



## BALGAST CHRONICLES



### THE AWAKENING

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When you arrive at the abandoned residence, note that the entrance is supervised and you decide to find a passage to access inside. After a quick glimpse of the surrounding area, you can see behind the bushes a passage down ... "goes to the cellar!" Exclaims one of you. So after removing some fronds and avoiding the brambles increase over time, see a door ruined on the wall, and open it...

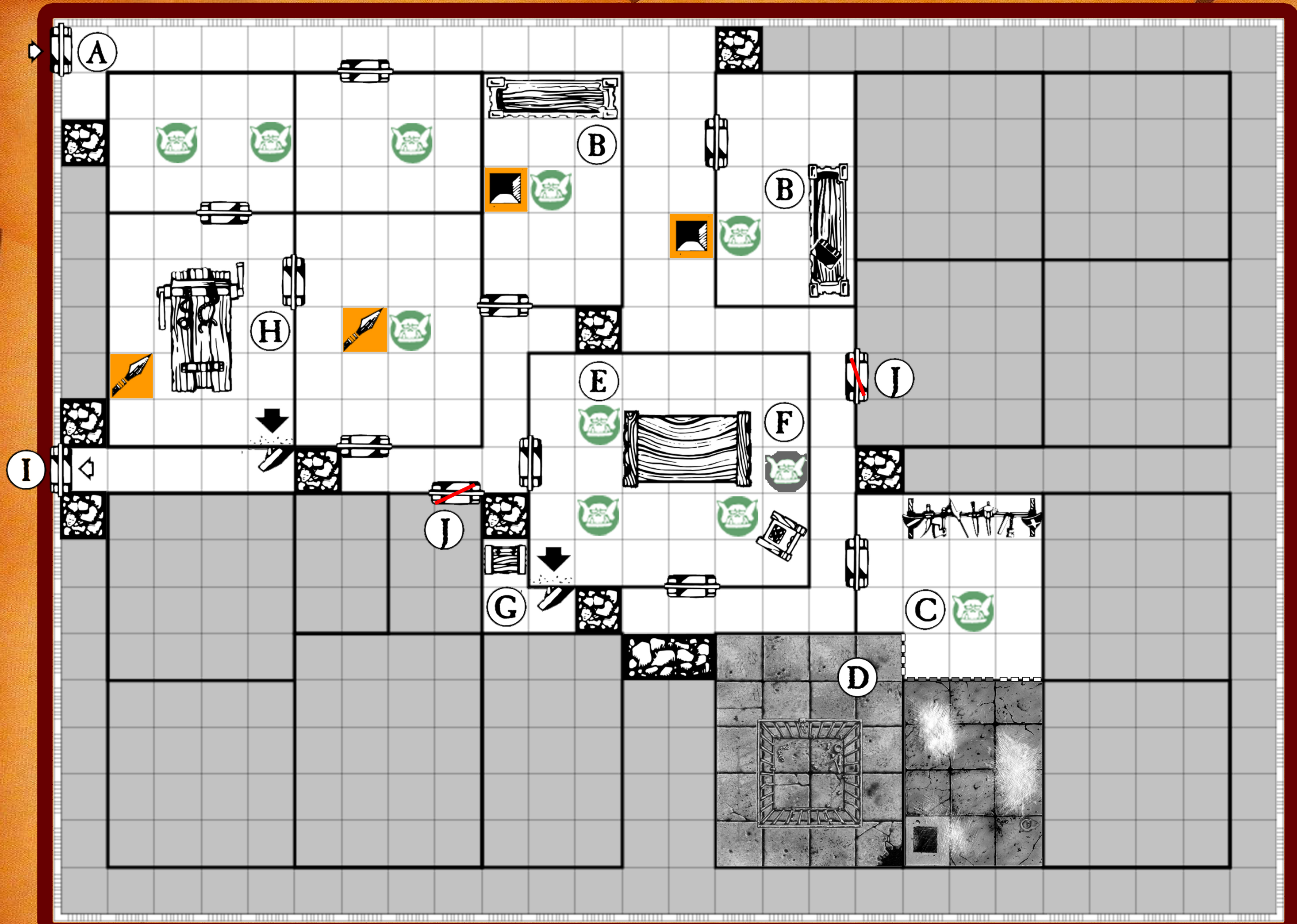
# HERO QUEST



*The Heroes Prisoners*

Quest I





## The Heroes Prisoners

General Denul called you to the castle for your services, and you were hired to release two valiant hostage captured by a modest band of Orc.

The two soldiers were carrying a load precious and a figure brings news of their imprisonment to the abandoned residence of Duke Forgad. Save the two prisoners and the load, the reward is 100 gold coins per head. But attention and escort prisoners here healthy and savvy.

*Read the text on the back of the cover to start the Quest.*



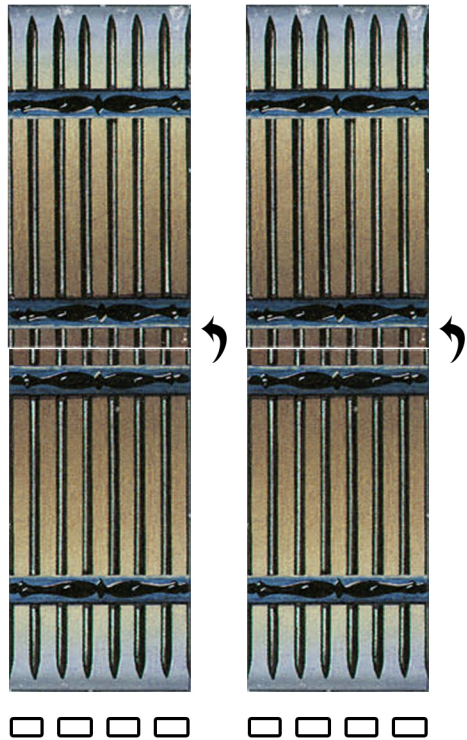
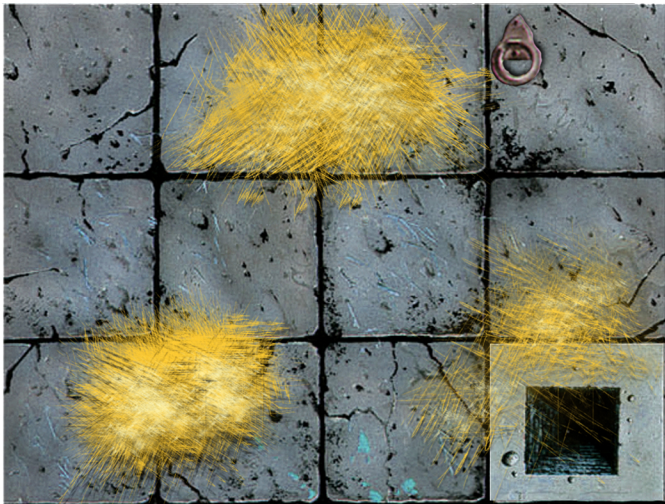
- A** Between rubble, creepers and spider's canvases, a corridor goes forward to the Heroes, and some grim sound comes from darkness ....
- B** The monster have a potion, that restores up to 4 Body Points. Once they are killed they find it by doing Search for Treasure.
- C** Entering in the room, a monster watching the cells. In the little one there are Kirom and Langer (the 2 Heroes), but Kirom is alive, and Langer is dead. **When the monster is killed**, Kirom tells the Heroes to escape, because he is one trap. The General pursued the two Heroes to subtract them an ancient artifact. They saved the Magic Dagger from the General's hands, who would Used to build his tyranny. That said also Kirom succumbs to a death rattle.
- D** In the next cell is chained a robust soldier: Porgos, captain of an army killed by orcs. The cell is closed and the key is owned by the jailer **E**. **If they release him, he gives him his Armored Armor** (Equipment Card), and runs away with war cries.
- E** This Orc have the key for cells **D**. Once they are killed they find it by doing Search for Treasure.

- F** This is Koper, orc warrior and captain of Orc Clans.

MOVEMENT SQUARE	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	4	3	3	2

- G** In to the chest find 200 gold coins.
- H** If they are search for secret passages you will notice an opening in the wall, but if they re-run the search, will tell you that by turning a table lever, open a secret drawer. Inside drawer a gem of 100 gold coins.
- I** An iron door, in the darkness you see a orc figure coming out. When the Heroes go out of the door, they see a country road, with footprints to follow for find the dagger..
- J** These doors are closed with keys .... **these are not openables "shhh this is a secret"**





*In Mappa*

