

HERO QUEST



Everyone's a Suspect
INSTRUCTION
BOOKLET

For Zargon Only

In this Quest, the players begin at the "halfway point". They have lost three comrades already while searching for the wizards treasure and they are beginning to suspect that one of them is the true killer. What they don't realize, is that the wizard Azmar's spirit is still there defending his treasure. He now has the ability to "possess" any Hero who might venture into his dungeon. In addition, unless the Hero is extremely sensitive to magic, they will never know that they are being possessed. The wizard's plan is simple; attack the Heroes one at a time (including himself) except for one. When the other Heroes suspect the innocent Hero, they may kill their own comrade. In this way, Azmar has successfully defended his treasure for centuries.

Although the list below is the way I usually play this quest, Zargon may change it to suit his needs.

1. Elf (attacked in room B)
2. Barbarian (attacked in room E; possessed Hero)
3. Dwarf (attacked in room F)
4. Wizard (not attacked unless by other Heroes)