

HeroQuest™

Tristain's Return

Q U E S T



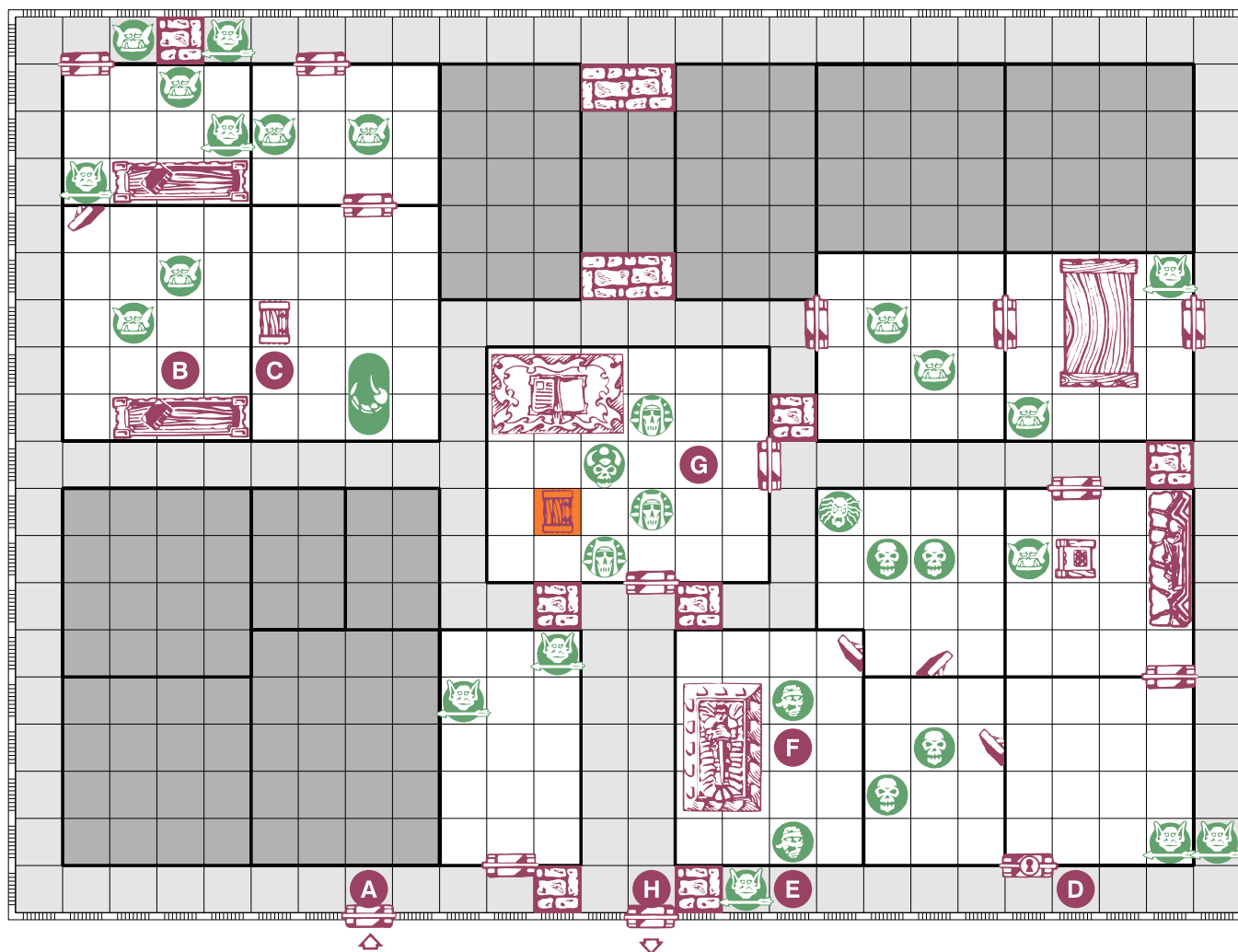
B O O K

Introduction

My friends, I have some terrible news. After an absence of centuries, the evil wizard Tristain is back in the kingdom. Where he has been these years no one knows, but he has recruited a large force of evil creatures and has re-occupied his long abandoned castle. I believe he is planning a war against the Emperor. It has been rumored that Tristain is trying to strike a bargain with the dragon Sharm to gain his help in the coming war. If this happens and Tristain is able to combine his power with Sharm's, they will be undefeatable. Now, while he is consolidating his army at his castle, and before Sharm allies himself with Tristain, is the time to strike. Your small force may be able to slip into the castle unnoticed and destroy Tristain. But beware, his army is made up of many foul creatures. Our spies tell of humans twisted by his cruel magics into hideous monsters. You must stop him now!

Conclusion

Sharm is dead. No longer will the people have to live in dread, always looking skyward, hoping that they will see no sign of his coming. In killing Tristain and Sharm you have destroyed two of the greatest threats to the Empire. Few others can stand and say that they have fought two such great foes and survived. Rest now, for while these two enemies have been destroyed, others will soon come to threaten the peace of the Empire.



Quest 2

Against the Dragon Sharm

"You have done well, but you are not through yet. Tristain is no more, yet Sharm seems intent on following through with Tristain's plan of destruction. Some of the creatures from Tristain's army have joined with Sharm, and they are roaming

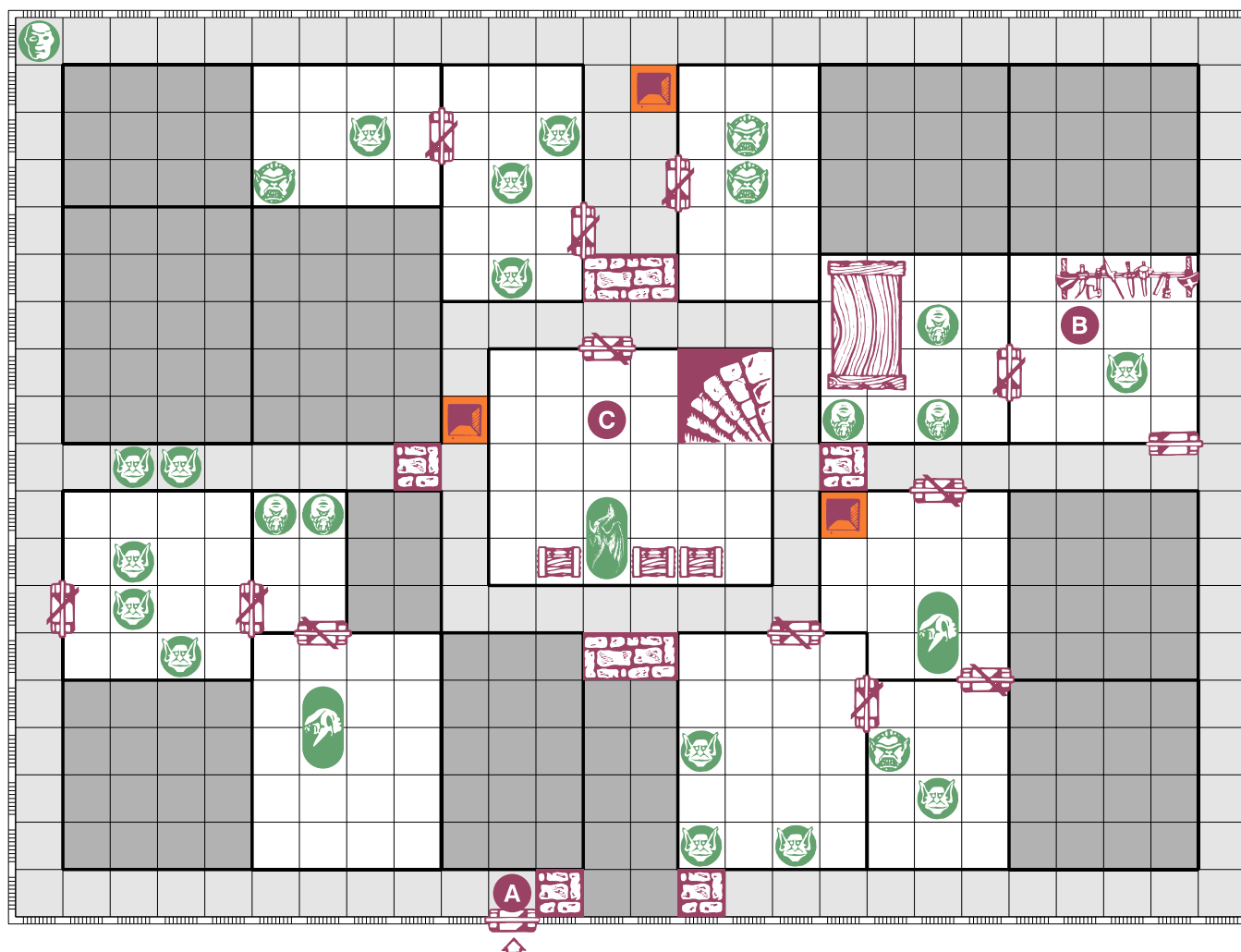
the countryside, looting, burning, and killing. You must stop Sharm and put an end to this destruction Once and for all. Sharm lives deep in a cave, and the creatures of Tristain's army are housed there, too."

NOTES:

- A** This is the entrance to Sharm's caves. When all four Heroes are on the board, tell them: *"This entrance looks to be too small for Sharm to get through; there must be another way into the caves. While you see no sign of Sharm, there are many other tracks coming and going on the floor."*
- B** Tell the Heroes: *"This area of the cave has been worked on to make it a little more livable."* The weapons rack contains 2 shortswords and one broadsword.
- C** The Dragon Sharm has his treasure trove here. The first chest contains 4 gems, each worth 250 gold coins. The second chest contains a great axe and 200 gold coins. The third chest contains 400 gold coins. The staircase is Sharm's secret exit from the cave. The Heroes can leave the Quest from here.



Wandering Monster in this Quest: Bugbear



Quest 1

Tristain's Castle

"The back way into Tristain's Castle will allow you to avoid many of the creatures he has guarding his abode. You still must be careful to avoid raising the alarm. Silence any creatures that you meet. You must stop Tristain before he begins his war against the Emperor. Beware of Tristain's bodyguards, the Death Knights. Their touch can paralyze the

strongest Hero. A word of warning, I am not sure what condition Tristain's castle is in. It was abandoned when Tristain was driven from the Empire long ago, and has laid in ruin for centuries. Now, through Tristain's magic it is habitable once again. I do not know what will happen to it when you kill Tristain."

NOTES:

- A** Tell the Hero: *"The castle around you looks brand new, not like the ruins you would expect."*
- B** The first Hero to search will find a Potion of Healing hidden behind the books in the bookcase.
- C** This chest contains 400 gold coins and a key. Give the Hero who opens the chest the key tile.
- D** This door is locked, and cannot be opened without the key found in the chest in room C. Once the door is unlocked, take the key tile from the Hero.
- E** A Hobgoblin will be here anytime a Hero enters this hallway.
- F** The first player to search the room will find a new artifact, Gauntlets of Ogre Power, laid out in the tomb.
- G** Tristain is the Evil Wizard in this room. The chest here has a trap, a poison

needle. If the chest is opened without disarming it, the Hero will lose 1 Body Point to the poison. The chest contains 100 gold coins.

Stats for Tristain:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	6	6	8

Spells: Firestorm, Ball of Flame, Sleep, Lightning Bolt, Summon Orcs.

As soon as Tristain is killed, tell the players: *"You feel ground begin to shake. Now that Tristain is dead, his magic is no longer holding the castle together. It is falling apart around you."* On each of the Game Master's turns, until all four Heroes have left the map, roll 1 die. On a roll of 6, one of the players is hit by falling debris for 1 Body Point damage. To determine which of the Heroes was hit, roll 1 die (if you have a 4-sided die, you can use this). This chart determines who is hit:



Wandering Monster in this Quest: Orc

NOTES continued:

<u>Die Roll</u>	<u>Hero Hit</u>
1	Barbarian
2	Elf
3	Wizard
4	Dwarf

If you roll a 5 or a 6, or if the rolled Hero has already left the board, roll again.

H This is the main entrance to the castle. The players can exit the board here.

Alternate Rules:

If you're feeling a little contrary, when you role for falling debris (see room G) and the debris misses the Heroes, place either a pile of rocks tile or a blocked passage tile in front of the Heroes (make sure that you do not block their only path to the Exit H). Tell the Heroes that they cannot go through these blocks and must go around them. If you run out of tiles you can pick up ones from the board in areas where the Heroes have already passed.

If you're feeling kind of mean, when they get close to the main entrance H, have debris hit the door and cover it. The Heroes must now exit the board at the same place they come in.

If you're really feeling nasty, use both rules (a) and rules (b).