

# HeroQuest™

Quest by Philly Brick

Q U E S T



B O O K



# Single Quest

## The Tomb of Floki

The tomb of Floki has been occupied by a Warlock. Return the tomb to peace. Vanquish all within. This Warlock named Melcor

must be destroyed, bring back his head for proof.

**NOTES:**

All monsters with a bow icon beside them are an archer and do ranged damage, their stats are normal otherwise. (The tables in the center room cannot be crossed.)

- A** These 4 falling rock traps are triggered at the same time. Any Hero's within two spaces may decide to leap through to the other side when the trap is triggered. The way is then blocked. Players roll double the normal combat dice.
- B** These rubble blocks are already sprung falling rock traps, the way is blocked (treat as a blocked wall).
- C** If any player says they want to search the tomb, they are knocked out for 3 turns by moldy crypt dust. No treasure inside.
- D** The weapon rack contains a short bow, it does ranged 2 attack, cannot be used by Wizard.
- E** The alchemist's bench contains 3 Heroic Brews.
- F** This chest contains one artifact drawn at random from the deck.

- G** This chest contains 200 gold coins.
- H** This chest contains 60 gold coins and a Ring of Return.
- I** The sorcerer's table contains a spell scroll of Fire of Wrath.
- J** Melcor has gone insane, poisoned by Loki's spirit. Melcor casts spells at random from the Chaos spell deck.

Any player carrying Melcor's head rolls only 1 movement die. The reward for the head is 200 gold coins.



**Wandering Monster in this Quest: Goblin**