

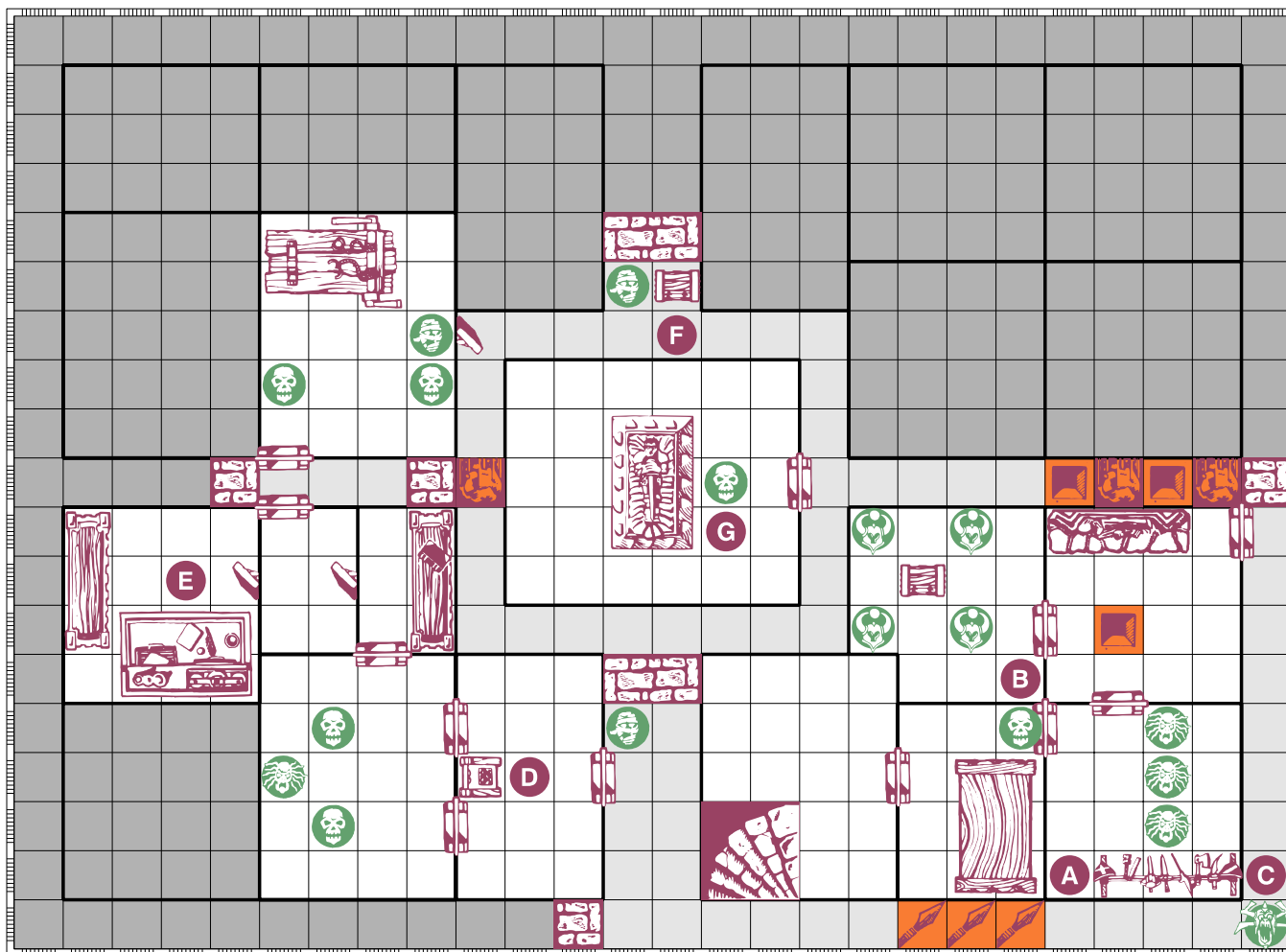
HeroQuest™

Day of the Dead

Q U E S T



B O O K



Single Quest

Day of the Dead

The day has come when the dead shall walk. The day when creatures will rise from their graves. Every four hundred years it happens. They rise for one day only to destroy towns. I ask of your help brave ones. Prepare for battle and stop the undead. There lies an open tomb inside a great cave. The open tomb is

the cause of all the destruction. The only way to keep the undead from rising is to close the tomb. I will give thee 500 gold coins if you are successful, but hurry for the day comes soon.

NOTES:

- A** There is a crossbow. Everything else is rusted or chipped; nothing the Heroes would want.
- B** There are Chaos Warriors surrounding a treasure chest who are chatting when the door is open it startles them and they cast a spell at the Hero in the doorway. The Hero in the doorway loses one Body Point. The chest is filled with the Elixir of Life (artifact) and a Potion of Healing that will heal 2 Body Points.
- C** This Gargoyle has two extra attack dice. The Gargoyle has once been attacked and has 2 Body Points. When killed the Heroes receive a Potion of Strength (treasure card).
- D** When doors open an alarm goes off and the chair falls forward and a spear trap will shoot toward both doors. Anyone next to any of the doors loses one Body Point.
- E** Cupboard contains 100 gold coins and a Potion of Healing that will heal four body points.

- F** This treasure chest contains 50 gold coins.

- G** The Skeleton is the guardian of the tomb.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
4	4	4	4	4

When the Skeleton is killed the tomb closes and the Quest is over. Heroes return to the stairs and receive 500 gold coins.



Wandering Monster in this Quest: Skeleton