

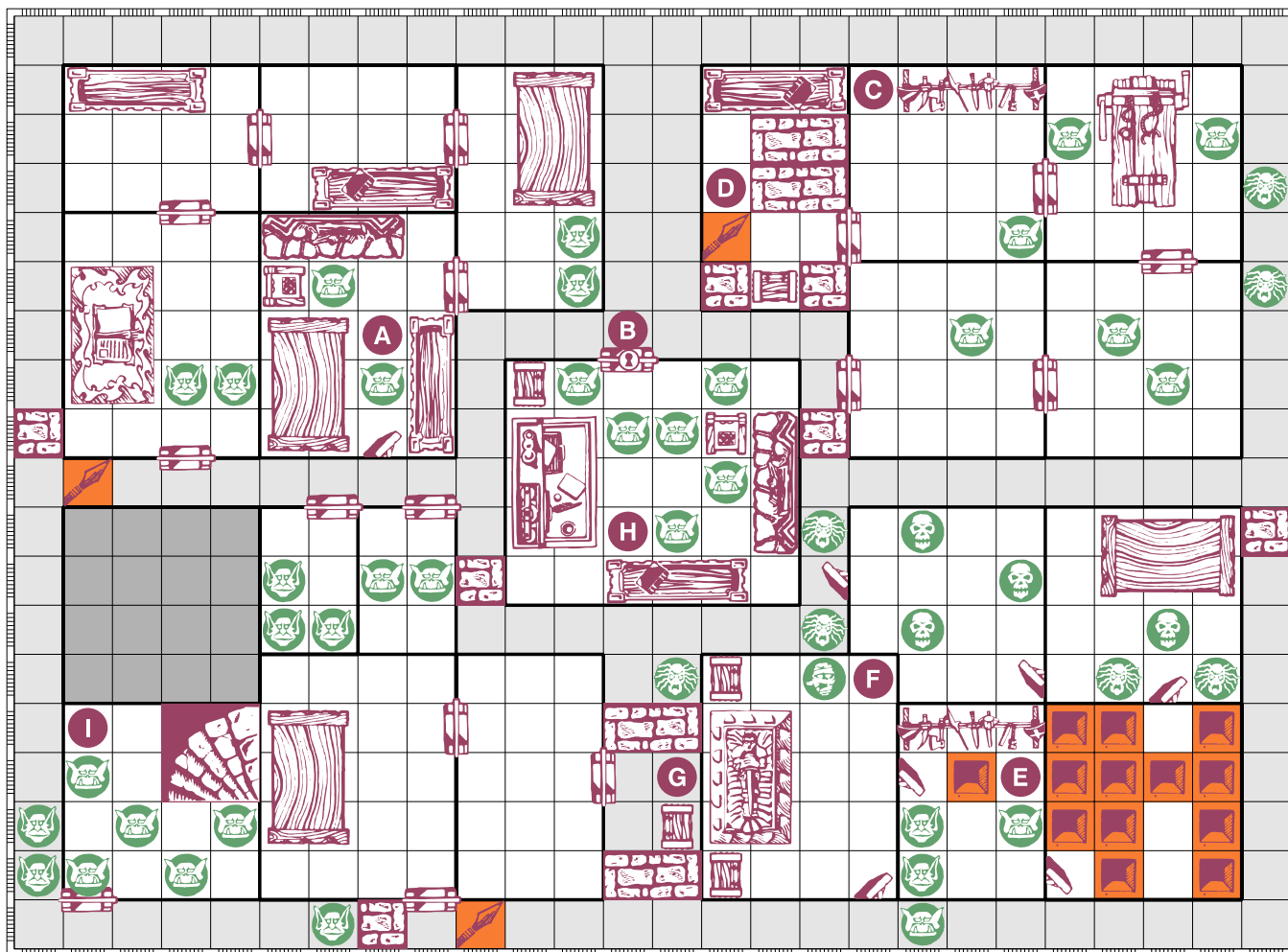
HERO QUEST™

An Ancient Spell

Q U E S T



B O O K



Single Quest

An Ancient Spell

"Reports are coming in that the enemy has located the dungeon of the legendary sorcerer Draegon who died hundreds of years ago. Legend has it this powerful Wizard was working on a secret spell shortly before he died. Our enemy will be attempting to acquire this spell and use it against us. Your quest is to head east to the dungeon and get the spell before

they do. Bring it back to the castle and you shall each receive 100 gold for your troubles. History tells us that he kept all of his most powerful spells locked in his study and never EVER let the key out of his sight. So much so that he is believed to be buried with it."

NOTES:

- A** Cupboard = You find a small stash of Orc supplies. Receive 1 Body Point per player in the room when cupboard is searched.
- B** This door is locked. Through the key hole you can see an old bookcase.
- C** Weapon Rack = Nothing here but a small money purse hidden behind an old shield. Receive 25 gold coins.
- D** Bookcase = Beneath the rubble you find an old scroll. Shuffle the discarded spells then take one at random. It's written in such a way that anyone can use it. If there are no spells then you find nothing of use. Chest = Destroyed.
- E** Weapons Rack = Take a random equipment from the Armory.
- F** You have found the tomb and the Mummy of the legendary Wizard.

Both Chests = Empty. Tomb = Empty, it appears as though the Orc's have beat you to it and found the key to the Wizard's study! The door "B" is now unlocked.

G Chest = 50 gold coins.

H You have found the Orc Captain Uruk.

| MOVEMENT | ATTACK | DEFEND | BODY | MIND |
|----------|--------|--------|------|------|
| 6 | 4 | 4 | 2 | 3 |

When the Orc Captain has been killed place the reinforcement Orcs in the starting room.

Bookcase = Ancient Spell. Desk = Empty. Chest = Empty.

Once the spell has been acquired, the player who holds it may choose to give it to the professor to study in exchange for 100 gold coins each or you may use

| MOVEMENT | ATTACK | DEFEND | BODY | MIND |
|----------|--------|--------|------|------|
| 6 | 5 | 2 | 1 | 3 |



Wandering Monster in this Quest: Orc

NOTES continued:

it and see what happens. Upon using the spell a Gargoyle with 2 Body Points appears out of thin air and attacks. The spell then bursts into flames and is gone forever.



Do not place any monsters here at the beginning of the Quest. Once the Orc Captain has been killed you can place the reinforcements here.