

# HERO QUEST™

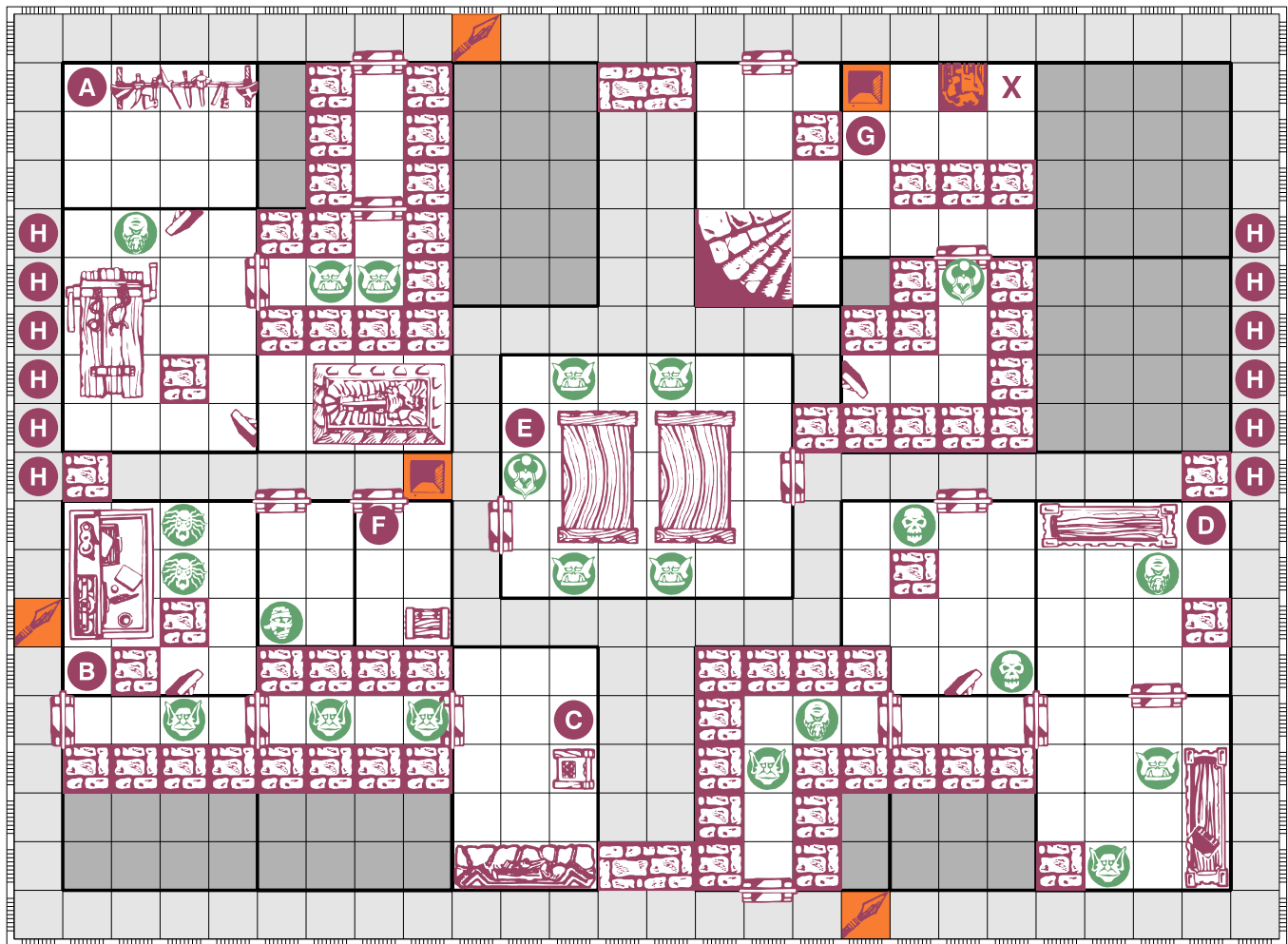
Aftershock

Q U E S T



B O O K





## Single Quest

# Aftershock

I have terrible news Heroes. An earthquake has struck in the Black Mountains where Princess Zaria has been taken hostage by the Chaos Warrior leader Galleus. We must bring our rescue

mission forward. We have no idea if she is still alive. Find out, and get her to safety fast. This is a perilous mission. Good luck!

### NOTES:

The quake has weakened the tunnels in Galleus' hideout, and aftershocks can still be felt. A Hero in a corridor triggers a falling block trap on themselves immediately if they throw a double-one. The tunnels leading to the inner chambers (corridors within rooms) are even more dangerous. If a Hero throws a two or a three on their movement, a falling block is triggered. Any fallen rubble can be removed automatically by Dwarf, or disarmed by the other Heroes unless a black shield is rolled with one combat die. If this happens the Hero loses one Body Point.

- A** On the rack hang three helmets from the armory. A Hero wearing a helmet can reduce the amount of damage by a falling block trap by one Body Point.
- B** The bench contains a Potion of Healing.
- C** If a Hero searches for treasure, they find a key set into the wall behind the throne.
- D** The cupboard contains a Potion of Healing.
- E** This is Galleus. He is has normal stats for a Chaos Warrior apart from Attack 4, Defend 5.

- F** This door is locked. (Don't tell the Heroes that the key can be found in the throne room.)

Galleus' treasure chest contains 300 gold coins.

- G** When a Hero lands on the space marked G, the falling block trap in the room is triggered, landing on an Orc and killing him. On the adjacent square marked X, Zaria can now be rescued (use the Warlock figure), Zaria rolls for movement like the Heroes and has Attack 0, Defend 1, Body 3.
- H** When the Heroes return along either of these corridors with Zaria, they see the ground in front of them begin to open up. Place the earthquake tile on the squares marked H. A hero or Zaria must state when they are attempting to cross the chasm. If their dice roll sees them land on any part of the earthquake tile they automatically lose two Body Points.



Wandering Monster in this Quest: Goblin