



HEROQUEST

Champion of the Empire



DES QUÊTES SUPPLÉMENTAIRES SERONT DISPONIBLES À L'AVENIR

*Thanks to HQremaster, Knightcrawler,
drathe and daedalus.*

Mis au point sans le concours de

GAMES WORKSHOP





Champion of the Empire

Content :

Before you embark on this adventure of conspiracy and treason within the Empire, you must print on heavy cardstock or otherwise reproduce the following materials included in the appendices:

8 Champion Character cards, 1 Ballroom tile, 1 Hall of Magic tile, 2 large portals, 2 large corridor tiles, 2 pillars, 2 grave tiles, 1 Portal of Souls, 6 rubble tiles, 4 secret door tiles, 4 pit trap tiles, 2 trapdoor tiles, 9 Companion markers, 12 Spell cards, 6 Artifact cards, 6 Treasure cards, 5 Equipment cards, 9 Companion cards, 6 Monster cards

Not included:

Certain components, notably the miniatures, are not included in this expansion. In order to represent the characters and monsters, the appendices include markers to replace the following miniatures:

*9 companions (5 Stollanders, 2 Scholars, and 2 Bodyguards), 4 Villagers, 4 Wraiths, 6 Guards, 8 Champions.
4 pillar bases and 1 large portal base are also needed.*

Playing Champions of the Empire

■ The Quests of Champions of the Empire are played using the rules of the original HeroQuest. No part of any other HeroQuest expansion is needed to play these Quests. Nevertheless, please note the following changes and specifications:

■ The Heroes will not embark on all of the Quests presented in this expansion. It is recommended to respect the succession of the Quests as they are presented unless otherwise noted.

■ The Heroes must sometimes leave a Quest through a door instead of returning to the staircase.

■ The Quest "Requiem for a Ball" is to be played under special rules given in the Quest's introduction (pp. 17-18).

■ This new campaign presents to the Heroes the options of becoming Champions of the Empire and recruiting companions.

New Equipment, Artifacts, and Treasure.

The new Equipment, Artifact, and Treasure cards are added to the respective existing card decks of the HeroQuest base game. These cards are similar to those of the original game (or the items of the Armoury). When a Hero finds one of these items, he should record it on his game sheet.

■ Equipment Cards: Short Bow, Wizard's Staff, Warhammer, Plate Helmet, Halberd

■ Artifact Cards: Crown of the Rooster King, Ethereal Punisher, Borin's Helmet, Ahlin's Orb, Lance of Radiance

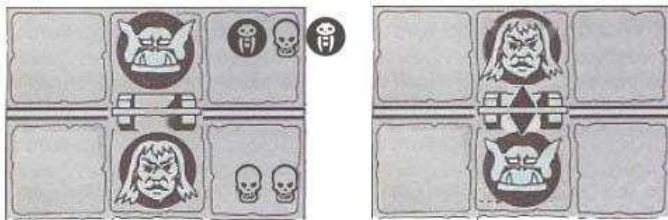
■ Treasure Cards: Potion of Resolve, Poison, Tainted Potion of Healing, Wandering Trader, Traveling Merchant

New Magic Powers

Champions of the Empire offers spellcasters four new sets of spells: Metal, Light, Death, and Spirit. The latter two are reserved solely for the Necromancer; they may not be chosen by any other Hero. Otherwise the rules for picking spells remain unchanged.

New Rule: Melee

A new melee rule is introduced to compliment the original combat rules of HeroQuest: Whenever a Hero loses one or more Body points from a monster's melee attack, the Evil Wizard player may exchange both combatants' positions; accordingly, whenever a monster loses Body points from a Hero's melee attack, the Hero may exchange positions with that monster. This rule only applies to combats that take place on adjacent or diagonally conjoined squares. It does not apply to damage sustained from ranged combat, traps or spells.



Example: The Barbarian is attacked by an Orc and loses one Body point. The Evil Wizard player decides to make use of the melee rule and exchanges the Orc's and Barbarian's positions.

New Monsters



Villager

Villagers are played by the Evil Wizard player, but do not attack the Heroes. The Evil Wizard player decides if and when Villagers are attacked by monsters. Their safety may or may not be of importance to the Heroes



Wraith

Wraiths are played using an additional rule: They may pass through any object, wall, closed door, monster, or even through sections of the board that do not comprise a part of the Quest map. However, Wraiths may not move through squares occupied by a Hero.



Guard

Guards are played by the Evil Wizard player. They may attack diagonally. Sometimes a Guard might choose to join the Heroes according to the Quest notes. Thus, attacking a Guard first might not always be a valid option


Champion of the Empire

A Hero who successfully completes three Quests in a row is rewarded with 500 gold coins and given the title Champion of the Empire. Such a Hero has the option to keep his abilities as they are or instead take the opportunity to tread on one of two Paths of the Champion, in which case he learns any special bonus abilities of that path while possibly having to accept a restriction

- The Barbarian may choose to become the Protector (Champion of Light) or the Berserker (Champion of Darkness).
- The Dwarf may choose to become the Revealer (Champion of Light) or the Slayer (Champion of Darkness).
- The Elf may choose to become the Sage (Champion of Light) or the Assassin (Champion of Darkness).
- The Wizard may choose to become the Seer (Champion of Light) or the Necromancer (Champion of Darkness).

The Hero's decision will have consequences. It might help him gain riches and honors undreamed of, but it might also impose restrictions and setbacks on him that he is yet not aware of. Once made, the decision is irreversible, so it is to be made very carefully. ■ A Hero who chooses the Path of a Champion has any new special abilities and possibly a restriction printed in the "Bonus" section of his respective character card. A white shield at the bottom of the character card represents a Champion of Light; a skull ■ represents a Champion of Darkness. ■

The Protector





You are the Protector. As an expert in the art of combat, you possess the courage to take on the most savage creatures. For you, the lives of your companions are even more valuable than your own.

Bonus

The Protector may exchange position with any friendly figure standing on an adjacent square before or after his movement. This exchange does not count as an action of its own.

Mind: 3 points
Body: 7 points

Champion Barbare 



Champion of Light or Darkness

After three successful Quests, a Hero is titled Champion of the Empire. The Evil Wizard player may limit a Hero's options of becoming a Champion of Light or Darkness as he sees fit. This depends on the Hero's character, revealed through attitude and ethics as well as his decisions made during Quests; courage and altruism are the hallmarks of a Champion of Light, as massacre and treason are the privileges of a Champion of Darkness. Therefore, a greedy adventurer betraying and backstabbing his fellow Heroes should probably tread on the path of a Champion of Darkness.

■ The Evil Wizard player does not have to limit a Hero's decision, however, if he does not want to. In addition, certain Quest notes can limit the options of evolving into particular Champions.

The Champions in the Campaign

This campaign is narrative, meaning the outcome depends on how the Heroes play through it. There are two possible conclusions to the epic: one puts the Empire in favor, the other benefits Morcar.

■ The Heroes' decisions guide them towards one of these conclusions. As they follow the narrative thread, only eight Quests are played. Also, their choices of becoming Champions of Light or Darkness is very important during the campaign and its outcome. However, a Hero's decision to become a Champion of Light does not necessarily mean the result for the Empire will be good; accordingly, becoming a Champion of Darkness does not necessarily mean Morcar will be at an advantage.

■ The Heroes will constantly face difficult decisions during these Quests. Some of these decisions will not cause any repercussions, while others are bound to have grave consequences. There is no predetermined right or wrong, but the Heroes' decisions can make their campaign easier or more difficult to play through. It is therefore recommended that the Heroes listen very carefully to each Quest's introduction, as there may sometimes be clues within to help them decide wisely.

Companions

When a Hero has become a Champion and his adventures are sung of in the taverns of the Empire, there is also talk about his loyal companions. These are the men paid to follow the Champion, or in some cases vile, greedy bandits clutching at the opportunity to loot the riches of a dungeon. Endangering their lives for those who pay the gold, they aim towards their own wealth and perhaps a bit of useful equipment as well.

Recruiting a Companion



■ A Companion will only join a Hero who has been given the title Champion of the Empire. Before a Quest, a Hero may hire a Companion to join his ranks and follow in his footsteps. The Hero chooses his Companion and takes a corresponding figure and Companion card.

■ The Companion markers can be stuck to the base of the Companion figures to distinguish the Companions of each Hero from those of another. Do not forget to fill in a Character sheet for each Companion with the necessary starting values and chances.

■ A Companion follows a Champion until he dies, but only if the fee noted on his card is paid in advance between Quests (and when he is hired). If he is not paid, the Companion will leave the Champion. A Champion may never be accompanied by more than two Companions at the same time.

Companions in the Game

Moving

- * A Companion moves immediately after the player's Hero moves.
- * A Companion moves in the same manner that a Hero does but uses the statistics on his own card.
- * A Companion opens doors and jumps over traps just as a Hero does.

Searching

- * A Companion may search rooms or corridors for traps and even disarm them if he is equipped with a tool kit.
- * A Companion may not search for treasure.

Fighting

- * A Companion attacks or casts a spell in the same manner as a Hero does.
- * A Companion rolls white shields to defend.
- * A Companion may be equipped with one Equipment or Artifact card. The Companion's starting values are modified accordingly, if applicable.

Death

- * When a Companion dies, remove his figure and character sheet from the game.
- * When a Companion dies, and if he possessed an artifact or piece of equipment, it can be regained by searching the room or corridor, where he died, for treasure. A monster is also allowed to claim the equipment/artifact if it moves into or remains in the same room or corridor as the dead Companion on the Evil Wizard's next turn. The monster may not use the equipment/artifact; rather, it is removed from the game.
- * When a Hero dies, the player may continue the Quest playing his Companion(s). The Companion(s) may regain the dead Hero's equipment/artifacts by searching the room or corridor for treasure, but each Companion is still restricted to the use of just one artifact or piece of equipment.
- * The gold coins given to a Companion can never be regained, even in the event of his death.

“My friends, the exploits of heroes such as you are have repeatedly saved the Empire. For now, Morcar's foul hordes appear to be weakened and have retreated to the East. The ancient Dwarven fortress of Kellar's Keep has been re-conquered from the clutches of our enemies and the Witch-Lord shall repose forever in limbo.

'Now it is time to send our assistance to the southern borders, where the valuable Kingdom of Stolland has been de-stabilised. It is time for heroes to become champions.

'Owing to his victory at the Eastern border the Emperor has decided to reinforce our alliance with Stolland. The province apparently is at instability's mercy, particularly because of and within the two prevailing families, who have been struggling for the throne for generations. The valorous House Galinicus and the powerful House Trell have entangled themselves in permanent conflict. The Emperor fears this conflict might soon spawn a pact with obscure powers to put any party in favour. If the region should sink under the will of Morcar, there will —again—be a terrible war.

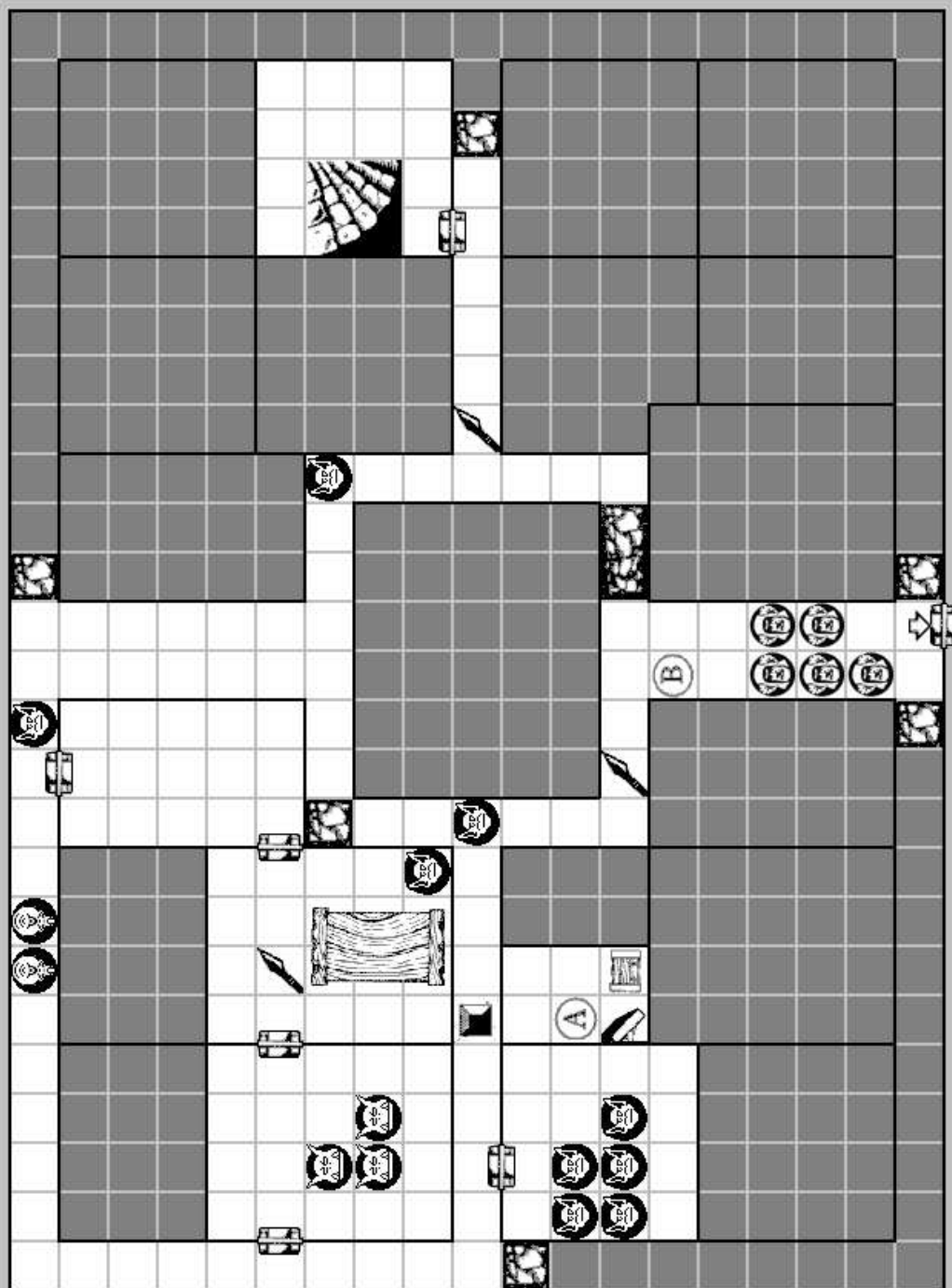
'The Kingdom of Stolland reaches across our southern provinces. These provinces are rife with ancient local legends and stories of legendary battles. Even the very first human settlements had to defend themselves against the storms of chaotic and evil forces. Notably, many of these legends tell about the chief of an ancient tribe, who unified the human civilised and savage tribes to create a barrier before the army of a vengeful vampire lord. Those myths tell about the "Rooster King". The stories about him and his heroes are told and sung all around the Empire. House Galinicus claims to directly descend from the ancient and prestigious bloodline of the noble Rooster King. Backing Galinicus in their claims, the Emperor has decided to appoint Count Galinicus Elector of the Empire. But this decision is openly and sharply contested by

Seigneur Augustus Trel. His wealthy family has always praised themselves to be of a stock superiorly capable of reigning from the throne of Stolland, for it has always been a valiant backbone of the Empire. There is where the peril of war and corruption lies: in attempting to unify Stolland once more. The beginnings of a civil war may already have ensued. Thus, the Emperor assigns to you, my heroic friends, the task of bringing Count Galinicus the news of his nomination to become Elector and to ensure that the Kingdom not be corrupted.

'The Great Loretome predicts you shall play a pivotal role in this endeavor of unification. It is written that you shall not only thwart the possible treason of House Trel, but also fight off demons incarnate. As champions, your exploits will be of grave consequences for the stability of the Empire. Be alert of the traitors, of high ambitions, and of vanity. That far region of the Empire is not renown for the morality of its inhabitants, and even less for their sense of honour, the two powerful houses constantly fighting for hegemony. The conspiracy will encompass you everywhere.

'Forget not, my friends, that Chaos knows how to reveal itself in the most alluring light, to you and to your company. A true Champion of the Empire is just and of pure heart.' "





The Pass of Mount Clair

'My friends, you must take the news of his appointment to Elector to Count Galinicus. In order to re-unify Stolland you must embark on a journey to the South, where at this time of year only one path leads: the Pass of Mount Clair. This part of the mountains is infested with orcs and goblins, although the guards of Stolland still watch over this single passage. Take care on your journey, for not many travellers return from these parts these days.'

NOTES: In order to end this quest and embark on the next the Heroes must leave through the door at the southern end.



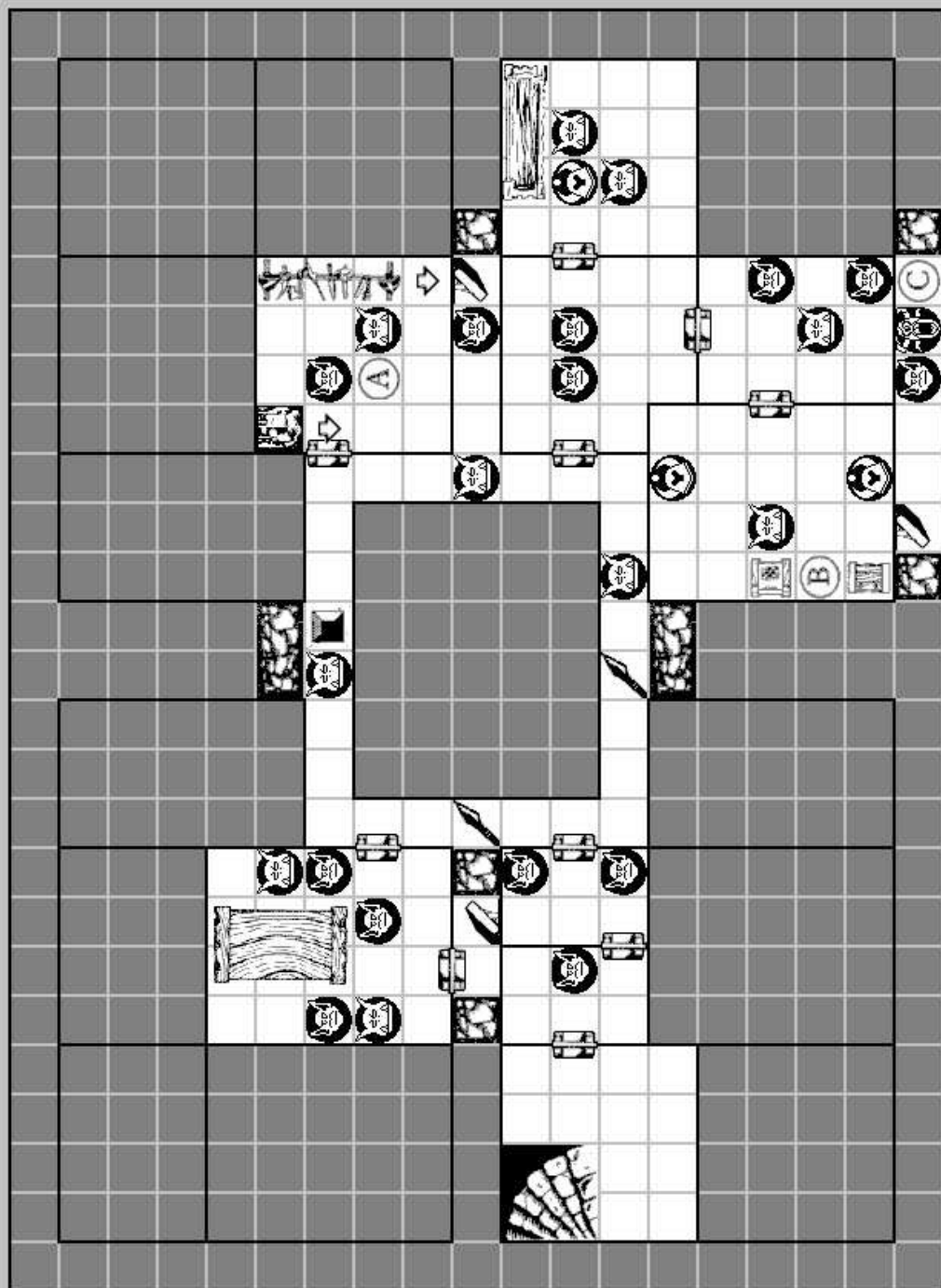
A. This treasure chest contains 100 gold coins.

B. Announce to the first Hero entering this corridor that he has reached the border of Stolland. Tell the Heroes:

'Listen, travellers! Discharge a toll of 100 gold coins or you shall taste the lances of the Kingdom!'

The guards of Stolland demand a toll of 100 gold coins for the passage of the travelling group of Heroes into their Kingdom. If they pay that sum, the guards make way immediately; if they refuse to pay, the guards wait for the Heroes to attack

Wandering Monster: Orc



The Purge of a Marauder

'My friends, the Empire needs heroes like you in these troubled times. You have been chosen by Count Galinicus, who welcomed you with open arms, to assist in pacifying his Kingdom. For weeks now his estates have been falling victim to the raids of orcs. The Count's scouts have already detected an important linchpin cave of the orcs. Your task is to conquer this cave and subdue the marauders' leader, the infamous Ghorghuk and his personal guard. Upon your securing the pass once again, the Count will generously compensate you for your troubles.

Yet, take care, for the orcs are numerous and savage.

NOTES: The Heroes earn a reward for every monster killed: 15 gold coins for an orc; 30 gold coins for a chaos warrior; and 100 gold coins for Ghorghuk.

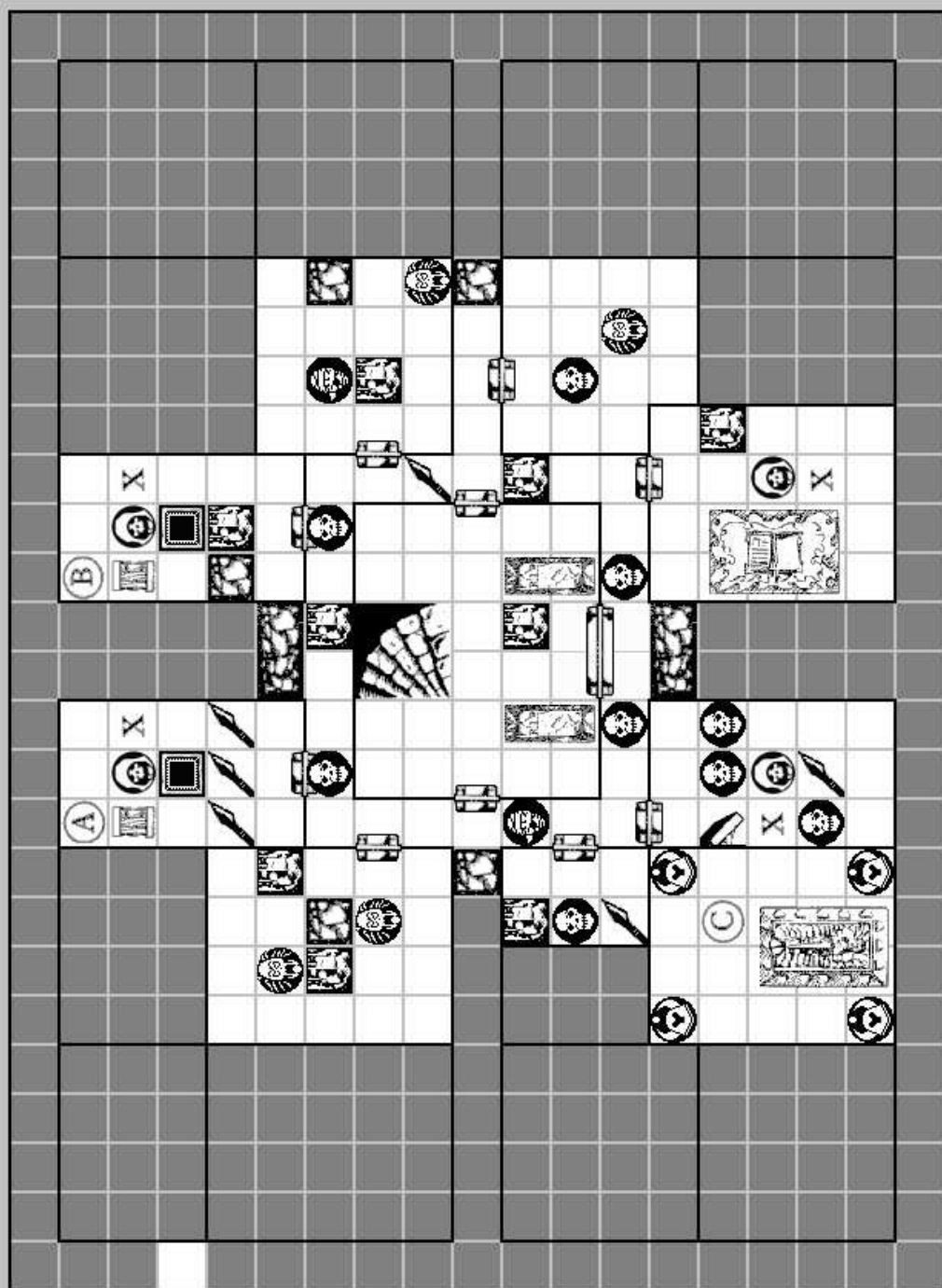
A. This secret door can only be opened from inside the room. If a Hero searches for traps and secret doors in the adjacent corridor he will find the secret door but will not be able to open it.

The weapon rack holds a chain mail.

B. Ghorghuk's treasure chest contains 150 gold coins.

C. Ghorghuk is the gargoyle hiding in this corridor.





The Tomb of the Rooster King

'The Rooster King is a local legend, and his reign was reputedly a merry time for the Kingdom. The legend recounts him drawing his power from four heroes. Their role was important enough for them to be named the "Crown of the Rooster King". It is told that their talents are enclosed in a magical artifact of the same name to serve the Kingdom in times of trouble. Thus, the Count commissions you to search the eastern catacombs for the hidden riches of the Rooster King. These chests are said to hold treasures worthy of the Emperor. But beware, for these ancient ruins are dangerous in themselves and haunted by evil wraiths

NOTE: The dangers of avalanches can be detected but never 'disarmed'.

A. This chest contains the treasure of the Rooster King. It can be carried by a Hero. However, as long as he carries it, he may only roll one die for movement.

B. This chest contains the artifact Lance of Radiance.

C. This room contains the hidden tomb of the Rooster King. If a Hero searches for treasure he will find the artifact Crown of the Rooster King. Inform the Heroes that the low relief in the tomb reads that the bloodline of Galinicus is in fact the true heir to the Rooster King as the Emperor affirms.

The chaos warriors in this room are statues of the Rooster King's champions. They awaken and attack when the Crown of the Rooster King is taken.

X. These wraiths are the guardians of the crypt, at the service of the rest of the dead.

[Mov. 8 / Att. 4 / Def. 2 / Body 2 / Mind 0].

Otherwise, the wraiths are played using their normal rules. Each wraith carries a gem worth 100 gold coins.

After the quest, the Crown of the Rooster King can be given to the Count. If a Hero decides to keep it, he may, but he may never become a Champion of Light.



Wandering Monster: Zombie

Special Rules for "Requiem for a Ball"

Quest Four, "Requiem for a Ball" is not played strictly using the traditional HeroQuest rules.

The intended purpose of this quest is one of intrigue. The Heroes are supposed to pit one against another in order to meet their respective objectives. As the Evil Wizard player, lead the Heroes to serve one of the principal sources of power in the Kingdom. You control all monsters except those who during the quest enlist in the service of the Heroes.

Thus, the Evil Wizard player plays his monsters in a way as to sustain one or the other camp of power without taking a side.

Alliance:

Those Heroes who have not become Champions before this quest roll a combat die to determine the side they will take: a skull means they join House Galinicus, any type of shield means they join House Trell.

Those Heroes who have become Champions do not have a choice on which side to take. Champions of Light serve House Galinicus, Champions of Darkness serve House Trell.

If one of the Houses is without a servant now, the Evil Wizard player has to assign a Hero to represent this House.

Winning Conditions:

The quest ends when all Heroes in the service of one House have left the board or all of them are out of play. If a Hero loses all his Body points he does not die, but is rather considered to be out of play. His miniature is taken from the board. He may take part in the next quest unharmed, yet he loses one piece of equipment determined by drawing an Equipment card.

If the Count dies OR the Crown is purloined, the Heroes continue with Quest Six: "The Ambush".

If the Count survives AND the Crown remains in his possession, the Heroes embark on Quest Five: "The Cemetery of the Cursed".

House Trell:

The Champions of Darkness serve House Trell and must follow two objectives: steal the artifact *Crown of the Rooster King* and assassinate Count Galinicus, in the order of importance.

Every wraith in the quest may join these Heroes as though they were companions, but with the limit of two companions per Hero still being valid. The wraiths may not attack the servants of House Trell.

Read the following text to the servants of House Trell:

'My friends, how deceitful you are! The Count got wind of your conspiracy and pronounced you lawless. Your knowledge of the treasure makes you even more dangerous in his eyes. The persecution by his guards has driven you to hide in a village under the protection of House Trell. There, a mysterious hooded man has set you up with the instruments to take revenge in a very perilous mission. House Trell wishes for the sabotage of the Count's nomination. It shall cleanse you of any honour and fill your purses if you present the Crown of the Rooster King to Trell. And the death of Galinicus shall be compensated accordingly...'

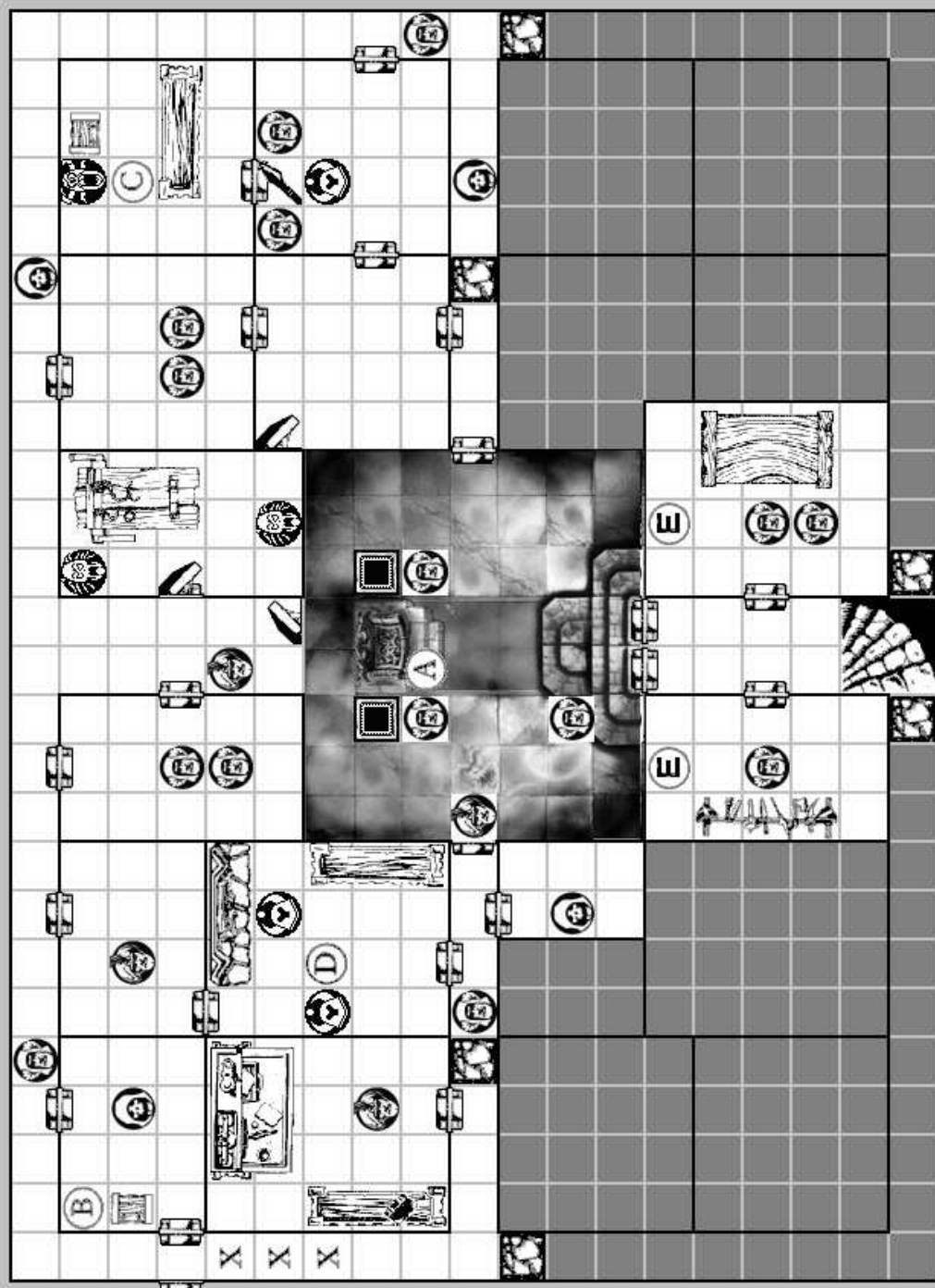
** House Galinicus:*

The Champions of Light serve House Galinicus and must follow two objectives: keep hold of the Crown of the Rooster King and protect Count Galinicus.

Every guard in the quest may join these Heroes as though they were companions, but with the limit of two companions per Hero still being valid. These guards may not attack the servants of House Galinicus.

Read the following text to the servants of House Galinicus:

'My friends, I am aggrieved that I must report to you that some of your comrades have been announced lawless by Count Galinicus. Nevertheless, the Count has also joyful news for you. You have been appointed honorary members of his guard. Many champions of the Empire have filled this office before you. Your baptism of fire shall be tonight, when the Count's nomination is prepared. Take care of yourselves and of the honour of the Kingdom as well as House Galinicus. And know, that the treasure room is situated in the East wing of the castle.'



Requiem for a bal

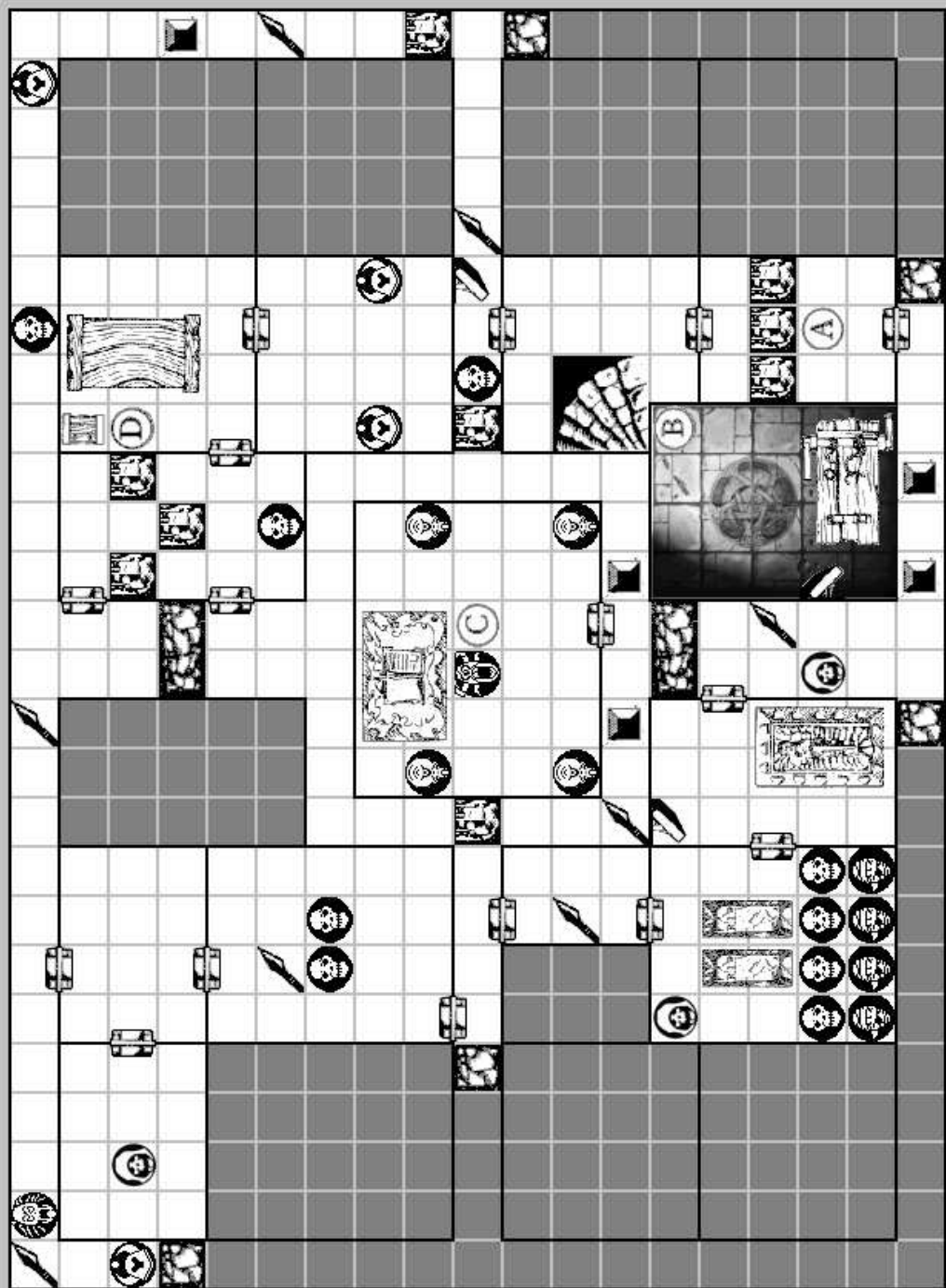
'In the castle, the festivities have begun, and your reputation precedes you. Thus, your taking part is not exactly unexpected. Tonight is a pivotal chance for the conspirators to de-stabilize the Empire. The Count is at his most vulnerable now, and his death would bring great disorder for the region in its wake. You also know that the recent discovery of the treasure of the Rooster King has circulated rumours most absurd about the powers of the artifacts retrieved. These magic items can never fall into the wrong hands.'

NOTES: This quest is not played under the traditional HeroQuest rules, but under a special rule set of its own (pp. 17/18). The Heroes who serve House Trell start on the squares marked 'X'; the Heroes who serve House Galinicus start on the spiral staircase.



- A. On the throne sits Count Galinicus. Use a scholar miniature to represent him.
[Mov. 7 / Att. 4 / Def. 5 / Body 3 / Mind 5]
- B. This chest contains 100 gold coins and a crossbow.
- C. This chest contains 250 gold coins and the artifact Crown of the Rooster King. It can be taken immediately by a Champion of Darkness to steal it, or by a Champion of Light to protect it.
- D. If a Hero searches for traps and secret doors in this room, tell him in secret that he has found a secret passage to the spiral staircase, which leads out of the castle.
- E. The guards in these rooms do not move until the Count is attacked by a Hero or a companion. Until then, they may not join those Heroes in the service of Galinicus as companions. The weapon rack contains a hand axe and a tool kit.

If not a single villager has been killed by the end of the quest, all Heroes in the service of House Galinicus are compensated with 150 gold coins each.



The Cemetery of the Cursed

"The news I must tell you are baleful. The Kingdom has learned that some among you have committed treason, and that the assault on the castle was merely a ruse. The true goal was the abduction of the future heir to the throne, Hector Galinicus. He has disappeared that evening. As Champions, it shall be your task to find and save the boy in order to make amends. His abductors appear to have hidden in House Trell's mausoleum. Beware, for it is a cemetery of the cursed, which is populated by restless spirits capable of fatal spells. A powerful sorcerer guards their souls, yet the sole heir to the throne must be recovered safe and sound."



NOTES: Before this quest, the Necromancer may not choose the Death spell set. He has to choose another set instead. On which quest the Heroes embark after this one, depends on its outcome. If Hector Galinicus dies, the Heroes play "The Ambush" next, if he survives, they continue with "The Conspiracy Unravels".

- A. The collapse traps cannot be detected. They are activated upon the passage of the last adventurer.
- B. This room is the prison of Hector Galinicus. The Heroes interrupt a magical ritual. Hector seems to be under a spell, but he is alive. Tell the Heroes he is completely demented.

[Mov. 1 / Att. 0 / Def. 3 / Body 1 / Mind 0]

They now must carry the heir to the spiral staircase safe and sound. If he dies, he evaporates into a cloud of purple smoke.

- C. This gargoyle is the cursed Vartan Trell:

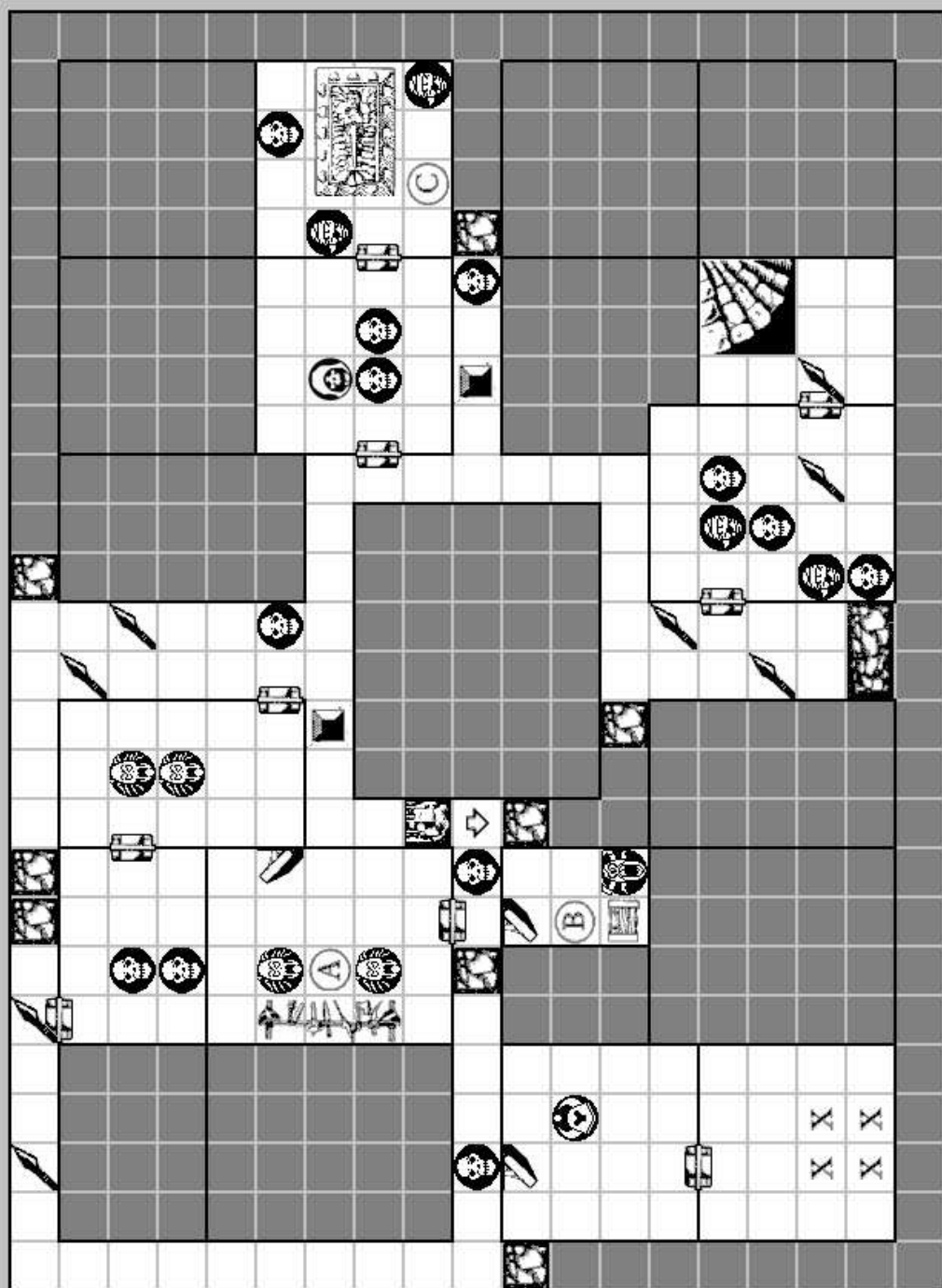
[Mov. 6 / Att. 2 / Def. 4 / Body 3 / Mind 4]

He attacks directly the spirit of the Heroes, which means, his attack is defended against with a number of dice equal to the Hero's effective Mind points. If a Hero falls to zero mind points, he dies.

Vartan is in possession of the artifact Ethereal Punishment and masters all three Death spells.

- D. This chest contains a Potion of Healing which restores up to four Body points.

Wandering Monster: Fimir



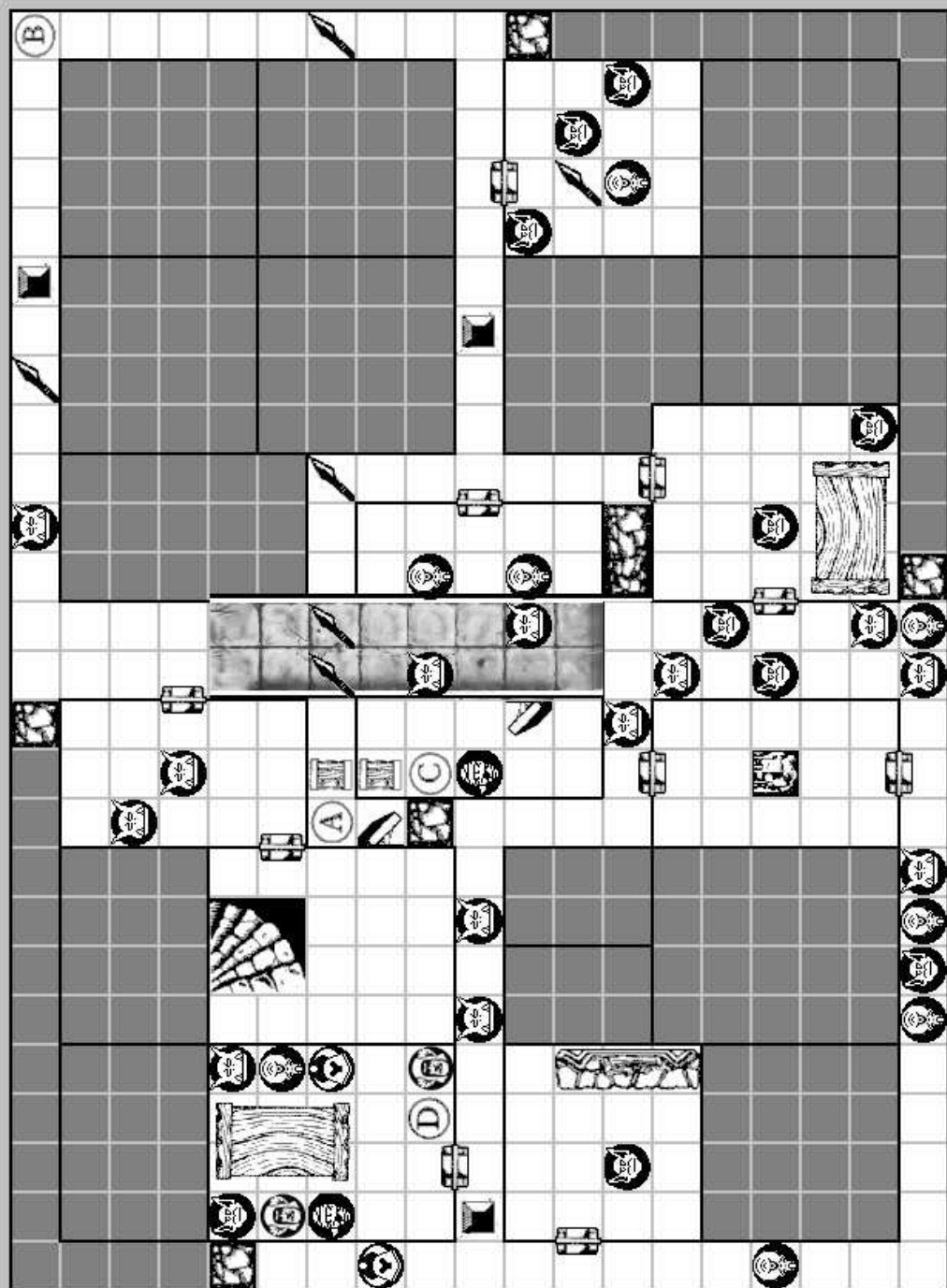
The Ambush

"Your lack of vision created dire calamities for the Empire. The treasure destined to stabilize the southern Empire has been stolen. Even worse, the sole heir to the throne of the Kingdom has disappeared. Yet, the dark powers have something even worse for us in store. The hooded man, who instigated the conspiracy at the ball, has set a trap for you, and shown you his face: it is Hector Galinicus. But he magically silenced you before you could reveal the truth and arrested you in a dark cell without any of you being able to defend themselves. Fortunately, Augustus Trell has found the courage to send his men to deliver you. It is time for your revenge, now..."



NOTES: Before this quest, none of the Heroes may choose the Water or Earth spell set. The Heroes start this quest on the squares marked 'X'. They have fallen into the hands of the Evil Wizard player and all their equipment has been taken away from them. The Champions do not have to pay the fees for their companions, who may not take part in this quest.

- A. The armoury contains the weapons of ancient fallen warriors. The Heroes find a helmet, a shield, a broadsword, and a bow.
 - B. This chest contains a *Potion of Healing* which restores up to four Body points. If a Hero searches for traps, he discovers that the gargoyle is a harmless statue.
 - C. The mummies in this room were once sorcerers and split the spell sets Water and Earth between them, each mummy being able to cast one spell per round until all six spells are used. Otherwise they are played using the rules of normal mummies.
- The chest contains 120 gold coins and the artifact *Orc's Bane*.



The Conspiracy Unravels

'The scale of the conspiracy from within Stolland is unravelling. I fear it is not merely a simple attack by marauding orcs anymore. My agents report to me about a secret alliance between the orc hordes and Morcar's henchmen. At all costs, we have to learn more about the plans that are being forged, for a political instability will surely threaten the safety of Stolland. Infiltrate the hideout of Ahlin and expose Morcar's secret plans. Be prudent, for Morcar surely has already sent one of his champions to supervise the progress



NOTES:

A. This chest contains a halberd and a bow.

B. This is Morcar's emissary, a champion assassin known as "Black Mask":

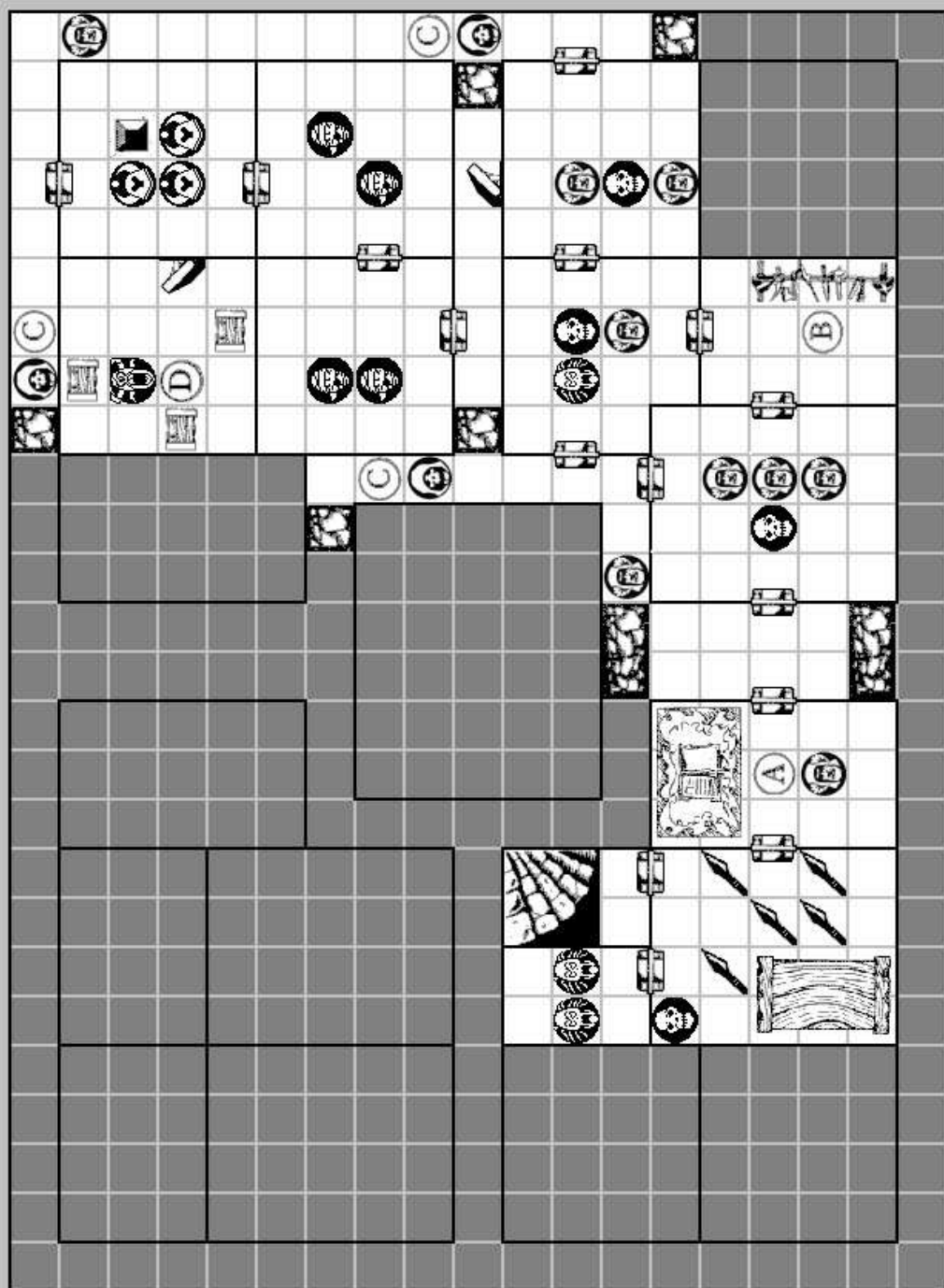
[Mov. 10/ Att. 4/ Def. 4/ Body 6/ Mind 4]

Black Mask is equipped with a crossbow and a Potion of Healing which restores up to four Body points. He owns the artifact Ethereal Cloak, which allows him to pass and attack through walls and other obstacles - but not with his crossbow. If his Body points fall to three or lower, he will try to escape to the spiral staircase.

C. This chest contains the artifact Ahlin's Orb.

D. If a Hero searches for treasure, he will find a map folded out on the table, which shows invasion plans and clearly indicates that one of the powerful families of Stolland is deeply involved in the conspiracy backing Morcar's evil plans. Which one it is, is not stated. If the guards would not have all been killed or escaped, they could be questioned...

Note, that the Necromancer cannot reanimate them.



The Crown of Stolland

'The Kingdom of Stolland is on the verge of a civil war. Count Galinicus is dead. Those who desired his death have accomplished their goal. If one of the two hegemonic families of the Kingdom would only possess the Crown of the Rooster King, it would appease the region. I instruct you to retrieve the crown, which lies hidden in the souterrain beneath the Cursed Castle. He, who is in the crown's possession, thinks it and himself to be safe in those depths. But the armed forces of both Houses are already tracking down the Crown. Take care, for guardian powers have haunted this place for ages

NOTES: In the end of this quest, the Heroes hurry to the capital of Stolland. There will be no time to purchase equipment or hire new companions.

A. If a Hero searches for treasure in this room, he will find a wizard's staff. Read to the Heroes the inscription on the pell resting on the bookrest:

'Be careful, the phantoms of this place are immortal. Banish or chasten them by ether.'

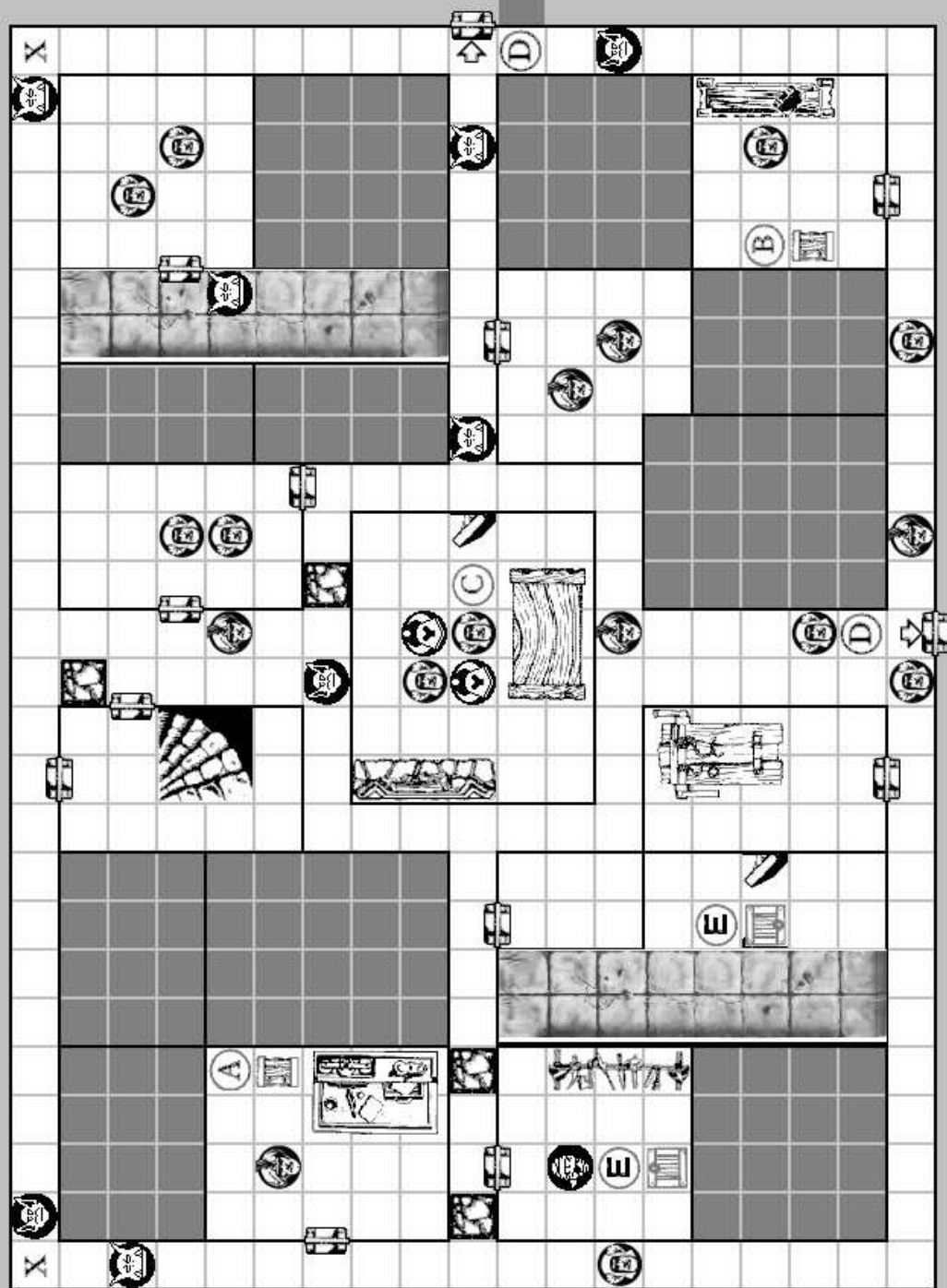
B. The weapon rack holds a spear and a shield.

C. The Hero first entering these corridors discovers a cursed wraith. The wraith always moves by rolling one die into the direction of the closest Hero or monster. When its move ends adjacent to a Hero or monster, the wraith attacks with five combat dice. A cursed wraith cannot be destroyed, other than by the artifact Ethereal Punishment, by Holy Water, or by the spell 'Banishment'.

D. Each one of these chests contains 200 gold coins. The Heroes can carry them, but they may only roll one die to move. The first chest to be opened contains the Crown of the Rooster King.



Wandering Monster: Guard



Civil War

'My friends, unfortunately, although you hurried to the city with the artifact to secure the Kingdom's stability, civil war has already ensued in the capital and other towns. The two families battle without mercy over the crown of Stolland. The orcs that lurked at the borders, have gathered in the country and mercilessly maraud over it. We have to take a side, now! In the South of the city you find the palace of House Galinicus, in the East the estate of House Trel. You have to take the Crown of the Rooster King to one of them. Save the city's inhabitants, for thousands of lives have already been lost because of ambition and vanity

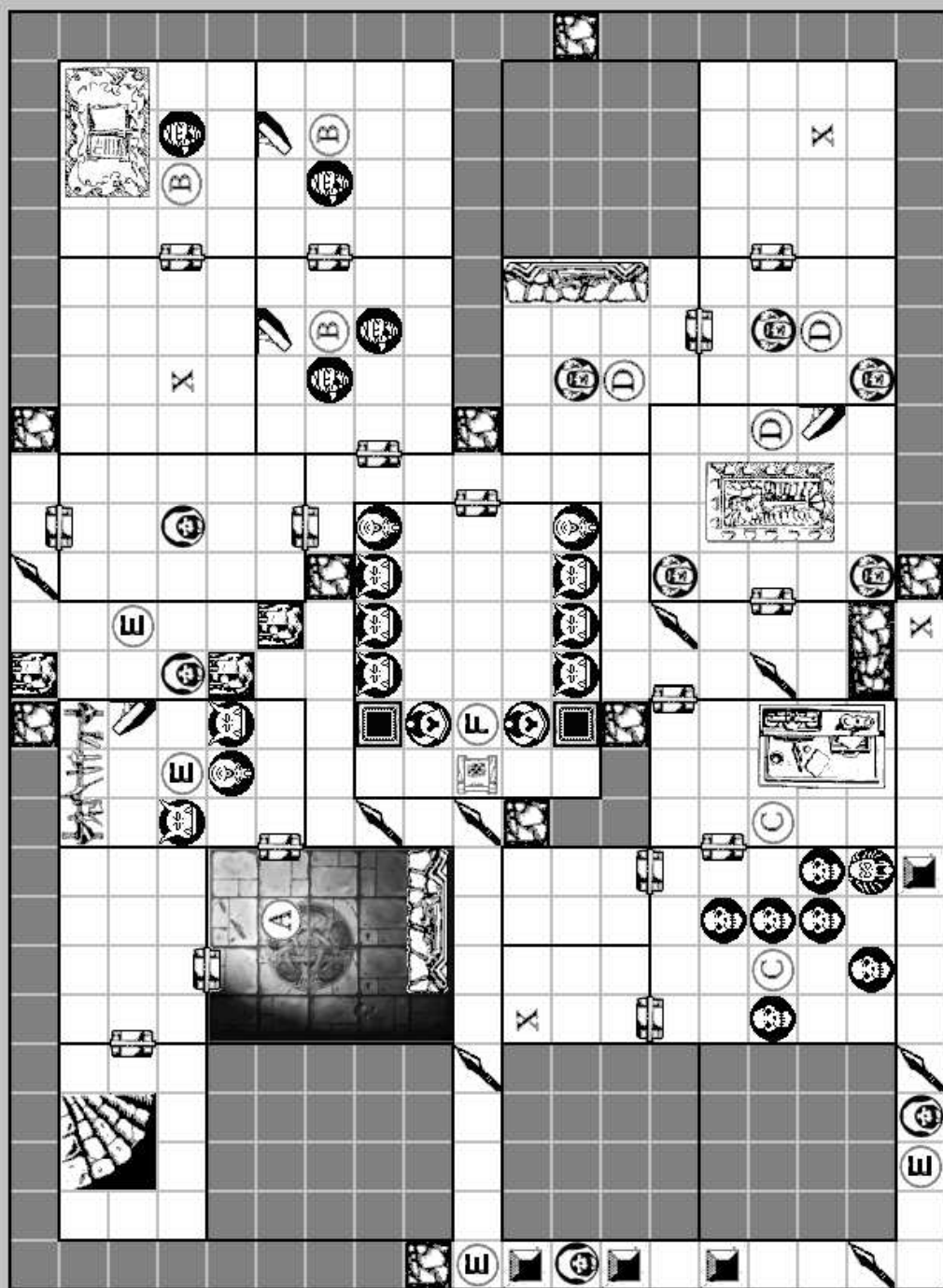


NOTES: Inform the Heroes that they have strolled the city before, which is why you, Morcar, set up all rooms and corridors as well as those traps already found or triggered before the quest begins - except the centre room C. The villagers will follow the Heroes inoffensively, because it is the safest place to be for them, but they are attacked by monsters.

X. At every turn, you dispose one goblin, orc, or fimir on each of the squares marked 'X'.

- A. Upon opening this chest, which is empty, the Heroes meet a Wandering Merchant. Read the corresponding Treasure Card.
- B. This chest is protected by an arrow trap. The Hero who opens it loses one Body point. The chest contains a Potion of Healing which restores up to four Body points, a Potion of Resolve, and a Potion of Velocity.
- C. This room is not set up until the secret door is found and opened. Above the fireplace the Heroes find the artifact Borin's Helmet.
- D. The Heroes can leave this quest through two exits. The southern (bottom) exit leads to House Galinicus, the eastern (right-handed) exit leads to the Trel estate. The Heroes have to decide where to take the Crown of the Rooster King.
- E. These trap doors are connected by a a subterranean corridor. The weapon rack holds a weapon to be determined by drawing an artifact card.

Wandering Monster: Orc



The Mask Falls

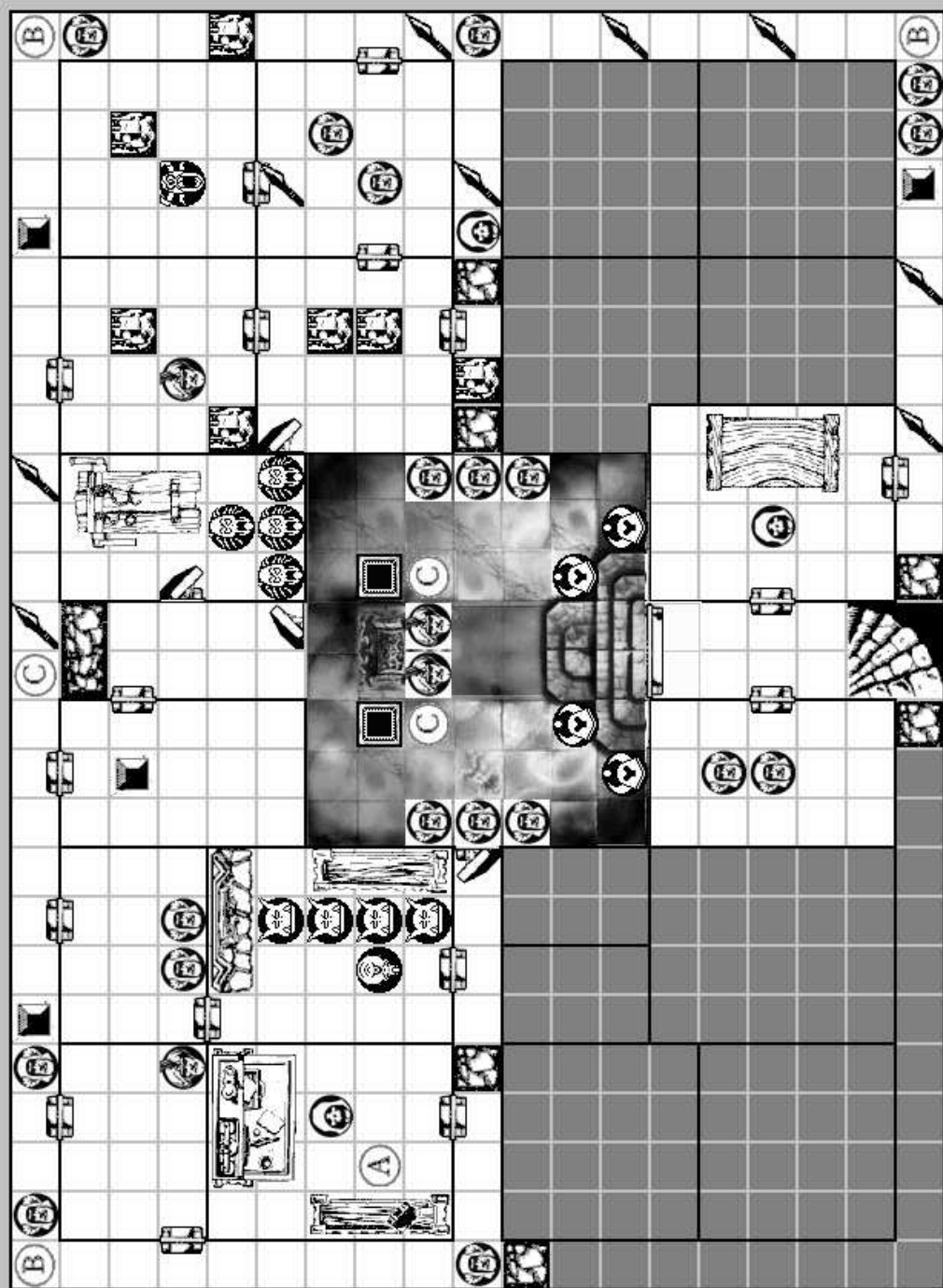
'My friends, the war has spread fire and blood over the Kingdom. The House you serve has ordered you to dispose the evil necromancer who has pulled the strings of the sinister forces from his sanctuary. Hector Galinicus, as some have already suspected, was the instigator of the conspiracy. He is hiding in a dungeon at the foot of the mountains, which, I am afraid, holds many traps and henchmen for you to finally surrender, my champions. Thus, take care, for the enemy knows that our greatest strength is our solidarity. If he manages to divide you, our cause will be lost



NOTES:

- A. As soon as the last Hero has entered this room, the phantom silhouette of Hector Galinicus appears and activates a circle of invocation. Each of the Heroes is teleported to one of the squares marked 'X' with his companions. There is a trial for every Hero.
- B. The Wizard's Trial: The bookrest holds a Potion of Strength and a Potion of Healing which restores up to four Body points. The mummies in this passage defend by rolling white shields instead of black shields.
- C. The Elf's Trial: These skeletons are protected by the power of their liche mistress. Until the zombie is defeated, every fallen skeleton is replaced by another. The desk contains a Potion of Healing which restores up to four Body points and a halberd.
- D. The Barbarian's Trial: The guards are armed with magical weapons. They attack the adversary's Mind points instead of Body points. The sarcophagus contains a battle axe.
- E. The Dwarf's Trial: The wraiths in these corridors never enter a room. If the Dwarf searches for treasure in the pit traps, he will find a Potion of Velocity in each of them. The weapon rack holds a warhammer.
- F. The corpse of Hector Galinicus is sitting on the throne. It appears as though his deception has stripped him of the last remains of humanity. You must report to your instructing party that the threat continues to weigh heavily on the Kingdom, although Hector revealed himself as merely a ghost for now.

Wandering Monster: Zombie



The Fall of House Galinicus

My friends, today your allegiance with House Trell has been firmly established. Augustus Trell further affirmed that Hector Galinicus, the young heir, was pulling the strings of the conspiracy. Indeed, occult magics curiously consumed his humanity before he could be brought to justice, yet by his fault many came to harm. Thus, it is time to dispose of the rebellious machinations of House Galinicus once and for all. Nevertheless, the Emperor has sent his heroes to save the deceased count's family from further harm. But, the Emperor is far away, so does he know how the conspiracy happened exactly? Augustus Trell appraises you alone to have the elements at your disposal of deciding who is worthy of the throne of Stolland. Kill emperor's champion, none of them shall survive!



Notes: The Heroes play this quest if the Crown of the Rooster King was given to House Trell after the events of "Civil War". The castle is in a pitious condition, all the traps therein can not be deactivated. After completion of the quest, the Evil Wizard player continues by reading "The Triumph of Morcar" to the heroes.

A. The cabinet contains a Potion of Healing, a Potion of Resolve, and a broadsword.
B. The guards are armed with crossbows. They have a ranged attack of three combat dice.
C. The Emperor has sent Champions of Light to dispose of the Champions of Darkness at Castle Trell. Each of them starts on any one square marked 'C'. They are:

* **Valten the Protector:** Mov. 1 die/ Att. 4/ Def. 7/ Body 8/ Mind 3.

Valten can use a Potion of Velocity and a Potion of Strength.

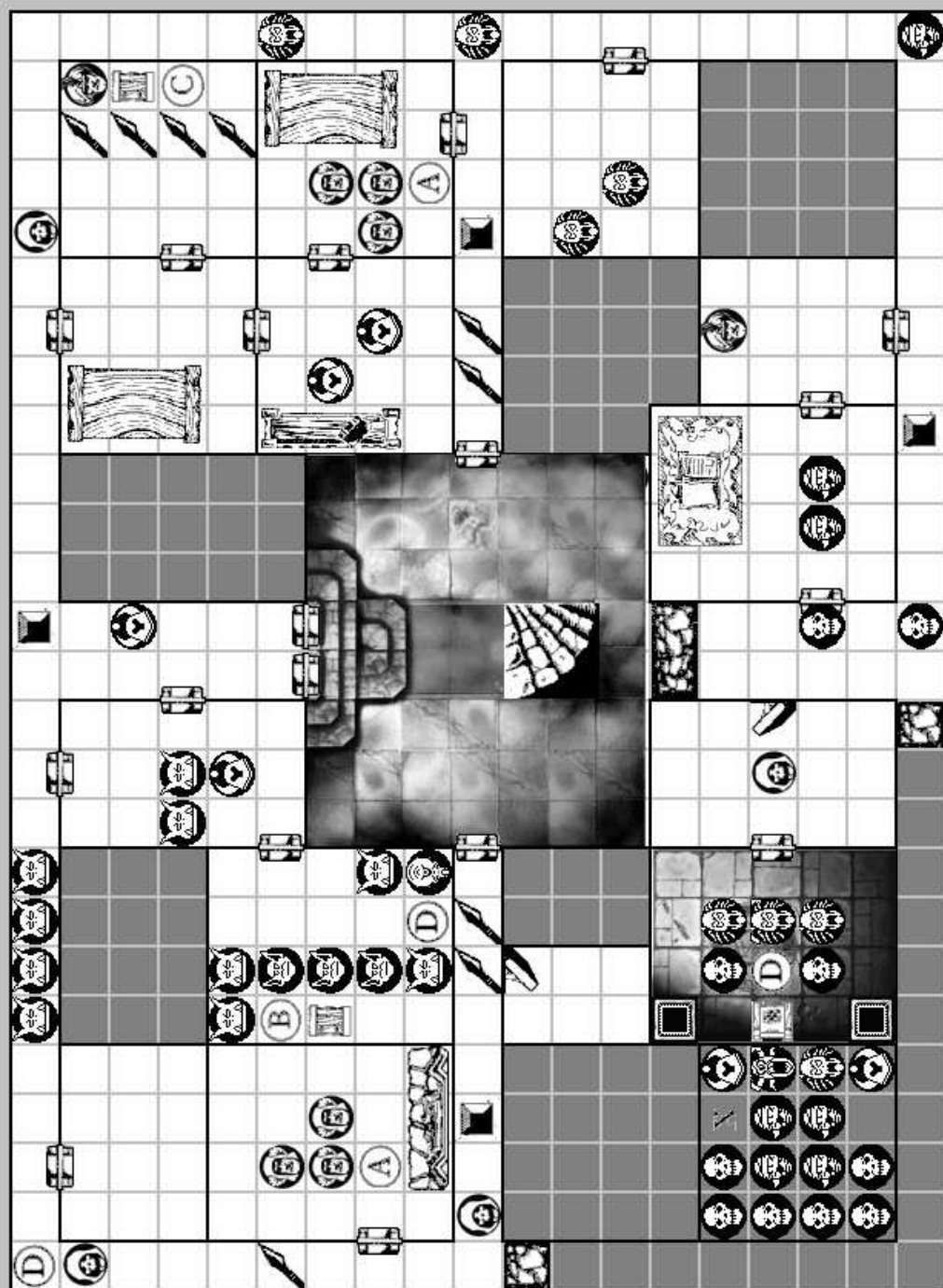
* **Balthazar Gelt:** Mov. 2 dice/ Att. 2/ Def. 4/ Body 4/ Mind 6.

Gelt is a champion Seer who owns the artifact Ahlin's Orb, wizard's staff and a Heroic Brew. Before the quest, he may choose two sets of spells BEFORE the Heroes do.

* **Korhil the Sage:** Mov. 2 dice/ Att. 3/ Def. 5/ Body 5/ Mind 5.

Korhil uses a halberd and a Heroic Brew. Before the quest, he may choose one set of spells BEFORE the Heroes do. Furthermore, he may then exchange those spells for two potions from the treasure card deck before the quest.

Wandering Monster: Guard



The Punishment of the Felons

My friends, today your allegiance to the Empire has been firmly established. Your loyalty to the Emperor's judgement has made you capable of seeing clearly the truth behind the conspiracy unravelling before your eyes. The obscure House Trell in reality serves its own interests and those of the forces of chaos. Its members must be punished for their treason and thus the Emperor has sent you as their executioners. No Trell shall survive. Take care, for Augustus Trell, the principal of the family, has dark powers and powerful allies. Morcar has sent his Champions of Darkness to protect him



NOTE: The Heroes play this quest if the Crown of the Rooster King has been returned to House Galinicus. After this quest, the Evil Wizard player continues by reading "The Triumph of the Empire" to the Heroes.

X. this room could be open only with crumble spell.

- A. If the first Hero entering this room is a Champion of Light, these guardians join him as though they were companions instead of attacking the heroes.
- B. This chest contains a *Heroic Brew* and the artifact *Wand of Recall*.
- C. This chest is protected by a trap: all Heroes in the room lose one Body point. The chest contains 100 gold coins.
- D. Morcar has sent his Champions of Darkness to assist Trell and to dispose of the Heroes. Each Champion starts on any one square marked 'D'.

*** Augustus Trell: Mov. 2 dice/ Att. 3/ Def. 5/ Body 4/ Mind 8.**

Trell is a Necromancer at the disposal of a wizard's staff, halberd and a *Heroic Brew*. Before the quest, he may choose one set of spells BEFORE the Heroes do and gets the Spirit and Death spell sets.

*** Korohm the Roaring: Mov. 2 dice/ Att. 5/ Def. 3/ Body 8/ Mind 2.**

Korohm is a champion Berserker who fights with two magical battle axes. He has two attacks every turn and defends by rolling skulls.

*** Black Mask: Mov. 2/ Att. 4/ Def. 4/ Body 6/ Mind 4.**

Black Mask is a champion Assassin who uses a crossbow and a *Potion of Resilience*. He owns the artifact *Ethereal Cloak*, which allows him to pass through walls and obstacles as though he were a wraith. This artifact may not be utilised by any Hero.

Wandering Monster: Guard

“ Le Triomphe de Morcar ”

“ 'My erstwhile students, I am afraid that your exploits brought great calamities over the Empire. I, Mentor, must not tell you where to go and what to do anymore, for you are considered felons to the Empire and mercenaries for the forces of chaos.

'It is with humiliation, that I have heard how you helped dispossessing the Kingdom of Stolland. Yes, it has fallen into the clutches of Morcar. House Trell has served him and become his instruments as have you through your allegiance with them. Augustus Trell's vanity and thirst for power know no equal. His riches sufficed him no more, and the luring susurrus of Morcar corrupted his spirit. Once the Kingdom had tumbled over his conspiracy, his allegiance with the ancient sorcerer was capable of drowning the people of Stolland in blood. Suddenly, the Empire is vulnerable to assaults from the hordes of the South. Thus, the Emperor sent his Champions of Light after you to end your felonies, but you eliminated those sages and warriors without remorse or hesitation. To deprive the Empire of these heroes is the fabric of tragedy for all civilizations of men.

'Yet, I have not given up all hope. I daresay you have merely been puppets on a string in this matter. You may have been blissfully ignorant to the wrongs your baleful choices caused. Indeed, you might not be the heroes the Empire wishes for, but you are the only heroes left for now.

'My erstwhile students, if my suspicions prove right, I plan on helping you end this folly. I shall continue to guide you through the darkness, as only through the darkness your path shall lead. For you are merely Champions of Darkness, of chaos, and of Morcar..

“ Le triomphe de l' Empire ”

'My highly regarded students, owing to you, the Empire has driven away a menace even more threatening than those before. You are worthwhile Champions of the Empire.

'House Trell, corrupted by ambition, orchestrated a conspiracy against House Galinicus to discredit their bitter rivals. The young heir was merely a puppet on a string in the hands of Augustus Trell. His council, advised by politicians, steered him towards betraying his father as to not end up assassinated like him. Without a rival to the throne, power was in sight, but he did not reckon with your pugnacity, nor your loyalty to the Emperor's jurisdiction. You even dispatched the threat of Morcar's lieutenants. Without them to lead his armies into battle, Morcar cannot break the Empire's Southern borders down

'Yet, the price weighs heavily on us: the death of Count Galinicus and his sole heir's demise... the marauding and pillaging of the towns of Stolland... The Kingdom of the South must be rebuilt, and it is reserved to its new heroes to show its people the way.

'Already, your exploits are being reported to the Emperor, who is enjoying the adventures of his new Champions of Light. He will compensate each one of you with five hundred gold coins and with peerages of the Kingdom of Stolland.

'From now on, you shall be addressed by "Count" or "Archon of the Kingdom of Stolland". The loyalty you showed the Empire is being shown to you.

'To the Empire! To its Champions!'

Screams in the Night

"Your recent exploits are already being recounted across Scolland. Of course, the patriarch of House Trell has got wind of your more sinister misadventures, as well. Your slaughtering the guards on the 'Pass of Mount Clair' has given Trell a most precious instrument of pressure to lay upon you. Thus, he has entrusted—better yet, burdened—you with a task most delicate: the assassination of a rival merchant of his. Thorik, a Dwarven Revealer, is well known as House Galinicus' secretary of treasury. His luxurious residence lies in the centre of town. Although the night shall enwrap you in secrecy and darkness, the guards search each and every obscure alley at times like these. So, take care, my friend



NOTES: The Heroes have to play this Quest only in case they did not pay the toll demanded by the guards in the first Quest, 'The Pass of Mount Clair'. If they did pay, they may continue with the Quest 'The Tomb of the Rooster King'. The gates leading into town are firmly closed. If a Hero wants to force open a door, he rolls a combat die. If a skull is rolled, the door remains intact and closed. If a white shield is rolled, it opens. If a black shield is rolled, the noise alarms those guards who can 'see' that door. A door leading into a dark portion of the map may never be opened.

A. These guards are on patrol. They move every time it is the Evil Wizard player's turn by rolling two red dice. The number shown is the square on the map where one of them will end up. The others are set as close to him as possible.

The patrol moves around the town until the alarm is sounded or until they 'see' any one Hero, whom they will follow then.

The alarm is sounded when a guard is attacked or when Thorik (see 'C') ends his turn on any one square marked 'X'.

When the alarm is sounded, put any guards on the board immediately. All of them may move and attack normally.

Guards [Mov. 8, Att. 3, Def. 5, Body 1, Mind 3]

B. This chest contains 200 gold coins.

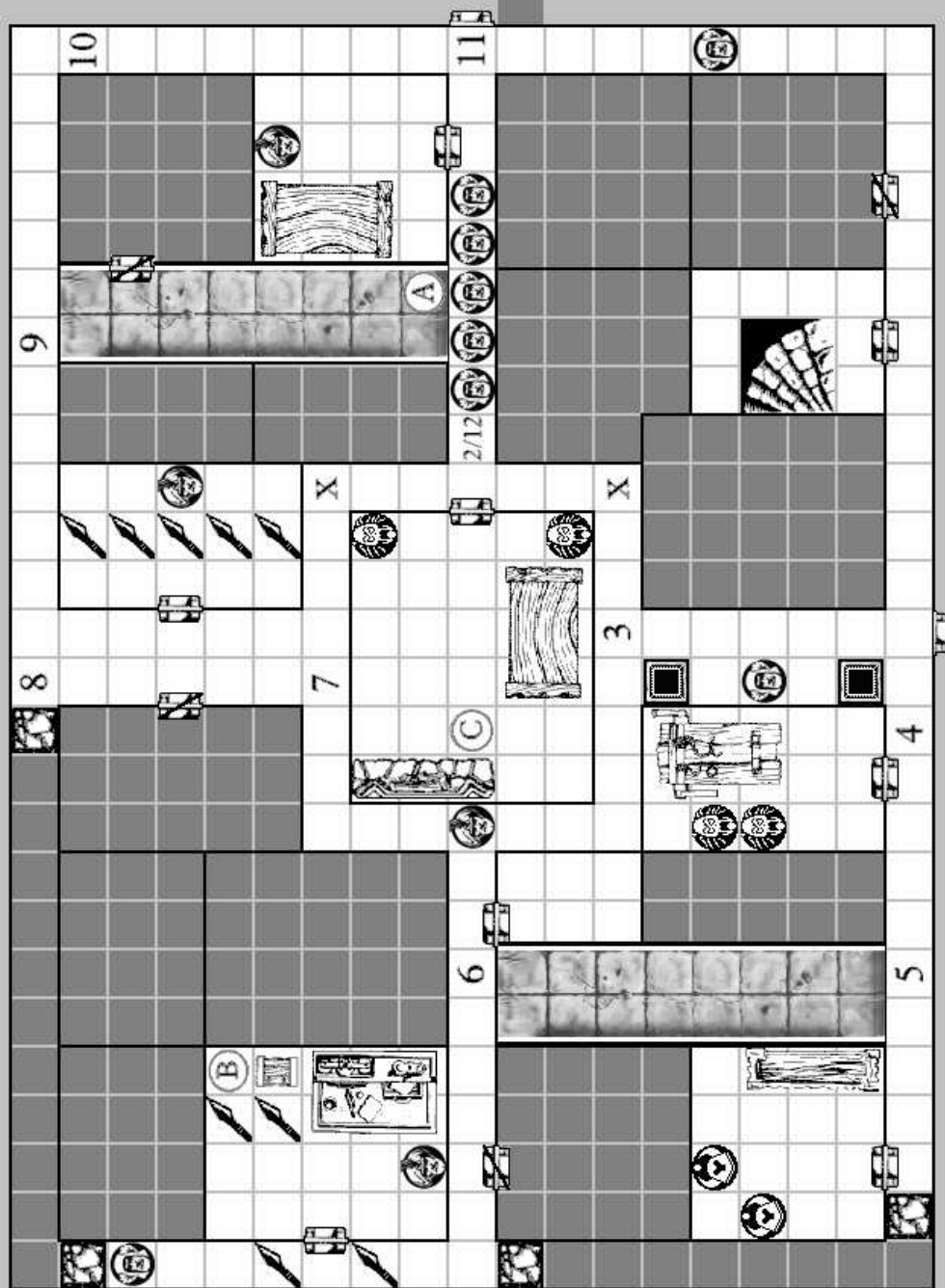
C. This is Thorik's house. Thorik is a Dwarf Revealer, equipped with a halberd, chainmail, and a Potion of Resolve.

Thorik [2 red dice, Att. 3, Def. 3, Body 4, Mind 6]

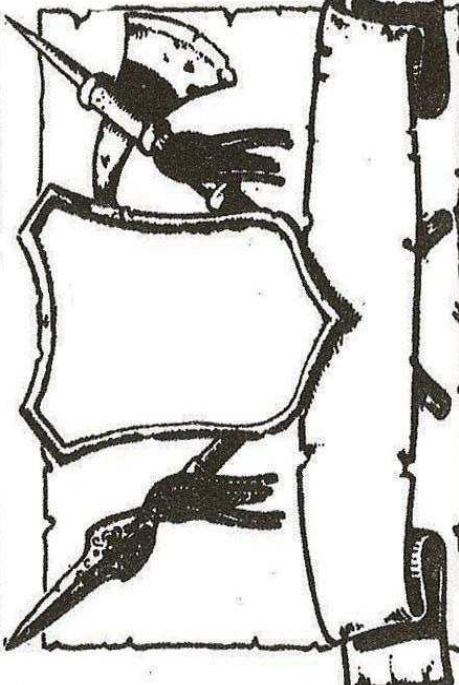
At the fireplace, the Heroes find the artifact „Talisman of Lore“.

If a Hero chooses to become a Champion following this Quest, he may not become a Champion of Light.

Wandering Monster: The alarm is sounded.

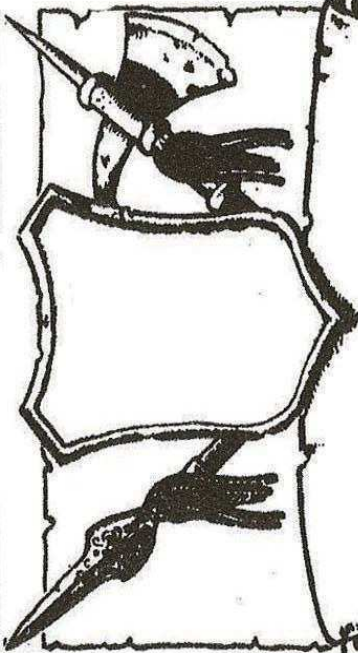


Feuille de marque

Nom Surnom	
Esprit	Corps
Missions accomplies	
	

Personnage rang	
Trésors	Potions
Equipements	
Compagnon d'armes	
Nom Equipement	rang
Nom Equipement	rang

Feuille de marque

Nom Surnom		Corps
Esprit		
Missions accomplies		
		

Personnage rang		Trésors	Potions
Equipements			
Compagnon d'armes			
Nom Equipement		rang	
Nom Equipement		rang	

The Berserker




You are the Berserker. Your combat skills are unparalleled, as is your thirst for blood. However, you consider a defensive attitude a dishonour, for the gods only give strength to true warriors.

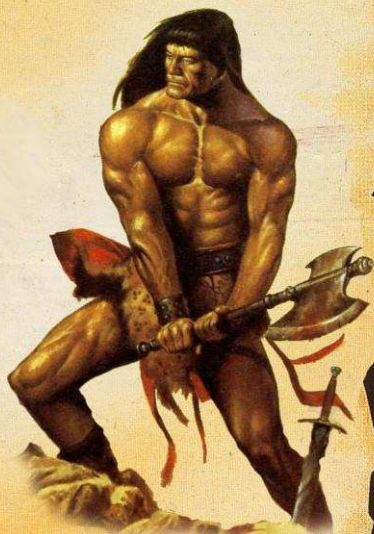
Bonus

The Berserker may carry two weapons and use them for two separate attacks per turn. In return, he may not wear body armor.

Mind: 2 points

Body: 8 points

Barbarian Champion 



The Protector




You are the Protector. As an expert in the art of combat, you possess the courage to take on the most savage creatures. For you, the lives of your companions are even more valuable than your own.

Bonus

The Protector may exchange position with any friendly figure standing on an adjacent square before or after his movement. This exchange does not count as an action of its own.

Mind: 3 points

Body: 7 points

Champion Barbare 



The Assassin



You are the Assassin. Your given talents make you apt and fast as lightning. You can strike a killing blow before the enemy even knows of your presence. Discretion is your most important ally.

Bonus

The Assassin may exchange his position with any monster standing on an adjacent square before or after his movement.

This does not count as an action of its own. After exchanging positions, the Assassin may attack. The Elven Assassin loses his ability to cast spells.

Mind: 3 points

Body: 7 points

Elf Champion



The Sage



You are the Sage. You excel in many fields, and your versatility is your greatest skill in battle. Fighter, marksman, alchemist, and sorcerer - you are all at once.

Bonus

Before each quest, the Sage may exchange his spells for a number of potions from the treasure deck. For every Spell card he retires after picking his set, he may choose and keep two different potions, but never two or more of the same.

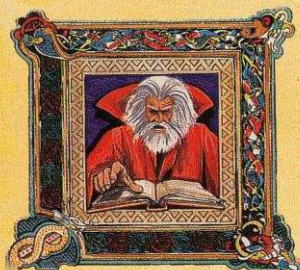
Mind: 5 points

Body: 5 points

Elf Champion



The Seer



You are the Seer. Your occult knowledge favours you with precognition in combat. Yet your greatest allies in battle are good fortune and destiny.

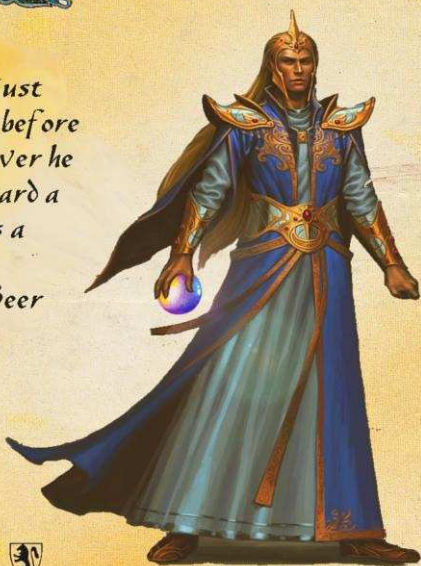
Bonus

The Seer chooses just two sets of spells before a quest, but whenever he would have to discard a spell he first rolls a combat die: a skull result means the Seer keeps the card for re-use.

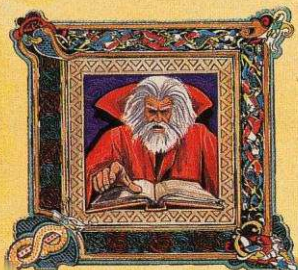
Mind 6 points

Body 4 points

Wizard Champion 



The Necromancer



You are the Necromancer. Although your magic is bound to occult powers, your allegiance belongs to the Empire and its heroes. You consider summoning an army of the dead to oppose the minions of chaos a valid form of battle - unfortunately, nobody admires such impious magic.

Bonus

Before each quest, the Necromancer could get the Death and Spirit spell sets. However, because of his dubious reputation he may never recruit companions or men-at-arms.

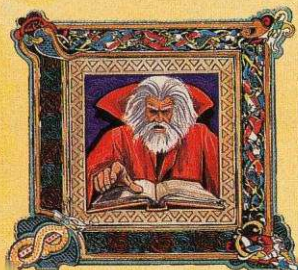
Mind: 6 points

Body: 4 points

Wizard Champion



The Revealer



You are the Revealer. Your expertise in traps and their removal is your greatest asset. Still, your dwarven martial talents certainly are of use to your allies.

Bonus

The Revealer may search for treasure or traps and secret doors even in the presence of monsters. In addition, every time the Revealer sustains damage from a trap, he may defend against it as though it were a normal attack.

Mind: 6 points

Body: 4 points

Dwarf Champion 



The Slayer



You are the Slayer. Once a dishonoured dwarf, you now seek to expunge your faults in massacre and blood. Life means little to you in contrast to the number of enemies that fall victim to your blade.

Bonus

On each quest, the slayer choose one monsters card and keep it. When he fight against him, white shield dices are always considered as skull dices.

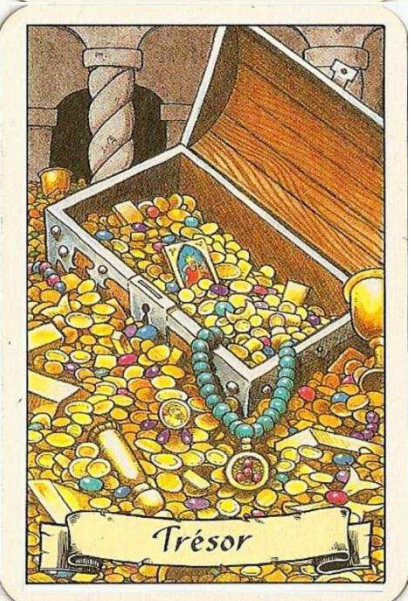
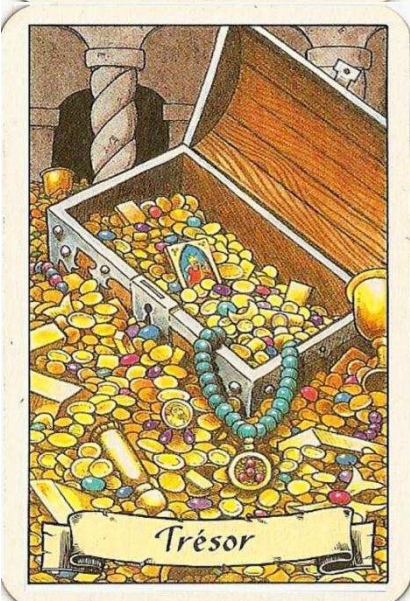
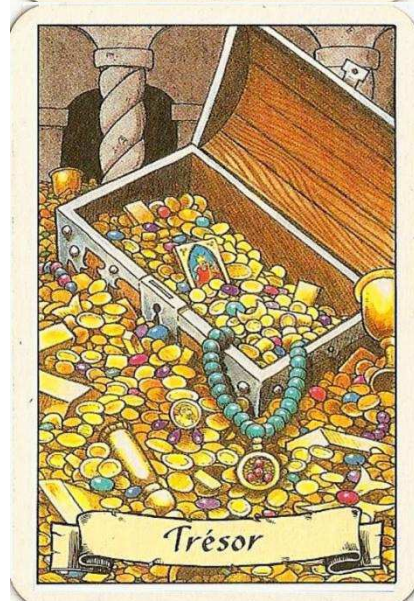
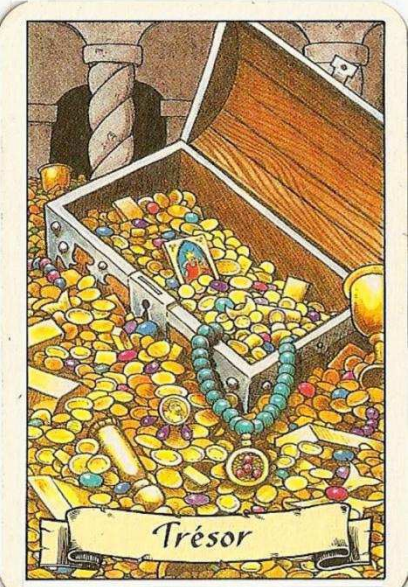
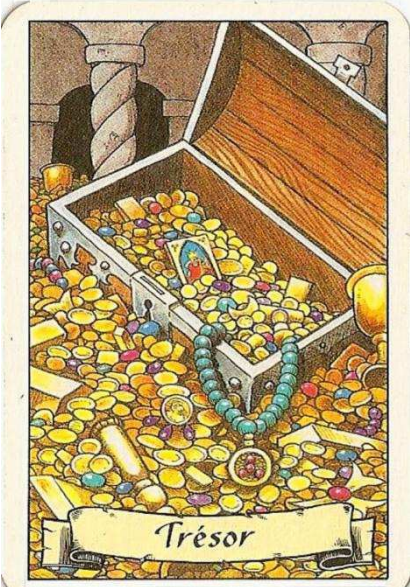
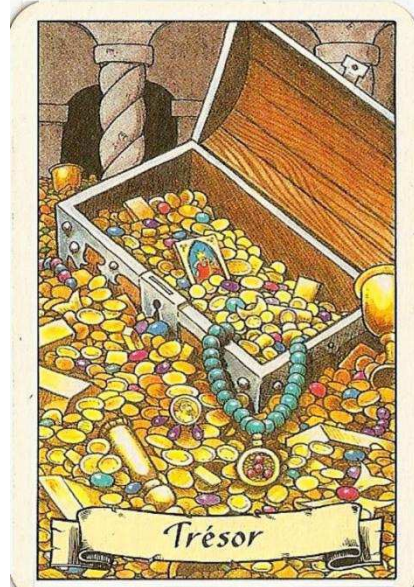
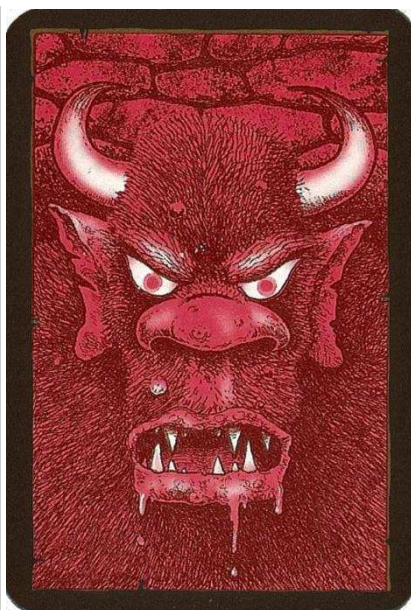
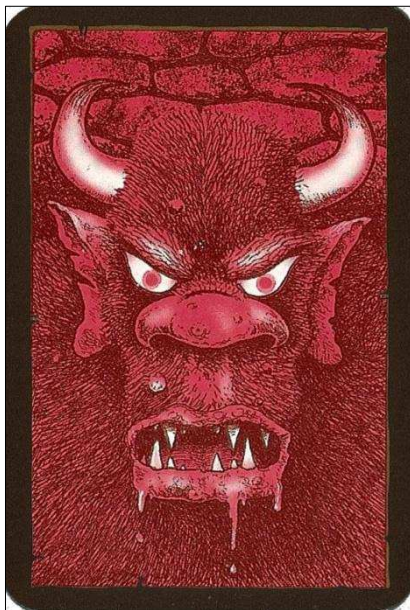
Esprit 4 points

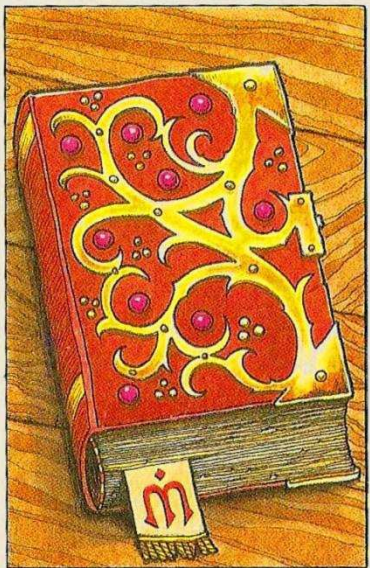
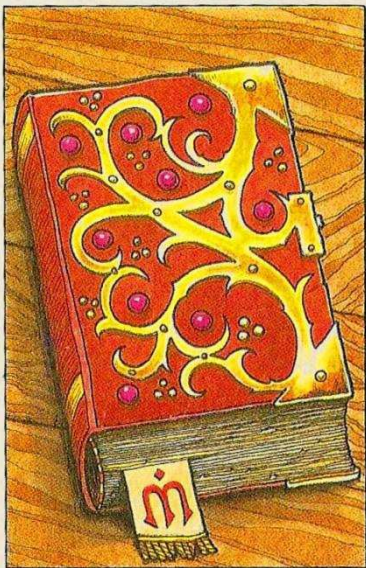
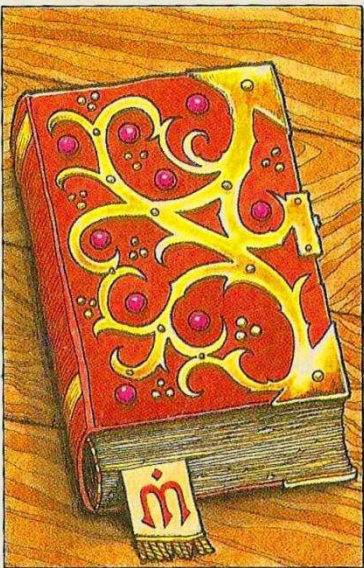
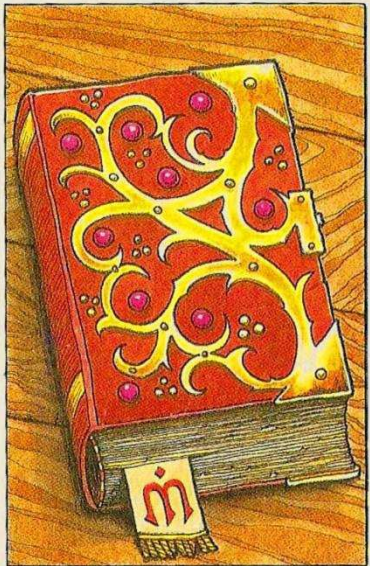
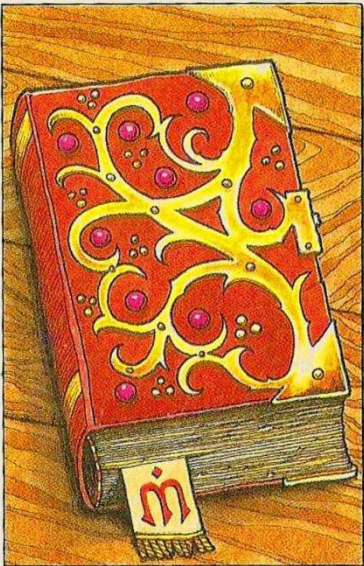
Corps 6 points

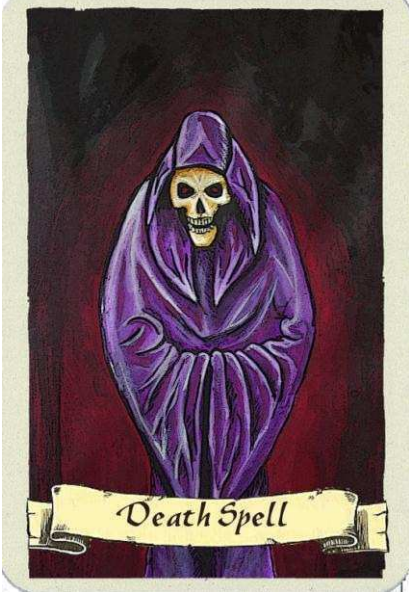
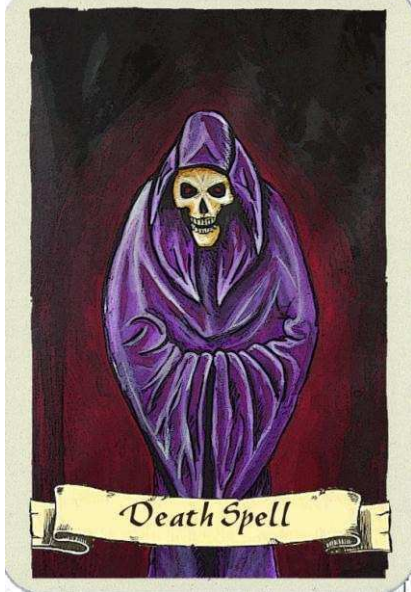
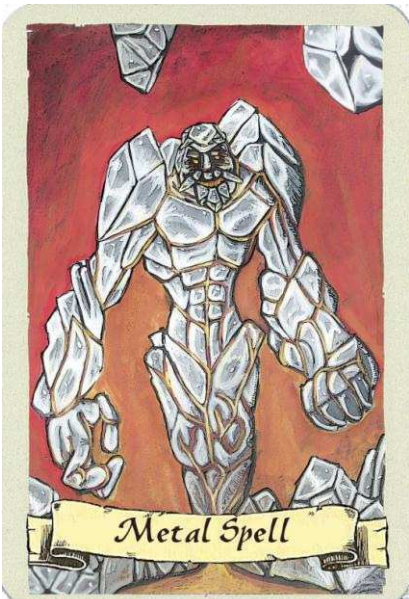
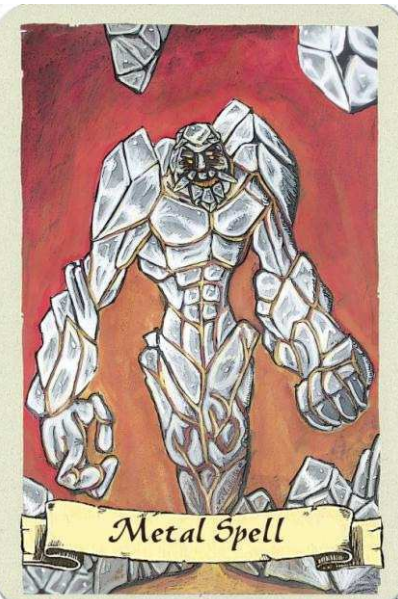
Dwarf Champion 

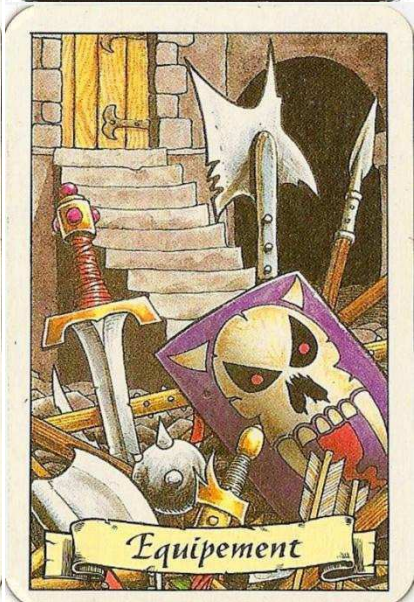
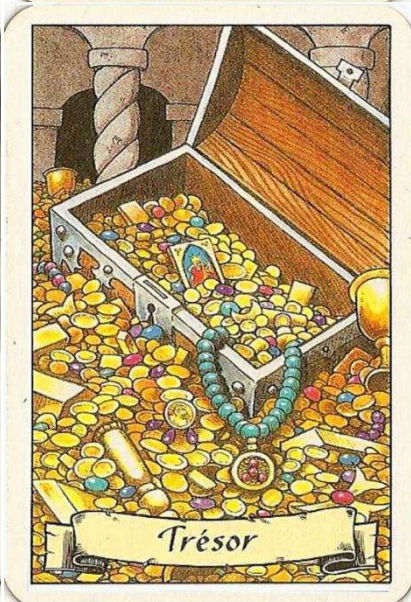
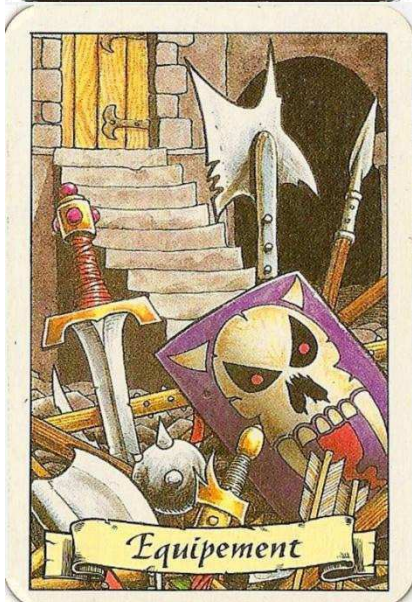
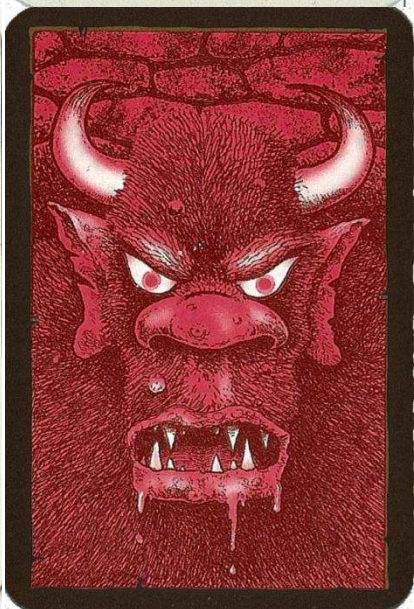
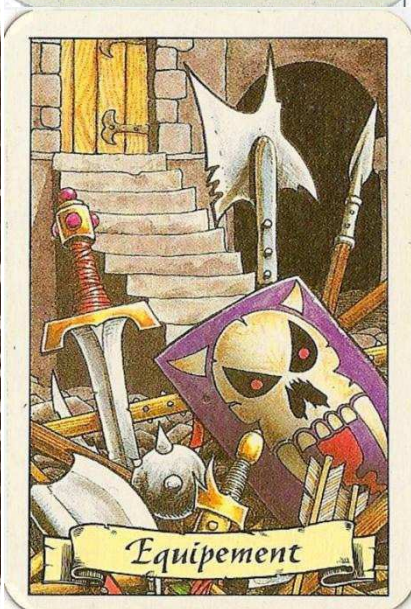
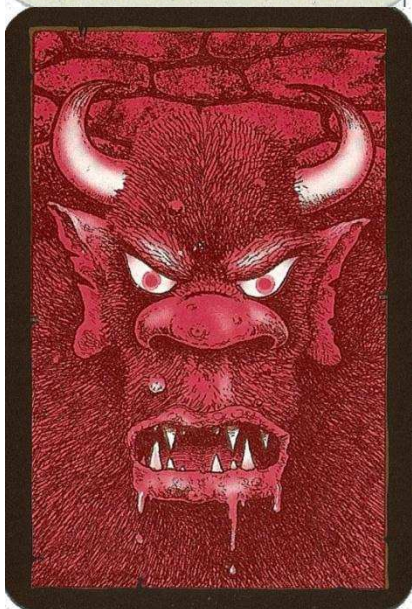












Bodyguard



Movement : 5 squares
Attack : 3 Dices
Defend : 5 Dices
Body : 1
Mind : 3

Price : 30 gold coins
no piece of equipment

Companion

Bodyguard



Movement : 5 squares
Attack : 3 Dices
Defend : 5 Dices
Body : 1
Mind : 3

Price : 30 gold coins
no piece of equipment

Companion

Scholar



Movement : 5 squares
Attack : 1 Dices
Defend : 3 Dices
Body : 1
Mind : 4

Before a quest, the scholar may choose one single spell out of any Spell set the Heroes have not picked for themselves.

Price : 30 gold coins
no piece of equipment

Companion

Scholar



Movement : 5 squares
Attack : 1 Dices
Defend : 3 Dices
Body : 1
Mind : 4

Before a quest, the scholar may choose one single spell out of any Spell set the Heroes have not picked for themselves.

Price : 30 gold coins
no piece of equipment

Companion

Stollander



Movement : 7 squares
Attack : 2 Dices
Defend : 3 Dices
Body : 1
Mind : 2

Price : 20 gold coins
no piece of equipment

Companion

Stollander



Movement : 7 squares
Attack : 2 Dices
Defend : 3 Dices
Body : 1
Mind : 2

Price : 20 gold coins
no piece of equipment

Companion

Stollander



Movement : 7 squares
Attack : 2 Dices
Defend : 3 Dices
Body : 1
Mind : 2

Price : 20 gold coins
no piece of equipment

Companion

Stollander



Movement : 7 squares
Attack : 2 Dices
Defend : 3 Dices
Body : 1
Mind : 2

Price : 20 gold coins
no piece of equipment

Companion

Stollander



Movement : 7 squares
Attack : 2 Dices
Defend : 3 Dices
Body : 1
Mind : 2

Price : 20 gold coins
no piece of equipment

Companion



Villager



Movement : 4 squares
Attack : 0 die
Defend : 2 dices
Body : 1
Mind : 4

The Villager may be attacked by heroes and monsters alike



Guard



Movement : 7 squares
Attack : 2 dices
Defend : 4 dices
Body : 1
Mind : 3

The Guard may attack diagonally.



Wraith



Movement : 7 squares
Attack : 4 dices
Defend : 2 dices
Body : 1
Mind : 1

The Wraith may move and attack through walls and other obstacles.



Wandering Traitor



While you are busy searching for treasure one of your companions suddenly attacks you! The nearest companion, men-at arms or villager is permanently replaced by an evil Guard who moves to attack you immediately. Return this card to the bottom of the deck.

Travelling Merchant



While searching for treasure you meet a travelling merchant who offers you a diverse collection of more-or-less useful items. The Heroes may choose to purchase any available items from the Equipment Card deck. However, the merchant charges 50 gold coins more than the price listed for each item. This may be only used once. Do not return this card to the deck before the end of the quest.

Potion of Tainted Healing



You find an open vial containing a yellowish, putrid liquid. If you choose to drink it, roll four combat dice: you regain one body point for each skull rolled, but you lose one body point for each black shield rolled. This may be only used once. Do not return this card to the deck before the end of the quest.

Potion of Resolve



You find a reddish potion which gives you incredible willpower during combat. On the turn you drink it, the Evil Wizard player may not exchange his monster's position with yours in melee, even if you suffer the loss of one or more Body Points. This potion may be only used once. Do not return this card to the deck before the end of the quest.

Wandering Traitor



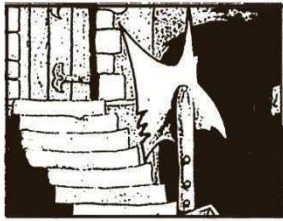
While you are busy searching for treasure one of your companions suddenly attacks you! The nearest companion, men-at arms or villager is permanently replaced by an evil Guard who moves to attack you immediately. Return this card to the bottom of the deck.

Potion of Resolve



You find a reddish potion which gives you incredible willpower during combat. On the turn you drink it, the Evil Wizard player may not exchange his monster's position with yours in melee, even if you suffer the loss of one or more Body Points. This potion may be only used once. Do not return this card to the deck before the end of the quest.

Halberd



The halberd gives you the attack strength of three combat dice. You may also attack diagonally, but you may not use a shield when using the halberd.

Price: 300 gold coins
May not be used by the Wizard.

Plate Helmet



Add two defend dice when wearing this helmet. Unfortunately, due to its weight you may only roll one die for movement.

Price: 220 gold coins
May not be worn by the Wizard.

Warhammer



The warhammer gives you the attack strength of four combat dice. Unfortunately, because of its weight you may only roll one die for movement as long as you carry the warhammer.

Price: 450 gold coins
May not be used by the Wizard

Borin's helmet



This helmet gives you two additional combat dice in defense.

May not be used by the Wizard.

Wizard's staff



The wizard's staff gives you the attack strength of one combat die. It may also be used diagonally. Once per quest, you may roll a number of combat dice equal to your current mind points. For every black shield rolled, you may select one spell card from the sets not chosen before the quest or from those already discarded during the quest.

Price: 450 gold coins
May only be used by the Elf or Wizard.

Lance of Radiance



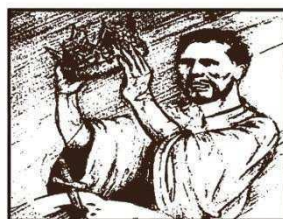
This bright spear allows you to attack with two combat dice. Alternatively, the spear can shoot lightning bolts that count as a ranged attack of two combat dice.

Ethereal Punisher



This broadsword gives you the attack strength of three combat dice, or four combat dice if attacking an opponent who may cast spells or carries an artifact.

Crown of the Rooster



Once per quest, the wearer of this crown may invoke the wisdom of ancient champions. The Hero may choose to ascend to a Berserker or Protector if he is the Barbarian, an Assassin or Sage if he is the Elf, a Necromancer or Seer if he is the Wizard, or a Revealer or Slayer if he is the Dwarf. The effect lasts for the remainder of the quest. Once used, this artifact must be discarded for the rest of the quest.

Ahlin's Orb



This magical orb allows you to read and control the winds of magic. Before discarding a spell, roll a combat die. If you roll a skull, you may instead keep and use the card again.

May only be used by Elf and Wizard.

Armour of Lead



This spell may be cast on any one Hero or monster, encasing him in an armor of lead. The target may not move or take any action during his next turn, but he also will not lose any Body Points for any reason. The spell is then discarded.

Transmutation



This spell transforms any one Hero or monster into a pile of treasure worth 100 gold coins. The victim immediately rolls a number of combat dice equal to his current Body Points. If he rolls a skull, he is unaffected. The spell is then discarded.

Debase



This spell transforms any one piece of equipment in the possession of any Hero or monster. The spellcaster replaces this item with a less expensive piece of equipment of his choice. Artifacts are not affected by this spell. The spell is then discarded.

Banishment



This spell inflicts two Body points of damage on any one undead monster (Skeleton, Zombie, Mummy, or Wraith) anywhere on the board. The monster may only defend with one combat die. The spell is then discarded.

Willpower



This spell summons an adamant spirit of combat to possess every Hero in any one room or corridor. Until the end of the Hero's following turn, the Evil Wizard player may not exchange those Heroes' positions with any monsters' following the mêlée rule, even if those Heroes suffer the loss of one or more Body Points. The spell is then discarded.

Incarnation



This spell summons a divine agent to possess any one Hero on the board. That Hero may add one extra combat die when attacking and defending. The spell is broken when he can 'see' no more Heroes. The spell is then discarded.

Summon the dead



This spell returns from the dead up to two Companions to fight for the spellcaster. Roll two combat dice. For each skull rolled, the spellcaster may draw one Companion card. The Companion shown on the card is placed anywhere on the board, immediately moving and attacking if possible. The spell is then discarded.

May only be cast by the Necromancer.

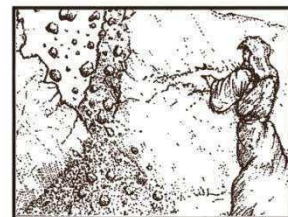
Ghoul



This spell may be cast on any one Hero, including yourself. From now on, he may absorb the life force of the dying, regaining one Body point for each monster that dies in his line of sight. The spell is broken the moment he can no longer "see" any monster. The spell is then discarded.

May only be cast by the Necromancer.

Crumble



This spell causes a section of wall to immediately crumble away. Place a secret door tile next to the wall section that may now be passed freely. If the space beyond is not part of the Quest map, it is treated as an empty room or corridor that can also be searched. The spell is then discarded.

May only be cast by the Necromancer.

Portal of Souls



This spell summons a portal which leads to the world of the dead. Place the Portal of Souls on the game board. Each monster that is killed is pulled into the portal and rolls one combat die. Upon a white shield, the monster is immediately sent back as a companion to the spellcaster with one Body point remaining. The Portal of Souls may not be moved and stays open until the end of the Quest.

May only be cast by the Necromancer.

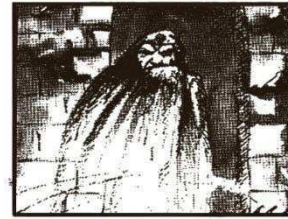
Touch of Death



This spell may be cast on any one Hero or monster adjacent to you. The spell drains the life force out of your adversary with a mere touch, allowing you to attack him once with six combat dice. He may defend normally. The spell is then discarded.

May only be cast by the Necromancer

Transfer



This spell may be cast on any one Hero or monster on the board. The spellcaster transfers his spirit to the target's body, and rolls a combat die. If a skull is rolled, his body and soul transmute and he may exchange positions with the victim. The spell is then discarded.

May only be cast by the Necromancer.



Stolland knight



Movement : 6 squares
Attack : 4 dices
Defend : 4 dices
Body : 3
Mind : 3



Short bow



The short bow allows you to attack any monster in line of sight with two combat dice. However, you may not use it to attack an adjacent adversary.

Price: 110 gold coins
May not be used by the Wizard or Dwarf.



Fimir



Déplacement : 6 cases
Attaque : 3 dés
Défense : 3 dés
Corps : 2
Esprit : 3



Magic Ammunition



The magic ammunition allows you to add one combat die to every attack with a ranged weapon. However, as soon as you roll at least one black shield during such an attack, the last piece of magic ammunition is used up and this card not longer usable.

Price: 80 gold coins
May not be used by the Barbarian

Poison!



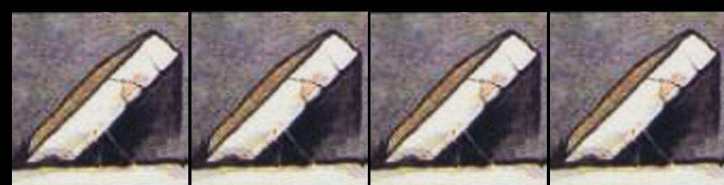
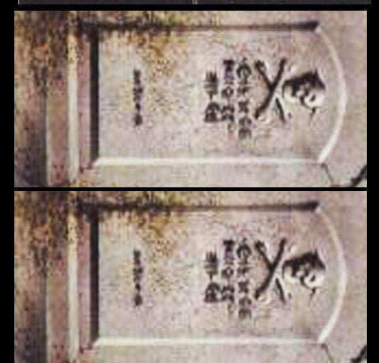
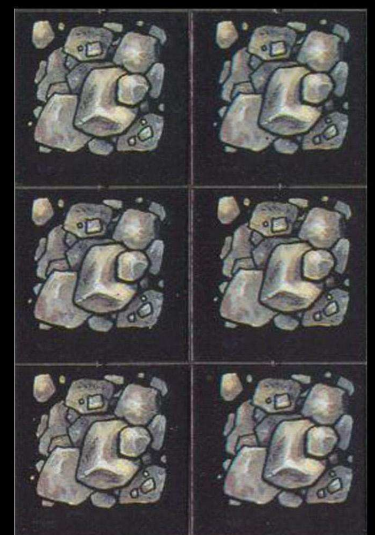
In the dark corner of a stone wall, a brick is easily loosened, releasing a disgusting, stinking gas! You lose one Mind Point. This may be only used once. Do not return this card to the deck before the end of the quest.

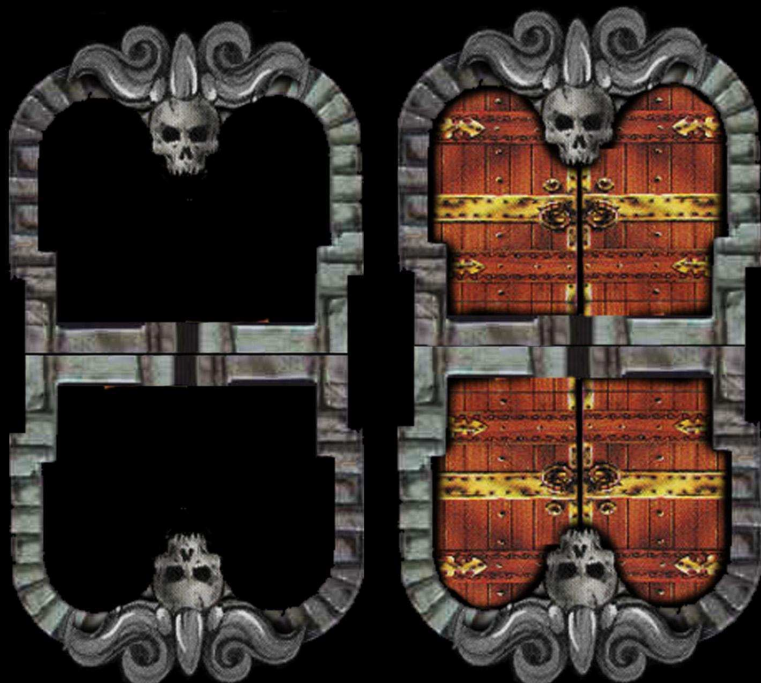
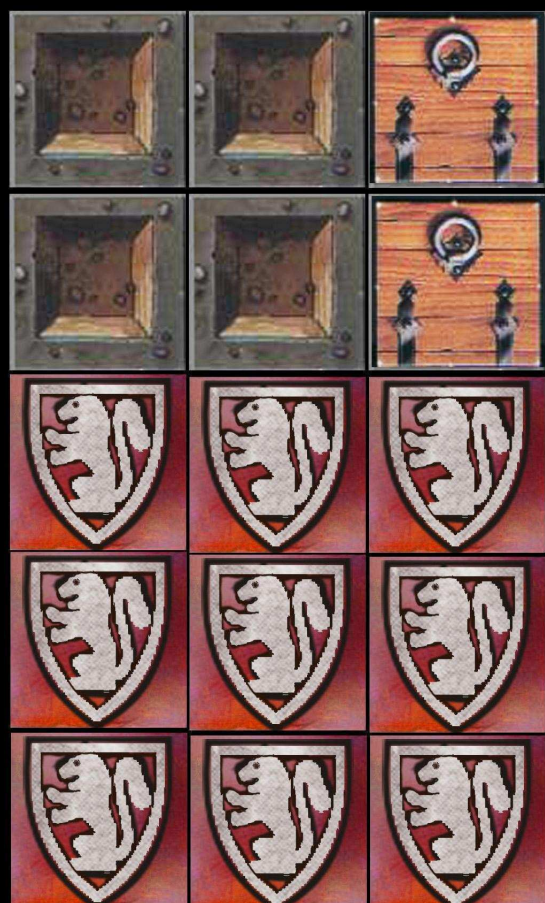
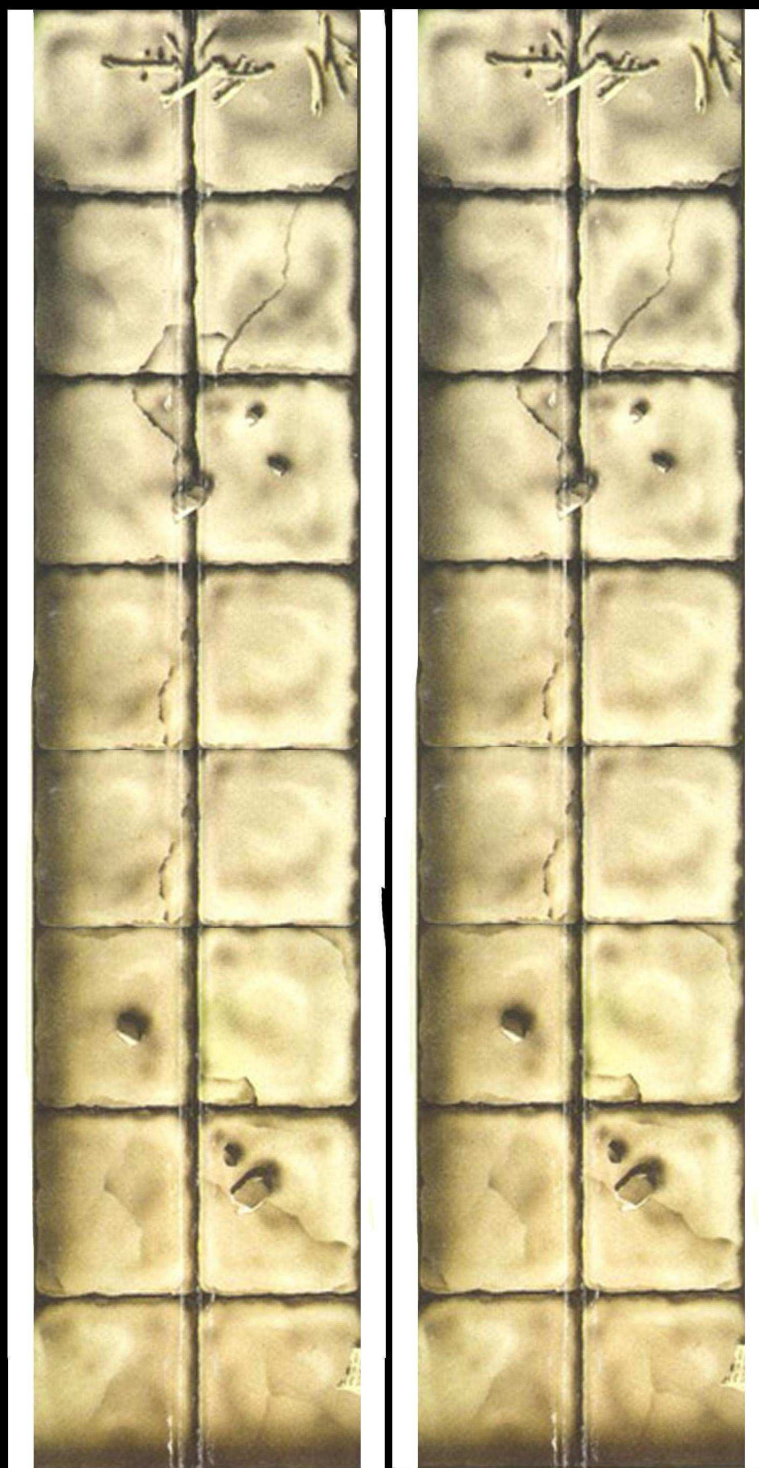
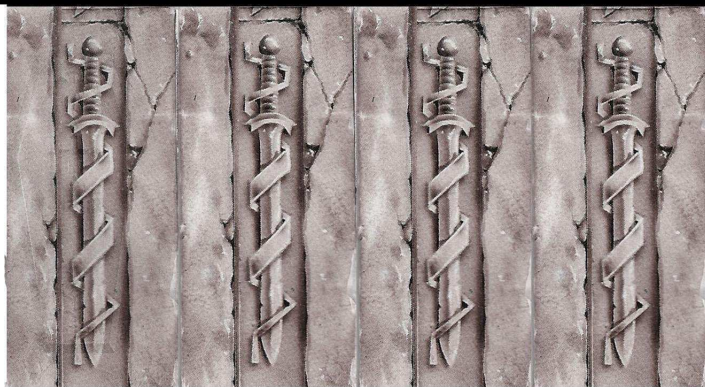
Medicine Kit



The Medicine Kit allows you to heal any figure standing on an adjacent square, but not yourself or a figure with zero Body points. As this turn's action, roll up to three combat dice. For every skull rolled, the patient regains one Body point; however, as a side effect, if a black shield is rolled, the supply of medicine in the Kit is used up. In this case, the Medicine Kit is discarded.

Price: 370 gold coins
May not be used by the Barbarian





16cm

CHAMPION DE
L'EMPIRE
... L'AVENTURE
CONTINUE

MB
JEUX

HEROQUEST

HEROQUEST

CHAMPION DE
L'EMPIRE



L'AVENTURE CONTINUE

Ceci ne constitue pas un jeu en soi.
Il faut posséder le jeu HeroQuest pour jouer.

... L'AVENTURE
CONTINUE

CHAMPION DE
L'EMPIRE

MB
JEUX

HEROQUEST



MB
JEUX

CHAMPION DE
L'EMPIRE

... L'AVENTURE
CONTINUE

HEROQUEST

HEROQUEST

CHAMPION DE
L'EMPIRE

... L'AVENTURE
CONTINUE

MB
JEUX

MB
JEUX

HEROQUEST

CHAMPION DE
L'EMPIRE

... L'AVENTURE
CONTINUE

... L'AVENTURE
CONTINUE

HEROQUEST

CHAMPION DE
L'EMPIRE

MB
JEUX

CHAMPION DE
L'EMPIRE

HEROQUEST

... L'AVENTURE
CONTINUE



...Morcar a été défait mais reste une menace. L'Empire doit consolider son alliance au Sud avec le royaume de Stolland. Cette contrée est dangereuse et peu loyale à l'Empire. Jeunes héros, il vous advient de devenir les nouveaux champions de l'Empereur et de sceller cette alliance.

Contenu

Un nouveau livre de Quêtes avec 12 nouvelles aventures et règles de jeu additionnelles.
8 fiches de joueur Champion, 12 cartes sortilèges, 6 cartes artefacts, 6 cartes trésors, 5 cartes équipements, 9 cartes compagnons d'armes, 5 cartes monstres, et de nouveaux éléments de jeu en couleur.

L'aventure continue...au sud de l'Empire, dans le royaume de Stolland. Deux puissantes familles se déchirent pour la nomination au rang prestigieux de Comte électeur, de l'Empire.

Il est désormais temps pour vous, jeunes héros, de porter assistance au royaume pour le stabiliser et peut-être en devenir les champions.

Le royaume de Stolland fut autrefois un allié vaillant contre le chaos.

Mais aujourd'hui, la valeureuse maison Galinicus et la puissante famille Trell sont en conflit ouvert et permanent. L'Empereur craint que ces tensions n'engendrent un pacte avec les sombres puissances. La trahison est un art consommé dans cet partie du monde.

Si la région sombrerait sous la coupe de Morcar, la guerre qui en découlerait serait aussi terrible que menaçante pour l'Empire.



MB
JEUX

1990 MB France S.A.
MB France S.A.
73378 Le Bourget-du-Lac Cédex.
Hasbro MB s.a., Boulevard
International 55/4, 1070 Bruxelles.

Les couleurs et les détails peuvent varier par rapport au modèle présenté sur la boîte.



Fabrique à Waterford, République d'Irlande.

Mis au point avec le concours de
GAMES WORKSHOP



Ne convient pas à un enfant de moins de 36 mois à cause de la taille de certaines pièces.

... L'AVENTURE
CONTINUE

CHAMPION DE
L'EMPIRE

HEROQUEST

MB
JEUX

m

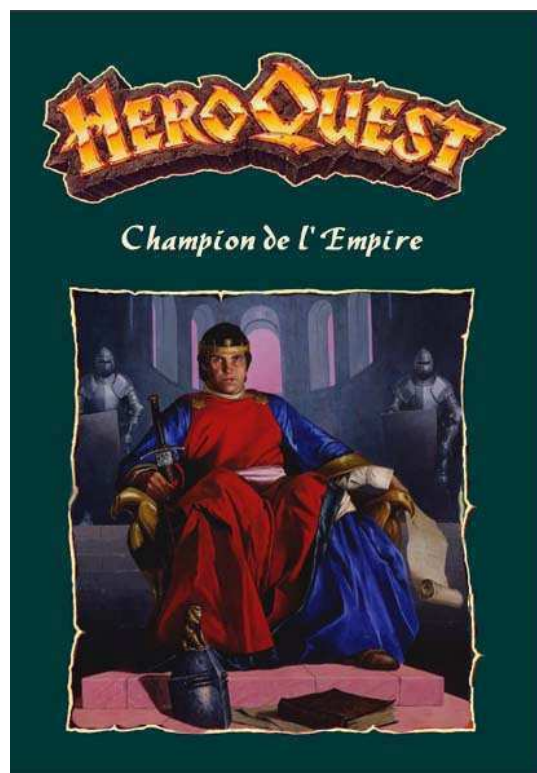




Le forum spécialise sur l'édition d'extensions Hero quest !!!

<http://heroquestaddon.forumgratuit.fr/>

Actuellement : champion de l'empire



A venir : Le plateau virtuel

Par Ghan