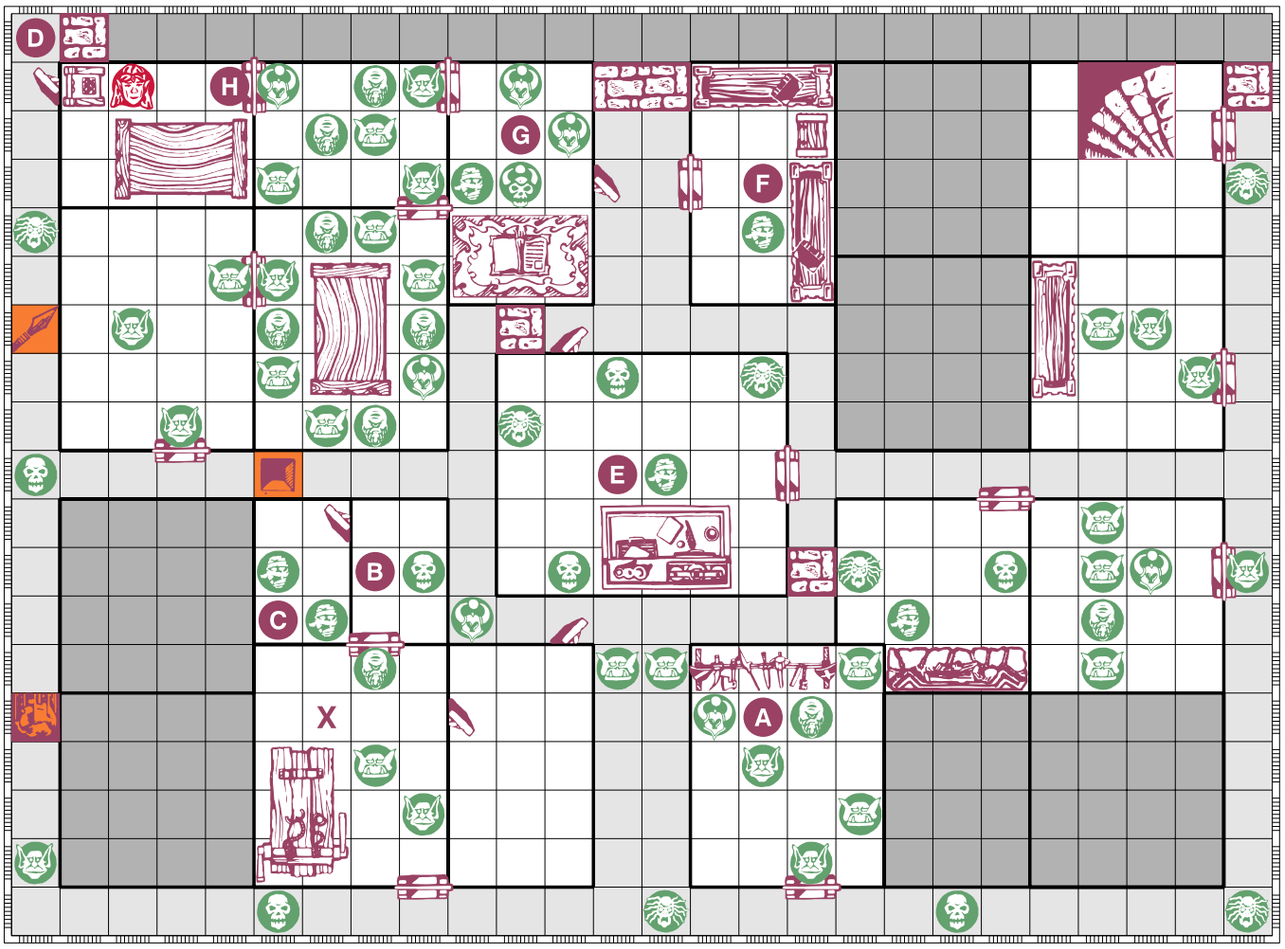
HeroQuest™

The Rescue of the Princess

QUEST BOOK



Single Quest

The Rescue of the Princess

"The Emperor's daughter has been kidnapped! While the Emperor and his army were trapped in Kellar's Keep and you, brave Heroes, went to their rescue, a bastiferous Sorcerer of Chaos, known as Cee'Ess, led a band of Greenskins and Undead to the castle and kidnapped the Princess. For months now she has been a prisoner of this dastardly warlock, whose brand of magic is the raising of the dead. We sent forth every mercenary and adventurer we could find to her aid, but all have returned in failure, or not at all. You are the Princess's and the Empire's final hope. The Chancellor will reward any band of rescuers 1000-nay, he tells me-2000 gold coins to be divided amongst the survivors. All I can do now is pray that the Princess is alive and unharmed."

NOTES:

A The first Hero to search for treasure will find a crossbow on the weapons rack. It is identical to the item listed in the Armory.

B The Skeleton in this room appears to be the remains of a human prisoner-pray, not the Princess! Should a Hero search the room for secret doors, the Skeleton will rise up and immediately attack the searcher.

C These Mummies have not become assistants of Cee'Ess and therefore do not yet know the Ball of Flame Chaos Spell.

D This secret door is well hidden and cannot be found when searching from the corridor. It can only be found from inside the room on the other side of the wall. See Note H.

E A variety of potions litter the tabletop. The first Hero to search for treasure will discover two Potions of Healing, each restoring up to 4 lost Body Points, plus a Potion of Defense and a Heroic Brew. A second treasure search will reveal a Potion of Strength and another Potion of Healing in a secret desk drawer. This Potion of Healing will restore the number of lost Body Points equal to a roll of one red die.

F The first Hero to search for treasure will find 200 gold coins in the chest. The second Hero to search for treasure will find the brass key hidden inside a book on the bookshelf. The key is necessary to unlock the door to the Princess's cell.

G Cee'Ess knows the following Chaos spells: Ball of Flame, Summon Undead, Escape, Fear, and Sleep. The Escape spell will transport him to point "D" in his alchemy lab. His stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	2	4	5	6

Wandering Monster in this Quest: Zombie

NOTES continued:

H This is the Princess's cell. The door is securely and magically locked. When a Hero tries to open it, the Princess will rush to the door and say:

"A few adventurers came to rescue me a while back and we very nearly escaped, but the men were killed before we reached the surface. The Sorcerer has since fitted the door with a special lock. I'm not certain what will happen, but he assured me I would never again see the light of day. Have you found a key? Or perhaps you are strong or wise enough to open the door without the key."

Any means of smashing, breaking, picking, or use of magic (i.e. the Genie Spell) on the lock will definitely open the door; however, an alarm will also sound throughout the dungeon. All undefeated monsters, as well as defeated Skeletons and Zombies, will converge on the cell door. (This was the reason for keeping track of where Skeletons and Zombies were defeated.) Unlocking the cell door with the brass key found in the library at "F" is the only way to prevent the alarm from sounding.

If the alarm sounds, the Princess will immediately tell the rescuing Hero about the secret door she found in her cell. If the alarm doesn't sound, she will forget about the door temporarily until a Hero searches for secret doors from within the cell. Either way, she will explain that she had found the unused door months ago and has spent many, many days since her aborted rescue chiseling at the crusted and rusty mechanism with a dagger she found during her harrowing escape. A solid whack to the mechanism from a sword or axe weapon (roll combat dice) and scoring at least 2 skulls in a single roll will open the secret door. Destroying the mechanism is not considered part of the "action" phase.

Finally, the Heroes will find that the Princess is no fainting miss. She moves immediately after the Hero who rescued her and may use the dagger she found to attack; though the Heroes would be wise not to put the Emperor's daughter in any further danger. Her stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
2 Red Dice	1	2	3	5