

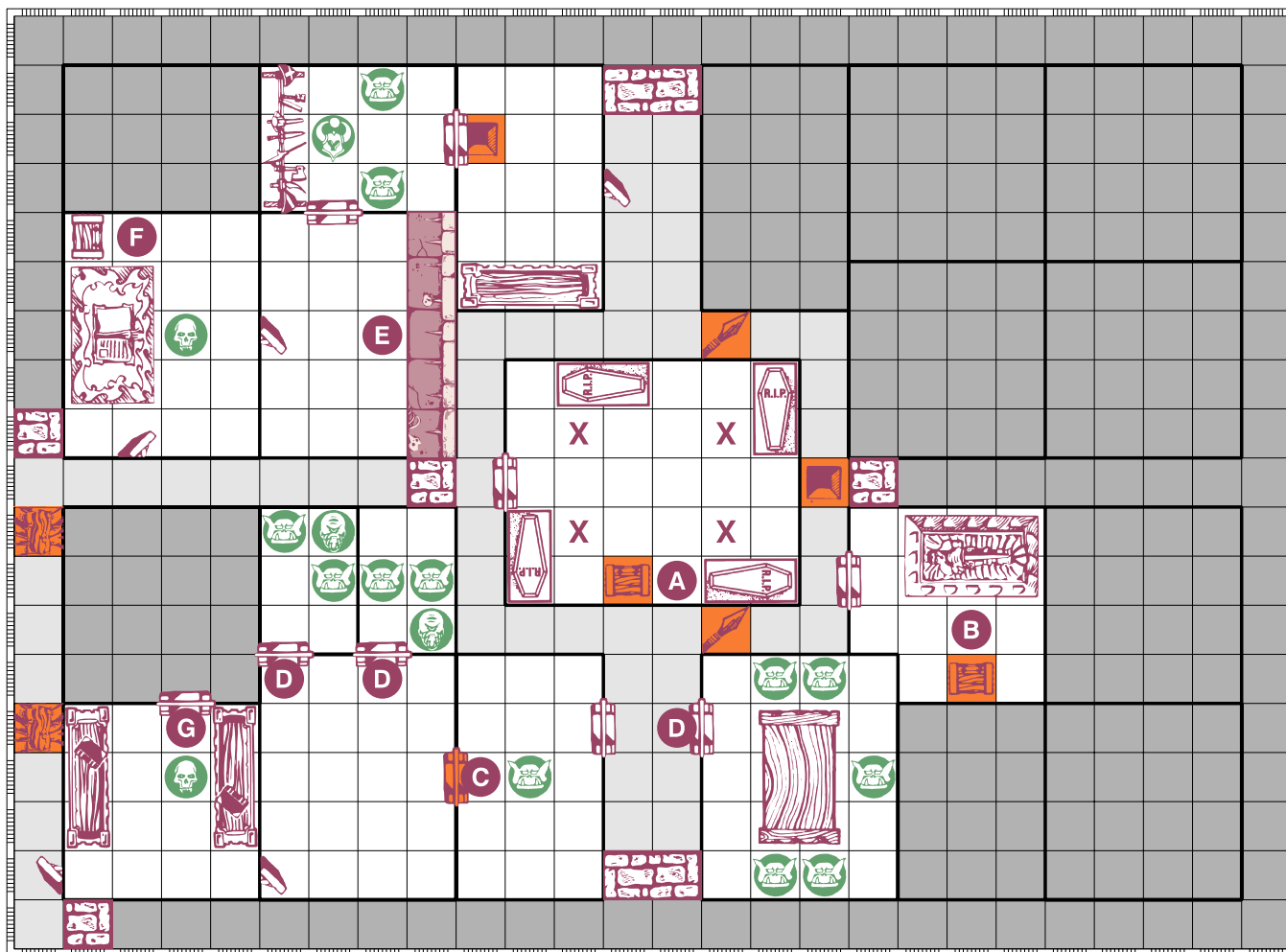
HERO QUEST™

The Sword of Zalmir

Q U E S T



B O O K



Single Quest

The Sword of Zalmir

"The Sword of Zalmir, a great tool of good and order has been stolen by the minions of Zargon, so I have asked you four here to recover it. But remember my friends, even what seems a simple mission can be filled with peril. The Orcs that stole the sword will not give it up easily. The traitorous Zargon will set many of his foul servants against you. But it is for such a quest that you have been prepared.

Good luck my friends, I know well of the lair of these Orcs so I can deliver you to the heart of their labyrinth with my magic ... yet I cannot bring you back from the same place, you will have to find another escape ... I will do my best to bring you back safely once I have located a safe place to open a portal home"

NOTES:

The Heroes begin the quest teleported into the heart of the dungeon and begin the Quest on the squares marked X.

- A** This treasure chest is trapped with an explosion trap, the character who opens the chest suffers a body point of damage for each skull rolled on 3 combat dice, this cannot be defended against. The treasure chest also contains the Sword of Zalmir, as soon as a character takes the sword tell them the following.

"As you pick up the sword the grating of stone on stone and the mournful calls of the dead fill the chamber, each coffin lid opens as the dead of this place walk once more."

Roll a red die for each coffin in the room, on a roll of a 1, 2 or 3 a Skeleton is placed adjacent to the coffin, on a 4 or 5 a Zombie is placed adjacent to the coffin and on a 6 a Mummy is placed adjacent to the coffin. All monsters may immediately move and attack. As long as there is a Hero in the room roll

again at the end of the Evil Wizard player's turn and place an additional monster next to one of the coffins.

Note: The Sword of Zalmir is considered a normal shortsword, however it has a special power described in the Instruction Booklet (see Death Reaper).

- B** This treasure chest is trapped with an explosion trap, all characters in the same room as the chest when it is opened suffer a Body Point of damage for each skull rolled on 3 combat dice, this cannot be defended against. If the trap is disarmed before opening the chest than a Hero will find 150 gold coins ... otherwise the gold is melted in the explosion and is useless.
- C** This door is trapped with an alarm trap, it cannot be disarmed in anyway, if a character attempts to do so they instantly set off the alarm. All doors marked D immediately open and all monsters within may act on the Evil Wizard player's turn.



Wandering Monster in this Quest: Zombie

NOTES continued:

- D** These doors immediately open if the trap at C is triggered.
- E** If there are any characters in this room at the beginning of the Evil Wizard player's turn than the door behind them immediately slams shut and locks, it cannot be opened except with the Genie spell (do not tell the players this). Place the wall of death along the wall indicated, at the end of each of the Evil Wizard player's following turns the wall moves one square towards the opposite wall, pushing back any characters stood against it, if the wall reaches the opposite wall all characters in the room are crushed and die instantly. The characters may search for secret doors, however, as soon as they do, two Skeletons are placed either side of it and will try and bar the Heroes escape. Once the wall of death has reached the opposite wall it will move back to its original position, awaiting the next unwary victim.
- F** This chest contains 100 gold coins and a Potion of Healing that restores 4 Body Points.
- G** This door is locked and cannot be opened by any means. Once the Death Reaper in the room has been killed tell the characters the following.

"The doorway ripples and the wood fades into a silvery liquid, as your eyes adjust to the shimmering you see your salvation beyond! Mentor's study!"

Any character who steps through the door successfully escapes the dungeon.