

# HERO QUEST™

Dwarf Quest Pack – Dragon's Lair

Q U E S T



B O O K

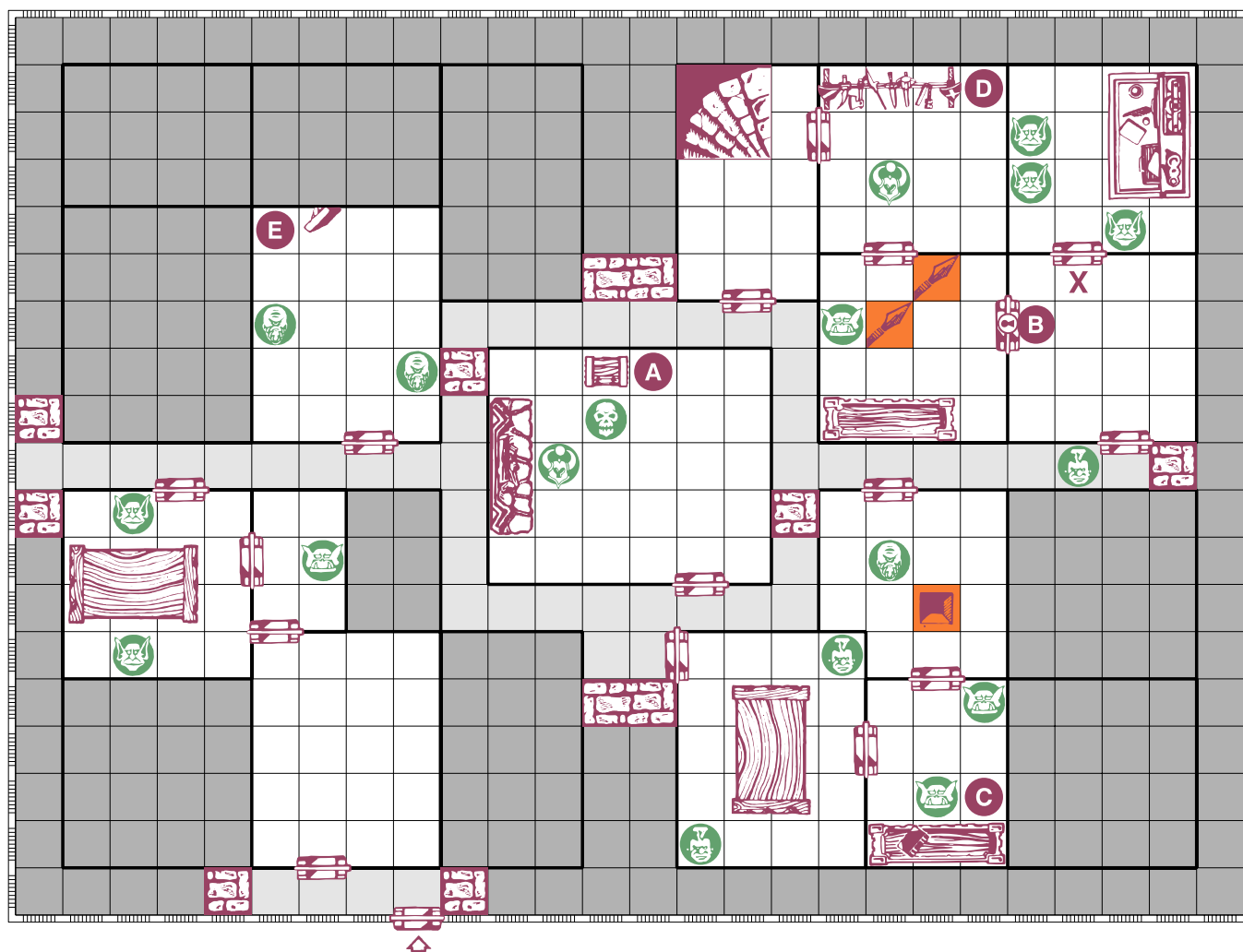


## Introduction

"Dwarf, Thoridan (your homeland) has been attacked by Zargon's minions. I am unable to find out who is leading the army that is now terrorizing your people. Your friends will be unable to join you right away, they have matter of their own that are just as important to them as this is to you. I would advise that you go ahead without them until they are able to join you. These Quests will not be easy, tread carefully"

*Mentor*







## The Ending

"You have done well Dwarf, and I would also like to praise your friends for their long fought battles by your side. Your homeland is now safe from Lord Garakas. Your fellow people will easily be able to defeat the remainder of Zargon's minions. Go now and rest while you can. Who knows when and where Zargon will make his next attack."

*Mentor*

### Quest 1 – Solo Quest

## *Danger*

"Dwarf, Thoridan (your homeland) has been attacked by Zargons minions. Your family is in dire need of your help. Your friends are unable to help you with this Quest, so you are on

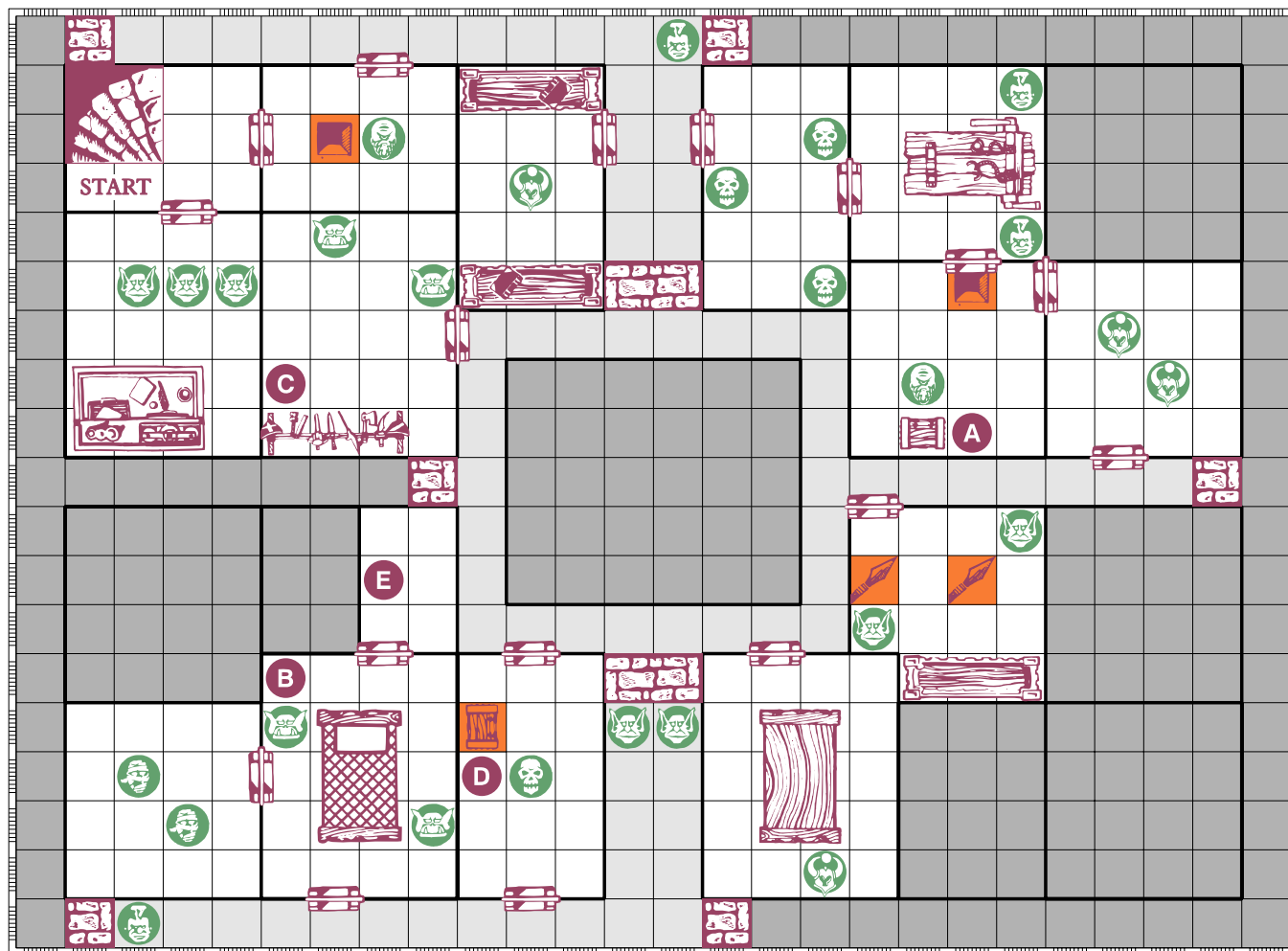
your own. Move swiftly through the caves and get to the entrance to your underground home." – Mentor

#### NOTES:

- A** The treasure chest in this room contains 50 gold coins and a Potion of Healing.
- B** This door is locked and may not be entered. Once the door marked with an X has been opened, the other door opens and all monsters are placed in the room.
- C** The bookshelf contains 30 gold coins and a Fire of Wrath spell scroll.
- D** The weapons rack contains nothing but old and rusted weapons.
- E** If the Dwarf searches for treasure in this room, a secret door will open. If the door is entered, he will be transported back to the start of the Quest. The secret door disappears after one use.



Wandering Monster in this Quest: Goblin



## Quest 10 – Group Quest

# Showdown

"This is the final Quest, you must defeat the Dragon Lord Garakus, who has nearly destroyed your homeland. The axe

made by your father is the only weapon capable of damaging this enemy, do not lose it." – Mentor

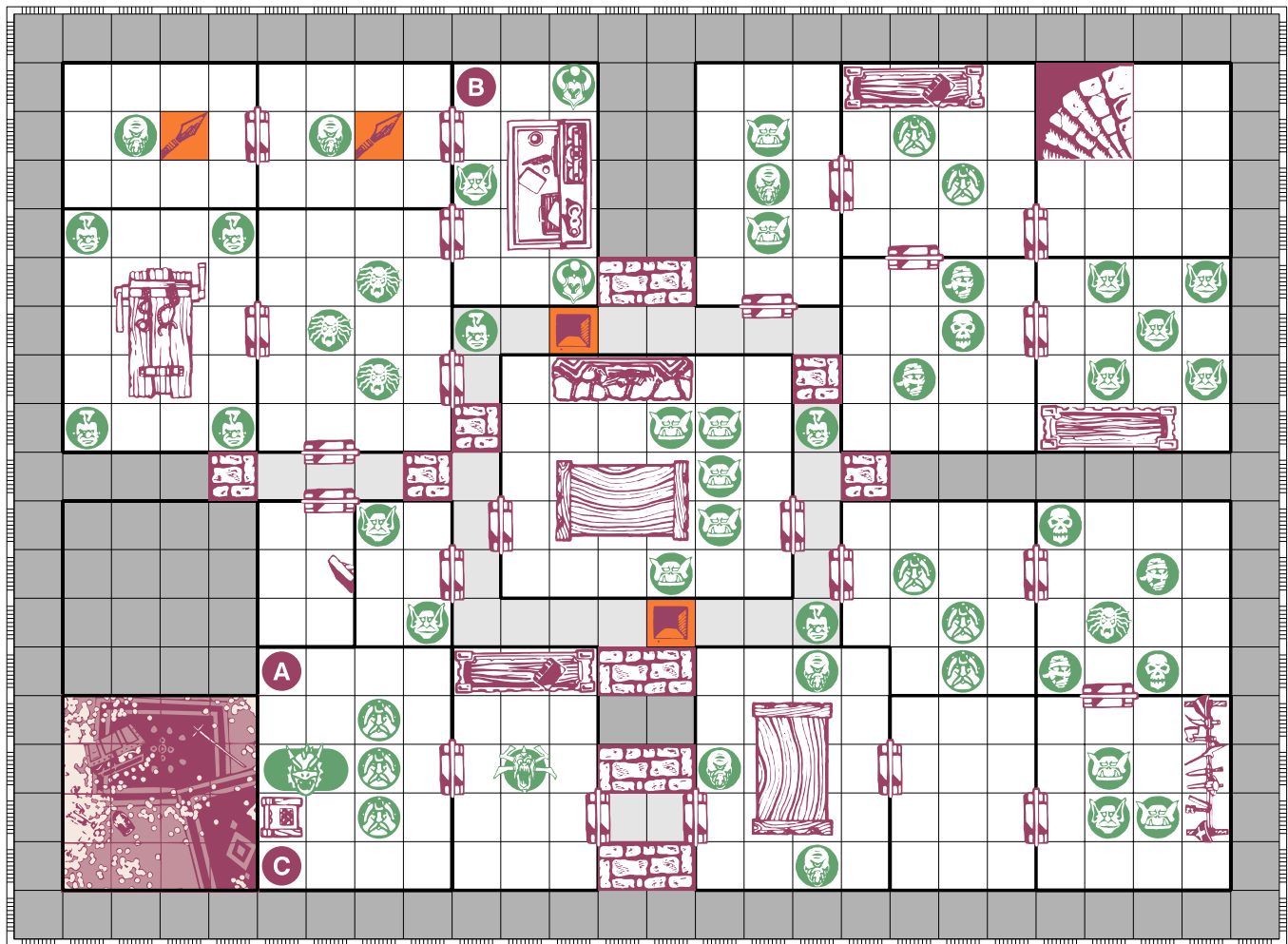
### NOTES:

- A** The dragon in this room is Lord Garakus. See the matching Monster Card for his stats. The dragon lord also has the following spells: Flame, Poison, Summon Undead, and Rust. The Chaos Warriors in this room will receive 1 extra Attack and 1 extra Defense die. Garakus can only be harmed by the Great Axe, given to the Dwarf by his father.
- B** Any Hero that searches for treasure will find 2 Potions of Healing on the bench.
- C** After Lord Garakus has been defeated, the throne in this room will open. Each Hero is able to carry 500 gold coins from the room to keep to himself. Once the treasure is received, read the ending to the Heroes.



Wandering Monster in this Quest: 2 Chaos Warriors





## Quest 2 – Solo Quest

# Lost Father

"Zargon knows of your arrival and has set a trap. Your father has been captured and is held prisoner in his bed chamber. You

must save your father and get him to the stairs at all cost. If he is killed, your own life is also over." – Mentor

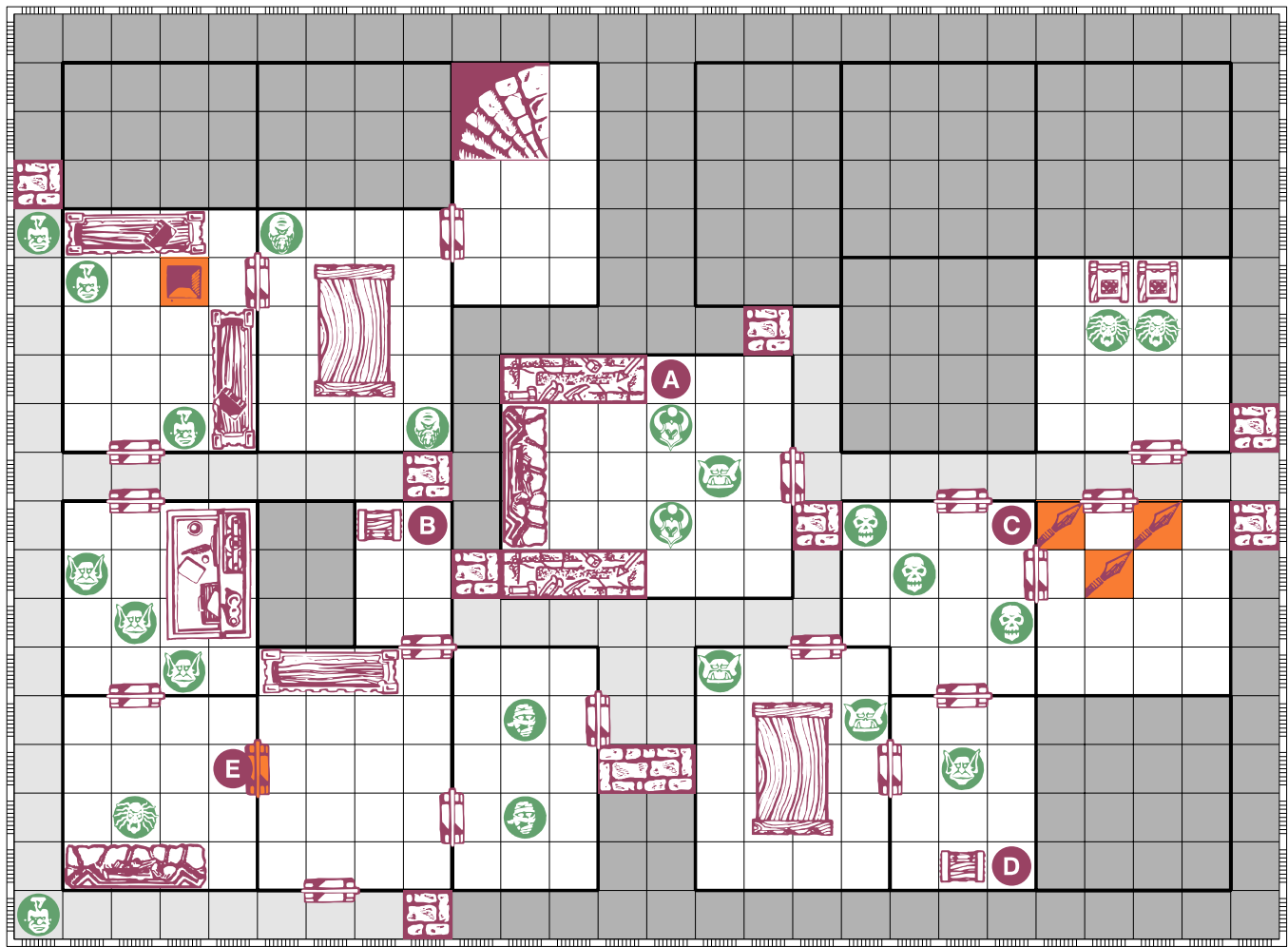
### NOTES:

- A** The treasure chest in this room is filled with 3 Golden Daggers. See the matching Artifact Card for further information.
- B** The two Orcs guarding your father are very well trained. These Orcs receive 1 extra Attack die, and 1 extra Defense die.
- C** The weapons rack in this room contains nothing of use.
- D** The treasure chest in this room contains a poison needle trap. When the room is searched for treasure, the Hero loses 2 Body Points. The chest contains 2 Potions of Healing.
- E** Once you enter the room that your father is kept, an alarm sounds and all doors open, and monsters are placed. The Dwarf's father has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
2 Red Dice	1	1	3	2



Wandering Monster in this Quest: Orc



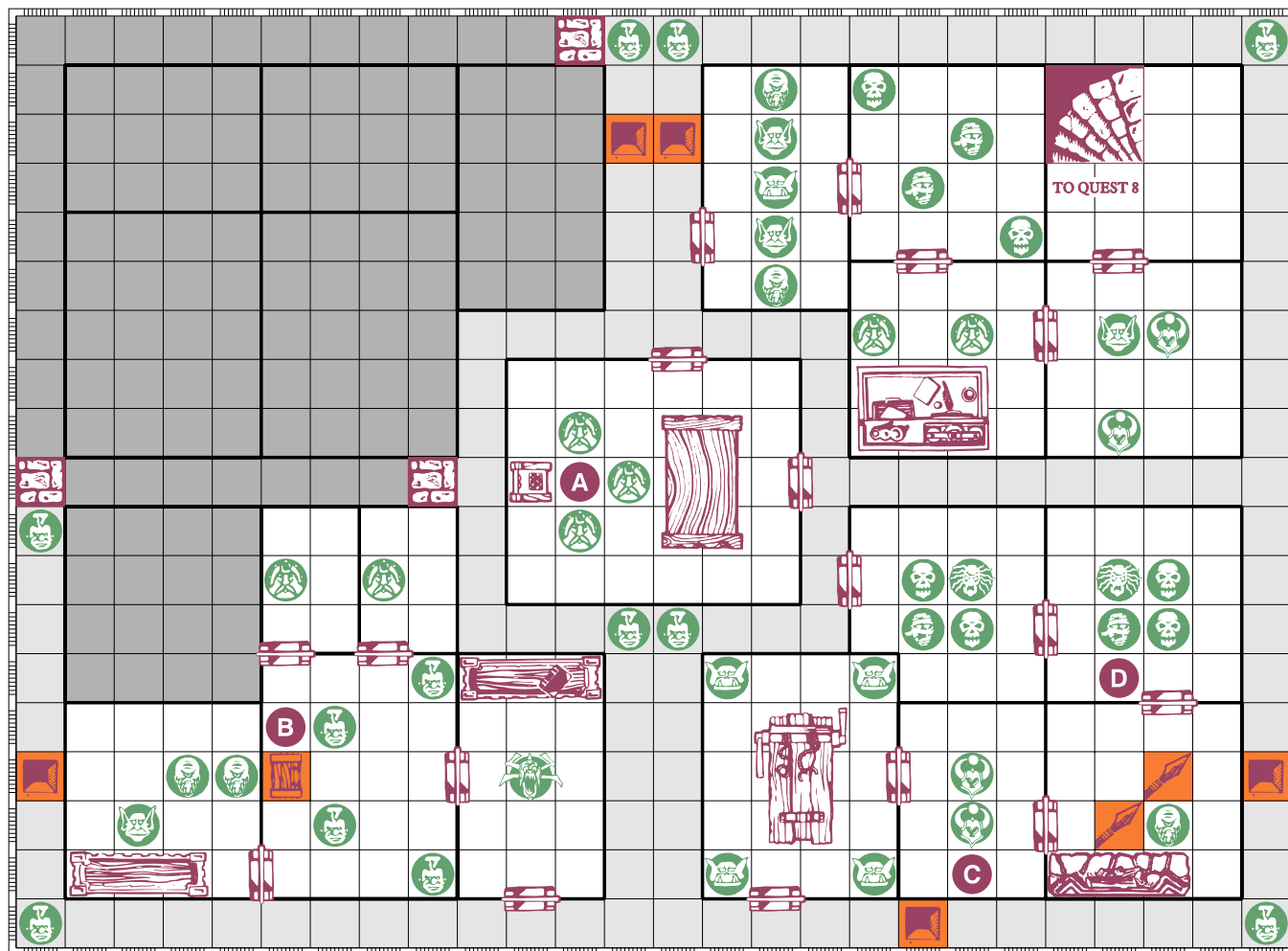
#### QUEST 9 NOTES:

- A** Any Hero that searches for treasure in this room will find the silver key. Once this key is found, the Heroes may return to the door and make their way into the final Quest.
- B** If a Hero searches for treasure in this room before searching for traps, a gas fills the room causing all Heroes in the room to lose 2 Body Points. The chest contains a crossbow matching the one in the Armory.
- C** Any Hero that enters this room will immediately be attacked by 2 Chaos Archers. Once the Chaos Archers have attacked they will run away, never to be found again.
- D** The first Hero to search this room will find a Familiar Scroll. See the matching Artifact Card for more information on this scroll.



Wandering Monster in this Quest: 2 Chaos Archers





## Quest 3 – Solo Quest

# The Forge

"You have survived well so far, bring your father to the forge quickly. He is the only one in the Dwarven kingdom with the ability to forge the great axe you will need to face the warlord

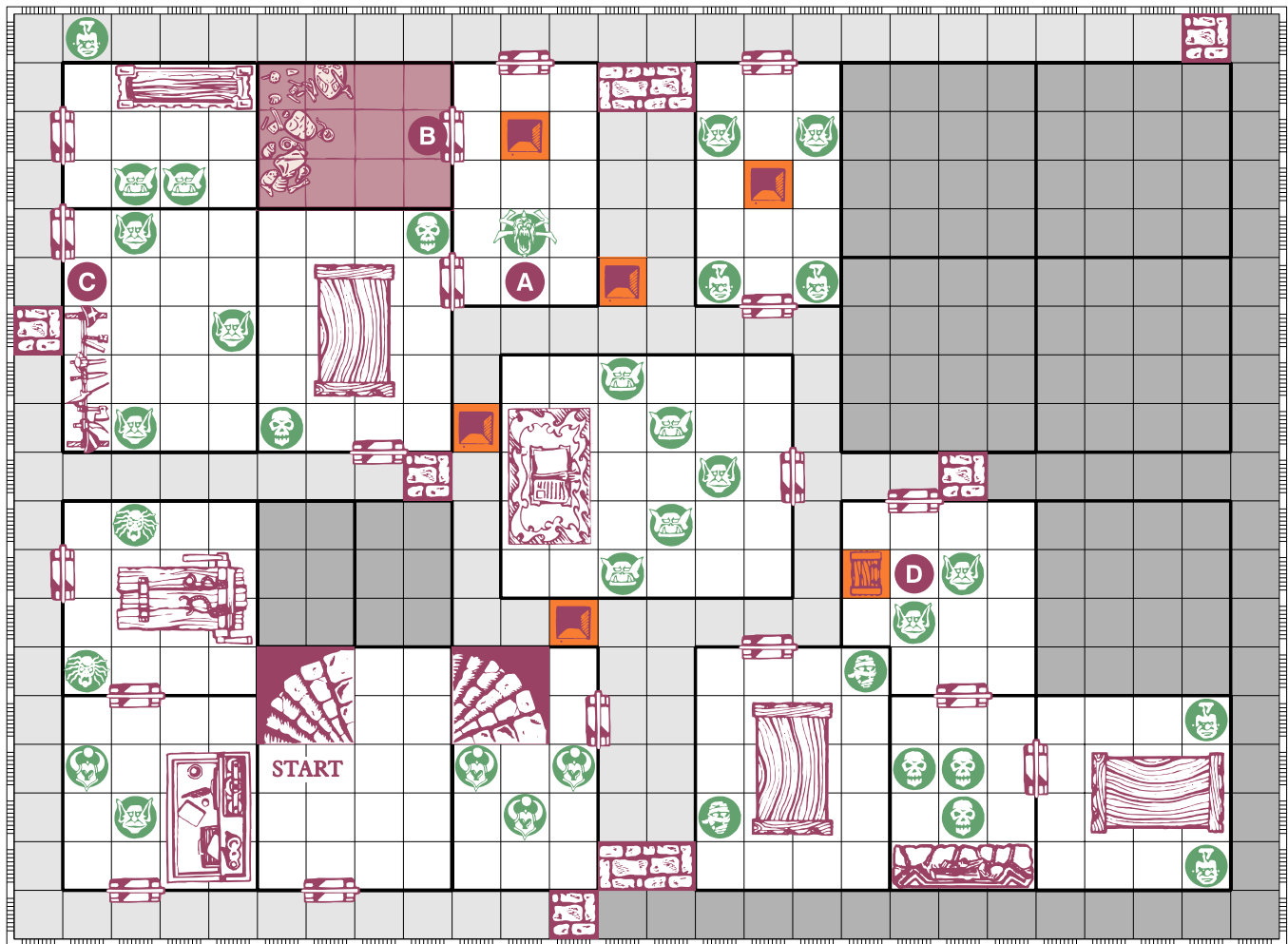
that has taken over Thoridan. Get your father to the forge and buy him enough time, or all hope is lost." – Mentor

### NOTES:

- A** Once this room has been entered the Dwarf's father will begin to forge the great axe needed to kill the evil minions. By entering the room an alarm has sounded. Each turn 1 Orc is placed inside the door of the room. After 3 turns the axe is completed and the alarm goes silent. Give the Dwarf the Great Axe Artifact Card.
- B** The chest in this room contains 200 gold coins.
- C** All monsters in this room are made of stone, and their Defense dice are increased by 1.
- D** Any Hero searching for treasure will find a Healing Potion. See the matching Artifact Card.
- E** Once this door is opened, a poison dart trap flies through the air, hitting anyone entering the door. The Hero hit takes 2 Body Points of damage. The trap can be discovered if searched for.



Wandering Monster in this Quest: Fimir



## Quest 8 & 9 – Double Quest

# The Silver Key

"You have almost saved your homeland, but the true challenge has yet to come. This Quest is long and filled with danger. Find the silver key and use it to open the final door, there you will

begin your final battle with the Dragon Lord Grakus, the one that leads Zargons minions." – Mentor

### NOTES:

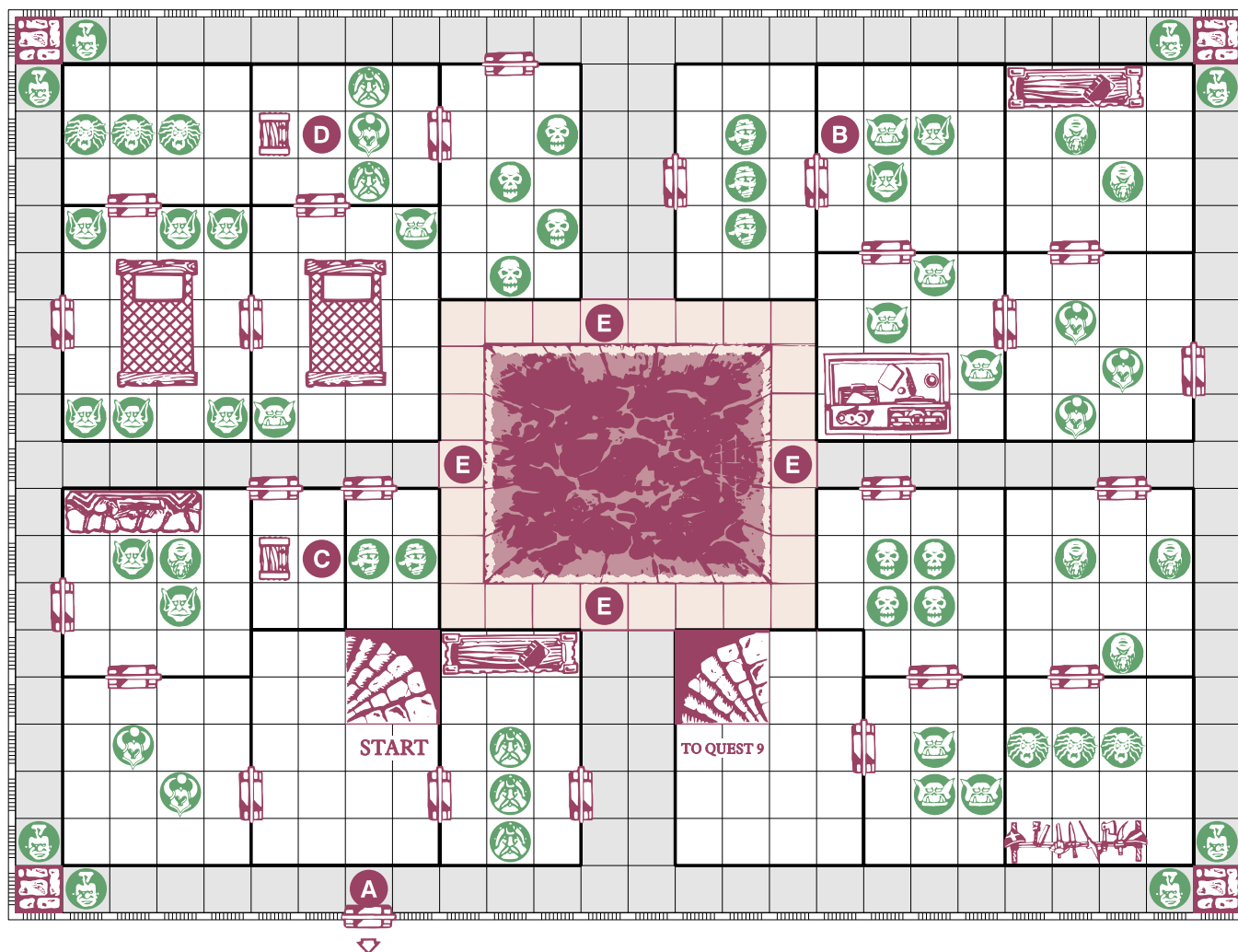
Quest 8 & 9 and one continues Quest. When all Heroes leave one board to visit the other, all regular monsters (as opposed to special "bosses") will reappear in their rooms and all doors will be shut. Treasures may NOT be searched for again in a previously searched room.

- A** This is the final door. The only way to open this door is to find the silver key that is hidden in this Quest.
- B** This room is guarded by an Orc Shaman. The Orc has 3 Summon Orc and Fear spells.
- C** The chest in this room is empty.
- D** The chest in this room contains 2 Heal Body spell scrolls and 200 gold coins.
- E** The pool of blood is located in this room. If a Hero moves onto this tile he must roll 1 red die, on a 6 he slips and falls. Then roll another red die, if it is another 6 then the Hero falls to his death. This test is only taken once per Hero.



Wandering Monster in this Quest: 2 Chaos Archers





## Quest 4 – Group Quest

# The Rescue

"Your friends have been captured by Zargons minions while they were making an effort to join you on your Quest. The prison cells are near and well-guarded. Their weapons are also

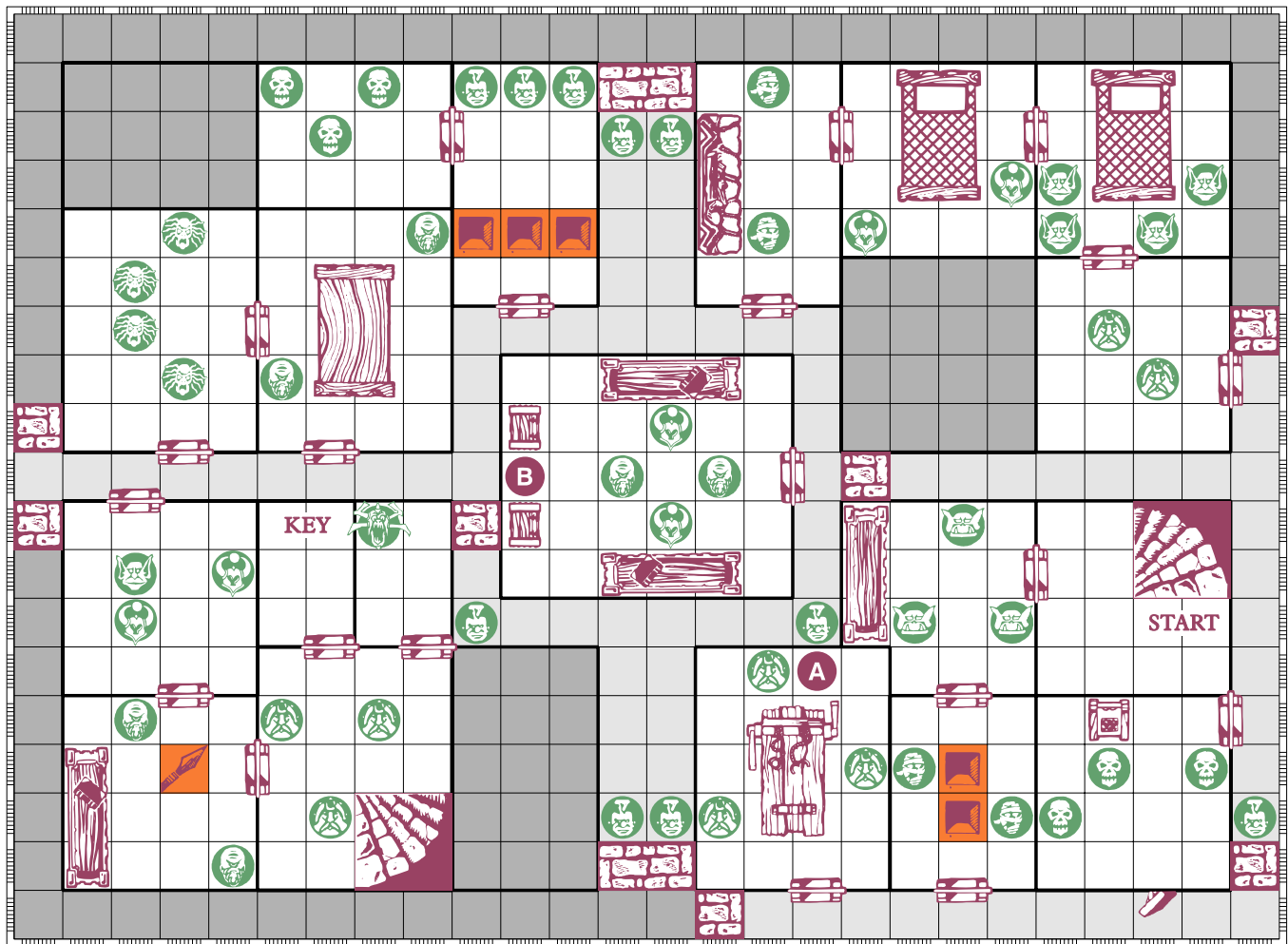
stored in a separate area, so they will be almost defenseless. Rescue your friends quickly and make it to the stairs." – Mentor

### NOTES:

- A** The Gargoyle in this room is made of stone. When the door to the Heroes prison has been opened, it will come alive and attack instantly as a normal Gargoyle.
- B** All 3 Heroes (aside from the dwarf) are located inside this room. Their weapons are not with them and must be found in another room. The Heroes only have 1 Attack die unless the Dwarf decides to give them his own weapons to use.
- C** The Heroes weapons are hidden inside of this room on the weapons rack. All Heroes now have their weapons and may use them as normal.
- D** The treasure chest in this room contains a poison dart trap. If a Hero searches for treasure before disarming the trap, he will take 2 Body Points of damage. The chest contains 250 gold coins.



Wandering Monster in this Quest: 2 Orcs



## Quest 7 – Group Quest

# Trapped

"Zargon must have used a teleport spell and brought you to this reached place. The only way back is to find the reverse spell scroll. Remember Dwarf, this is no longer your homeland,

the way will be dangerous and filled with evil, watch your every step." – Mentor

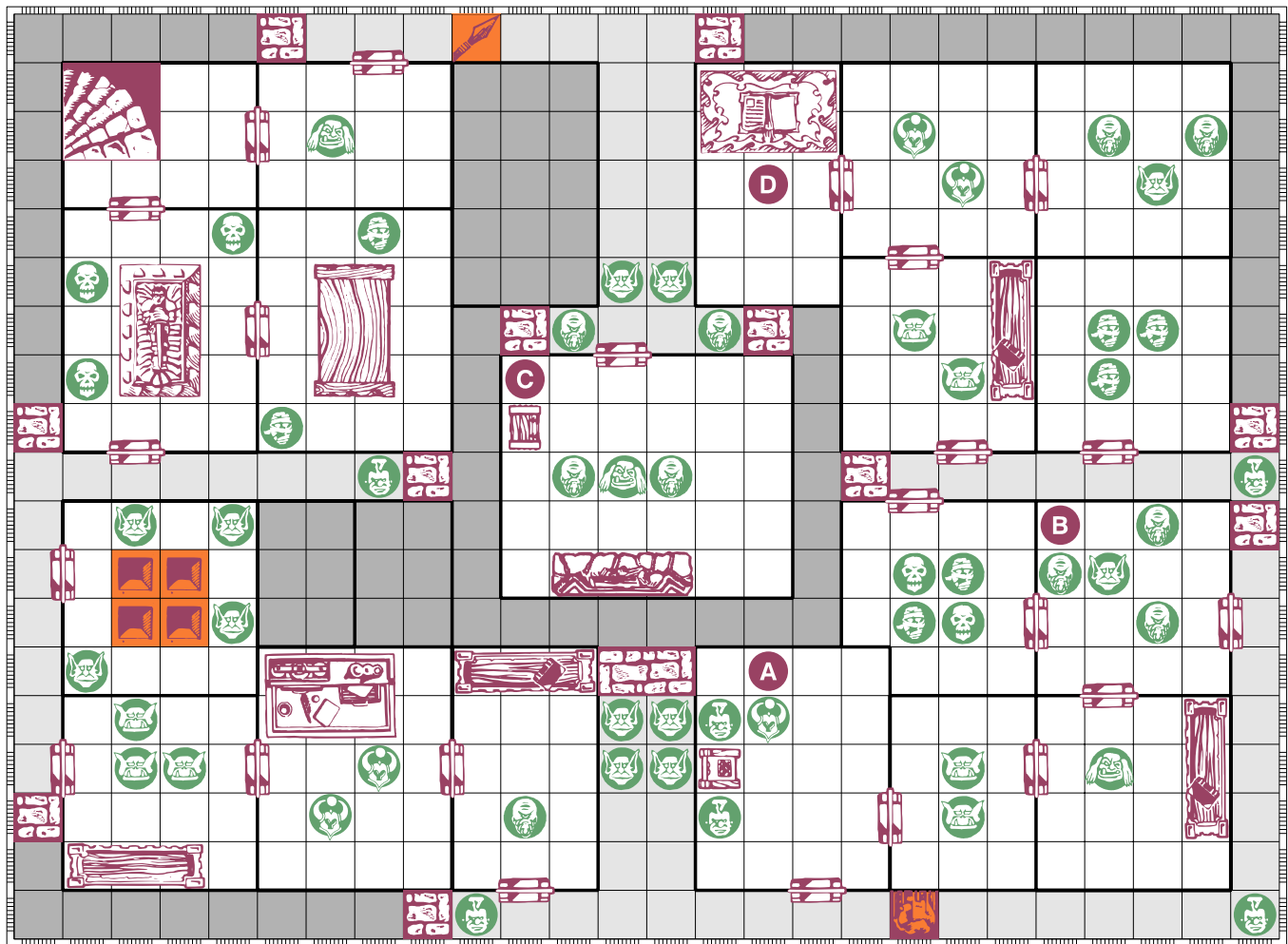
### NOTES:

- A** This Chaos Warrior is the guardian of this strange world. He has the following spells: 2x Summon Orcs, Summon Undead, Fear, and Sleep. He also has 3 extra Body Points. Once he has been defeated the spell scroll is found, read this text to the heroes:  
  
*"You have found the scroll, but you do not possess enough magical power to cast the spell, find the chaos Wizards chamber and from there you will be able to use the scroll"*
- B** All monsters in this room receive 1 extra Attack and Defense die.
- C** Any Hero that searches for treasure in this room will find 100 gold coins and 2 Potions of Healing.
- D** Once the Heroes enter this room, tell them that they have entered the Wizards chamber and may now use the scroll. Once the scroll is used the Quest is over.



Wandering Monster in this Quest: 2 Chaos Dwarves





## Quest 5 – Group Quest

# Let the Battle Begin

"Now that you are together once again, it is time to make your own way downward, deeper into the Dwarven homeland, to find

and destroy the Zargon's evil minions. Be wary, things are not always what they seem." – Mentor

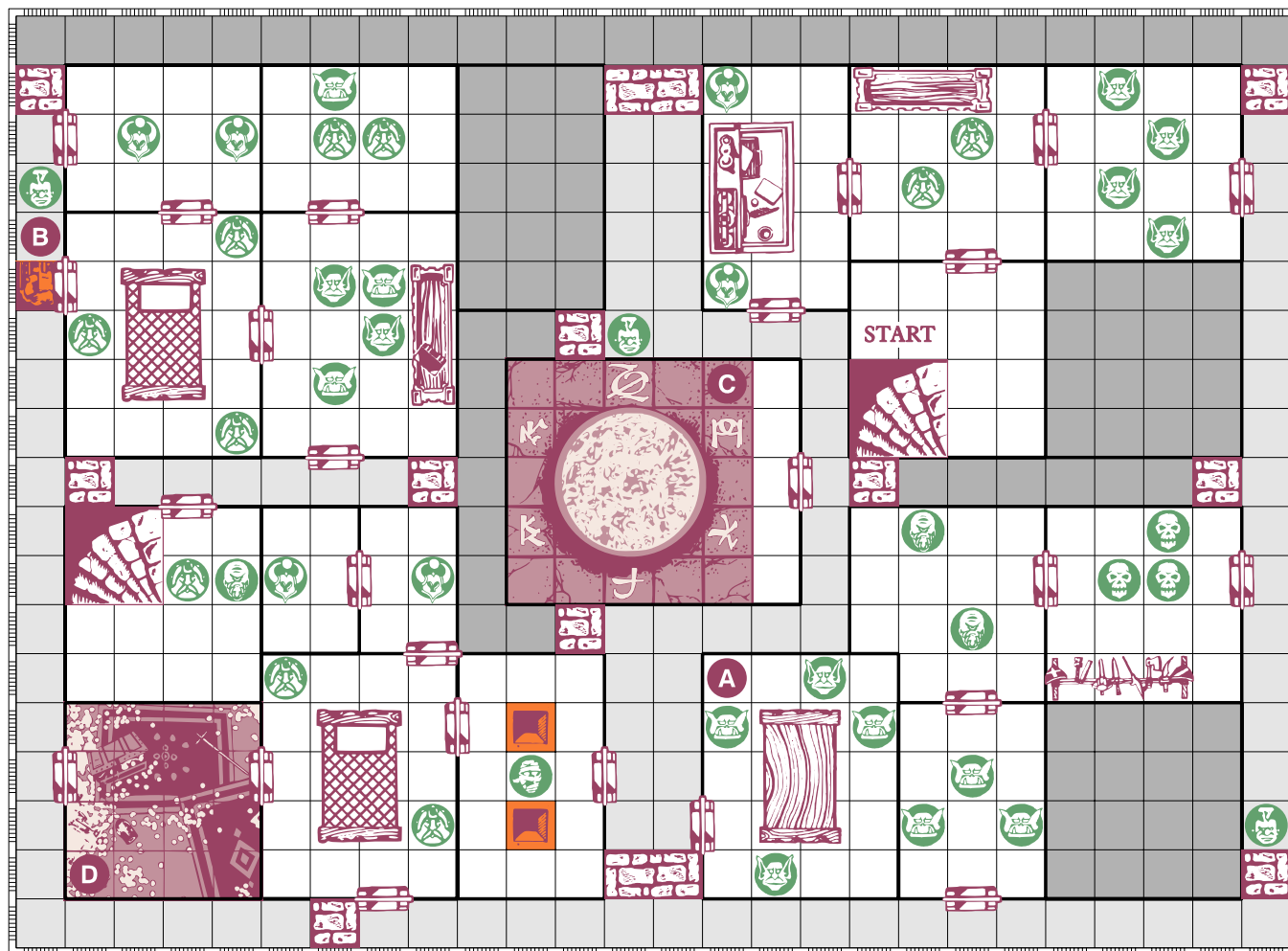
### NOTES:

The Dwarves in this Quest have all been converted to minions of Zargon. The first Dwarf that the Heroes come in contact with moves and attacks on the monsters phase. If the Heroes try to question him he will not answer. See the monster card for the Chaos Dwarves to see their stats.

- A** The dwarves in this room are placed on various devices of torture. If the Heroes decides to free them they will immediately attack. Tell the Heroes that they have already been transformed into Zargons minions only after they have freed them.
- B** The 2 chests in this room are both locked shut. To open them you must have the missing key hidden elsewhere in this Quest. Once the key is found and the chests are opened the Heroes find 2 helmets as described in the Armory.



Wandering Monster in this Quest: 3 Goblins



## Quest 6 – Group Quest

# The Mines

"The mines are a place of vast wealth and danger. Make it to the stairs quickly, these caves will not be as heavily guarded as the other parts of the Dwarven kingdom, but they will still be a

challenge to get through. Be careful where you search or it could mean your doom." – Mentor

### NOTES:

Each turn roll 1 die, if a black shield is rolled all Heroes and monsters on the map will take 1 Body Point of damage. This damage is not preventable.

- A** Inside some small holes in the wall you find a gem worth 100 gold coins.
- B** The falling block trap in this corridor is triggered after the last Hero has gone through the door. Once it falls the way back is blocked.
- C** The fountain in this room contains a fountain of healing. Any Hero that chooses may walk into the fountain and he will regain all of his lost Body Points. If the Hero decided to do this he will lose 2 Mind Points.
- D** A pile of mined gold is found in this room. Each Hero may only take a small amount of 100 gold coins worth.



Wandering Monster in this Quest: Chaos Warrior