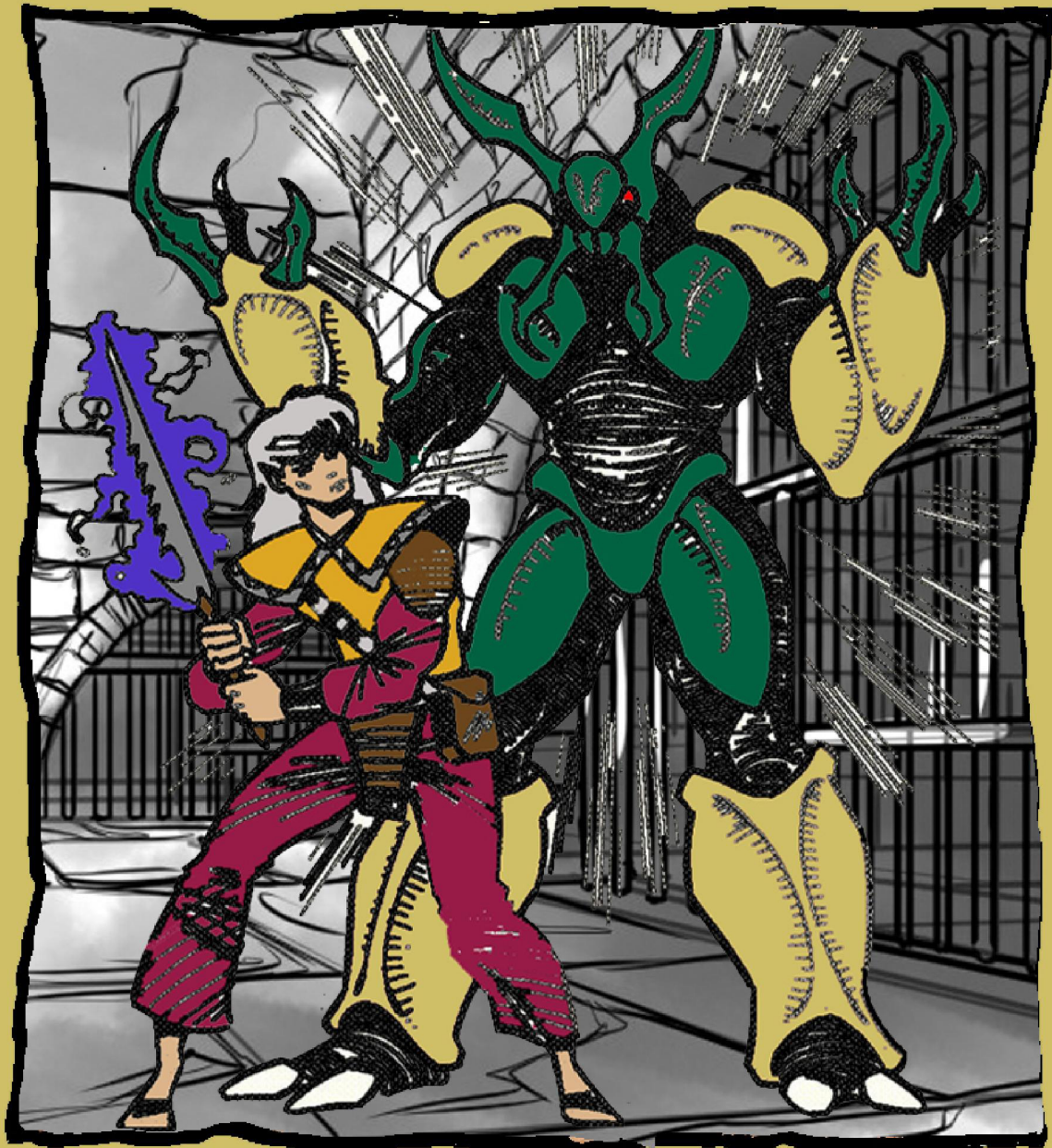


HEROQUEST

SLUMBERING MONSTER



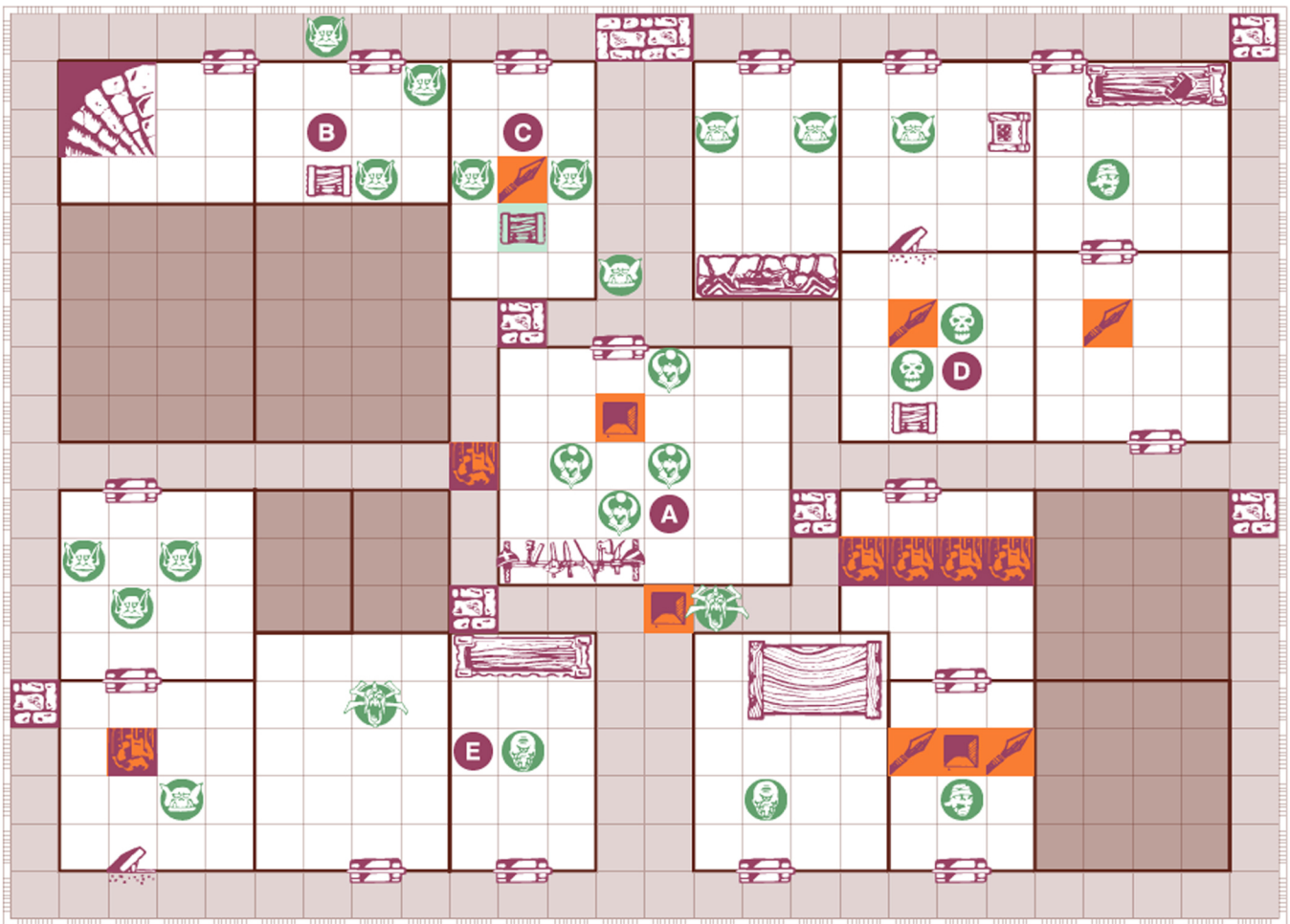
“This time the Heroes must stop Zargon from awakening a terrible sleeping beast.

You are all sleeping peacefully in your homes, dreaming of the day you defeat Zargon. Suddenly in the midst of your sleep a suffocating mist seems to envelope you all, and you are all transported to a large library, with cabinets full of ancient books and scrolls. Standing in the centre of the room is Mentor. He says:

“Zargon is plotting against the Empire again. He has discovered the existence of a creature that has been asleep for centuries. He plans to awaken it and put it under his command. If he succeeds the Empire will be lost! The creature sleeps in the ruins of the old castle outside the city. You must go there and stop Zargon.”

You wake up startled, and find yourselves still in bed. You think it was all just a dream, but... it seemed so real. The next morning you all meet and discover you all had the same dream. You all conclude that it was not a dream, but a cry for help from Mentor to prevent Zargon from awakening the sleeping monster. Immediately, you leave for the ruins.”





QUEST 1

The Chaotic Sword

“Only with the help of the Chaotic sword will it be Possible to destroy the creature. Your first task is to find this magic weapon.”

NOTES:

A – The first Hero to search this room for treasure will find the Chaotic Sword on the weapons rack. The Chaotic Sword is a magical shortsword. Its use is explained on the matching Artifact Card.

B – The chest contains 300 gold coins.

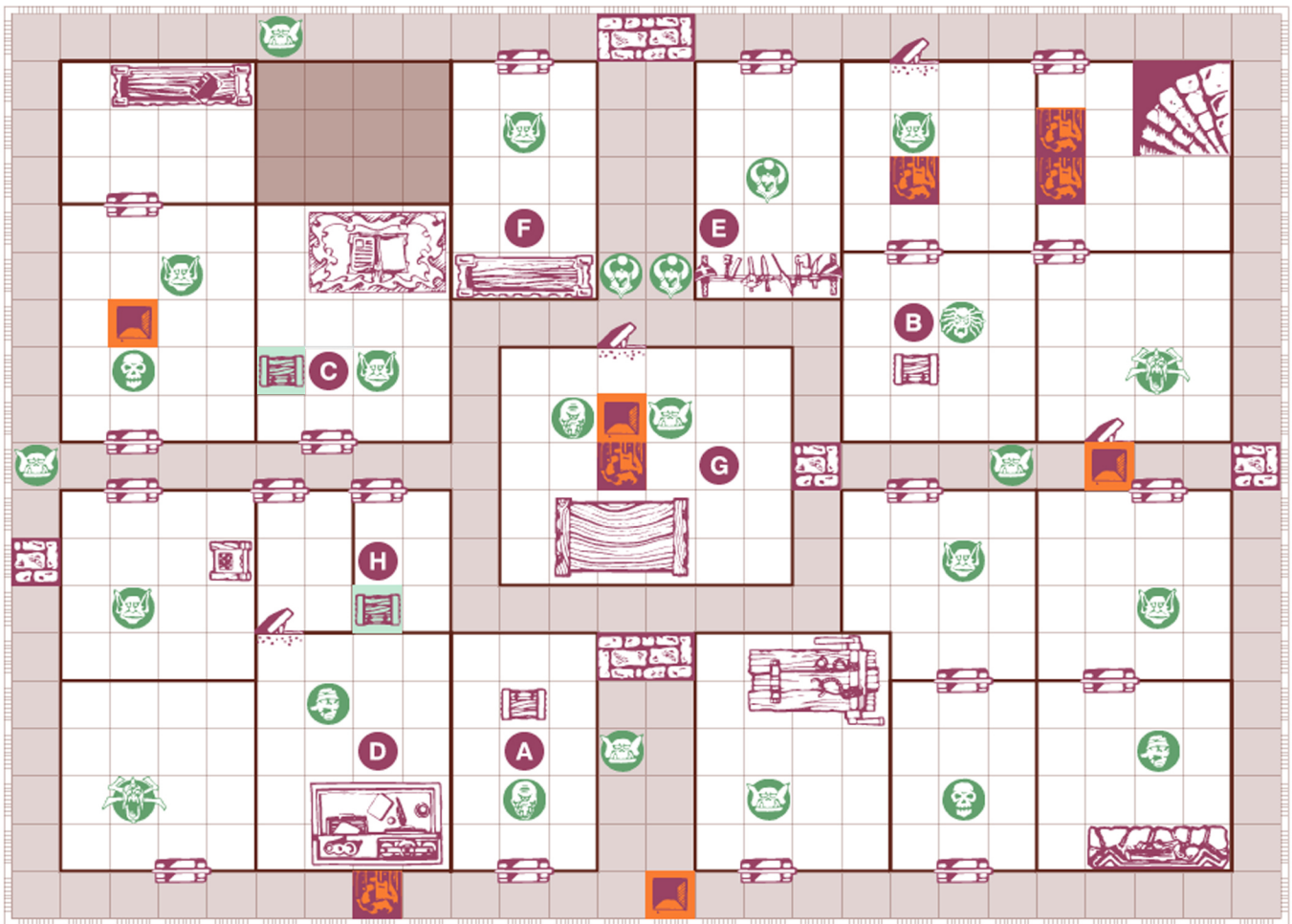
C – The first Hero to open this chest will be attacked by a wandering monster. The chest is empty.

D – The chest contains 150 gold coins.

E – The first Hero to search for treasure in this room will find the Wizard’s Staff hidden behind the cupboard. Its use is explained on the matching Artifact Card.



Wandering Monster in this Quest: Orc



QUEST 2

The Axe Of Destruction

"In this quest you must find the Axe of Destruction. With it and the sword you can destroy the Creature."

NOTES:

A - The chest in this room contains 20 gold coins.

B - The first Hero to search this room for treasure will find the Wand of Magic inside the chest. Its use is explained on the matching Artifact card.

C - This empty chest is a magical trap. A Hero who tampers with it will lose one magical item they are carrying. Zargon chooses the item to be lost, but may not choose the Chaotic Sword of the Axe of Destruction.

D - There are 2 Potions of Healing on the Alchemist's Table. Each will restore up to 4 lost Body Points when consumed.

E - The weapons on this Weapons Rack are rusted and broken. There is nothing here that the Heroes want.

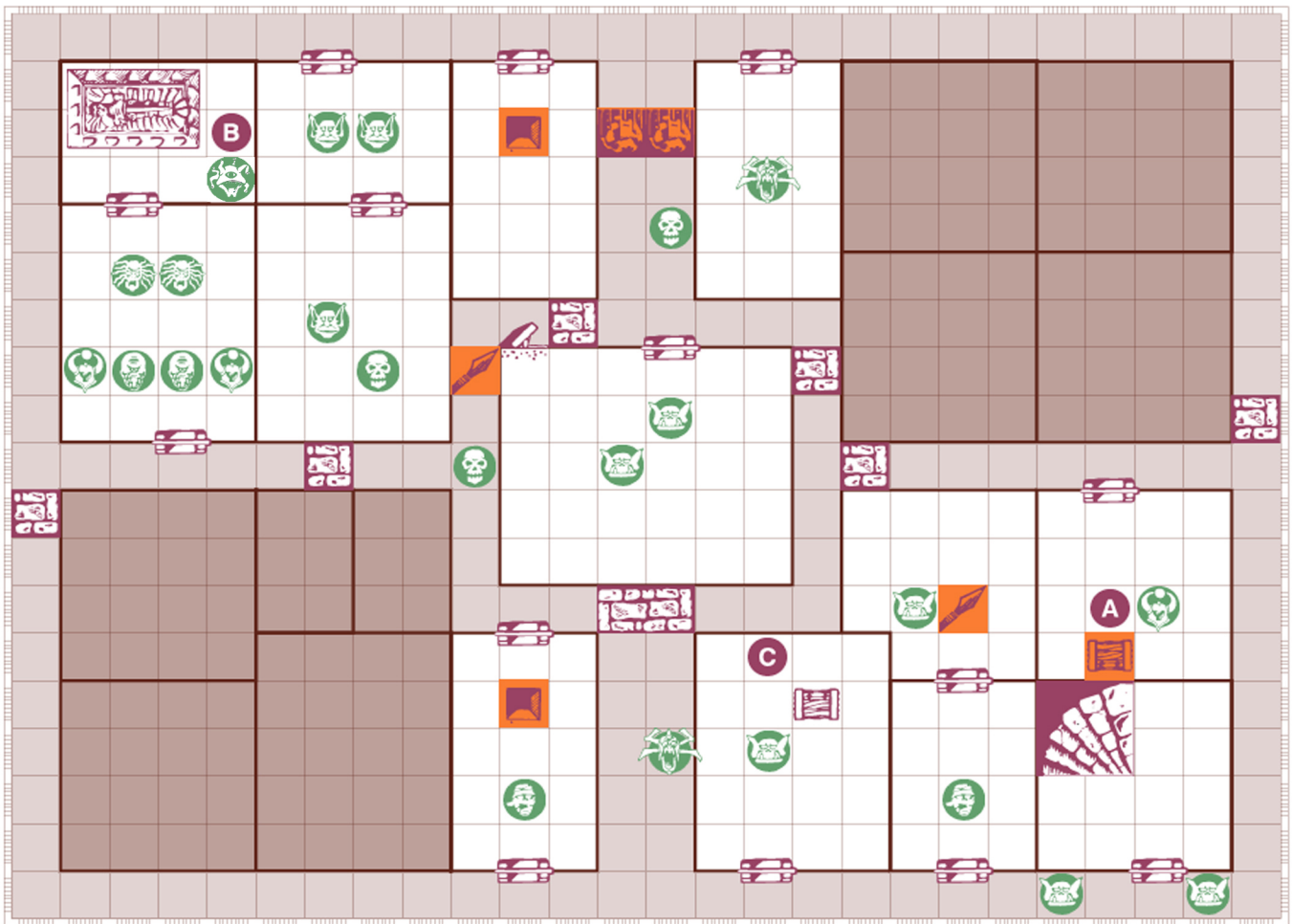
F - The first Hero to search this room for treasure will find a Potion of Strength and a Potion of Defense in the cupboard.

G - On the table in this room lies the Axe of Destruction. It is a powerful Hand Axe that can attack with 10 extra combat dice, but after this blow it returns to a normal Hand Axe. To restore the magic power, the axe must be touched with a magic artifact. The artifact will lose its power forever, and the axe will be recharged for a new destructive blow.

H - The first Hero to open this chest will be attacked by a Wandering Monster. The chest is empty.



Wandering Monster in this Quest: **Zombie**



QUEST 3

The Creature's Lair

"With possession of the Chaotic Sword and the Axe of Destruction, it will now be possible to destroy the dreaded Creature. But first, you must find where the monster sleeps its ancient slumber."

NOTES:

A - The chest in this room is filled with a poisonous gas - it's a trap! If a Hero searches for treasure before the trap is disarmed, all Heroes in the room will lose 2 Body Points. The chest also contains a magic Spell Ring. Its use is explained on the matching Artifact card.

B - This is the place where the creature slept. It sleeps no longer because the Heroes arrived too late - and the beast was awakened by Zargon! Use the Chaos Sorcerer figure to represent the Creature. The Creature knows the following spells: Rock Skin, Command, Rust, Firestorm, and Summon Orcs. The Creature can only be harmed by the Chaotic Sword and the Axe of Destruction.

CREATURE: MOVEMENT 7; ATTACK 6; DEFEND 7; BODY 10; MIND 4

C - If a Hero searches this room for treasure they will find the Talisman of Lore inside the chest. Its use is explained on the matching Artifact Card.



Wondering Monster in this Quest: Chaos Warrior

Slumbering Monster - Artifacts Cards

Artwork for Axe of Destruction and Chaotic Sword painted by
Luis Octavio Nogueira de Barros - idea and realization by Lestodante

Axe of Destruction



This powerful hand axe can attack with 10 combat dice, but after its first blow it returns to a normal hand axe. To restore the magic power, the axe must be touched with a magic artifact. The artifact will lose its power forever and the axe will be recharged for a new destructive blow.

Chaotic Sword



This sword is strengthened by Chaos powers. Each time you attack an enemy roll 1d6 first. The result will be the number of combat dice you will use to attack, with a minimum of two dice. May not be used by Wizard.

HERO QUEST

SLUMBERING MONSTER

CREDITS

Executive & Publisher: Drew

Written By: Roberto De Moraes

Original Publisher: Dragao

Original Artwork: Marel

Revised Artwork: Drew & Amberle Maistros

Maps: j_dean80

Translation: The Admiral

Artifact Cards: Luis Octavio NB & lestodante