

HERO QUEST



The Creature Hunt
INSTRUCTION
BOOKLET

This time the Heroes must keep Zargon from awakening a terrible beast from its sleep.

Here's a new adventure for HeroQuest, with three new Quests for you players. As always, each Quest is divided into three parts: the Quest Map that shows the locations on the board where to place the furniture, monsters and traps; the Parchment Text, containing the story of the challenge that should be read to the players by Zargon; and the Quest Notes that explains what happens in certain rooms and special events.

During certain Quests, the board may need more pieces than those included in the HeroQuest box – as it did in The Slave City Adventure, published in Dragão Brazil #4. When this occurs, just remove the piece from an already explored room and place it in the new room. This is to add an element of surprise to the game: after all, just because the players have already found a treasure chest, does not mean that there are no more along the way!

You, Zargon, are the narrator of the adventure. Like the TV and movie narrators, you need to master your role. Although HeroQuest is not considered a real RPG, try to encourage the players to live out their roles as Heroes. This will make the game a lot better.

Read this to the players:

You sleep quietly in your houses, all dreaming of the day when you will get rid of Zargon. Suddenly, in the midst of your sleep, a suffocating mist seems to envelop you – and you are all transported to a large library, with bookshelves filled with ancient books and scrolls. Behind a large table in the center of the room is Mentor. He says:

"Zargon is plotting against our kingdom again. He has discovered the existence of a mighty creature, asleep for centuries, and plans to awaken it and place it under his command. If he succeeds, the kingdom will be lost! The Creature sleeps in the ruins of an Old Castle, outside the city. You must go there and stop Zargon."

You wake up startled, and find yourself still in your beds. You think it was all a dream, but ... it seemed so real! The next morning,

they meet with their companions and discover that they all dreamed the same thing. They conclude then that this was not a dream – but a request for help from Mentor, to prevent Zargon from awakening the sleeping monster. You head out for the ruins immediately.

