

HERO QUEST

A MAZE OF DOORS

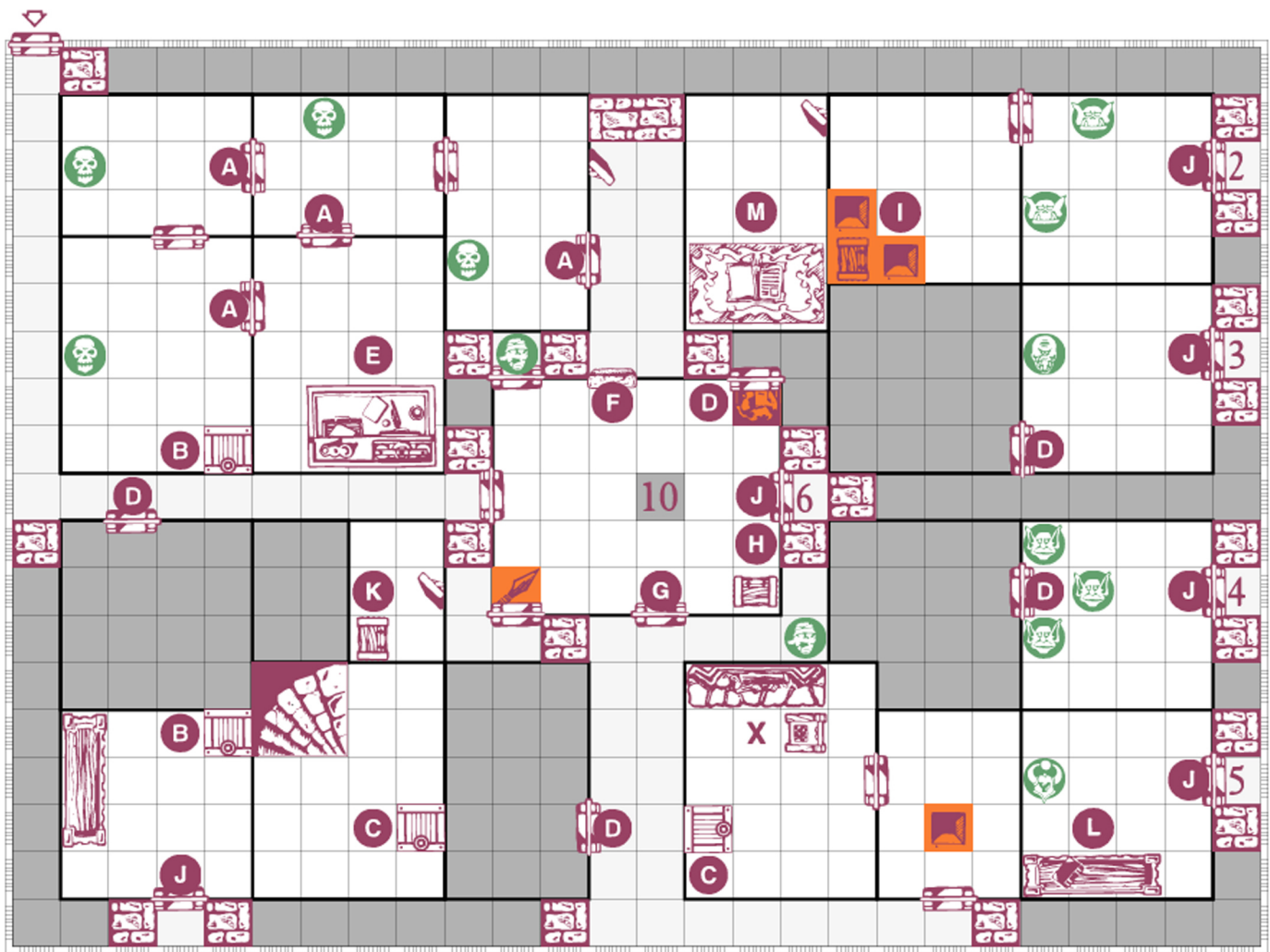


A MAZE OF DOORS

You only need the Game System and a couple things from later expansions to play this quest. What you need is Door In, Stone Doorway and Trap Doors. The first two can be replaced with normal doors while the last one with secret doors, in case one only owns the Game System.

Note from the Author (wallydubbs):

“I created a solo quest for the Wizard a while back, in the event that he died, this one would be for him to reclaim any lost item.”



Solo Quest - Wizard *A Maze of Doors*

A terrible fate has befallen one of the Emperor's Champions and a new Master of Magic is needed. A maze of doors lies before you to test your skills and

cunning against various monsters and a Chaos Sorcerer. Within you must find the lost artifacts of the Champion Wizard and leave through the spiral staircase.

NOTES:

- A. The skeletons in these rooms will not attack the Wizard unless he attacks first. If they are defeated the corresponding door will vanish.
- B. These two trap doors are connected, the Wizard player must roll 1 combat dice when passing through, if a skull is rolled he loses 1 Body Point.
- C. The trap door won't be found unless the Wizard searches for Secret Doors. These two trap doors are connected, the Wizard player must roll 1 combat dice when passing through, if a skull is rolled he loses 1 Body point.
- D. This is a false door and does not open.
- E. If the Wizard searches for Treasure in this room he will find an Elixir of life and the key to door G. All doors that have previously vanished will reappear.
- F. This is a stone doorway and too heavy for the Wizard to move, but there are several ways to open it. The space marked 10 is weight sensitive and will raise the stone doorway when occupied, but will close immediately when moved off of. If a monster steps on this space, the Wizard may run through the doorway. The Wizard may cast Wall of Stone over this space as well. He may also force the Stone Doorway open with the Genie spell, or by drinking a Potion of Strength, where he may roll 3 combat dice against the door, removing it if 2 skulls are rolled.
- G. Use the Wooden exit door as this door; it is locked and requires the key found from Note E. The Genie spell may also open this door.
- H. This chest contains a Potion of Strength, a Potion of Defense and the Wizard's Staff.
- I. This Chest has a poison gas trap that will cost the Wizard 1 mind point. The chest is empty.
- J. If the Wizard moves through this doorway he must roll 1 red dice. If a 2 - 6 is rolled the Wizard will appear on the corresponding square. If a 1 rolled the Wizard's turn will end and he will lose 1 Mind Point. He may try to teleport again on his next turn.
- K. This chest contains the Wizard's Cloak, see matching artifact card.
- L. If the Wizard searches for Treasure in this room he will find a Potion of Recall, which will allow him to reclaim one lost spell.
- M. If the Wizard searches for Treasure in this room he will find the Wand of Magic on the Altar.
- X. This is the Chaos Sorcerer. He has the following stats:
Movement: 7 Attack Dice: 2 Defense Dice: 4 Body Points: 3 Mind Points: 7
He knows the following Chaos Spells: Spirit of Vengeance, Sleep, Sooth, Ball of Flame, Mind Blast, Mind Freeze.
Once he is defeated the Wizard will find the Spell Ring on him (unless it is used by the Elf).



Wandering Monster in this Quest: **Zombie**

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CREDITS

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Wizard's Staff



This long ancient staff glows with a soft blue light. It can be used *only* by the Wizard, giving him the attack strength of two combat dice and the ability to strike diagonally.

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Wizard's Cloak



This magical cloak made of shimmering fabric is covered with mystical runes. It can be worn *only* by the Wizard, giving him one extra combat die in defense.

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Spell Ring



This ring enables the Wizard or Elf to cast one spell two times (not simultaneously). At the *beginning* of a Quest, the wearer of this ring must declare which of his spells he is storing in the ring.

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Wand of Magic



This magical wand allows the Elf or Wizard to cast two separate and different spells on his turn instead of one single spell.

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Elixir of Life



This small bottle of pearly liquid will bring a dead Hero back to life, restoring all of his Body and Mind Points. This potion can only be used once.

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