

HeroQuest™

The Scroll of Immortality

Q U E S T



B O O K

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.

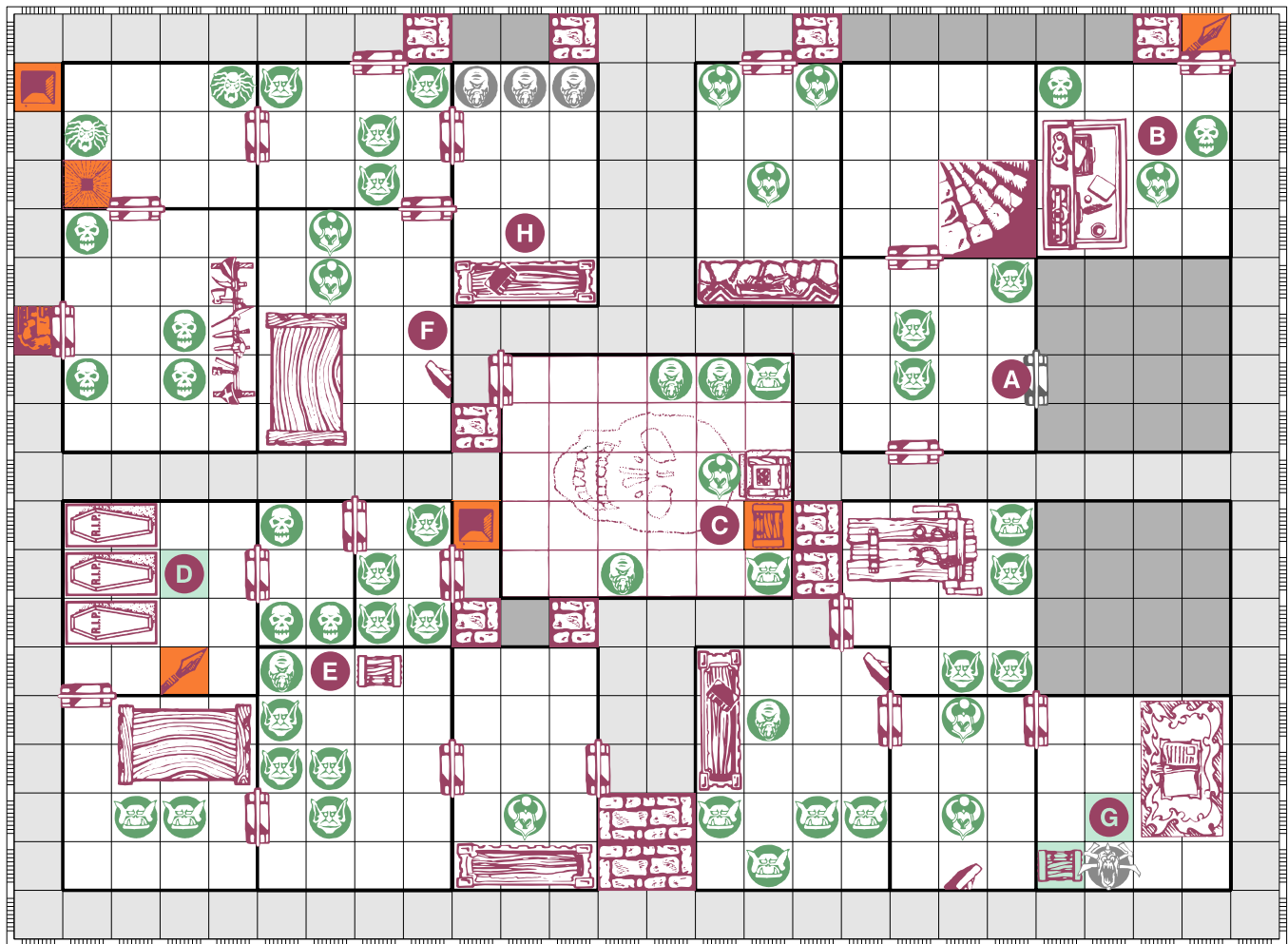


Light Green: This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.



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.



Single Quest

The Scroll of Immortality

"The forces of Chaos have discovered an artifact of great evil. A scroll with a formula written in gold that creates immortal

monsters. Your task is to find the artifact and return it to Mentor."

NOTES:

- A** This door is a fake door. Remove it after any attempts to open it.
- B** The first Hero who searches for treasure will find a Potion of Healing and a journal with the following entry: "Day 25 The dread Scroll of Immortality is mine! I have split the scroll in half and hidden the pieces, each guarded by my first test subjects..."
- C** The first Hero who searches for treasure will find 400 gold coins and two Potions of Healing in this treasure chest.
- D** There is an undiscoverable trap on the coffins. The first Hero who searches for treasure will wake up 3 Mummies from the coffins. They will then immediately attack. There is 34 gold coins in the coffins.
- E** The first Hero who searches for treasure will find 120 gold in this treasure chest.
- F** This secret door can only be found by searching for secret doors in the room.
- G** There is a Gargoyle statue in the room. The chest contains a piece of an unusual scroll with an arcane formula written in shimmering gold ink, but it has an undiscoverable trap on it. Searching for traps will discover nothing. If a Hero searches for treasure the Gargoyle will spring to life and immediately

attack. The Gargoyle cannot be attacked or harmed until it has either moves or attacked a Hero. The Gargoyle is immune to spells. The Gargoyle statue has five Body Points.

- H** There are three Fimir statues in the room. The bookcase contains a piece of an unusual scroll with an arcane formula written in shimmering gold ink, but it has a trap on it. If a Hero searches for treasure before the trap has been disarmed the three Fimir will spring to life and will immediately attack. The Fimir cannot be harmed until they have either moved or attacked a Hero.

At the end of the Quest the Heroes are awarded 200 gold coins to share.



Wandering Monster in this Quest: 2 Orcs