

HERO QUEST

The Sword of Zalmir



A Group Quest by Mortimer

Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Death Reaper		8	3	4	3	0

Special Rules

Icy Touch: A Death Reaper is surrounded by cold air and any figure hit by one risks being numbed by its icy touch. Roll 1 Combat Die, if you roll a Black Shield you are numbed and may not move at all. At the start of your turn you may roll 1 Combat Die, you will be returned to normal by rolling a White Shield.

Ethereal: The Death Reaper is an ethereal creature and cannot be harmed by normal weapons or attacks, only magical attacks such as Ball of Flame or Fire of Wrath will harm them. The Sword of Zalmir will harm the Death Reaper and will do 2 Body Points of damage for each Skull that the Death Reaper fails to defend against.

Fiery Chasm

The Fiery Chasm is a new kind of trap. It can be found by searching as normal, but cannot be disarmed. If a character triggers the trap, the floor gives way beneath them into a pit of molten lava. The character however, manages to hang on to a ledge by their fingertips. For each of the character's turns that they remain hanging in the chasm, they lose one Body Point. They may only be rescued by another character adjacent to the chasm who pulls them out, shifting both figures back one space. The Fiery Chasm may be Jumped just like a Pit Trap.



The Wall of Death

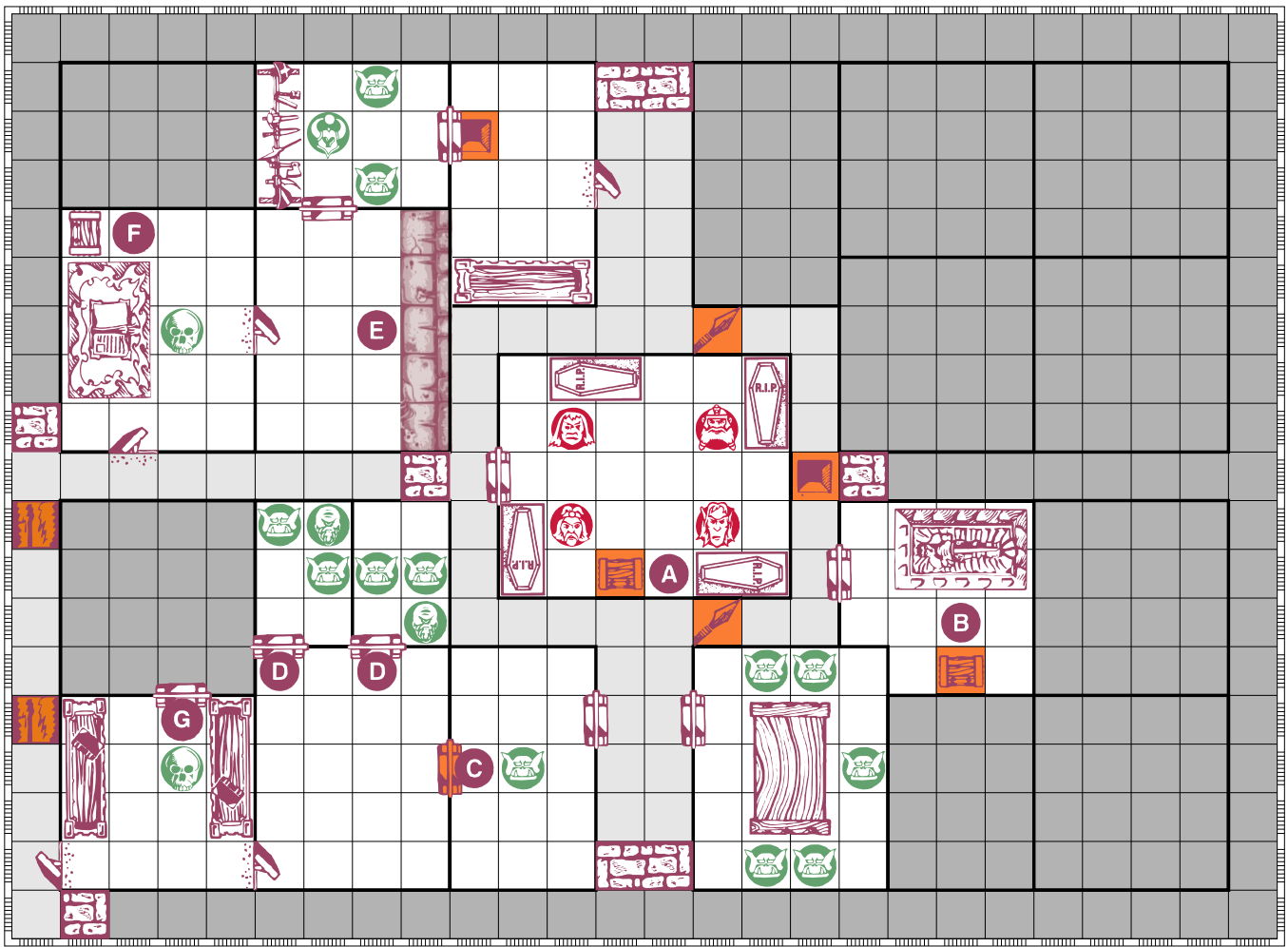


A Message from Mentor

The Sword of Zalmir, a great tool of good and order has been stolen by the minions of Zargon, so I have asked you four here to recover it. But remember my friends, even what seems a simple mission can be filled with peril. The Orcs that stole the sword will not give it up easily. The traitorous Zargon will set many of his foul servants against you. But it is for such a Quest that you have been prepared.

Good luck my friends, I know well of the lair of these Orcs so I can deliver you to the heart of their labyrinth with my magic...yet I cannot bring you back from the same place. You will have to find another escape...I will do my best to bring you back safely once I have located a safe place to open a portal home.

Mentor



NOTES:

The Heroes begin the Quest teleported into the heart of the dungeon and begin the Quest on the appropriate icon.

- A** This treasure chest is trapped with an explosion trap, the character who opens the chest suffers a body point of damage for each Skull rolled on 3 Combat Dice, this cannot be defended against. The treasure chest also contains the Sword of Zalmir, as soon as a character takes the sword, tell them the following.

“As you pick up the sword the grating of stone on stone and the mournful calls of the dead fill the chamber, each coffin lid opens as the dead of this place walk once more.”

Roll 1d6 for each coffin in the room, on a roll of a 1, 2 or 3 a Skeleton is placed adjacent to the coffin, on a 4 or 5 a Zombie is placed adjacent to the coffin and on a 6, a Mummy is placed adjacent to the coffin. All monsters may immediately move and attack. As long as there is a Hero in the room roll again at the end of Zargon’s turn and place an additional monster next to any one of the coffins.

- B** This treasure chest is trapped with an explosion trap, all characters in the same room as the chest when it is opened suffer a Body Point of damage for each Skull rolled on 3 Combat Dice, this cannot be defended against. If the trap is disarmed before opening the chest than a Hero will find 150 Gold Coins...otherwise the gold is melted in the explosion and is useless.

- C** This door is trapped with an alarm trap, it cannot be disarmed in any way, if a character attempts to do so they instantly set off the alarm. All doors marked ‘D’ immediately open and all monsters within may act on Zargon’s turn.

- D** These doors immediately open if the trap at ‘C’ is triggered.

- E** If there are any characters in this room at the beginning of Zargon’s turn, then the door behind them immediately slams shut and locks, it cannot be opened except with the Genie spell (do not tell the player’s this). Place the Wall of Death along the wall indicated, at the end of each of Zargon’s following turns the wall moves one square towards the opposite wall, pushing back any characters standing against it, if the wall reaches the opposite wall all characters in the room are crushed and die instantly. The characters may search for secret doors, however, as soon as they do, 2 Skeletons are placed on either side of it and will try and bar the Heroes escape. Once the Wall of Death has reached the opposite wall it will move back to its original position, awaiting the next unwary victim.

- F** This chest contains 100 Gold Coins and a Potion of Healing that restores up to 4 Body Points.

- G** This door is locked and cannot be opened by any means. Once the Death Reaper in the room has been killed, tell the characters the following:

“The doorway ripples and the wood fades into a silvery liquid, as your eyes adjust to the shimmering you see your salvation beyond! Mentor’s Study!”

Any character who steps through the door successfully escapes the dungeon.



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Mortimer's Beastiary