

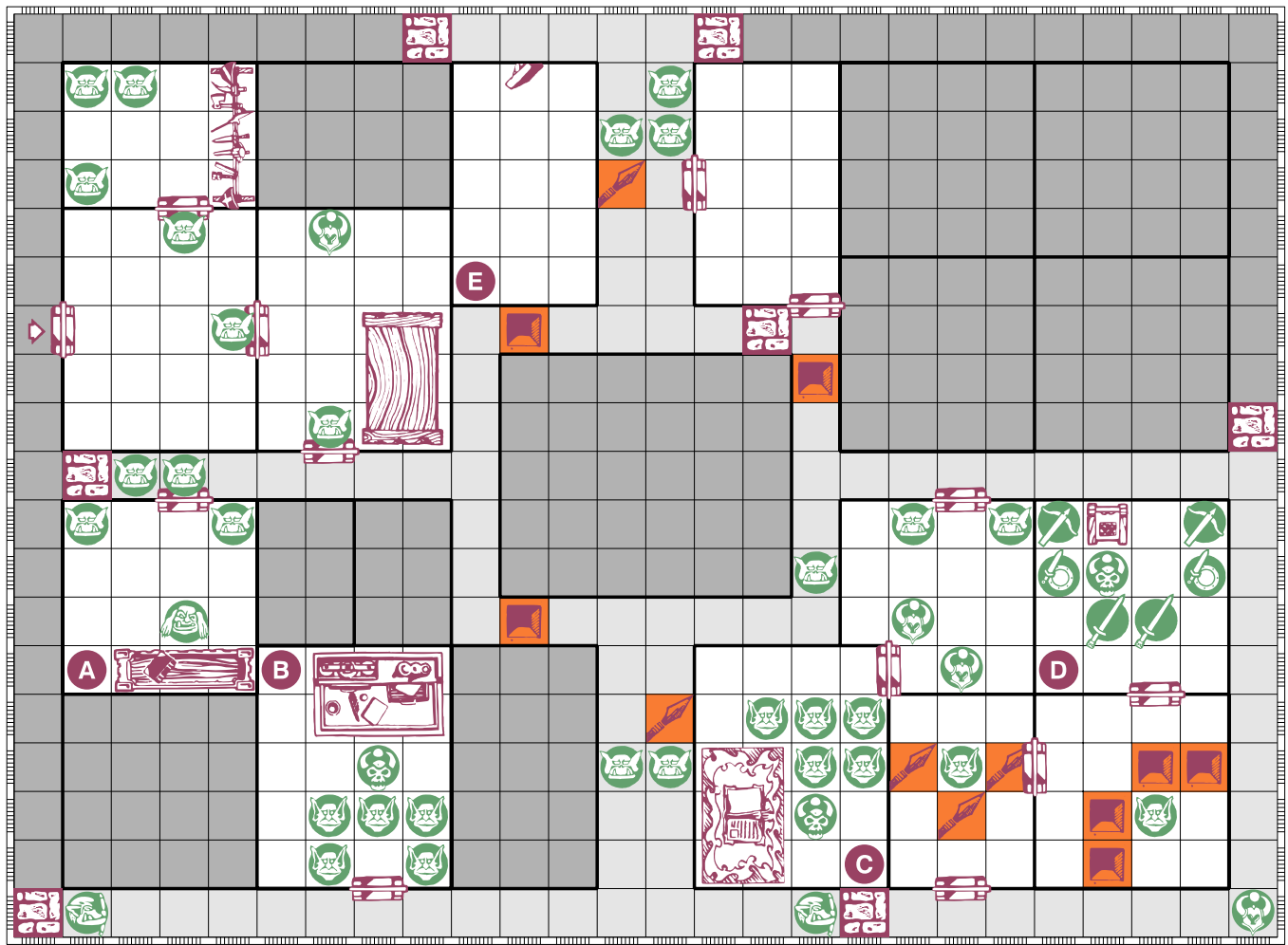
HERO QUEST™

Break the Curse

Q U E S T



B O O K



Single Quest

Break the Curse

"The wife of a woodcutter is ill lying on her bed for weeks. All was started when her husband found a cursed axe in the woods. He threw it in the river but it was too late. The curse is not broken and he needs help. The description about the axe lead you to a witch's tower not too far away. They should find

quest items and combine them together in the right way to activate a spell that releases the curse. Then the woodcutter will give them an old artifact, a gift of his father, a spiritual hand axe that always returns to his wielder."

NOTES:

- A** The librarian Ogre has the following statistics:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	5	5	4	1

In the bookcase you will find the item papyrus.

- B** It's the witch. On alchemist bench you will find a magic ink.

- C** It's the witch. On sorcerer's table you will find a feather.

- D** It's the witch. Throne has a lever that opens the door to E.

- E** You can't enter the secret door. On the wall is this writing: "Full moon calls, black river flows. And the curse comes and goes. Listen carefully what I say. Now the curse will lift away!" (The curse will be lifted if the Heroes write the words on the papyrus with the feather and magic ink, and read them. Help them if they can't solve it. The scroll will turn to dust and the woodcutter will

give you the throwing axe artifact which is a one-handed with attack 2 and unlimited throws.)

The witch:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	2	5	8	8

Kill her in every one of the three rooms or else disappears to another room. She has the following spells that replenishes in each room: Ball of Flame, Sleep, and Sharpen Blades. (+1 combat die to all monsters for this turn.)



Wandering Monster in this Quest: Orc