

HEROQUEST

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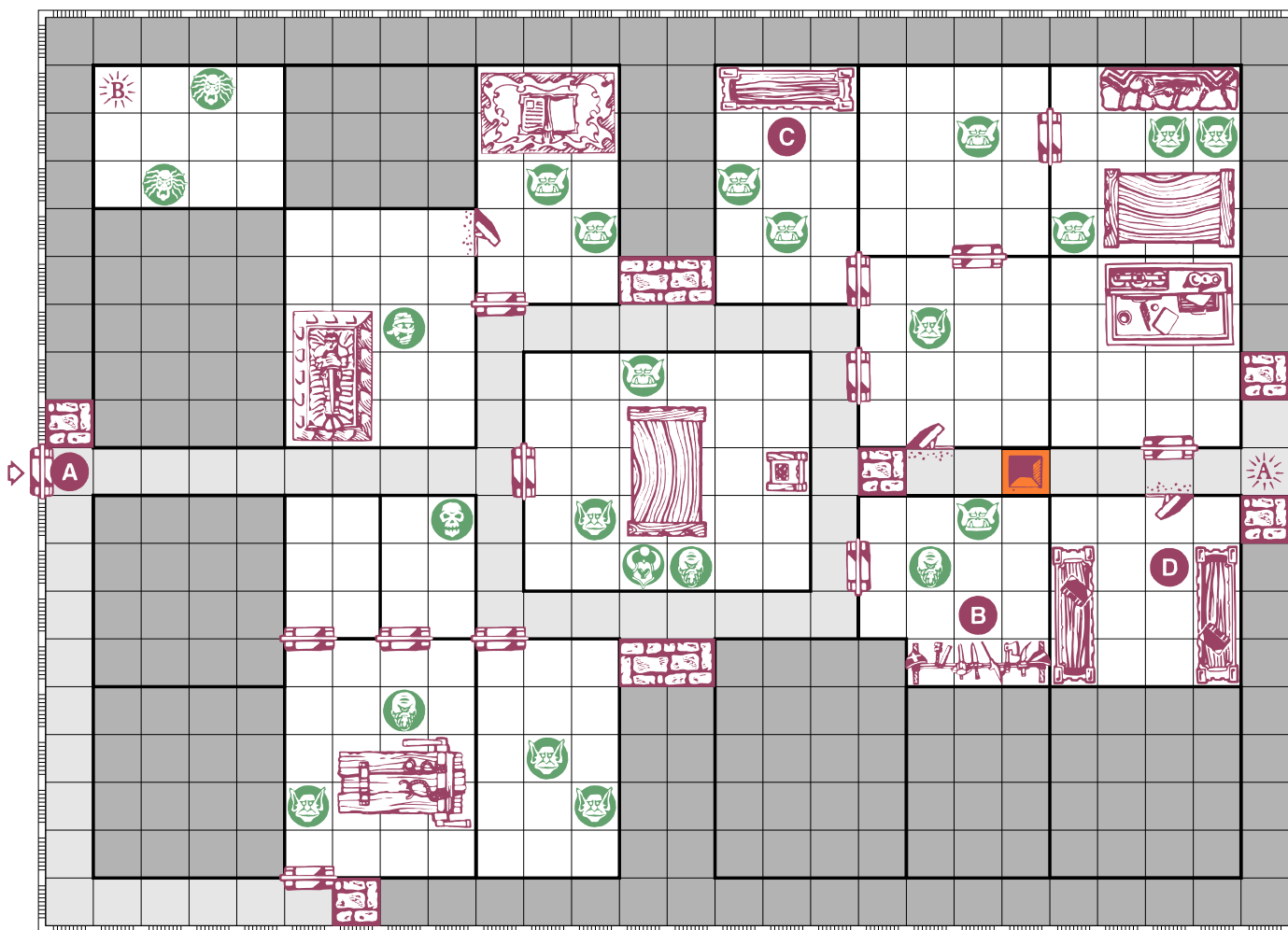
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Entries In The Single Level Quest Contest



Quest 1

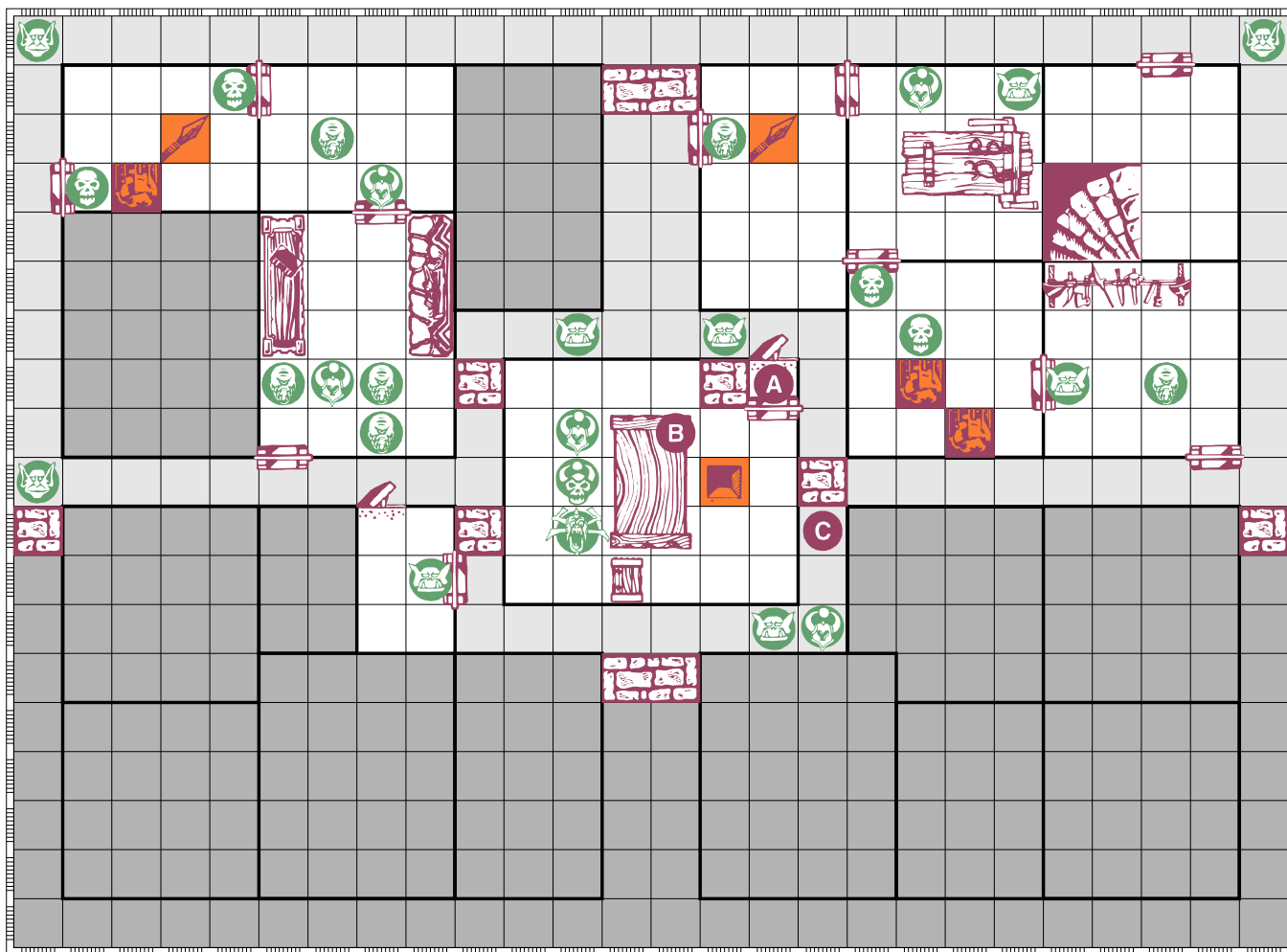
Baltor's Library

"Centuries ago the evil and powerful wizard Baltor ruled a large area of the Old World. According to Loretome, he kept all of his evil magical books in a library in his fortress. His power lay in this library but only Baltor knew its position.

Zargon's forces have recently entered the area in which the fortress is situated. If they find the library I fear that the Empire will be doomed. Therefore I send you, my friends, to locate the library and destroy its evil contents."

NOTES:

- A** The players enter the fortress through this door.
- B** Most of these weapons are old and useless. The only usable item is a staff. The player who finds it should take the appropriate card from the equipment deck or record the staff and its abilities on the back of his character sheet.
- C** The cupboard contains a potion of strength. It can be drunk at any time. When used it will allow the player to roll two extra combat dice in his next attack. The player who finds the potion should record it on the back of his character sheet.
- D** This is Baltor's library. A character standing next to one of the bookcases can choose to grip a torch and set the bookcase on fire. The bookcase is then considered destroyed. It is not possible to set a bookcase on fire and attack or search in the same turn. When both bookcases are destroyed, the players have completed their quest.
- E** These two squares contain an invisible teleportation trap designed by Baltor to get rid of enemies trying to find his library. It is a magical trap that cannot be found by searching for traps. Only the wizard is able to sense it if he searches for traps. If anyone moves into one of the two squares he will immediately be moved to the other one. To get back he will just have to leave the square on which he landed and then enter it again. But do not tell the players this. They must find out themselves! The trap cannot be disarmed.



Quest 2

Clash of Champions

"Three powerful champions of evil known as Destructiva, Gargayle, and Traxor are leading an invincible army. This army has defeated more than 100 armies from the Allied Kingdoms and represents a serious threat for the Empire. Destructiva is a black sorceress that has mastered the Magic of Chaos. Gargayle is a half dragon, half human

creature from the Eastern Lands. He is the best warrior that ever existed. He has a powerful sword called Drakusnile. Traxor is a Champion of Chaos, there is no Chaos Warrior who can defeat him. The imperial soldiers say that he is a very difficult to hit opponent, because he is well trained on the defensive techniques."

NOTES:

A This normal door is locked, and only can be opened by a hero with the key. The hero with the key must ask Zargon to open the door as usual, then Zargon opens the door. This square is considered as a room. Heroes can search for traps, treasure, and secret doors.

B The pit is visible to the heroes, place it on the board when the first hero enters the room.

When the first hero enters to the room marked "B" Zargon must stop the hero's movement ending his turn and read the following text:

"You have entered to the secret room where the deadly foes are planning the next attack to the Empire. Destructiva says: Drop your weapons here, I have captured Mentor, he is in a magic sphere inside the chest, so drop your weapons in the pit, unless you want Mentor die"

Let the Heroes decide what to do. The player must declare either he drops the weapons or keeps them. Dropping the weapons do not count as an action. Continue with the next Hero's turn or with the monsters' turn as usual.

On the first turn of Gargayle, he says: "It's enough i'm going to kill them" And then he destroys the table with his sword. Remove the table from the board. This doesn't count as an action for Gargayle.

Statistics for Traxor:

<i>Movement</i>	<i>Attack</i>	<i>Defend</i>	<i>Body</i>	<i>Mind</i>
7	3	3*	5	3

*Traxor Defends by rolling White Shields

Statistics for Gargayle:

<i>Movement</i>	<i>Attack</i>	<i>Defend</i>	<i>Body</i>	<i>Mind</i>
8	6	2	5	5

Statistics for Destructiva:

<i>Movement</i>	<i>Attack</i>	<i>Defend</i>	<i>Body</i>	<i>Mind</i>
10	2	4	4	6

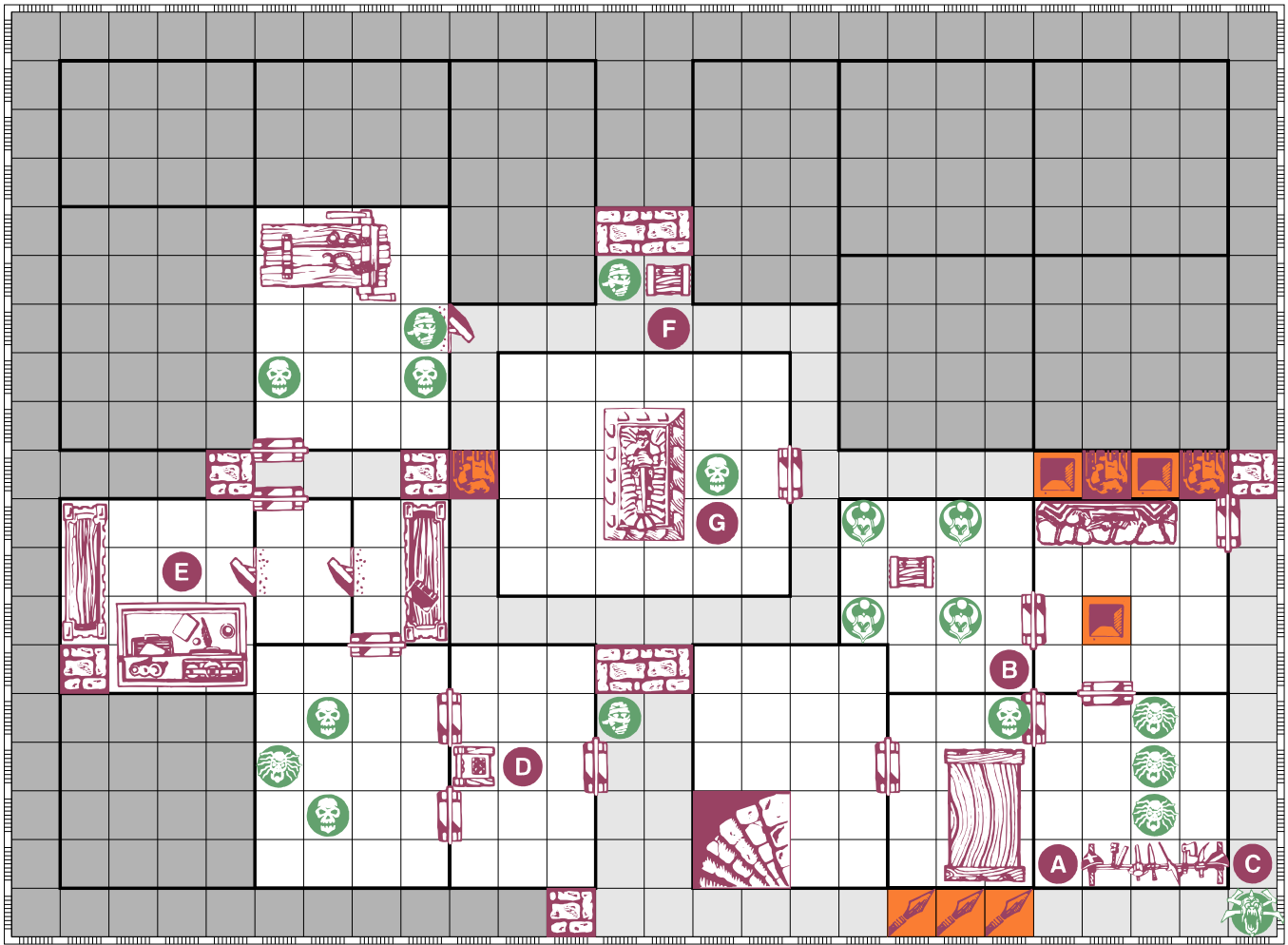
Destructiva also knows these spells: **Rust**, **Firestorm** and **Command**.

C When a hero has a clear line of sight he can see a key for the locked door on this square marked "C". The first hero that steps onto this square takes the key. Also the block tile in front of the hero slides one square to the right leaving the corridor clear. Taking the key do not count as action.

Once the last of the evil champions falls, the chest opens and a magic sphere come out from it. The sphere pops freeing Mentor who appears before you:

"Thank you brave heroes Destructiva took me by surprise. You have saved the Empire once again. You have shown your honor and courage."





Quest 3

Day of the Dead

"The day has come when the dead shall walk. The day when creatures will rise from their graves. Every four hundred years it happens. They rise for one day only to destroy towns. I ask of your help brave ones. Prepare for battle and stop the undead. There lies an open tomb inside a great cave.

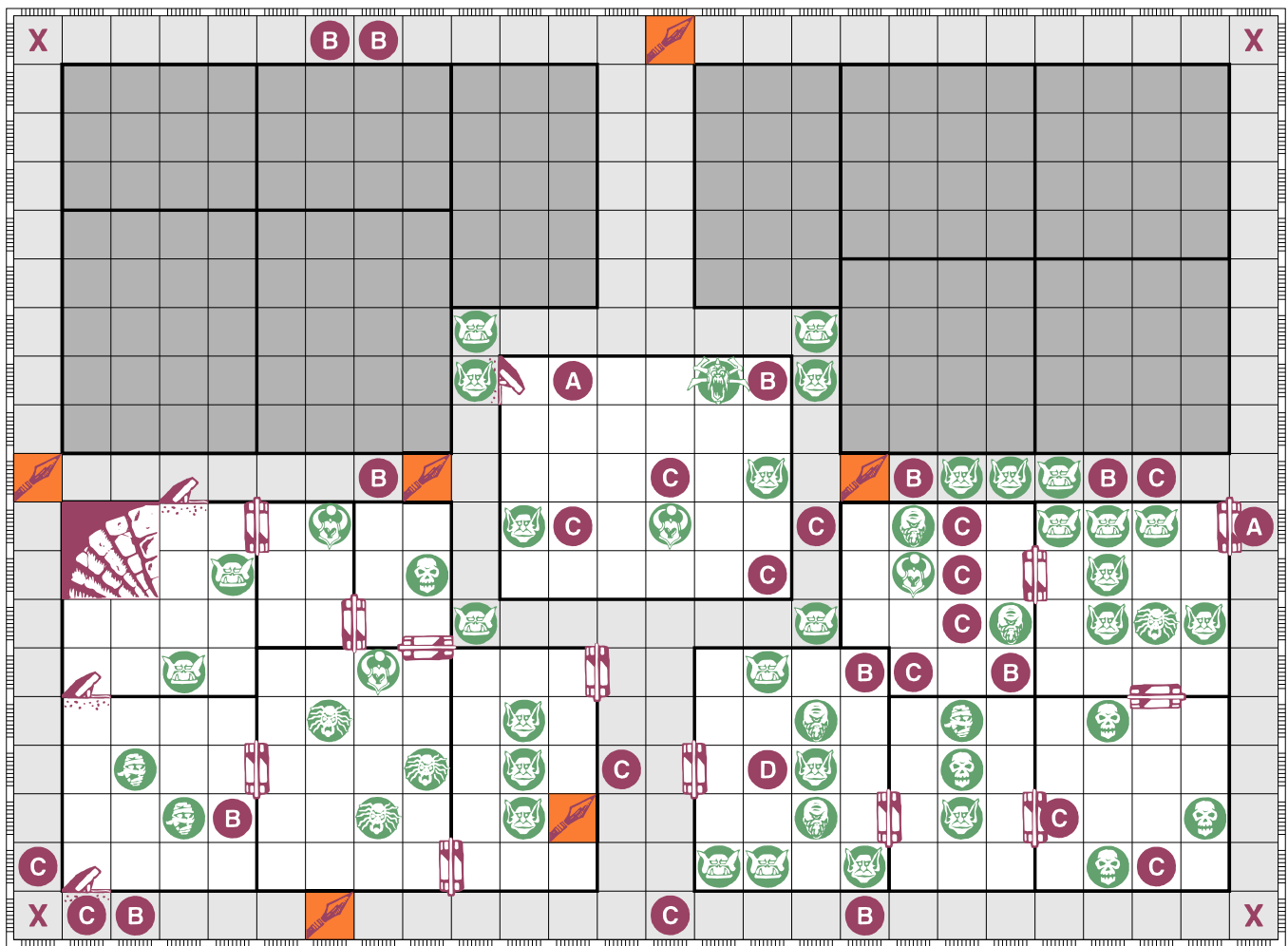
The open tomb is the cause of all the destruction. The only way to keep the undead from rising is to close the tomb. I will give thee 500 gold coins if you are successful, but hurry for the day comes soon."

NOTES:

- A** There is a crossbow. Everything else is rusted or chipped; nothing the Heroes would want.
- B** There are Chaos Warriors surrounding a treasure chest who are chatting when the door is open it startles them and they cast a spell at the Hero in the doorway. The Hero in the doorway loses one body point. The chest is filled with the Elixir of Life (artifact) and a potion of healing that will heal 2 body points.
- C** This gargoyle has two extra attack dice. The gargoyle has once been attacked and has 2 Body Points. When killed the Heroes receive a Potion of Strength (treasure card).
- D** When doors open an alarm goes off and the chair falls forward and a spear trap will shoot toward both doors. Anyone next to any of the doors loses one body point.
- E** Cupboard contains 100 gold coins and a potion of healing that will heal four body points.
- F** This treasure chest contains 50 gold coins.
- G** The skeleton is the guardian of the tomb.

Movement	Attack	Defend	Body	Mind
4	4	4	4	4

When the skeleton is killed the tomb closes and the quest is over. Heroes return to the stairs and receive 500 gold coins.



Quest 4

Death or Glory

"The evil Gargoyle has stolen a magic spell that could destroy the world with fire. You, brave adventurers, must stop him before he casts the spell. You have 60 minutes before he casts the spell, but you can get more time on the way. There is much you can collect.

The Gargoyle is in the middle room, but first you must find the key to open the door. The first to kill the Gargoyle gets 600 gold coins. The first to get back - 400 gold coins. You must ALL get back, if you don't die beforehand. Ha ha ha!"

NOTES:

A Tile contains key (tell the Heroes that they have gained the key). This key is needed to open the secret door to the middle room (also denoted with an 'A')

All of the following only come into effect the first time they occur:

B 200 gold coins are found when a character walks through or lands on tile.

C Extra body point gained when a character walks through or lands on tile.

D When passed through, 10 minutes more time is added.

X When passed through, the movement dice may be rolled again that turn.

Quest 5

Goklash the Goblin King

“For some time now, the Emperor's trade routes to the West have been cut off by a band of strong Orcs who care not for supplies but have a strong lust for blood. Scouts have located a cave in the Mountains that is believed to be the main hideout for these monsters. There have also been reports of Chaos Magic being used, and The Emperor feels that these foul demons infesting this cave must have a powerful Leader.

He, and all his followers, must be destroyed at all costs in order for vital trade routes from the West to stay open. You four Heroes are the most experienced with matters like these, and so the Emperor offers your party one piece of armor and one weapon of your choosing (picked from the Armory), plus any treasures you may find in the Orcs' cave if you can destroy the monsters.”

Before Starting This Quest

This Quest is of Medium to Hard difficulty, and therefore it is assumed that the Wizard has in his possession the Wizard's Cloak and Staff. Also, the Barbarian, Elf, and Dwarf should be using items and/or Artifacts such that the minimum Attack and Defend dice roll is 3 for all three classes.

Since this is a “Cave” setting, Zargon may wish to leave all the doors open on the map to give more of a tunnel atmosphere to the dungeon. But I recommend that the doors be placed on the map closed and have the Heroes open them to leave more mystery to the Quest.

High Orcs

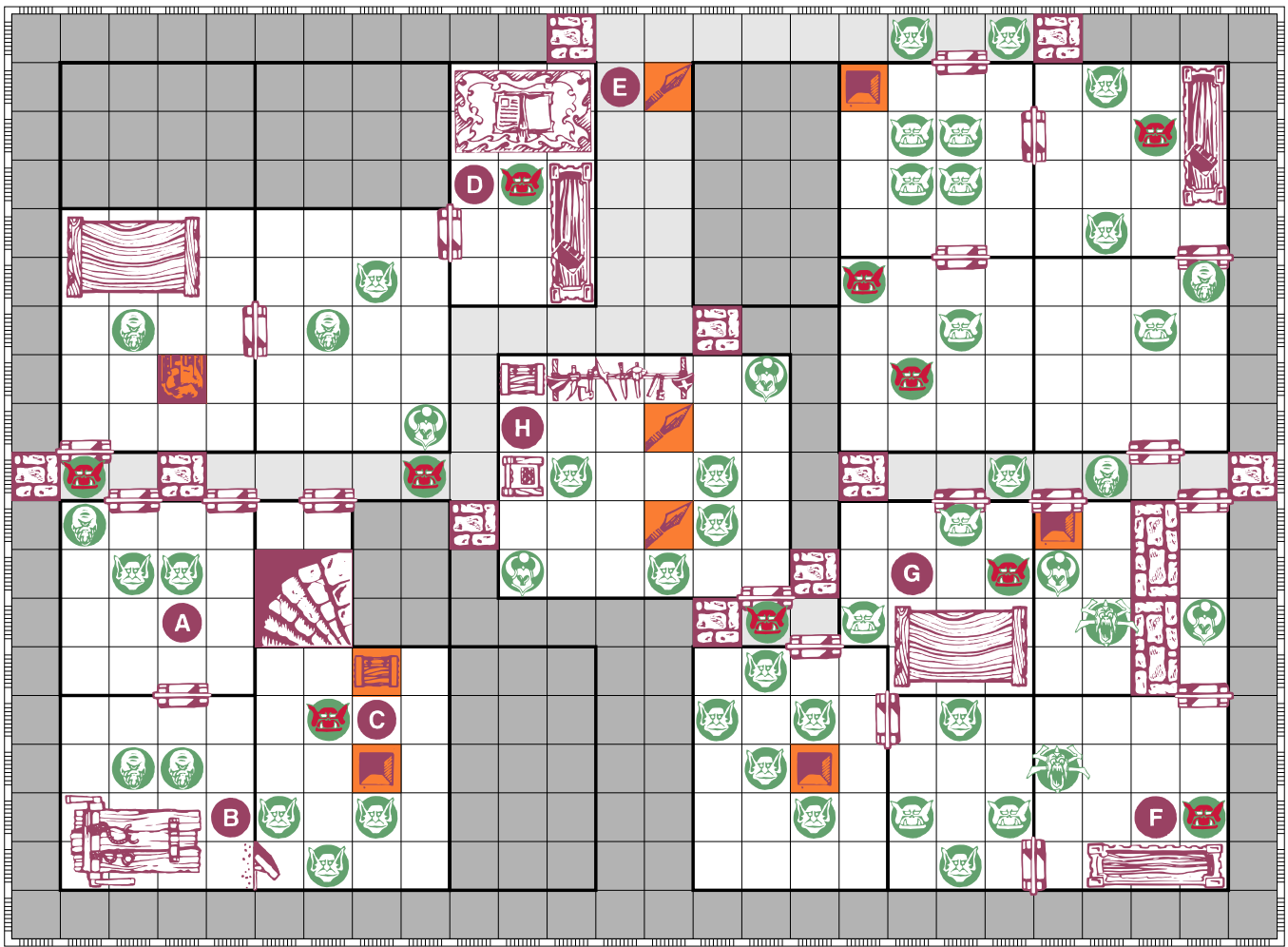
Some Orcs in this Quest are of a stronger bloodline than their more common cousins. They can cast one random Chaos Spell per turn, instead of attacking

During play testing this Quest, it was found to be more fun to play when the [Green] Orcs have 2 Body Points, Fimirs have 3 Body Points, Chaos Warriors have 4 Body Points, and Gargoyles Attack with 5 and Defend with 4 and have 5 Body Points. Also, Chaos Warriors may cast any one randomly chosen Chaos Spell (but can only use that spell once and not pick another spell on a future turn).



Monster Chart

Name	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
High Orc		8	4	2	3	2



NOTES:

The Heroes start at the Staircase.

- A** As Zargon, tell the Heroes, after the monsters in this room are killed, that they can hear what sounds like a monster wailing in pain from the next room, but they have no idea what it could possibly be.
- B** The High Orc should be placed lying down on the Rack, and does not attack the Heroes. After the Fimirs are destroyed, the High Orc on the Rack pleads for mercy. It explains that it is being tortured for betraying and trying to overthrow Goklash the Goblin King, who rules the demons of this Underground Kingdom. It is weak and only has 1 body point. The Heroes can choose to kill the High Orc, or to free it from the Rack. If it is killed, nothing happens. But if the Heroes show this Orc mercy, it will show them the Secret Door, and fight for the Heroes until he dies. (One of the players will take the role of the Orc and will move him after all the other Heroes have had their turns, using the designated Orc movement of 8.) It can be healed by the Heroes' magic, but can't use a Potion of Healing, as this would poison and kill It. The Orc cannot search for Treasure, Traps or Secret Doors. The Secret Door in this room cannot otherwise be discovered.
- C** This chest releases a Poisoned Dart Trap from the wall that inflicts 2 Body Points of damage to the first Hero who searches for treasure without first disarming it. The chest also holds a flask containing the Elixir of Life Artifact (it cannot bring back the Orc [see 'B'] to life if it dies).
- D** When a Hero searches for Treasure, he will find the spell book on the bench open to a passage, which reads: "Leave the Warlock in peace, or your passage through the burning Lake of Fire will be guaranteed." There is also a Potion of Healing that will restore 4 Body Points on the Bookshelf.
- E** This Warlock is as still as a statue. If the Hero does not strike the Warlock, nothing happens. But if a Hero attacks him, the Hero's weapon will break, rendering it useless, unless it is an Artifact (This only happens with short-range weapons--if the Hero fires a Crossbow for example, the arrow breaks into pieces, but the Crossbow is fine). The Warlock will then come to life, and 3 Chaos Warriors appear, surrounding the Heroes and attacking them immediately.
- | Movement | Attack | Defend | Body | Mind |
|----------|--------|--------|------|------|
| 6 | 2 | 5 | 6 | 7 |
- The Warlock can use 2 randomly chosen Chaos Spells per turn.
- F** The first Hero to Search for Treasure will find a Potion of Healing in the Cupboard that will restore 4 Body Points.
- G** When a Hero Searches for Treasure, he will find a large tankard of what appears to be some sort of Goblin Ale on the table. It is warm, frothy, and its composition is foul. Do not tell the Heroes what will happen if they drink it. If one of the Heroes does decide to drink the Ale, he will become instantly inebriated, losing 1 Mind Point. For the next 3 turns, he will not be able to attack and can only move using 1 red die.
- H** Goklash the Goblin King sits on the Throne. He is short in stature, but makes up for it with strength. He is intelligent and knows the **Summon Orcs** Chaos Spell.
- | Movement | Attack | Defend | Body | Mind |
|----------|--------|--------|------|------|
| 8 | 5 | 4 | 8 | 5 |
- After his defeat, the first Hero to search for Treasure will find 400 gold pieces in the chest, which can be divided among the Heroes as they wish.*



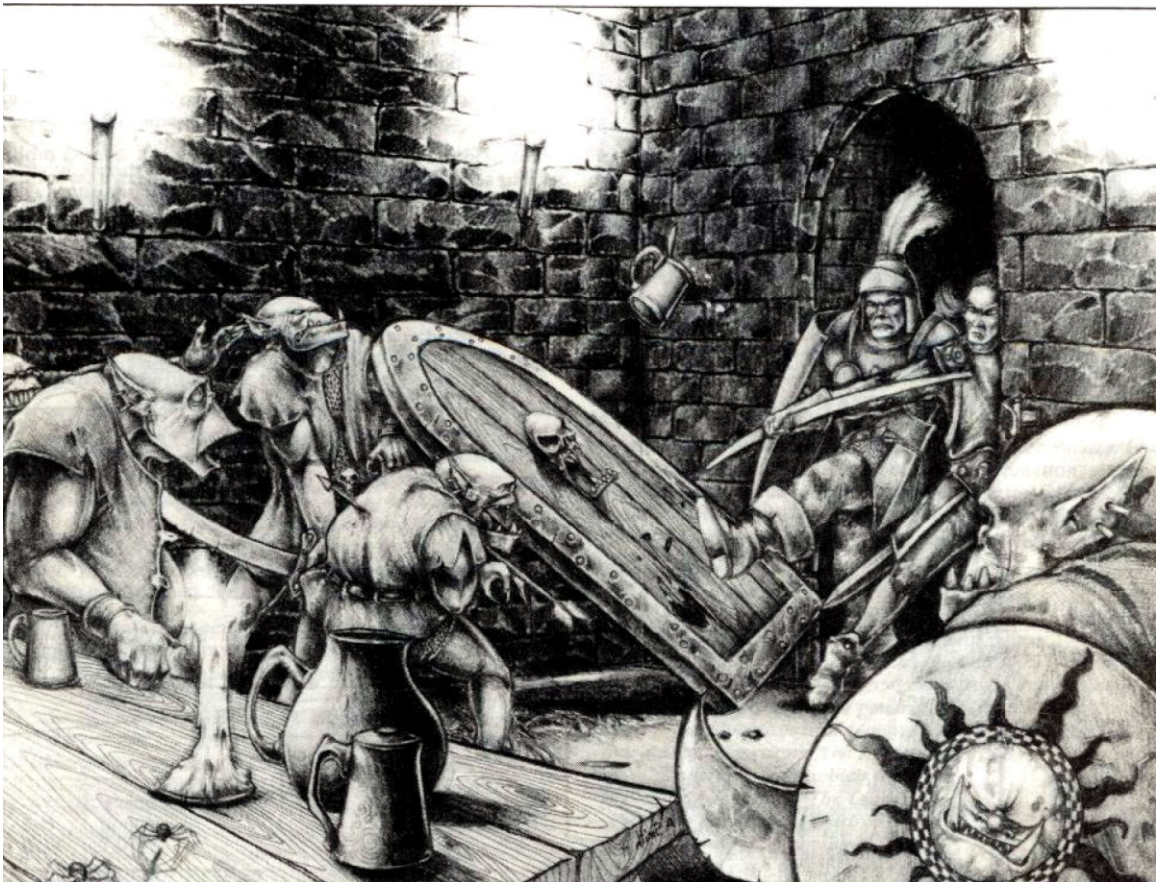
Quest 6

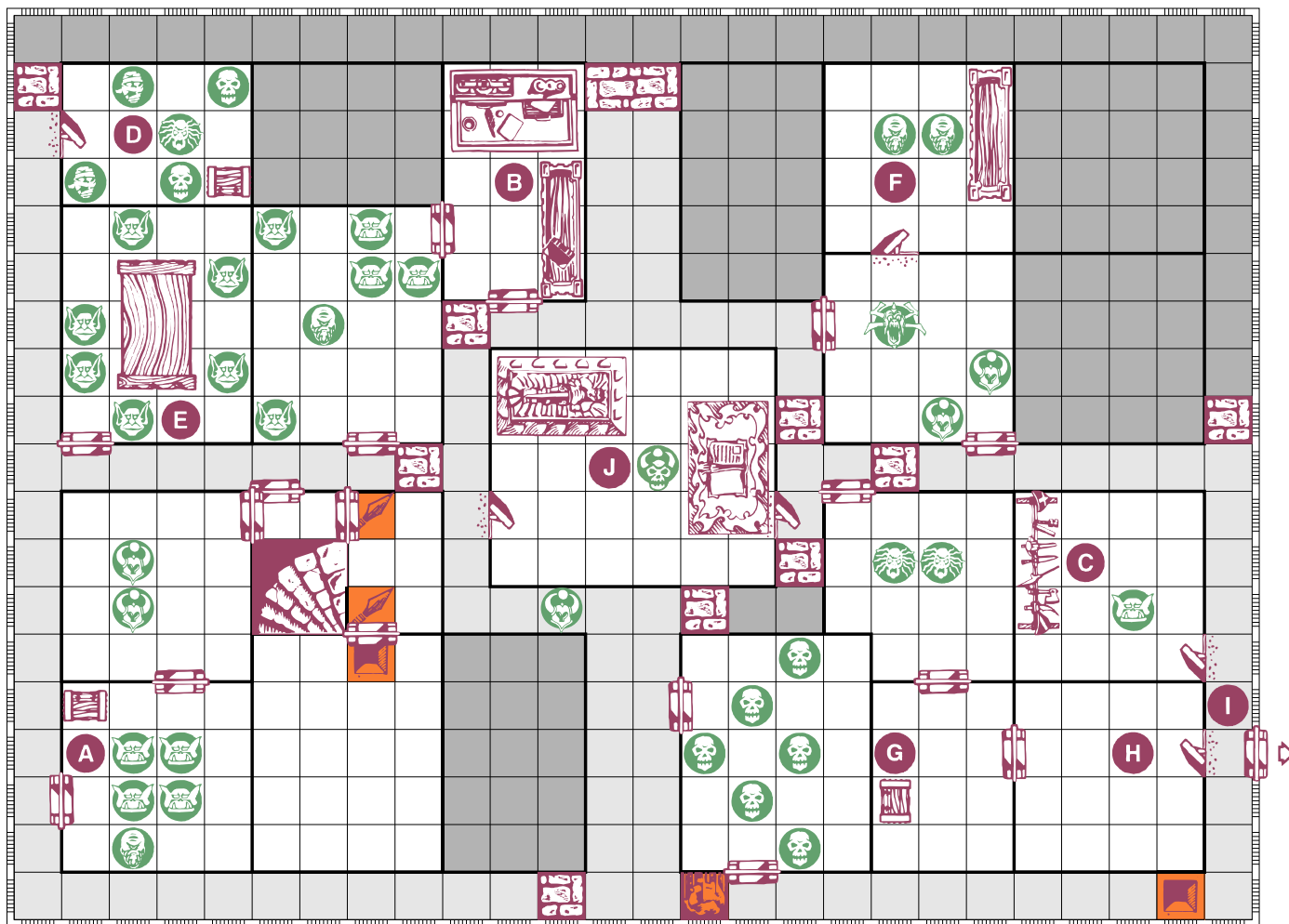
The Ruined City

“Welcome my brave Heroes! Once again I need your help. But first let me tell you a story. A long time ago the mighty Bretonian Quest Knight, Adonar, was on his way home from the great crusade. In his hands he was holding a chalice crafted by the Lady of the Lake. The chalice was said to have the power to heal the deadliest wound and to be able to restore life to the dead. But he never reached his homeland. It is written that he was defeated by a mighty Chaos Warband and the

chalice was lost.

Many years later rumors have been heard of a small temple in the town of Schnappelburg, where priests perform the “True Healing”. Two weeks ago Schnappelburg was overrun and ransacked by a evil Orc Warband. Now you must go to the ruins of Schnappelburg and find the holy chalice before the Orcs can find it. Act with haste my friends. The magic portal is prepared...”





Quest 7

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:

- 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 a Sleep Spell Scroll.
- C** The Orc Armory. If searched, the Heroes find two broadswords and a long sword.
- 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** The treasure chest contains Gandolf's fortune: 250 Gold Coins.
- H** This secret door can only be found when searching from within the room.
- I** The Heroes should not use the exit until Gandolf II has been killed.
- J** The Storm Master. Gandolf II has the spells **Lightning Bolt**, **Cloud of Chaos**, **Tempest** and **Firestorm**.

Movement	Attack	Defend	Body	Mind
7	6	5	5	6

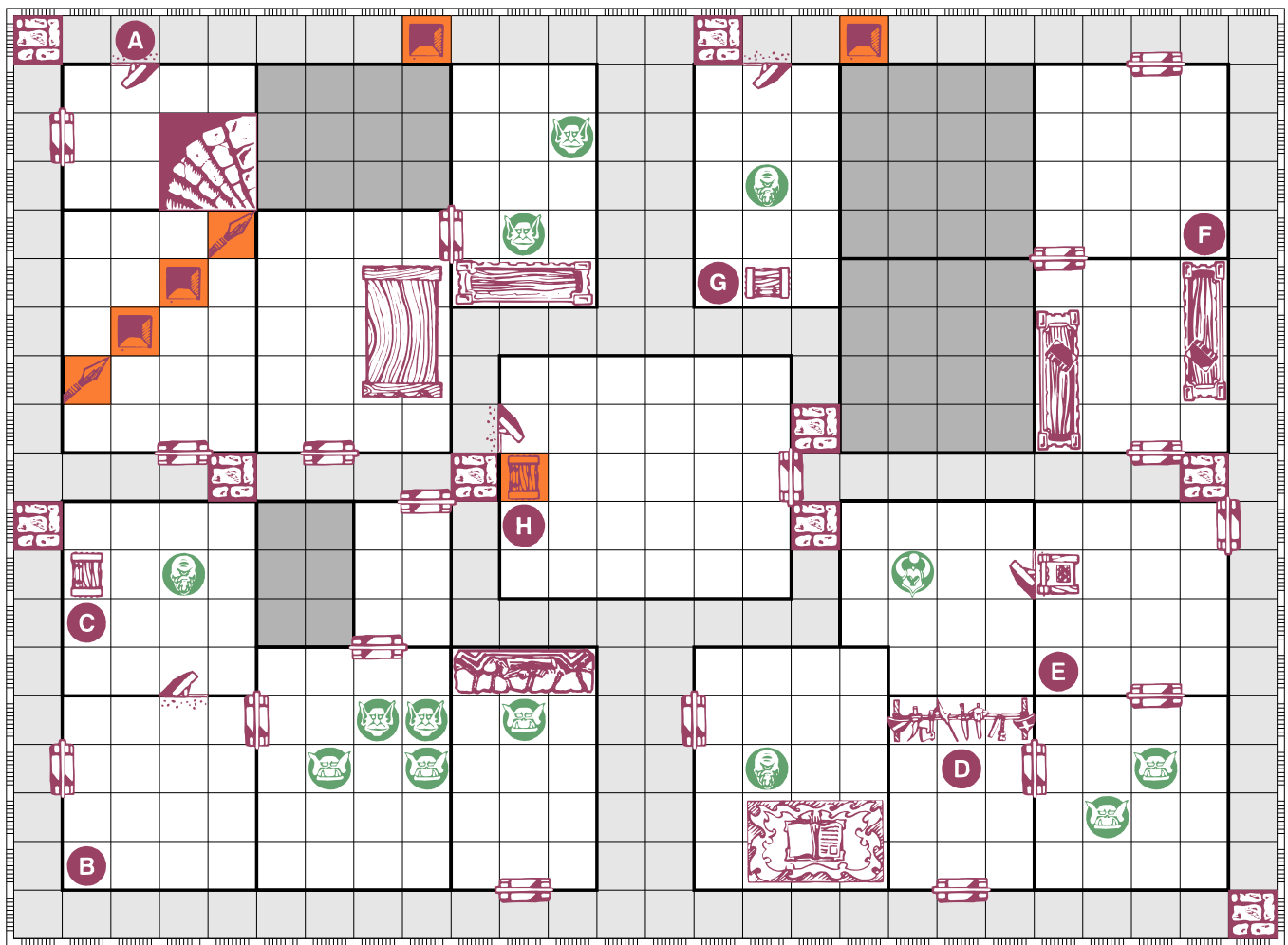
When Gandolf is killed, the altar slides upwards to reveal a secret door.

If the room is searched for treasure, a skeleton comes out of the tomb. Place him adjacent to the Hero. Also, the Hero finds a Ball of Flame Spell Scroll on the altar.

Wandering Monster in this Quest:



Alternate between an Orc and Fimir



Quest 8 - Contest Winner!

Everyone's A Suspect

"The quest was simple enough, find the treasure of the long dead wizard Azmar; unfortunately, three of your close comrades already lay dead in this dungeon. Now, with only four of you left, you decide that their deaths will not be in vain.

To make matters worse, all the evidence points to one of you as the killer. As terrible as it sounds, the search for riches has become a search for answers as well. One of you is a murderer! It is up to you to find the truth and get out alive."

In this quest, the players begin at the 'halfway point'. They have lost three comrades already while searching for the wizard's treasure and they are beginning to suspect that one of them is the true killer. What they don't realize, is that the wizard Azmar's spirit is still there defending his treasure. He now has the ability to 'possess' any hero who might venture into his dungeon. In addition, unless the hero is extremely sensitive to magic, they will never know that they are being possessed. The wizard's plan is simple; attack the heroes one at a time (including himself) except for one. When the other heroes suspect the innocent hero, they may kill their own comrade. In this way, Azmar has successfully defended his treasure for centuries.

Although the list below is the way I usually play this quest, Zargon may change it to suit his needs.

1. Elf (attacked in room B)
2. Barbarian (attacked in room E; possessed hero)
3. Dwarf (attacked in room F)
4. Wizard (not attacked unless by other heroes)

NOTES:

A This secret door can only be opened from the hallway.

B Once the heroes enter this room, they should not be permitted to leave the room until all the heroes are in the room. When all the heroes are in the room, Zargon should read the following:

"Suddenly the lights go out. The darkness is impenetrable even for those who can see in the dark. There is a loud groan and the lights return. You all are surprised to find the Elf lying on the floor with a slash to the ribs! The killer narrowly missed this time!"

The Elf loses 1 Body Point.

C This treasure chest contains 150 gold coins.

D 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.

E Once the heroes enter this room, they should not be permitted to leave the room until all the heroes are in the room. When all the heroes are in the room, Zargon should read the following:

"The torches seem to fade almost immediately upon entering, until the room is as dark as the lowest levels of the Abyss. A low scream fills the silence. When the lights return to normal, you are angered to find the Barbarian bleeding from what looks to be a knife slash to the leg. Apparently, the killer values riches more than friends."

The Barbarian loses 1 Body Point.

The first hero to search for secret doors will find a switch under the chair that when triggered, the chair slides over and reveals the secret door behind it.

F The first hero to search for treasure in this room will find a Potion of Healing, which will restore up to 4 lost Body Points.

G Once the heroes enter this room, they should not be permitted to leave the room until all the heroes are in the room. When all the heroes are in the room, Zargon should read the following:

"To your horror, the light vanishes as if it never existed. Before your weapons are even drawn, the returning light reveals the Dwarf gasping for air. He has taken a knife in the shoulder. This must end now!"

The Dwarf loses 1 Body Point.

H Once all the heroes enter this room, the door they entered through slams shut and cannot be opened again. The Barbarian begins to laugh sinisterly. He immediately attacks the nearest hero. During this time the barbarian is controlled by Zargon. He can attack once on Zargon's turn and again on the Barbarian's turn. He can use all items he already owns as normal. When the Barbarian reaches 0 Body Points, he is knocked unconscious. The Chaos Wizard should be placed near the unconscious hero. Zargon should then read the following:

"Suddenly, a cloud of foul smoke envelops the room. Crazy laughter fills the air bringing with it a new threat. As the smoke clears, what appears to be the ghost of a wizard stands before you. Even as the laughter still rings in your ears, he begins to speak.

"You pathetic fools! So easily fooled. It was all too easy to possess your friend. He is strong as an ox and dumb as one too. He never even knew I was there; watching, waiting for the exact moment to strike. No matter; now you all know the truth. It is I, Azmar! Do not feel bad. You are not the first group to fall victim to my powers and you will not be the last! I'm sure your life forces will last me a long, long time. Ha, Ha ,Ha!"

At this point, the wizard attacks. Play begins with Zargon and continues normally; however, Zargon may not attack on the Barbarian's turn now. The Barbarian can be revived at any time during the fight if given a potion or magical cure, otherwise, he will regain consciousness with 1 Body Point when the wizard is defeated.

Azmar

<i>Movement</i>	<i>Attack</i>	<i>Defend</i>	<i>Body</i>	<i>Mind</i>
6	2	4	5	6

He knows the following spells: **Ball of Flame, Fear, Lightning Bolt and Tempest.**

The chest in this room 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 are 500 gold coins and the artifact called the Elixir of Life.

It's use is explained on the matching Artifact Card.





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