

HERO QUEST™

Solace and Redemption

Q U E S T



B O O K

Introduction

The shame of his actions weighed heavily upon the dwarf's shoulders as he sunk to his knees in front of the ancient altar. Shunned by his kin and outcast from the stronghold that he called home, as his ancestors had before him for many generations, he wandered from one hold to the next. But the stigma of what he had done followed him everywhere he went. Finally he had come to the one place that offered him any chance of redemption, the Slayer Shrine.

He began to recite the oath he had been taught when first he arrived at the shrine. The words flowed off his tongue with a natural ease despite the impending doom they condemned him too. But his fate had been sealed long before he arrived at this place. He ran his fingers through his freshly dyed hair. Once long and golden it was now a bright, fiery orange as are all dwarfs that have recited the oath. He reached out and picked up the ceremonial knife from the altar. Running his thumb along the length of the blade drew blood. It was sharp, he knew, he had sharpened it himself. And even now, dishonored as he was, he still took great pride in his work. He wiped the blood from his thumb on his cheeks before reaching up to his scalp and beginning to shave.

When he was done he stiffened the remaining hair on his head with fat from the stone chalice on top of the altar. The thin strip down the center of his scalp now stood up on end. It was not the most impressive of mohicans but with time, it would grow, assuming he lived long enough. Finally he gathered up the cuttings from the floor and cast them into the fire.

It was done and his new life as a Slayer had begun. He bowed solemnly in front of the altar, contemplating again the awful events that had brought him here. His new life offered him a chance of redemption, but the price would be death in combat. A fair trade, he thought. And with that he turned and left, in search of his certain doom.

Quest Map Guide

The Quest map symbols are color-coded to help you guide the Heroes through these Quests. Here's what the various map symbol color mean.



Gold: This color is used to highlight traps that the Heroes can detect by searching.

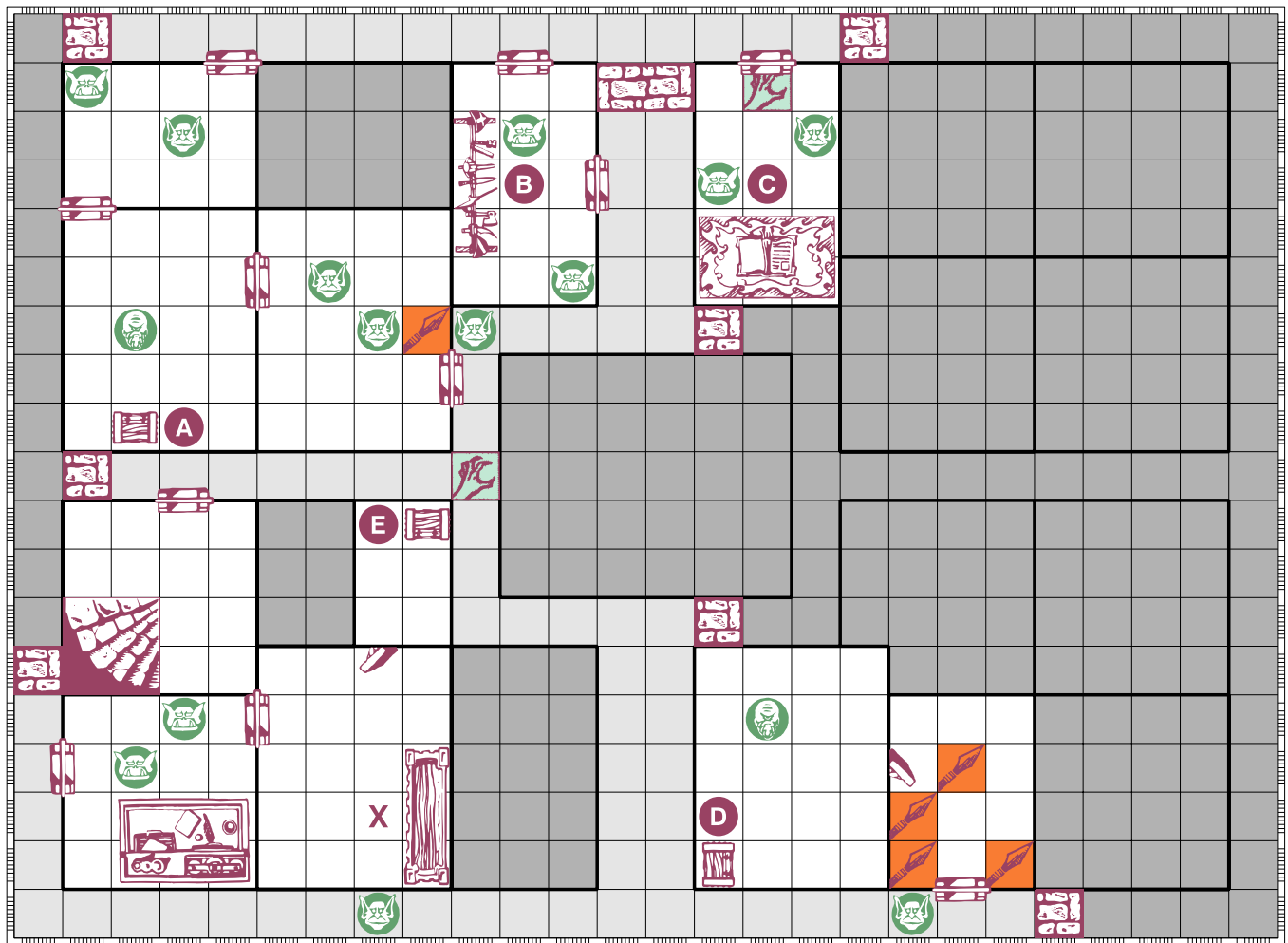


Light Green: This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.



Dark Green: This color is used to highlight monster symbols. See the Monster Chart for actual symbols.

In each Quest, notes prefaced with a capital letter correspond to a matching letter location on the Quest map.



Quest 1

The Black Orc

The Rune priest was mortally wounded when you found him on the side of the road. Before dying he recounted his tale to you of how his group was ambushed and slaughtered by greenskins led by a towering Black Orc. The rune stones he was carrying

were stolen and he begs that you hunt down the Black Orc, recover the runes and return them to his clan's shrine. Honor bound by the oath you swore to the dying priest you have tracked down the Orc's lair.

NOTES:

- A** This treasure chest is inscribed with a Dwarven seal. It contains two portions of Stonebread. Each one will restore up to two lost Body Points when eaten.
- B** If the Trollslayer searches for treasure in this room, he will find two Handaxes. Its use is explained on the matching Equipment Card.
- C** The Runestones are on the sorcerer's table. The player will be rewarded with 75 gold coins at the end of the Quest if he returns them.
- D** This treasure chest contains a Potion of Resilience and a Potion of Healing that will restore up to four lost Body Points.
- E** This treasure chest contains 100 gold coins.



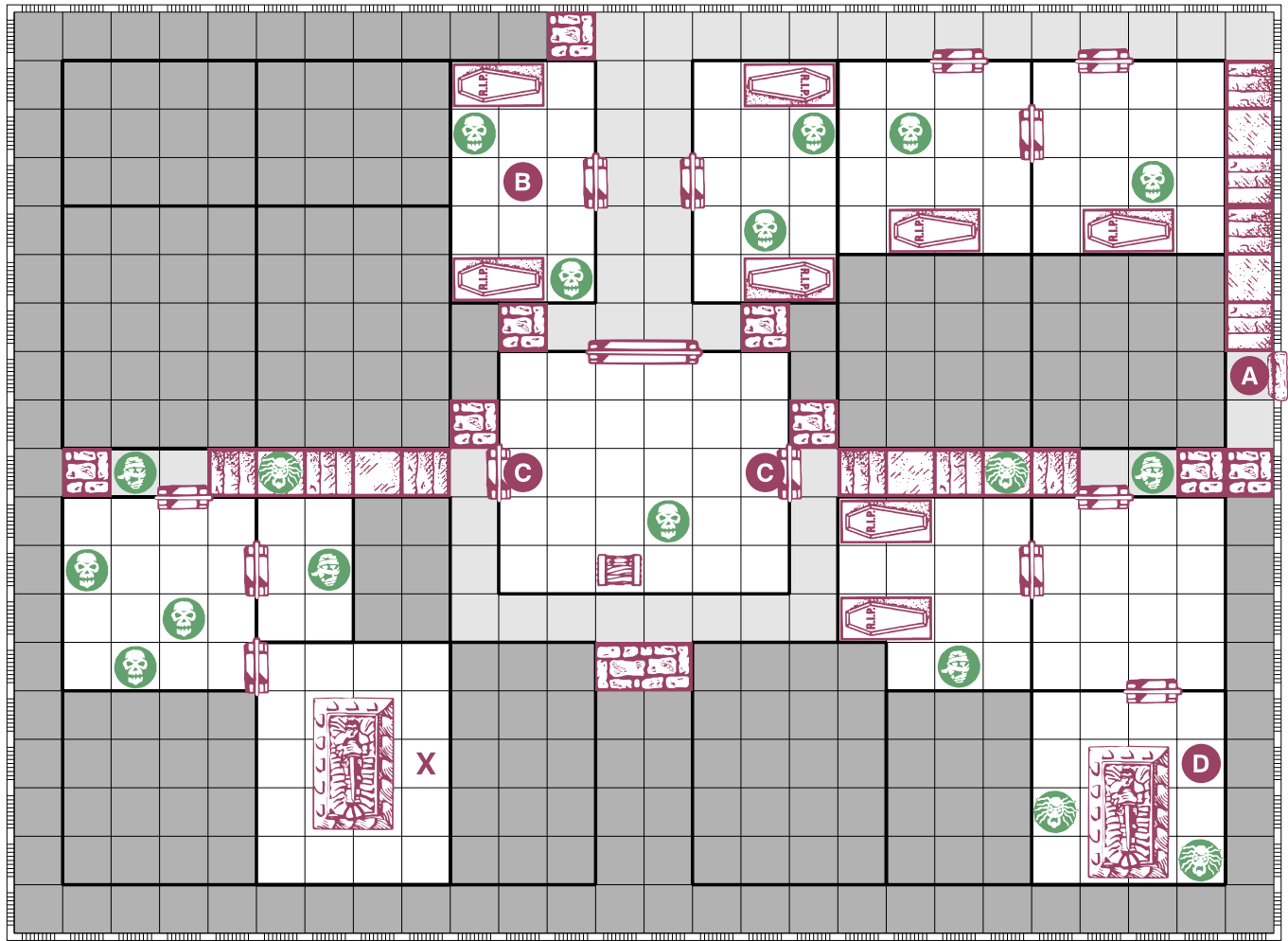
The Black Orc

Use the Orc figure with the large sword to represent the Black Orc. He rolls the following dice:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	3	4	4	3



Wandering Monster in this Quest: Goblin



Quest 2

The Revenant

As dusk falls a lone bell begins to ring in the street outside. "The town is under curfew" explains the innkeep. "For two moons the dead have been stirring. They rise from their eternal slumber and roam the streets. A lone Dwarf dungeoneer answered our call for help. He descended into the tombs but

never returned, so we sealed the entrance and imposed the curfew. You see mostly they come at night. Perhaps you might be brave enough to venture into the tombs and rid us of this curse?"

NOTES:

- A** This is where the Trollslayer starts. The crypt has been sealed again by the townspeople after he entered.
- B** If the Trollslayer searches for treasure in this room, he will find an adventurers backpack containing a Handaxe and two portions of Stonebread. Each one will restore up to two lost Body Points.
- C** These two doors are already open. The treasure chest contains one Potion of Healing.
- D** If the Trollslayer searches for treasure in this room, he will find a Necromancer's Stone. This is the source of evil that is reanimating the town's dead. Removing it from the crypts will end the town's undead problem. It is worth 150 gold coins.

X The Revenant

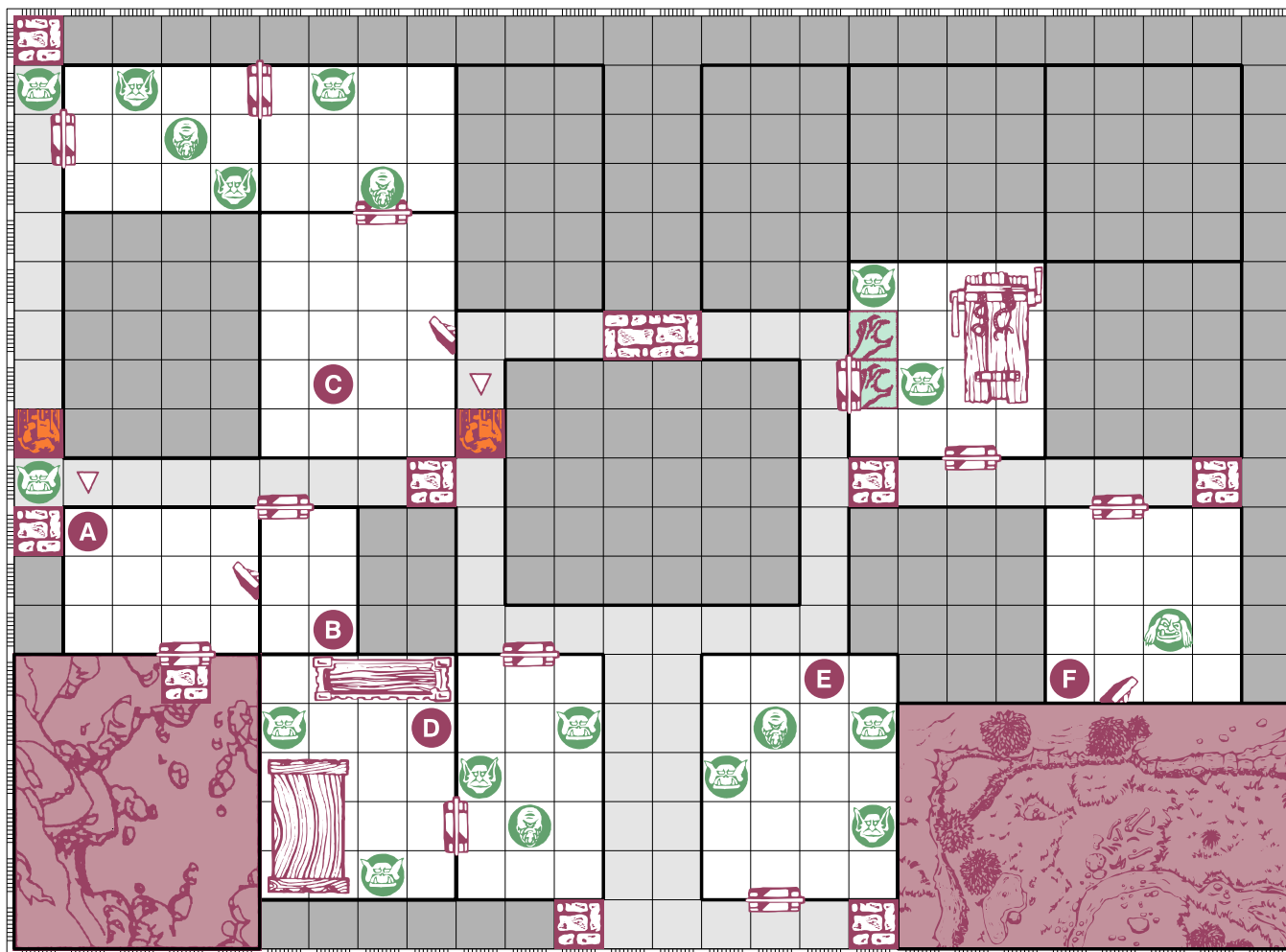
Use the Dwarf figure to represent the Revenant. The Revenant rolls the following dice:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	4	3	6	0

The Revenant is wearing the Bracers of Stoicism. This is an Artifact and the player should take the appropriate card after defeating the Revenant.



Wandering Monster in this Quest: Zombie



Quest 3

The Ogre

The deafening sound of falling rock and ice woke you from your sleep. Quickly gathering your equipment, you run for the cave entrance but it is too late. The avalanche has already blocked

out the daylight and you are trapped. With a sigh of resignation you prepare yourself to travel further under the mountain in search of another way out.

NOTES:

- A** The Trollslayer starts in this room.
- B** If the Trollslayer searches for treasure he will find 100 gold coins and an empty flask.
- C** This room contains an underground spring. You must tell the player this as soon as he opens the door. If the Trollslayer searches for treasure he finds nothing, but if he has the flask from room B he may fill it with water from the spring. The water has magical restoring powers. It may be drunk at any time, restoring 6 lost Body Points.
- D** The cupboard contains a Heroic Brew and the Trolltooth Necklace. This is an Artifact and the player should take the appropriate card.
- E** If the Trollslayer searches for treasure in this room, he will find a Battle Axe embedded in a Dragon's skull.
- F** The Quest is over when the Trollslayer steps onto the over ground tile.

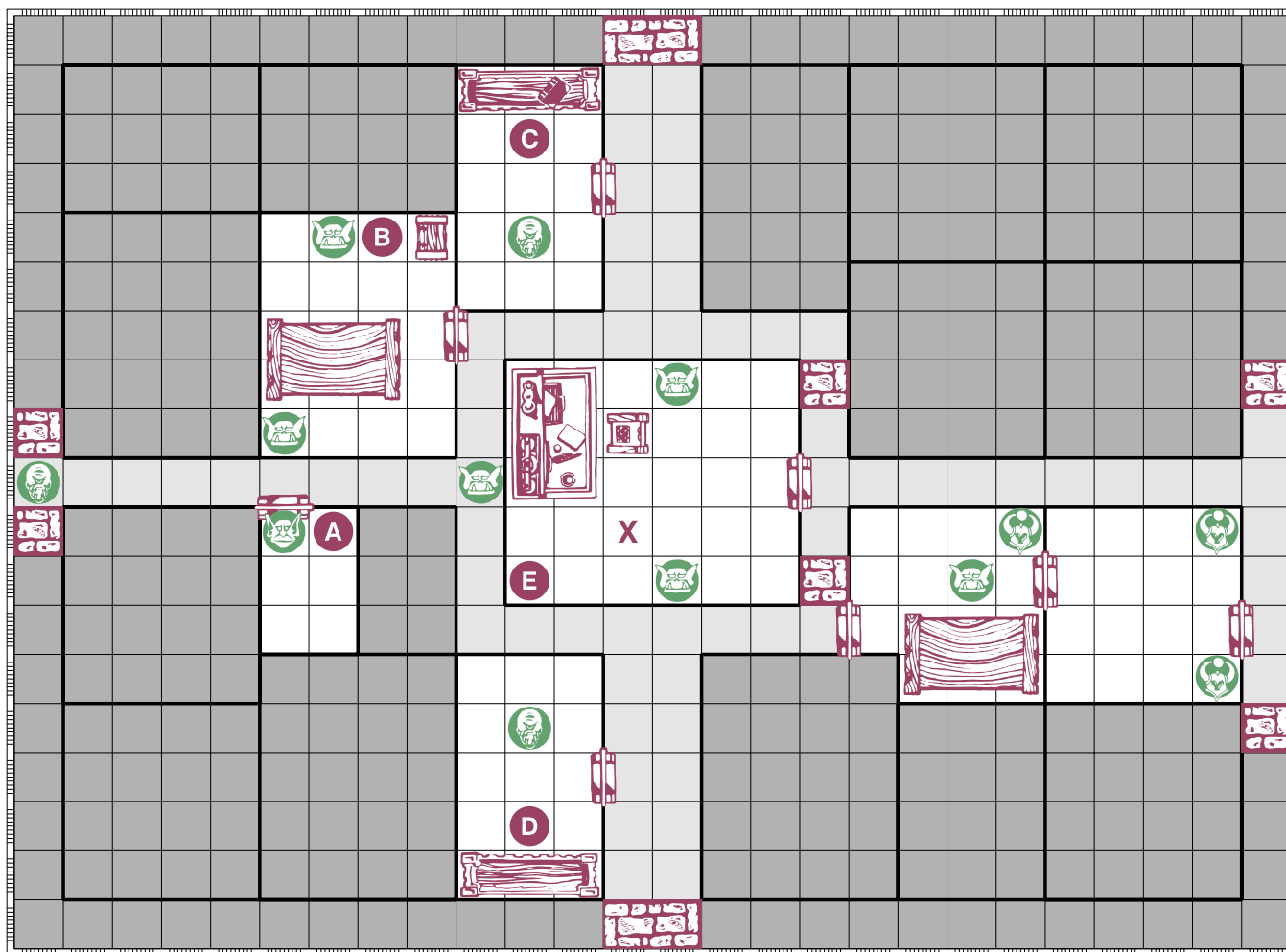


The Ogre

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	5	5	5	1



Wandering Monster in this Quest: Orc



Quest 4

The Doomguard

"The Black Orc answered to my master, Zargon. It has fallen to me to punish you for his death and I can think of no better punishment than to see you die of old age, chained up in my dungeons". The Doomguard's last words still echo inside your head as you open your eyes and survey the small room that has

become your cell. "This is not how it ends" you tell yourself, as the red mist descends upon you. Focusing your rage you begin to strain against your chains. And slowly, they begin to break...

NOTES:

Because the Trollslayer has had all his equipment taken, he may not use any equipment that he may have from previous Quests.

- A** The Trollslayer starts here and should take two Rage tokens before beginning this Quest.
- B** The treasure chest contains a Handaxe.
- C** If the Trollslayer searches for treasure, he finds one Potion of Healing that will restore up to four lost Body Points.
- D** This is where the Trollslayer's equipment is stored. When the Trollslayer searches this room for treasure he may regain all of his equipment and artifacts.
- E** If the Trollslayer searches for secret doors he will find a secret lever in the alchemist's bench that moves the bench two squares south, revealing the exit stairs beneath the bench.

X The Doomguard

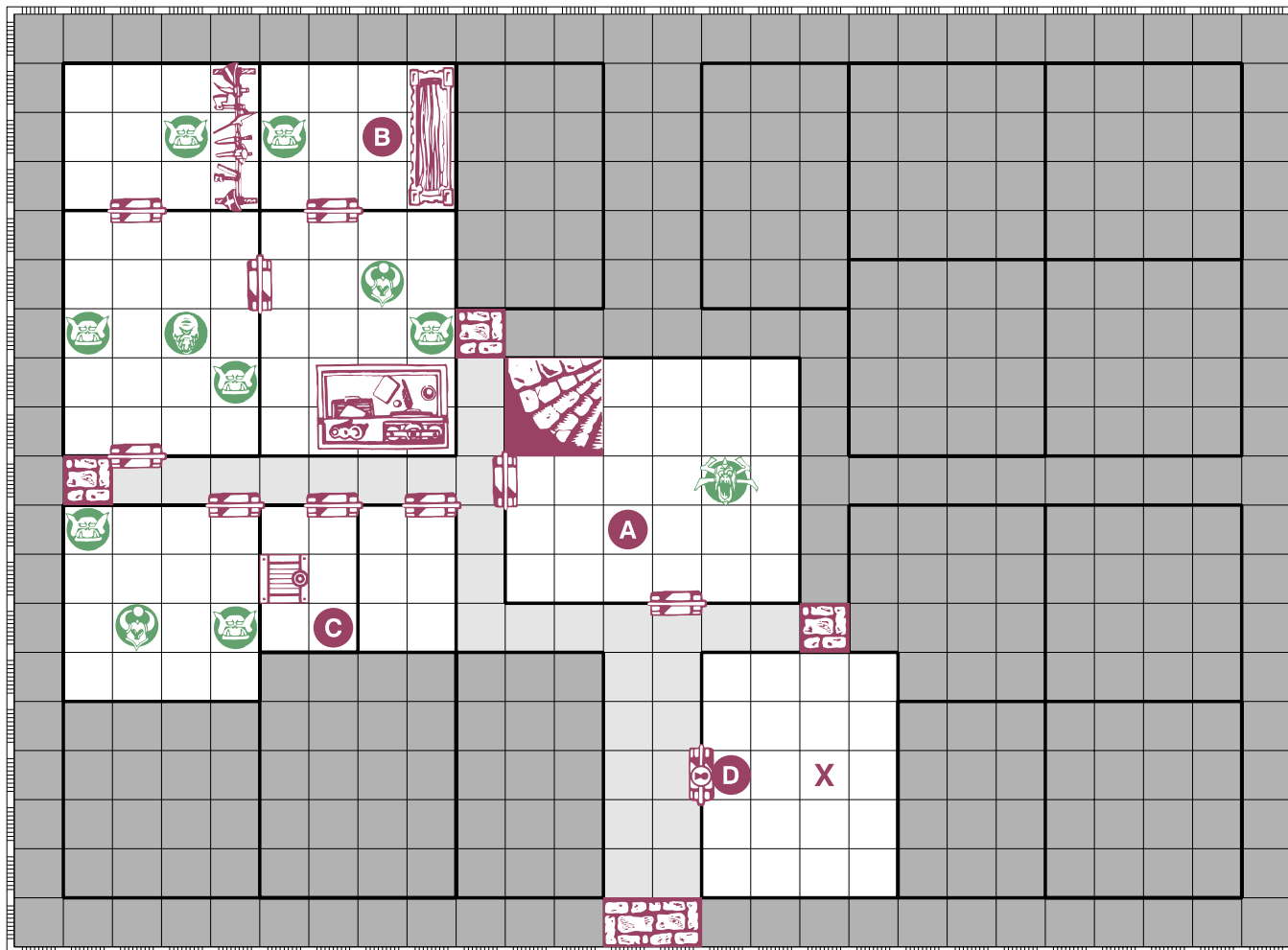
The Doomguard rolls the following dice:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	4	6*	4	3

*If the Doomguard rolls at least one black shield he defends successfully and remains unharmed.



Wandering Monster in this Quest: Chaos Warrior



Quest 5

The Troll

... and then you remember the Troll. That hideous, hulking monster that he used to capture you. Somewhere in this

infernal stronghold your destiny awaits you. Today you either find peace in death or truly earn the title, Trollslayer.

NOTES:

- A** The Gargoyle in this room cannot move, attack or be harmed. It will 'come to life' when the first Wandering Monster card is drawn from the treasure deck. It may move and attack as the wandering monster on this occasion.
- B** The cupboard contains a key that unlocks the trapdoor in room C and one Potion of Healing that will restore up to four lost Body Points.
- C** The trap door in this room is locked and can only be opened with the key from room B. When the trap door is opened replace it with a pit trap tile and place 3 Zombies in this room. If the Trollslayer climbs into the pit and searches for treasure he will find a key. If the Gargoyle in room A has still not already been activated you may do so now.
- D** This door is locked and can only be opened with the key from room C.

X The Troll

The Troll regenerates two lost Body Points at the start of the evil wizard players turn and rolls the following dice:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	5	5	1



Wandering Monster in this Quest: Orc

Conclusion

Victory always left a bittersweet taste in his mouth. Despite his quest for death, he never fought to die. Still a proud warrior, he searched only for the fiercest monsters that may be capable of defeating him. An honorable death to such a creature may redeem him in the eyes of his ancestors. Only then would Gazul permit him entry to Karaz Gromthi, the Hold of Ancestors. For now his quest continues, but sooner or later he will find a monster worthy of his redemption.