

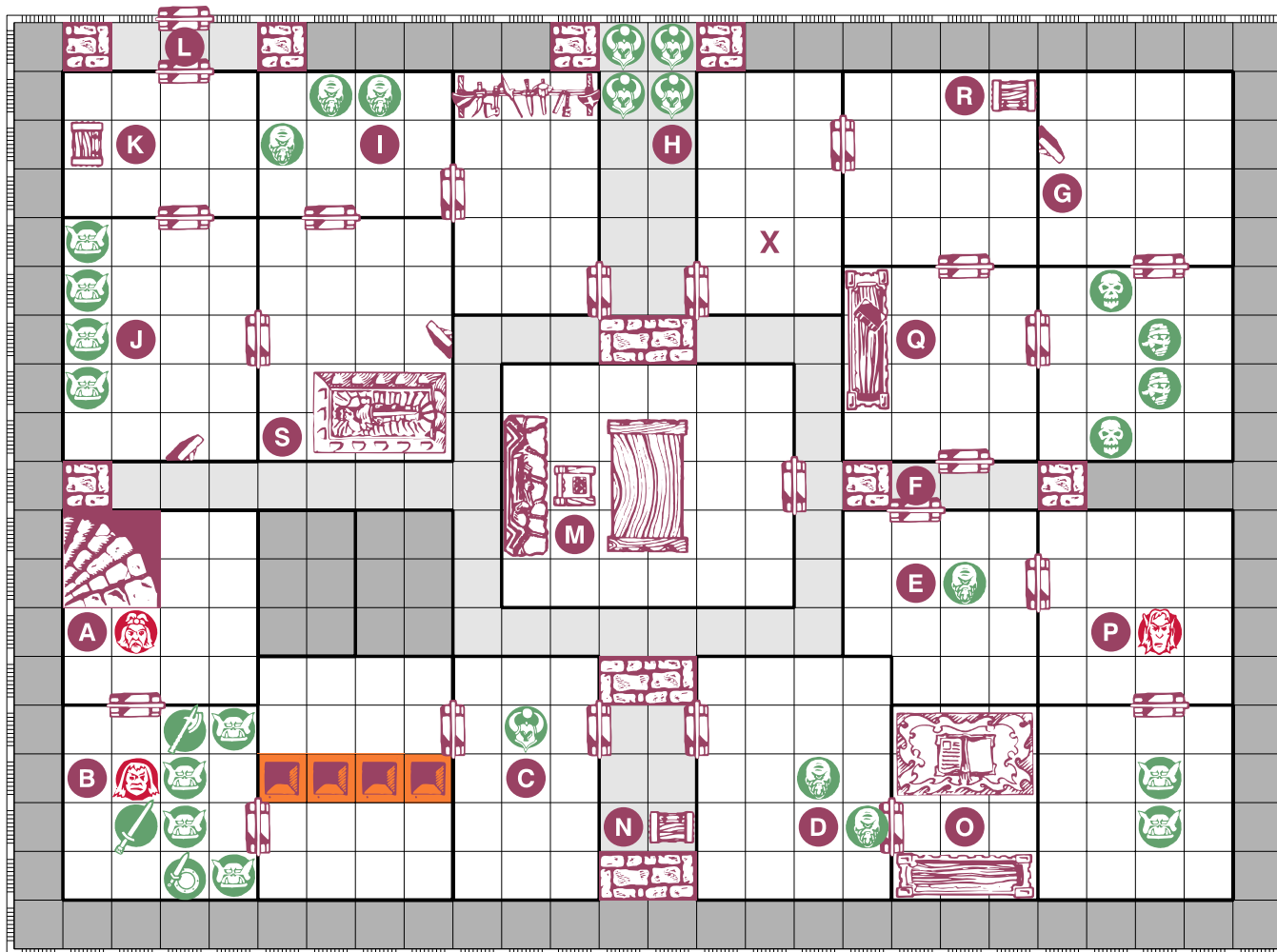
HeroQuest™

The Magic Trial

Q U E S T



B O O K



Solo Quest (Remake by Drew)

The Magic Trial

I have received a message from a fellow Wizard deep within a dungeon. His dying breath was used to tell me of a group of adventurers who are in trouble. They need magical help, and fast. Their party was trying to rid their land of an evil Sorcerer.

Wizard you need to kill the evil Sorcerer, and rescue the Elf, Barbarian, and Dwarf. Loretome has foreseen that this is possible, but the Wizard will need to use magic wisely in order to succeed.

NOTES:

The Quest is designed for the Wizard. The player doesn't choose any spell at the beginning of the Quest.

- A** Player starts here with the spells of Water.
- B** The Barbarian is fighting against a group of Orcs. The Barbarian shouts: "The Orcs here are mine! You need to go through the door to help the others!"
- C** This Chaos Warrior rolls 1 extra dice when he attacks. If the Wizard searches for a treasure after the Chaos Warrior is killed he will find a Potion of Resilience in the Warrior's corpse.
- D** This chest contains 3 scrolls with the spells of Earth.
- E** If the player looks for a treasure he will find in the cupboard a Potion of Healing and Holy Water.
- F** This is a dying Elf. Once healed, he will teach the Wizard the spells of Air

and then run away to help the Barbarian.

- G** In this room, the Dwarf is fighting against the Undead. If the Wizards helps the Dwarf, defeat the forces of the Undead, the Dwarf will reward him with 100 gold coins.

- X** This is the evil Sorcerer. He uses the spells of Fire. He has the following characteristics:

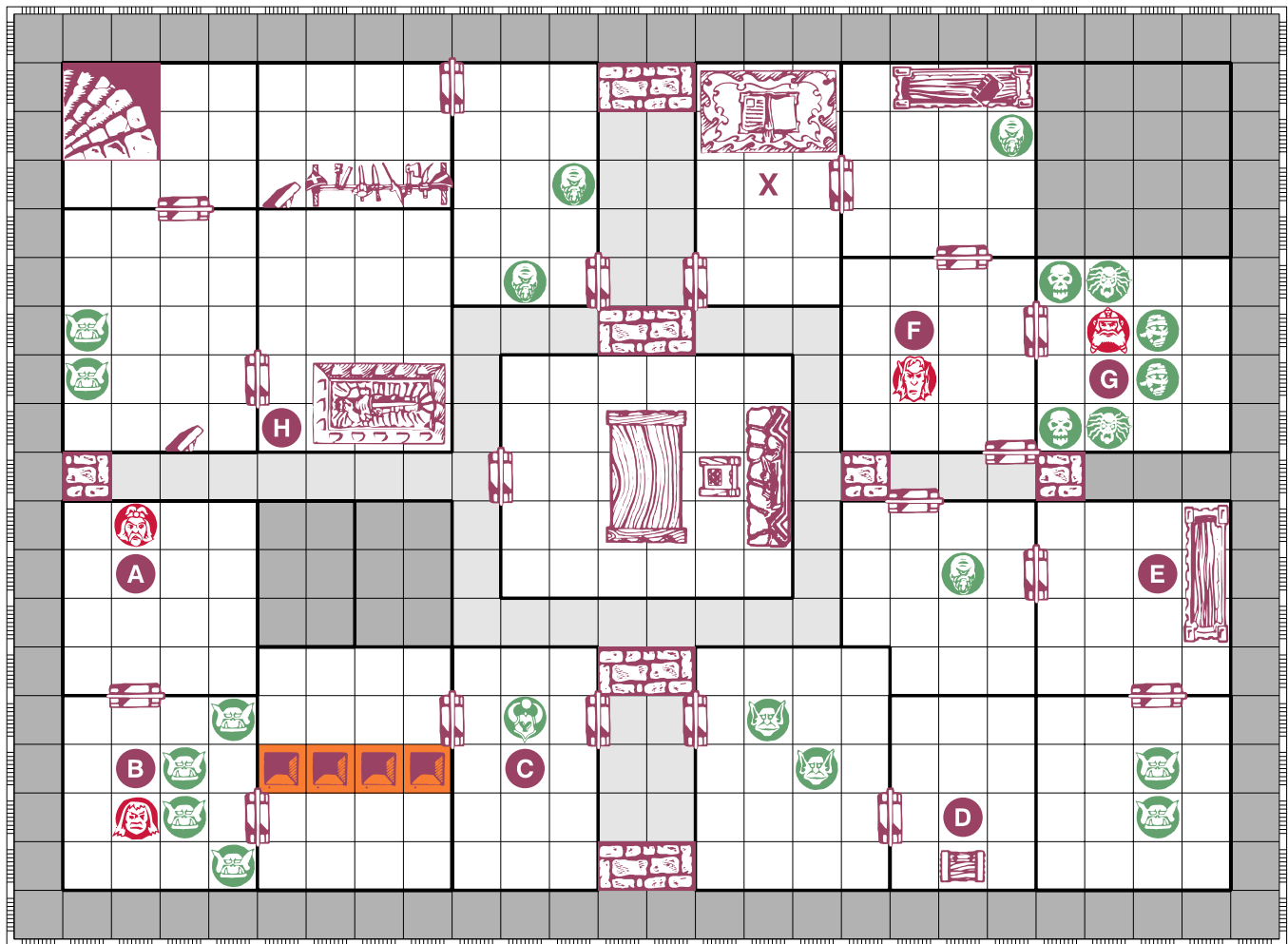
MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	1	2	3	4

Once the Sorcerer is defeated the Wizard will study the spells of Fire from the Sorcerer's table.

- H** If the player looks for a treasure he will find that inside the tomb lies a potion of Heroic Brew.
- I** If the player looks for a treasure he will find 150 gold coins.



Wandering Monster in this Quest: Goblin



Solo Quest

The Magic Trial

NOTES:

- A** Player starts here with the spells of **Water** only.
- B** In this room the Barbarian and his men-at-arm are fighting against the Orcs. They can't be controlled by the player who needs to go through. Tell the player the Barbarian is dealing with them asking the player to go further meanwhile. *Here the spell Veil of Mist should be cast.*
- C** This Chaos Warrior has only 1 Mind Point. *Here the spell Sleep should be cast to defeat the Chaos Warrior.*
- D** *The spells of Fire are required to defeat those 2 Fimir.*
- E** *This Fimir can be killed thanks to the various spells the player should still be able to cast (Courage, Rock Skin).*
- F** From this position the player can see the door over the blocking rocks. *The spell Genie may give him the opportunity to see what is in the middle room.*
- G** This secret door can only be found and opened from this room.
- X** This is a Chaos Sorcerer. He has the following characteristics:
- | MOVEMENT | ATTACK | DEFEND | BODY | MIND |
|----------|--------|--------|------|------|
| 5 | 1 | 2 | 1 | 4 |
- Spells : Firestorm which he can cast at every turn until it is *Dispelled by the Spell of Protection.*
- On his body the Wizard will find a Cloak of Protection.
- H** *It may be wise to block these Chaos Warriors with the Wall of Stone spell instead of fighting them.*
- I** Once more, moving unnoticed to the next room might be a good idea. *The spell Invisibility should be cast.*
- J** *These four Orcs can easily be avoided thanks to the spells Cloak of Shadows.*
- K** As a reward, the Wizard will find in this chest 150 gold coins.
- L** This is the exit door of the trial. If the player goes through it he wins.
- M** If the player searches a treasure in this room he will find Potion of Magic Resistance, a Potion of Healing and a Potion of Speed.
- N** This chest contains a book in which the player learns the spells of **Fire**.
- O** In the cupboard is a healing potion and on the sorcerer's table are the spells of **Earth**. *The spell Pass Through Rock is required to go to the next room.*

Wandering Monster in this Quest: None

NOTES continued:

- P** *The Elf here is almost dead and will ask the player for help. Once healed he will teach him the spells of Air.*
- Q** The bookshelves contain the spells of **Detection**. Only one of the two doors in this room can be opened. *The spell Clairvoyance may be useful to choose wisely which one to open.*
- R** This chest contains the spells of **Protection**.
- S** Inside the tomb lie old scrolls of the spells of **Darkness**.