on the matching Artifact Card. If Grak is killed, the cloak will be of special interest to the Wizard. Give him the matching Artifact Card.

GRAK:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	4	3	3

Grak knows 3 Chaos Spells that he may cast (one per turn) instead of attacking. The spells are: Fear, Sleep and Tempest. (Refer to the Chaos Spell Cards for details.)

Wandering Monster in this Quest: Fimir



QUEST 7

The Lost Wizard

"The Emperor's personal wizard, Wardoz, has disappeared. The Emperor fears that he has been murdered or has succumbed to the lures of Chaos magic. You must find out what happened to Wardoz. You will each be paid 100 gold coins upon returning to the stairway."

NOTES:

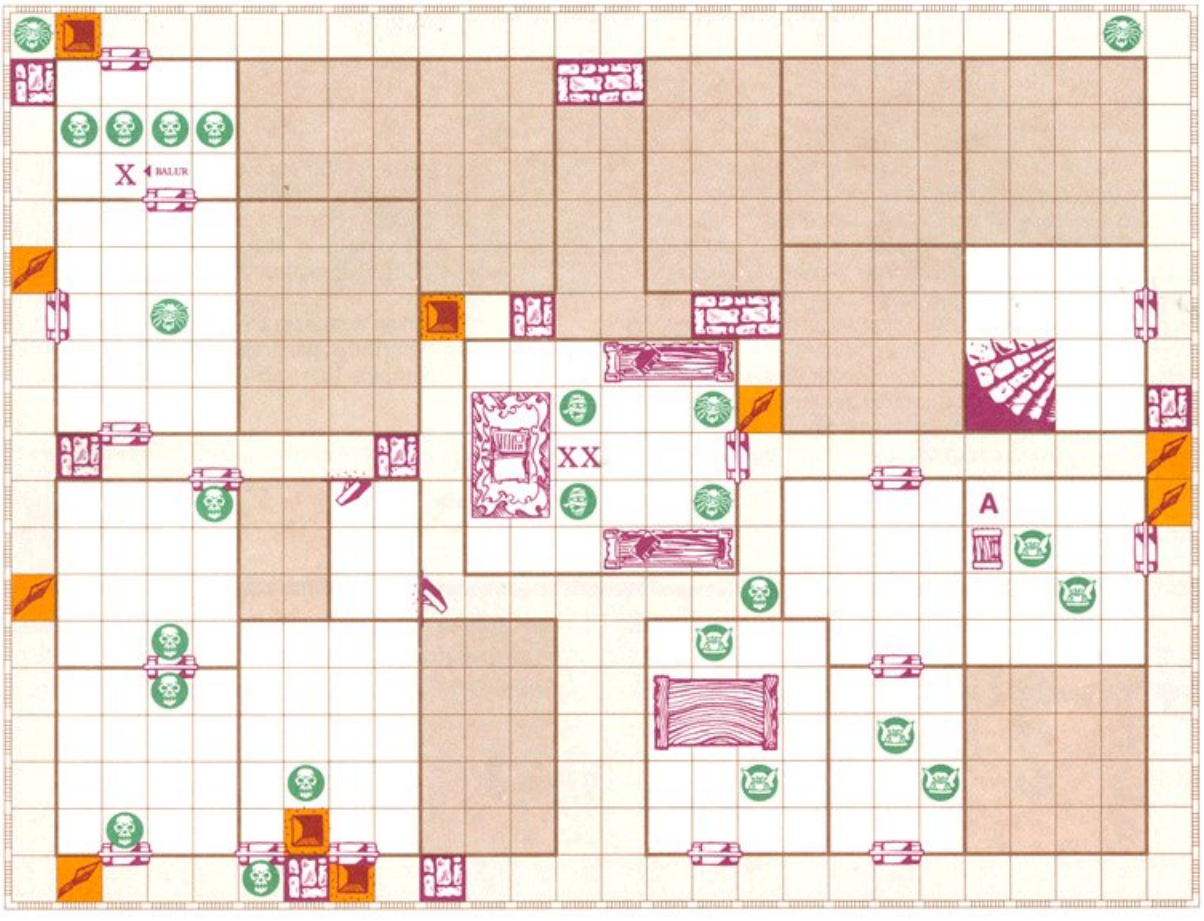
A. All the Chaos Warriors in this adventure are made of stone and may roll an extra Defend die.

B. This is the weapons room. The first Hero who searches for treasure in this room will find the magical artifact, Borin's Armor. Its use is explained on the matching Artifact Card.

C. This chest has a trap with a poison needle in it. If a Hero searches for treasure before the trap is disarmed, he will lose 2 Body Points. He will then find a flask filled with an unidentifiable purple liquid. Do not tell the Hero what the liquid is at this time. If he drinks the liquid, it will taste terrible and cause the Hero to temporarily turn into a stone statue. He will be unable to move for 5 of his turns. However, during that time he cannot be harmed. After 5 of his turns, he comes back to life.

D. Wardoz's treasure chest contains 144 gold coins. The Zombie in this room is dressed in Wizard's robes. It is Wardoz. After destroying Wardoz, the first Hero who searches for treasure will find the coins. He will also find some papers on Wardoz's bench. These papers prove that Wardoz was consumed by the chaotic magic he was experimenting with and was turned into a mindless Zombie.

Wandering Monster in this Quest: Mummy



QUEST 8

The Fire Mage

"The Orcs of the Black Mountains have been using fire magic in their raids. Balur, the Fire Mage, is thought to be responsible for helping them. No fire magic can harm Balur and the Emperor's wizards are unable to counter his spells. You have therefore been chosen to enter his lair, deep beneath Black Fire Crag. The Emperor will reward each Hero with 100 gold coins for Balur's destruction."

NOTES:

Use the Chaos Warlock figure for Balur. Fire spells do not affect him.

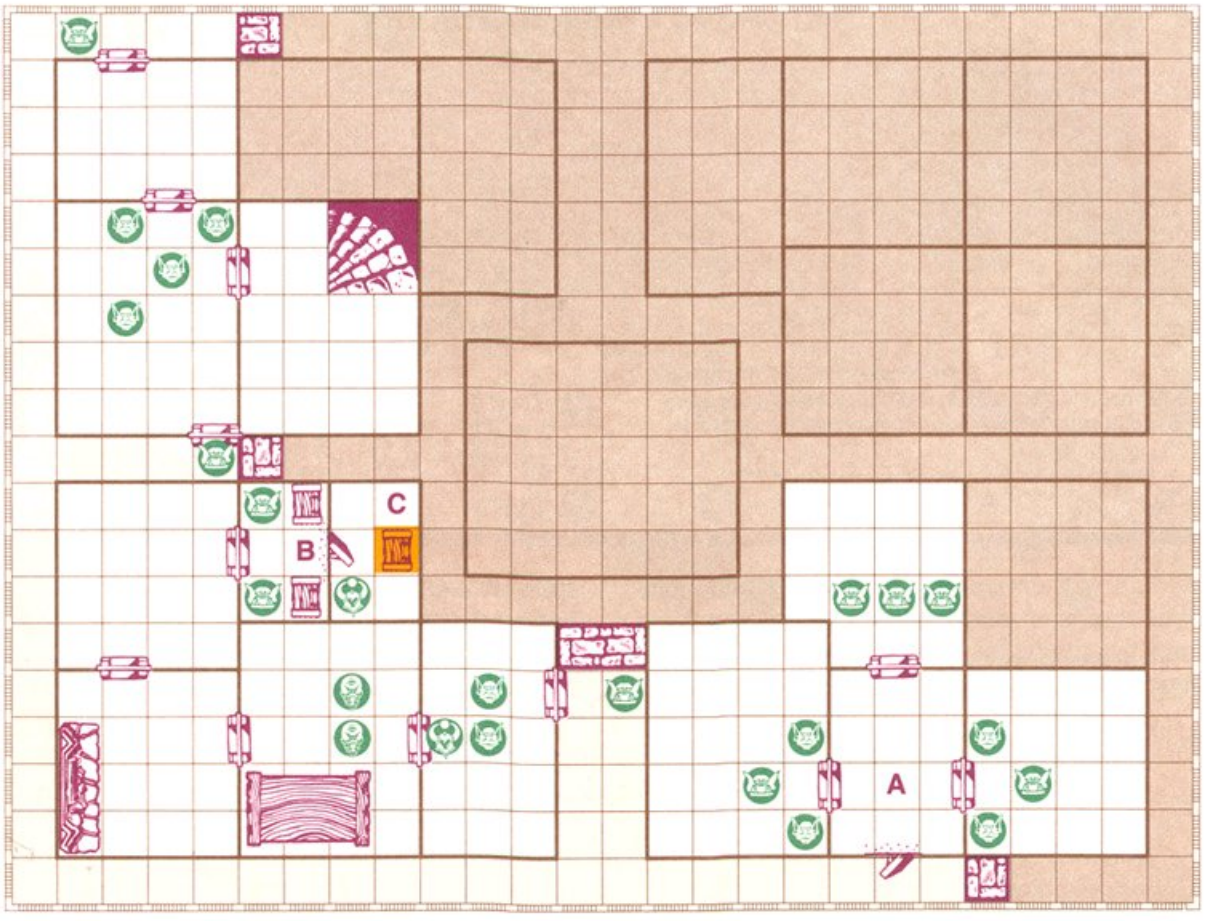
Balur has the following spells which he may use once during the Quest: Ball of Flame, Firestorm, Tempest, Summon Orcs, Fear, and Escape. (Refer to the Chaos Spell Cards for details.) The Escape spell will teleport him to the square marked "XX" in the middle room. If Balur uses the escape spell, do not put him onto that square until the Heroes open the door.

A. The treasure chest contains 150 gold coins and the artifact called the Wand of Magic. Its use is explained on the matching Artifact Card.

BALUR:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	2	5	3	7

Wandering Monster in this Quest: Fimir



QUEST 9

Race Against Time

"A guide has led you into an underground maze that is rumored to hold a great secret. He has led you down many dark corridors and finally you find yourself in a room with three doors. Suddenly the guide puts out his torch and in the darkness you hear him laugh. 'Farewell, my Heroes,' he sneers as he makes his escape. You realize to your horror that it is a trap! You must escape (make it back to the stairway) or perish in this dark, forgotten hole."

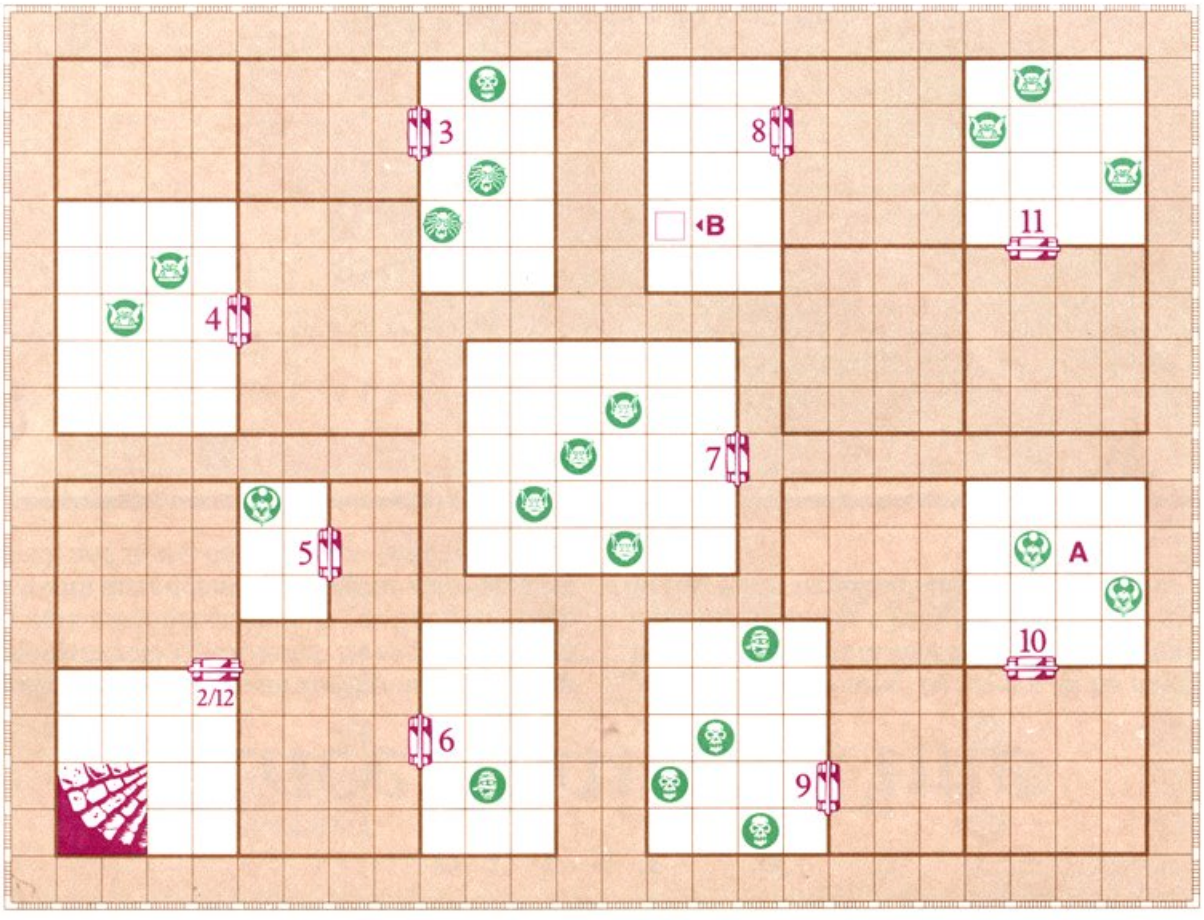
NOTES:

A. This is the room where the Heroes begin their Quest.

B. These treasure chests each contain 100 gold coins.

C. This chest has a trap with poisonous gas. If a Hero searches for treasure before the trap is disarmed, he will lose 3 Body Points. Inside the chest is the artifact called the Elixir of Life. Its use is explained on the matching Artifact Card.

Wandering Monster in this Quest: Fimir



QUEST 10

Castle of Mystery

"Long ago, a wizard named Ollar discovered the entrance to a gold mine. Using his great powers, he built a magic castle above the mine to protect it. The lower chamber of the castle has many magical doors and is guarded by a host of monsters who were trapped in time. Can you find the entrance to the gold mine? Others have tried, but the castle thwarted them every time."

NOTES:

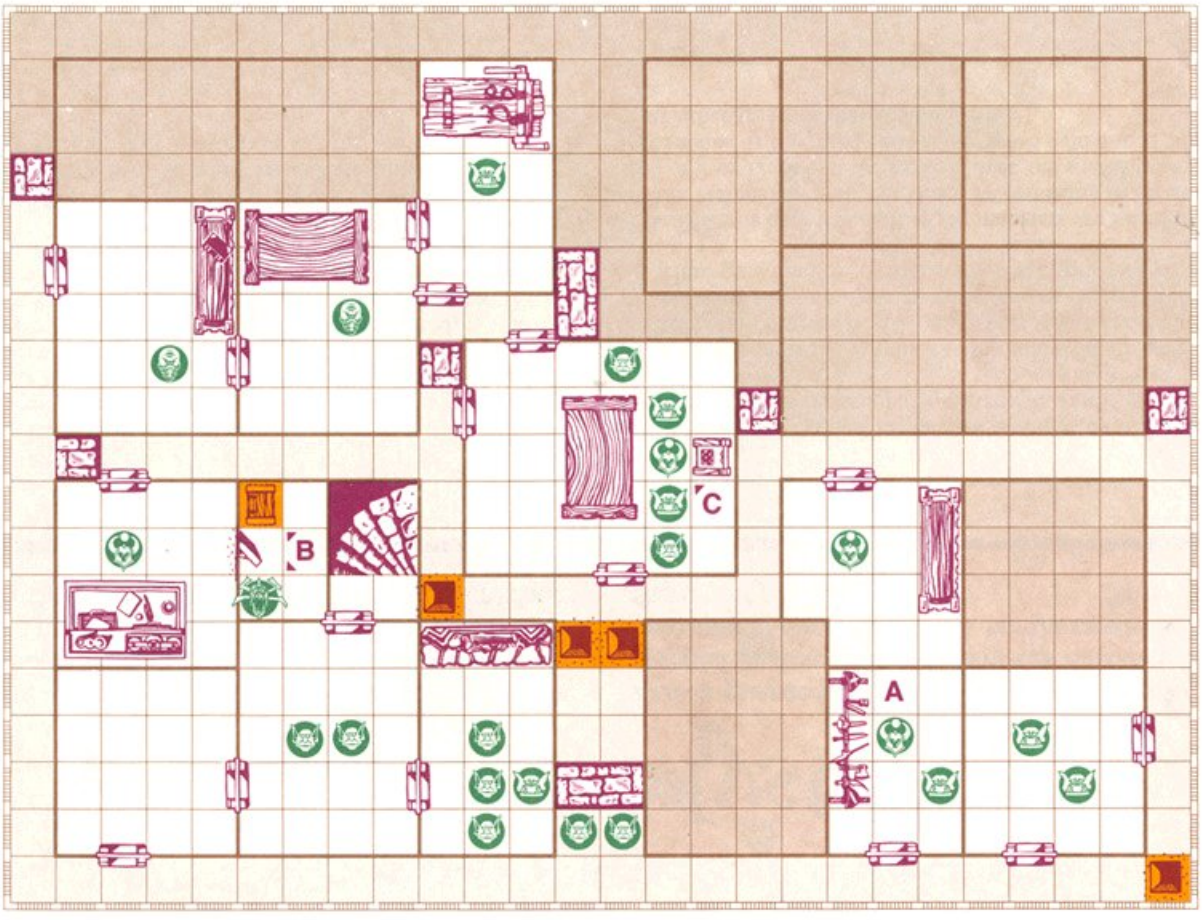
As soon as a Hero moves through any door, he must stop immediately and roll two red dice. He will then be teleported to the square with the same number as the dice total. If that square is already occupied, he will land on the Hero or monster in the square. The landed-on Hero or monster will lose 1 Body point, and, if still alive, must roll two red dice to see where he/it is teleported. If the same square number is rolled, roll again. The first teleported Hero remains on the square. Heroes may only pass through one door per turn!

A. If both of these Chaos Warriors are defeated, the first Hero to search for treasure will find that one of the warriors was wearing the magical artifact called the Ring of Return. Its use is explained on the matching Artifact Card.

B. This square is the entrance to the mine. Any player who enters this room may take 5,000 gold coins. However, as long as he is carrying the gold, he may not attack or defend himself. If the Hero puts the gold down, it will disappear back into the mine.

The Quest is over when all of the monsters are killed or when all of the Heroes have left the Quest by returning to the stairs on a roll of 2 or 12. When the game is over, tell the players that all the gold found at the mine entrance is fool's gold and is worthless. Any other treasure that is found is real.

Wandering Monster in this Quest: Ollar's ghost appears, chuckles madly, and disappears



QUEST 11

Bastion of Chaos

"Lands to the east have been plagued by marauding Orcs and Goblins. The Emperor has ordered that a band of worthy Heroes should be sent forth to destroy them. The Orcs are well-protected in a strong underground fortress known as the Bastion of Chaos. They are led by a small group of Chaos Warriors. You must fight your way in and kill all of the monsters you find. A Hero will be paid a bounty of 10 gold coins for each Goblin killed; 20 gold coins for each Orc killed; 30 gold coins for each Fimir killed; and 50 gold coins for each Chaos Warrior killed."

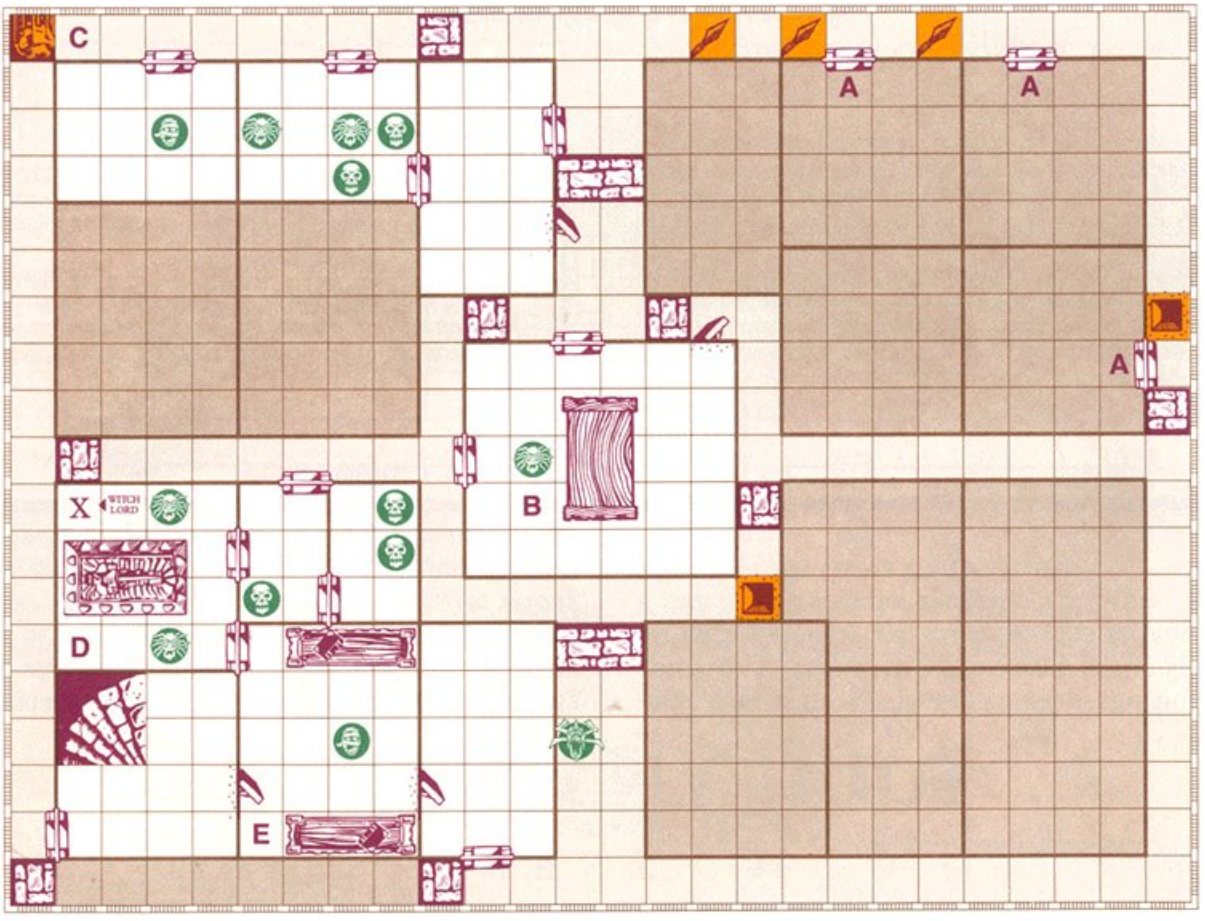
NOTES:

A. This is the Armory. The first Hero to search for treasure will find a shield exactly like the one described in the Armory on the cardboard platform. All the other weapons here are unusable.

B. The Gargoyle appears to be a stone statue that does not move. The treasure chest is a trap. If a Hero searches for treasure before the trap is disarmed, the Gargoyle will spring to life and immediately attack. If a Hero disarms the trap first, he will discover (be told by you) what would have happened if he had searched for treasure. The Gargoyle cannot be harmed until it has either moved or attacked a Hero.

C. This Chaos Warrior has a magic sword. Whoever kills the Chaos Warrior may take the sword as a prize. The sword is the artifact known as Orc's Bane. Its use is explained on the matching Artifact Card.

Wandering Monster in this Quest: Fimir



QUEST 12

Barak Tor—Barrow of the Witch Lord

"War with the eastern Orcs is brewing and the Emperor needs to unite the lesser kingdoms for the conflict to come. To do this, you must find the ancient Star of the West as worn by the Kings of Legend in ages past. You will be rewarded with 200 gold coins (to be divided evenly among all Heroes) when the Star of the West is returned to safety. The Star of the West lies in Barak Tor, the resting place of the evil Witch Lord. He was defeated by the magical Spirit Blade long ago. This blade is the only weapon that can harm him."

NOTES:

A. These are false doors and cannot be opened at all.

B. The Star of the West is in the Zombie's hand.

C. This is a special falling block trap that will collapse automatically *after* the last Hero passes by it. It will not be sprung by the Heroes as they move onto the square. After it falls, it will forever block that path back to the stairs.

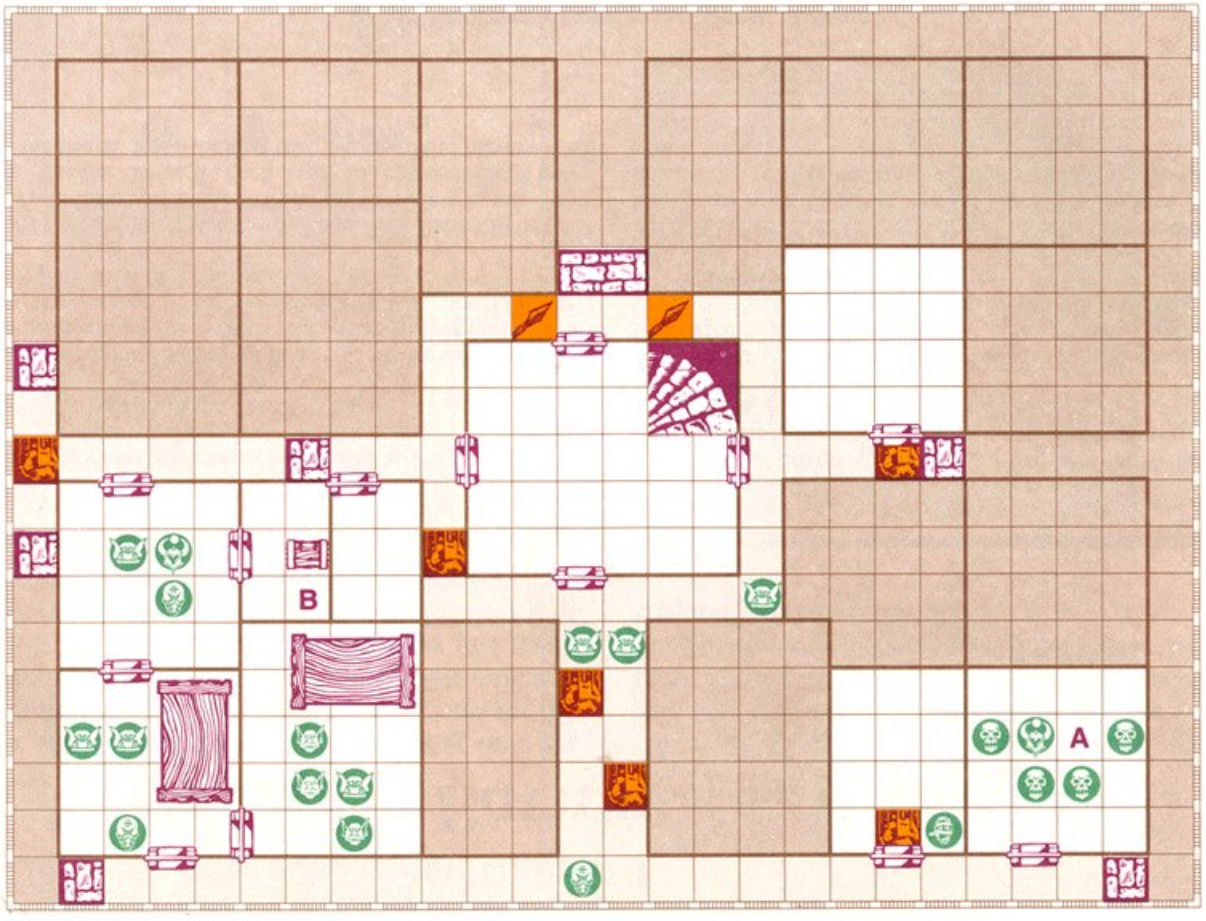
D. This is the tomb of the Witch Lord. The Witch Lord will be released from his imprisonment when the first Hero enters the room. Use the Chaos Warlock figure to represent the Witch Lord on the board. Read the text that follows to the players.

"You have broken the magic seal that kept the Witch Lord imprisoned. Now he has awoken and you must run. Only the Spirit Blade can harm him."

E. The first Hero to search for treasure will find a magical staff hidden behind the bookcase. It is the artifact known as the Wizard's Staff. Its use is described on the matching Artifact Card.

THE WITCH LORD: The Witch Lord is not affected by any weapon or spell. Only the Spirit Blade can harm him. The Heroes must try to recover the Spirit Blade in the NEXT Quest. The Witch Lord moves 1 space per turn and rolls 2 combat dice when attacking. He also knows the following spells: Summon Undead, Fear, Command, and Ball of Flame. (Refer to the Chaos Spell Cards for details.)

Wandering Monster in this Quest: Skeleton



QUEST 13

Quest for the Spirit Blade

"You have awoken the Witch Lord! He will pose a most serious threat to the Emperor in the coming war. The Witch Lord must be destroyed before he can bring his army of Undead to attack the Emperor's forces. Your goal in this Quest is to find the Spirit Blade and return it to safety. Only this ancient weapon can harm the Witch Lord. The Spirit Blade was forged by the Dwarves of the World Edge Mountains and cooled in the Elven Fountain of Leben. The sword now lies somewhere in an ancient ruined temple."

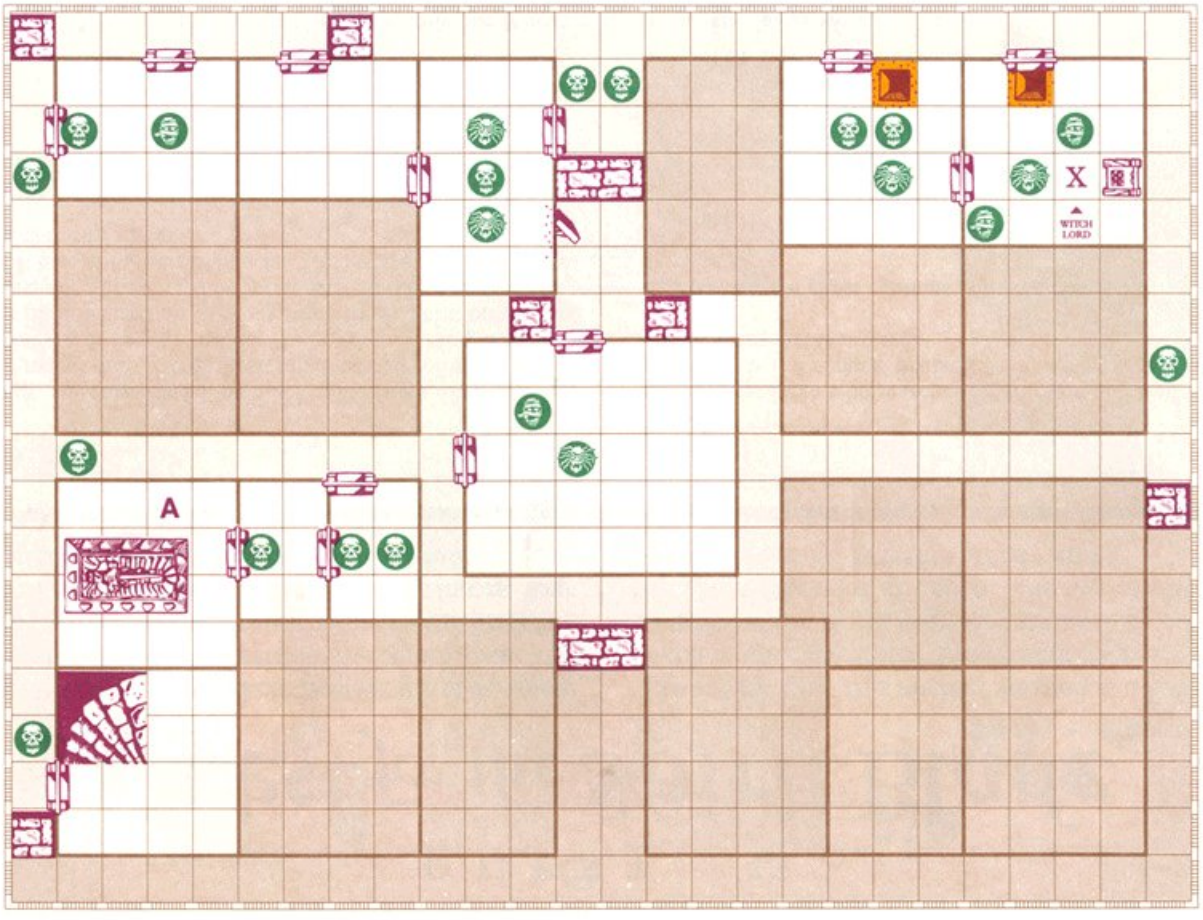
NOTES:

In this Quest, the rules for falling block squares are different. Any player who moves onto one of these squares must roll a red die. If he rolls a 4, 5, or 6, he will lose one Body Point. If the player is equipped with a helmet, he will only lose a Body Point on a roll of a 6. Monsters are not affected by these squares. Do not place the falling block tiles onto the gameboard. Heroes are not blocked by these squares in this Quest.

A. The first Hero who searches for treasure will find the Spirit Blade. It is a magical artifact. Its use is explained on the matching Artifact Card.

B. The treasure chest contains 200 gold coins.

Wandering Monster in this Quest: Chaos Warrior



QUEST 14

Return to Barak Tor

"Now that you have found the Spirit Blade, you must return to Barak Tor and defeat the Witch Lord. The Emperor has ridden forth to meet the eastern Orcs at Black Fire Pass. If you fail, the Witch Lord will lead his army of Undead and attack the Emperor's forces from the rear. Then nothing will remain to prevent the forces of Chaos from overrunning the land!"

NOTES:

A. The Witch Lord's tomb is now empty.

Use the Chaos Warlock figure for the Witch Lord. The Witch Lord is not affected by any weapon or spell other than the Spirit Blade. The Witch Lord has grown stronger! (See stat chart at right.) Also, he knows the following spells: Summon Undead, Fear (which he can cast twice), Ball of Flame, Command, and Tempest. Refer to the Chaos Spell Cards for details.

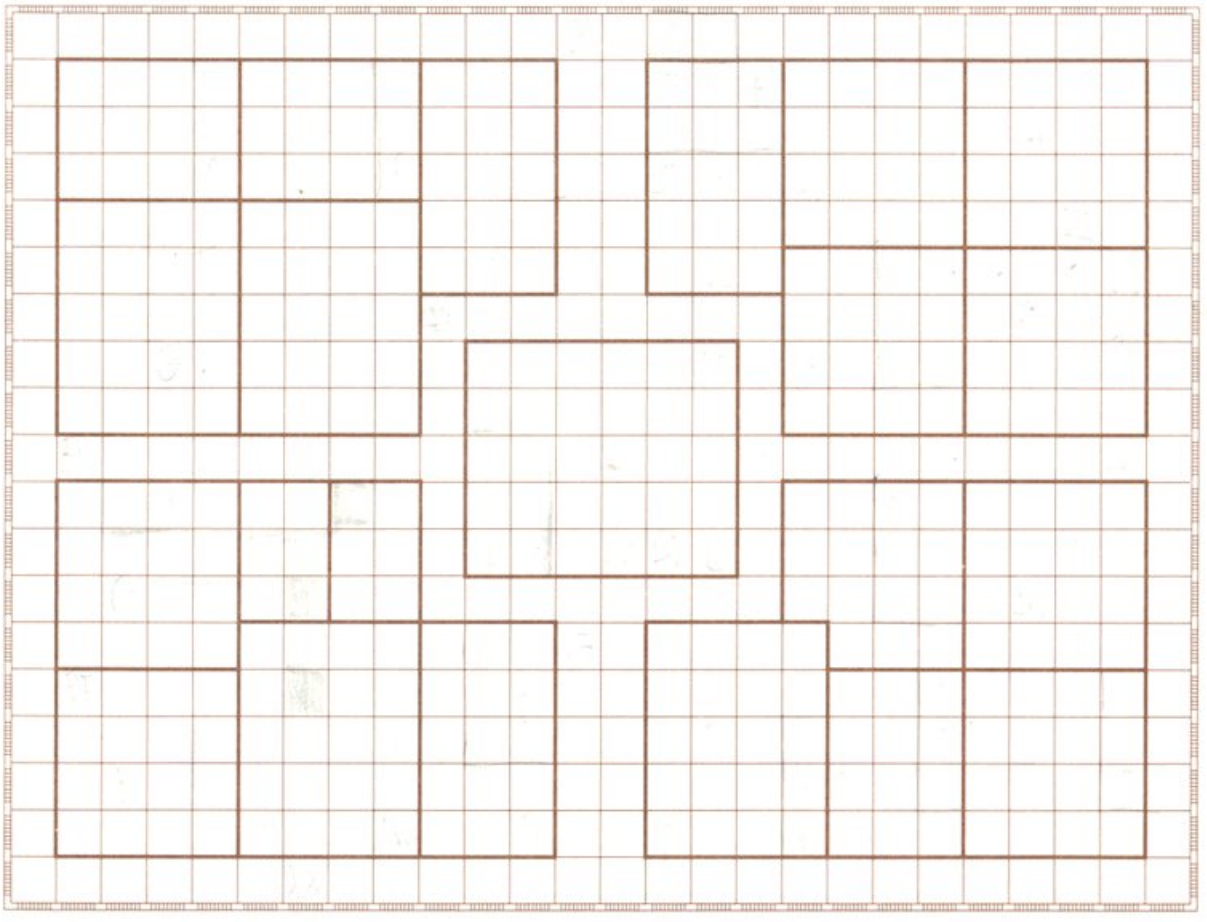
THE WITCH LORD:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	5	6	4	6

If the Witch Lord is defeated, he will vanish in a puff of foul, black smoke. When the smoke clears, the Heroes will hear the tinkle of metal skittering across the floor. On the floor, they will find an artifact—the magical Spell Ring—which the Witch Lord was wearing. Its use is explained on the matching Artifact Card.

After this Quest is successfully completed, all surviving Heroes are awarded the title of "Champion" by the Emperor.

Wandering Monster in this Quest: Mummy



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Pit Traps

Tables

Chests

Doors

Bookcase

Sorcerer's Table

Alchemist's Bench

Throne

Fireplace

Cupboard

Tomb

Rack

Weapons Rack

You have done well. And yet it seems your task has hardly begun. Dark clouds gather at the Empire's borders...

The Emperor rode with his army towards Black Fire Pass, that perilous mountain route linking the Empire and the Borderlands. No such army has ever been raised in living memory. They drew up their battle lines on the grassy plains at the foot of the mountain road and waited. 'Ere nightfall, the sky darkened and a great wind arose. Spine-chilling shrieks and howls echoed from the mountain tops, terrifying the horses and filling man and elf alike with fear.

Then came the first assault. Pouring down the mountainside as though it was a gentle slope rather than an almost vertical cliff, the hordes of Zargon fell upon the Empire's defenders. Like a black wave they came; but the lines held and it seemed we should win the day.

But I had not reckoned with Zargon's magic. He stood high on a ridge overlooking the battlefield and unleashed his terrible magic. Lightning flashed from his fingertips and exploded among the defenders. Our lines were breached in a dozen places at once and the enemy howled in delight.

Then came the Doomguard—Zargon's elite force of Chaos Knights. Our army broke and ran. Only the Emperor's personal guard held their ground and many sacrificed themselves to ensure his safe retreat.

The remnants of the Emperor's army are now holed up in Karak Varn—the ancient dwarven stronghold. They do not have provisions for a long siege, however, so we must act swiftly if we are to save the Emperor and his army.

Yet there is another evil to be confronted. The Witch Lord lives. He too had magic I had not forseen and was protected from the Spirit Blade. He was sorely wounded, however, and fled to his ancient retreat in the Black Mountains. But soon he will have recovered enough to lead the Legion of the Damned once more.

Prepare for future Quests, my friends. The Empire has great need of you. I myself cannot act against these dangers, for I must move against Zargon and strive to weaken his power. Until we meet again, take care my friends. Farewell...

The Monsters



Goblins
These green-skinned creatures are small and cruel. Despite their small size and lack of brute strength, they are dangerous foes. Orcs have enslaved many Goblin tribes, and the two are often found together.



Orcs
Orcs are related to Goblins, but are larger and much more powerful. They form the rank and file of Zargon's armies and delight in cruelty and slaughter. Savage and vicious warriors, Orcs should never be underestimated.



Fimir
These one-eyed, lizard-like creatures are stronger even than Orcs. They are sometimes found leading small bands of Orcs and Goblins but are dangerous enough even when encountered singly.



Chaos Warriors
These are men who have become monsters—slaves to darkness. They are always heavily armored and often bear weapons enchanted with Chaos magic. These dread Warriors strike fear into all but the bravest (or most foolish) of opponents.



Skeletons
The animated remains of long dead warriors, Skeletons form the bulk of the Armies of the Undead. They are slow but relentless, controlled by Chaos magic.



Zombies
Like Skeletons, Zombies are magically animated corpses. Unlike Skeletons, some still bear traces of decaying flesh and muscle. Their movements are slow and awkward and they carry the stench of the grave wherever they go.



Mummies
Embalmed and preserved by secret and magical arts, Mummies are controlled by a more powerful version of the magic that animates Zombies and Skeletons. They are very hard to overcome in single-handed combat.



Gargoyles
These foul creatures are also produced by Chaos magic. In essence, they are stone statues of great monsters, brought to life through arcane rituals. Their stone skin makes them very hard to wound in combat.



Chaos Warlock
This figure will be used as several different characters (both good and bad) in various Quests.



Milton Bradley

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