

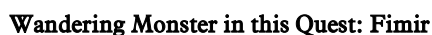
HERO QUEST™

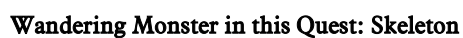
Single Quests by David E. Sulger

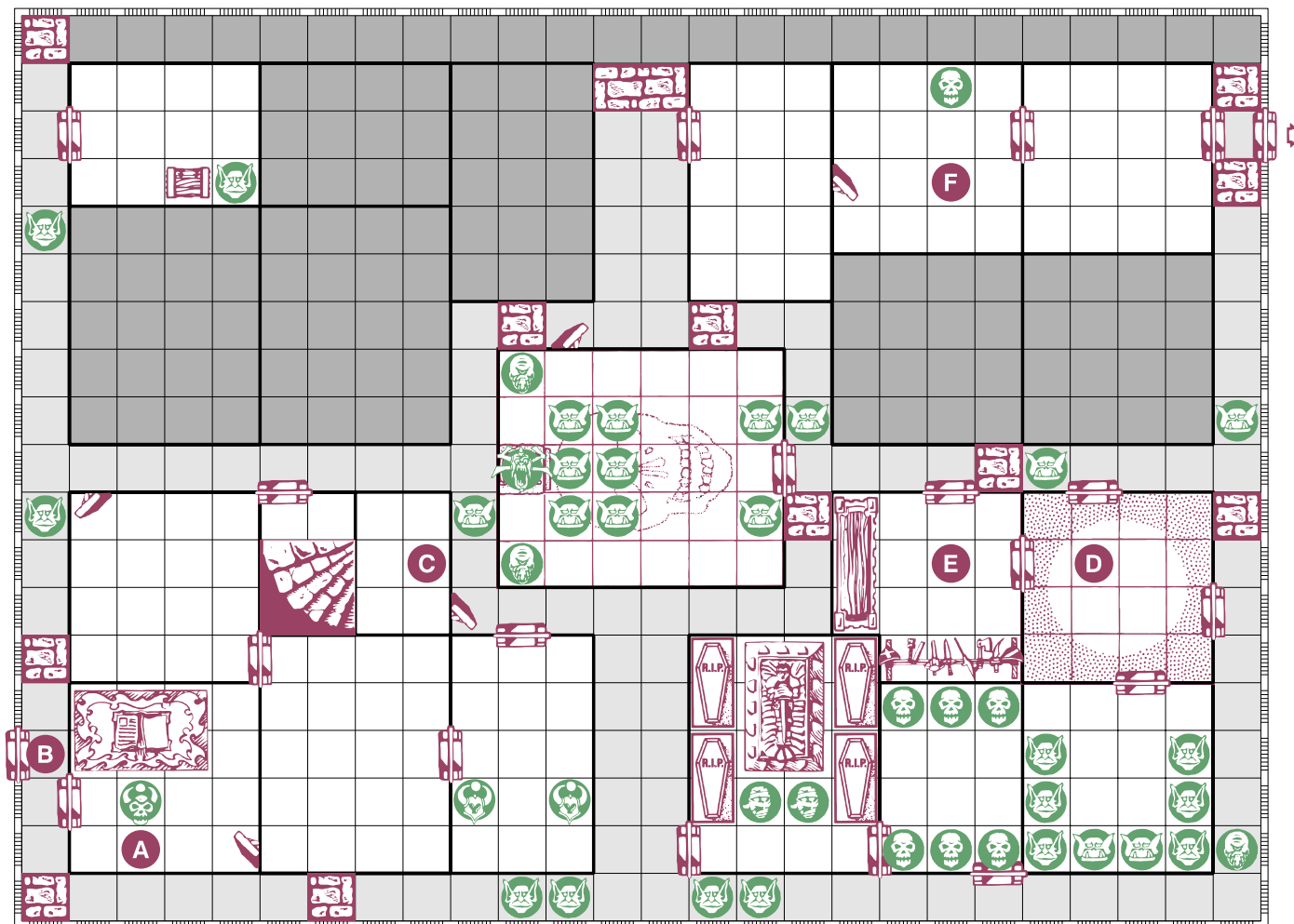
Q U E S T



B O O K







Single Quest

The Ruins of Bokerom

Almost a hundred years ago, the Elvish city of Bokerom fell to the forces of chaos. Now, rumor holds that Orcs are raiding

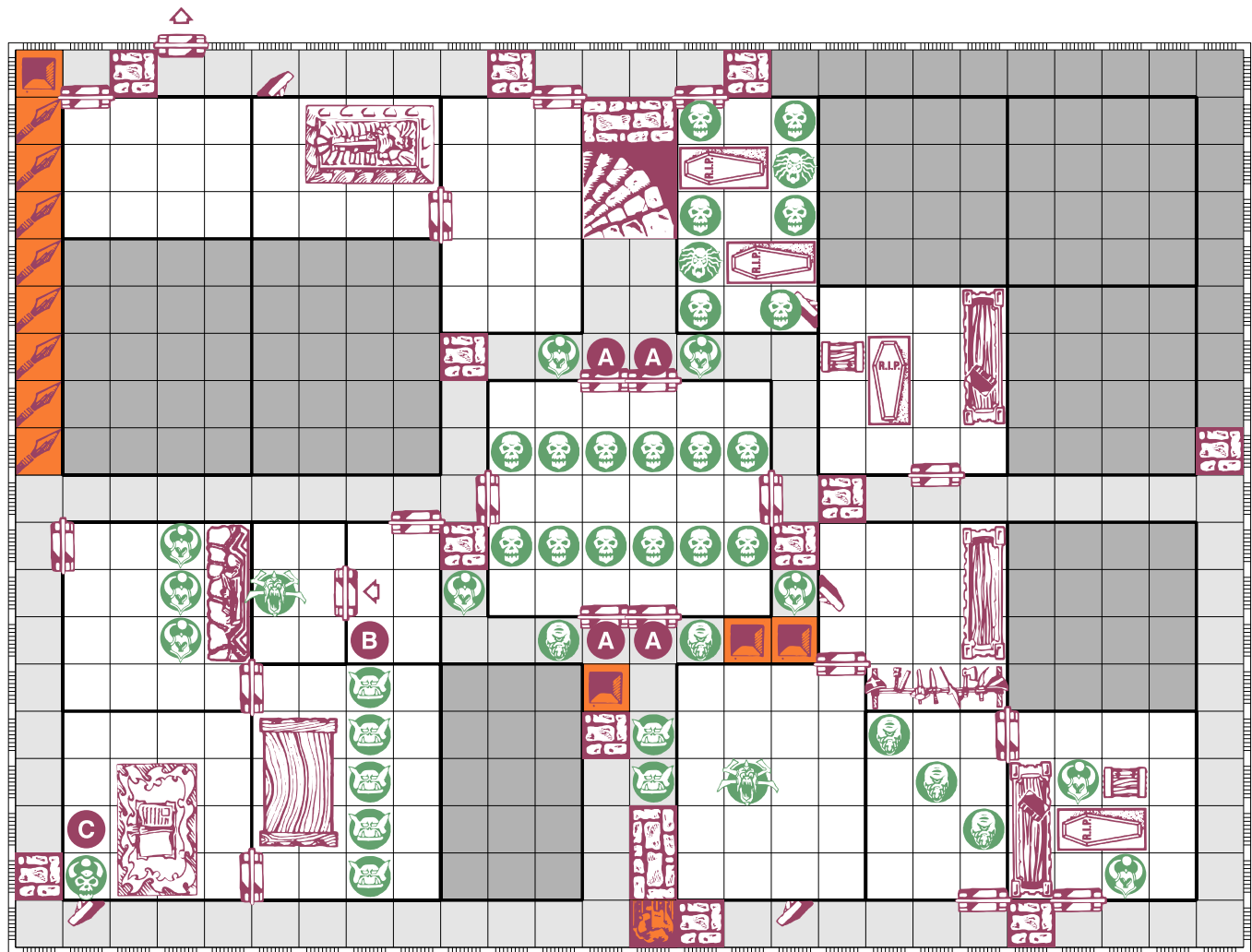
outlying villages. You must enter Bokerom and determine its fate.

NOTES:

- A** This Chaos Warlock is a stone statue, which is all that remains of the great Wizard, Oribus. His magic allowed the Elves to escape from the city before it fell, but in the end, it cost him his life. There are two Pass through Rock spell scrolls on the table.
- B** The doorway at the edge of the board is a teleporter, which will send the Heroes to the room marked C.
- C** The secret door in this room can only be opened from the inside.
- D** As soon as a Hero opens the door to this room, it moves one position clockwise on each of Zargon's turns.
- E** The first person to search for treasure in this room will find a golden skull worth 100 gold coins.
- F** The Skeleton in this room is encased in a gelatinous mass. It cannot be destroyed, although it does not attack. Any Hero that attacks it will lose 1 Body Point, and his weapon will be destroyed, unless it is an artifact.



Wandering Monster in this Quest: Orc



Single Quest

The Twisting Caverns

This cave was once a great mine. The Dwarves of the Black Mountains delved deep here. But Zargon took it. He filled it

with evil creatures, and baneful things issued from the forge. You must enter and destroy the handiwork of evil.

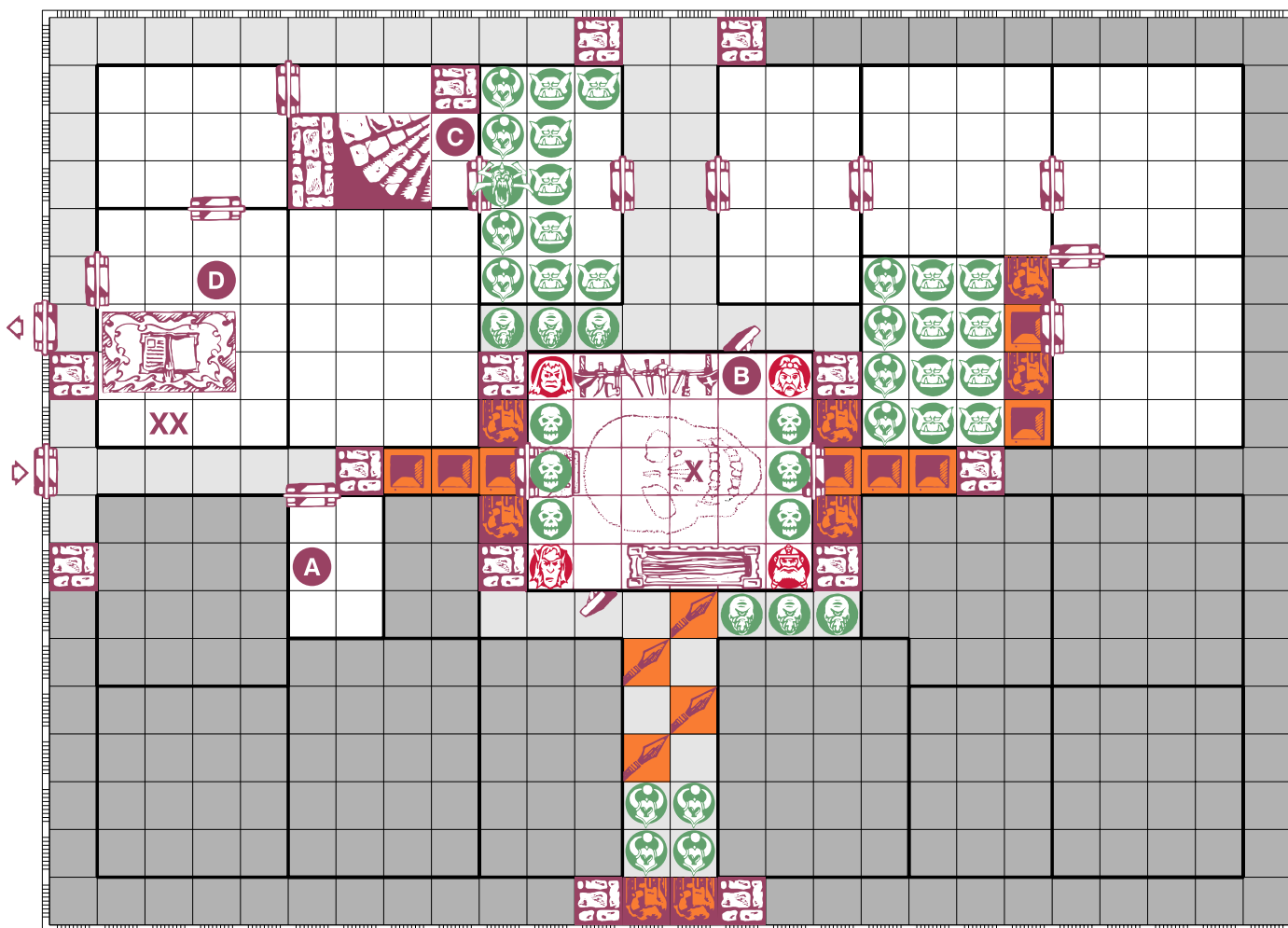
NOTES:

- A** These are fake doors that cannot be opened. If a Hero tries to open them, they will vanish!
- B** This door is an iron entrance door and is the entrance to a great furnace. If opened, an intense blast of heat will force the Heroes out into the corridor. The heat is so great that they each lose 1 Mind Point. Two turns later, on Zargon's turn, a fiery Gargoyle will smash through the door and track the Heroes. Its flames are so great that any Hero that stands in an adjacent square takes 1 Body Point of damage. Fire spells do not effect it. If Sleep is cast upon it, the flames are extinguished.
- C** This Chaos Warlock knows the following spells: Ball of Flame, Cloud of Chaos, Fear, Firestorm, Lightning Bolt, Rust, Sleep, Summon Orcs and Tempest. His stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	5	8	4	12



Wandering Monster in this Quest: Fimir



Single Quest

Apprentice of the Witch Lord

The Witch Lord had many students. One of them is Monrel, who was angered by his death. You must enter his fortress, for he

plans to kill you. Defeat him before he does so.

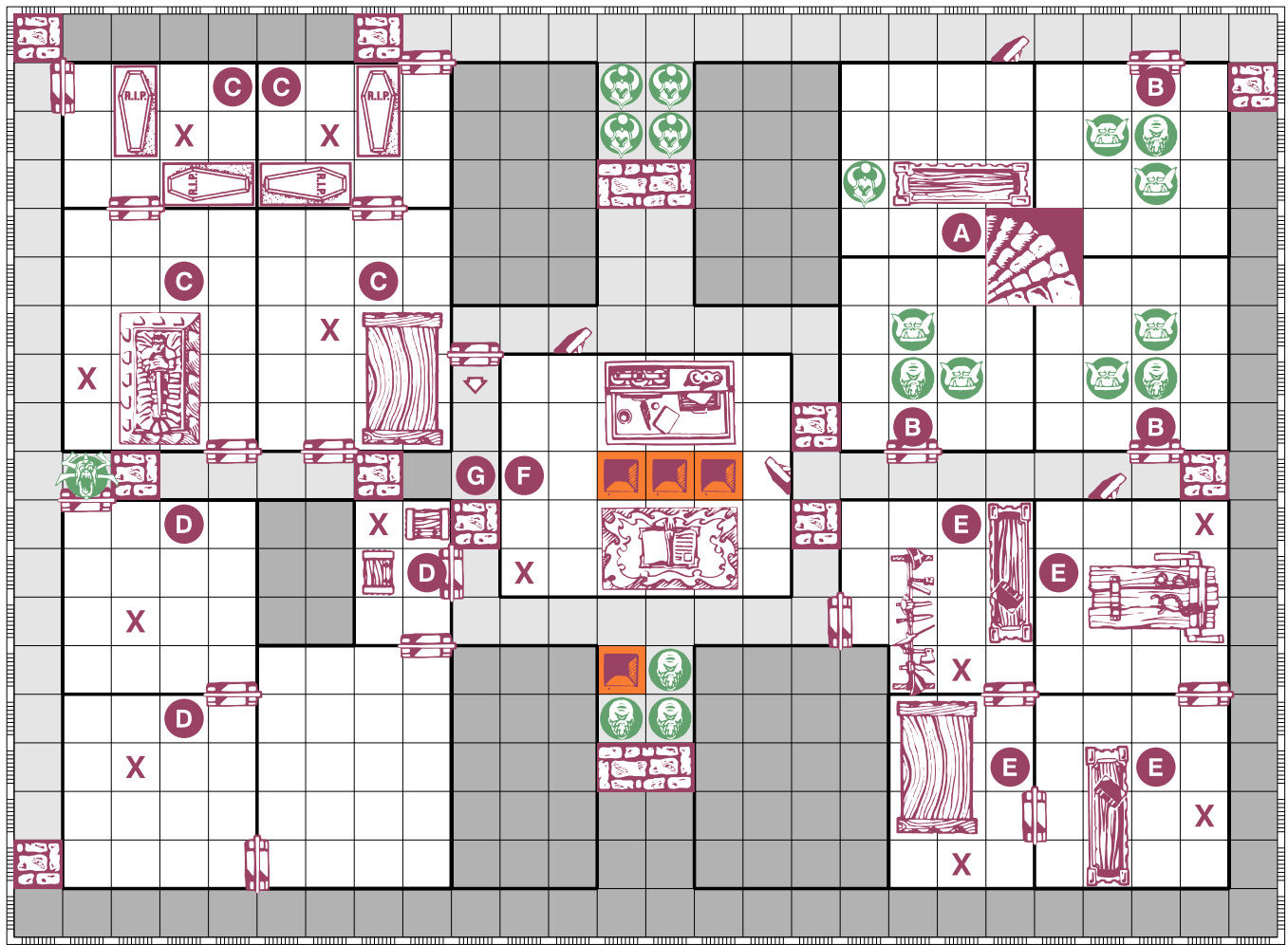
NOTES:

- A** When the Heroes enter this room, everything will grow dark, and they will fall through chutes in the floor. They end up in room B.
- B** Monrel is in the space marked X. If the Heroes try to attack him, he will disappear in a swirl of flame. The secret doors in the room must be searched for separately, and the one next to the cupboard is found first.
- C** This stair merely leads from the dungeon to the exit. The Quest does not end here.
- D** Monrel is on the square marked XX. He knows the following spells: Ball of Flame, Cloud of Chaos, Command, Firestorm, Lightning Bolt, Sleep, Summon Orcs, and Tempest. His stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	5	8	6	10



Wandering Monster in this Quest: Chaos Warrior



Single Quest

School of the Chaos Warlocks

Zargon has recruited people to become Chaos Warlocks. You must enter this hidden fortress and destroy the Master and his

apprentices.

NOTES:

Squares marked with X indicate the locations of Warlocks. Use the Warlock or and other figure of your choice to represent them.

A The stairs connects these four rooms together. The Heroes may step off the stairs into any of the four rooms, and may step onto the stairs to enter a different room

B These are false doors and cannot be opened.

C These Warlocks are apprentices. They can cast the following Chaos Spells: Fear, Sleep, Tempest. They have the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	1	3	3	4

D These Warlocks are novices. They can cast the following Chaos Spells: Fear, Rust, Sleep, Summon Orcs, Summon Undead, Tempest. They have the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	2	4	4	5

E These Warlocks are experts. They can cast the following Chaos Spells: Ball of Flame, Command, Fear, Lightning Bolt, Rust, Sleep, Summon Orcs, Summon Undead, Tempest. They have the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	3	5	5	6

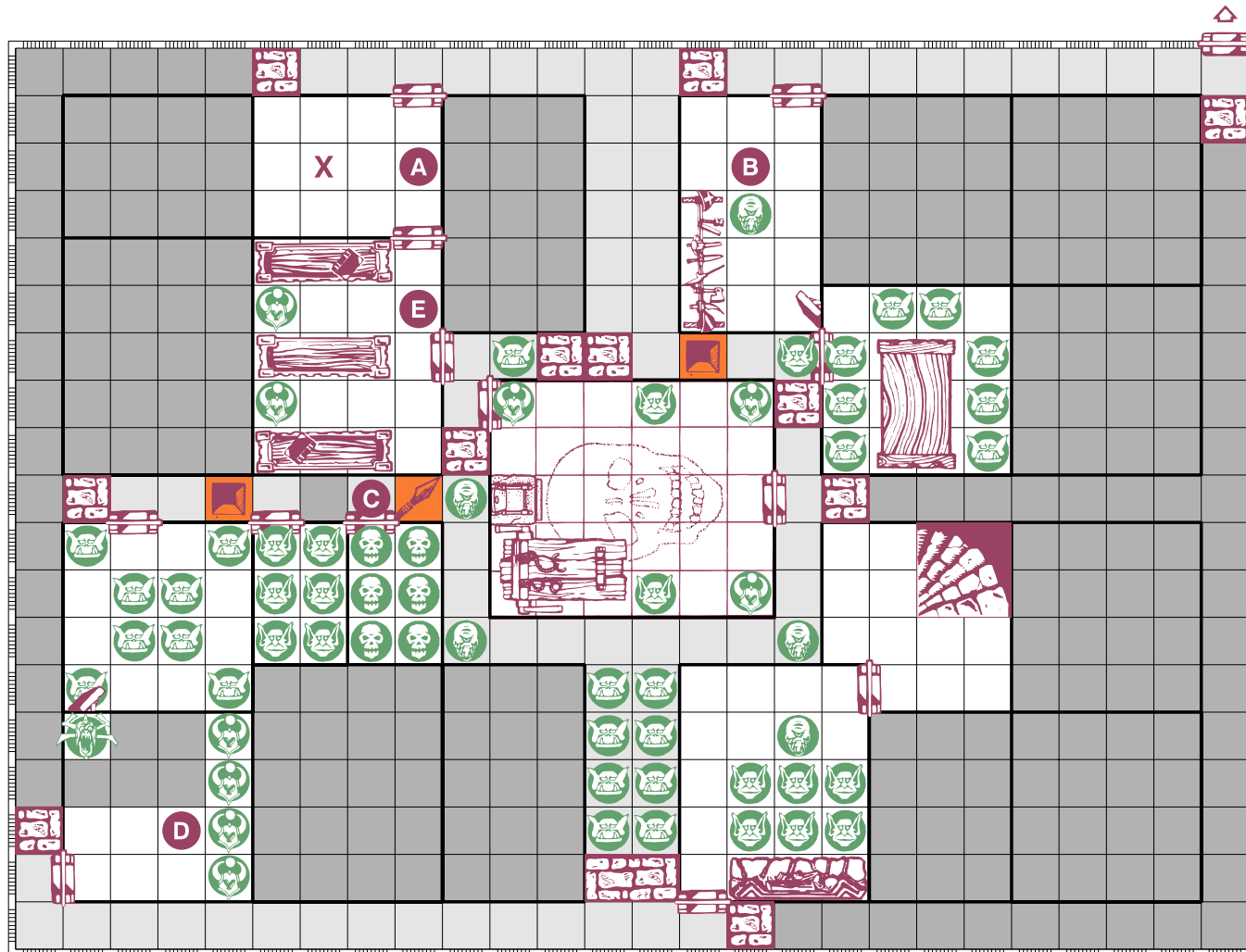
F This is the master. He cannot be harmed by the crossbow, and he knows the following spells: Ball of Flame, Cloud of Chaos, Command, Fear, Fire of Wrath, Firestorm, Lightning Bolt, Rust, Sleep, Summon Orcs, Summon Undead, Tempest. He has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
12	4	6	8	8

G The Heroes must reach this shaded square to complete the Quest.



Wandering Monster in this Quest: Chaos Warrior



Single Quest

Fortress of the Chaos Warriors

Gragmere was long known as a home of Chaos Warriors, but strange reports that they are learning Chaos magic are alarming. The Emperor has sent you to destroy them, for spell

casting Doomguard knights would be a terrible threat to the Empire.

NOTES:

- A** This Chaos Warlock is the instructor of the Chaos Warriors. Put him on the square marked "X". He knows the following spells: Tempest, Fear, Sleep, Command, Summon Orcs, Rust, Firestorm, Cloud of Chaos, Lightning Bolt, and Ball of Flame. His stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	5	7	7	6

- E** These two Chaos Warriors are Doomguard Knights. They are students of the warlock in the next room. They know the following spells: Rust, Fear, Sleep, Tempest, and Firestorm. Each Knight is immune to the other's Firestorm spell. Their stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	6	3	4

- B** The first Hero to search for treasure in this room will find a loose brick in the floor. Upon lifting it, they will find a small trap door and open it. The Heroes will then hear a mysterious voice chanting and then the weapons on the rack will glow with an eldritch light and fly at the Heroes! Each Hero loses 2 Body Points.

- C** The two doors in this hall will not open until a Hero steps on the shaded square. Then they will appear and open, and the monsters will attack as normal on Zargon's turn.

- D** The Gargoyle and Chaos Warriors in this room will not appear when the door is first opened. Once a Hero steps onto one of the shaded squares, the monsters will appear on Zargon's turn and attack.



Wandering Monster in this Quest: Chaos Warrior

