

# HEROQUEST

## THE RESCUE



*"It's late night and the dwarf is resting in his mansion; the candle light seems to make it shine the jag of beer he's sipping, while complacent he's remembering previous adventures.*

*But the silence of the night is suddenly interrupted; a messenger is knocking at his door and hands him a letter featuring the red cachet of Mentor. The letter informs him about what happened to Kerg, a a mighty dwarf warrior whom in the past was able to avoid the invasion of his village that was acted by the vicious Commander (General) Chups, an old enemy of the Empire.*

*Anyway, now Chups has managed to capture the veteran Kerg and secured him in a jail inside his castle while is preparing to attack again the village and pillage its resources (treasures).*

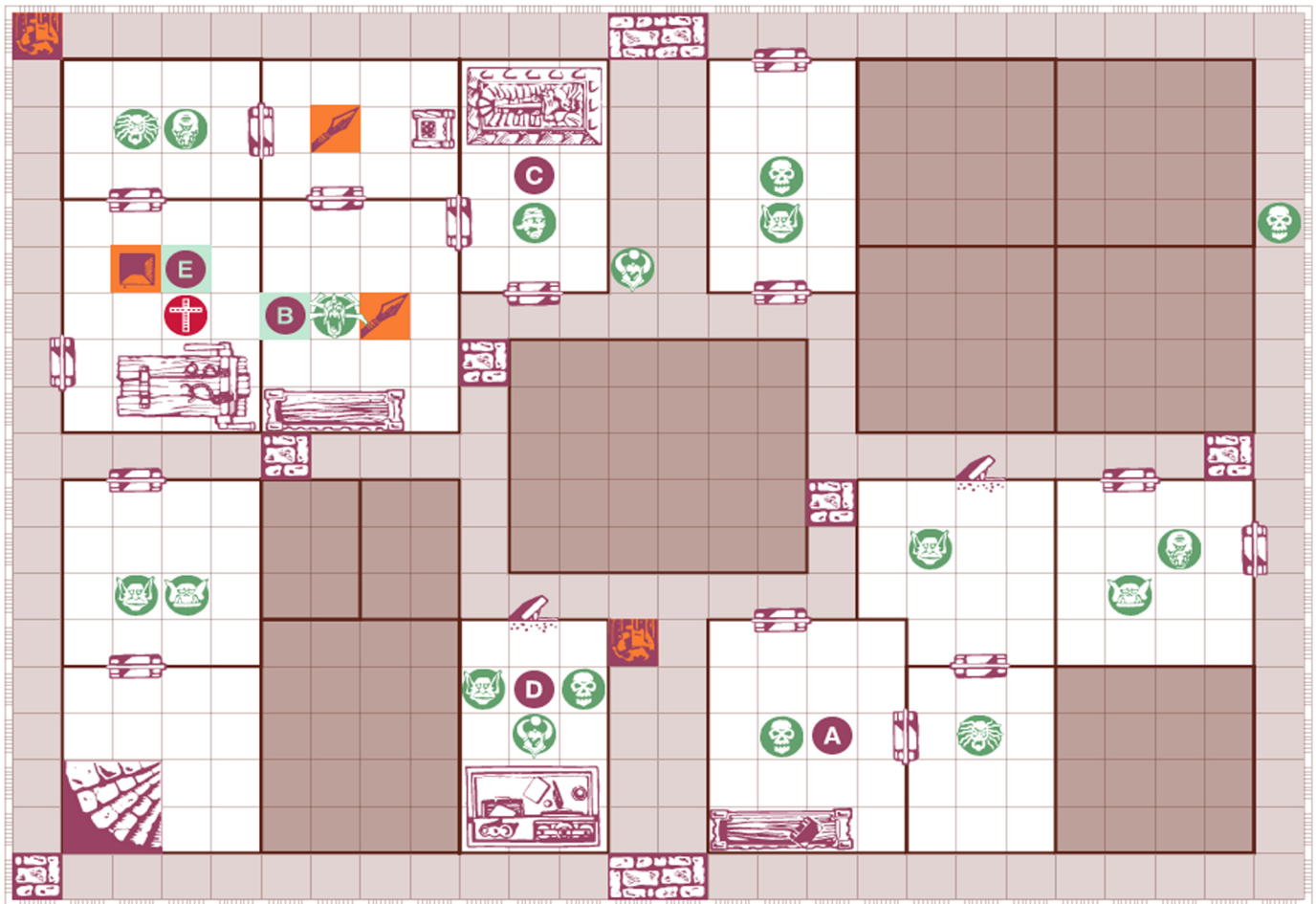
*Kerg was the master of the dwarf and taught him the art of combat: he will never allow that his master is held as a prisoner, neither that his village will be invaded!*

*Furiously he heads down to the old tavern to meet his quest companions and screaming, a bit because of the rage, but also a bit because being drunk, he informs the other about what happened and shouting revenge, he swear that he will tear apart the Commander Chups.*

*Too much time has already passed, with no hesitating the four heroes take their way to Chups' Castle to rescue the old master Kerg."*







## QUEST 1

### *The Key*

In this Quest you must find the key which will free the prisoner Kerg from Chups' grasp.

#### NOTES:

A. The first Hero to search for treasure in this room will find 50 Gold Coins and a flask of Potion of Healing in the cupboard. The Potion will restore up to 4 lost Body Points.

B. The first Hero to search for treasure in this room will be attacked by a wandering monster popping out from the cupboard. The cupboard also contains a metal key. (This is not the key the Heroes are looking for, but do not disclose this.)

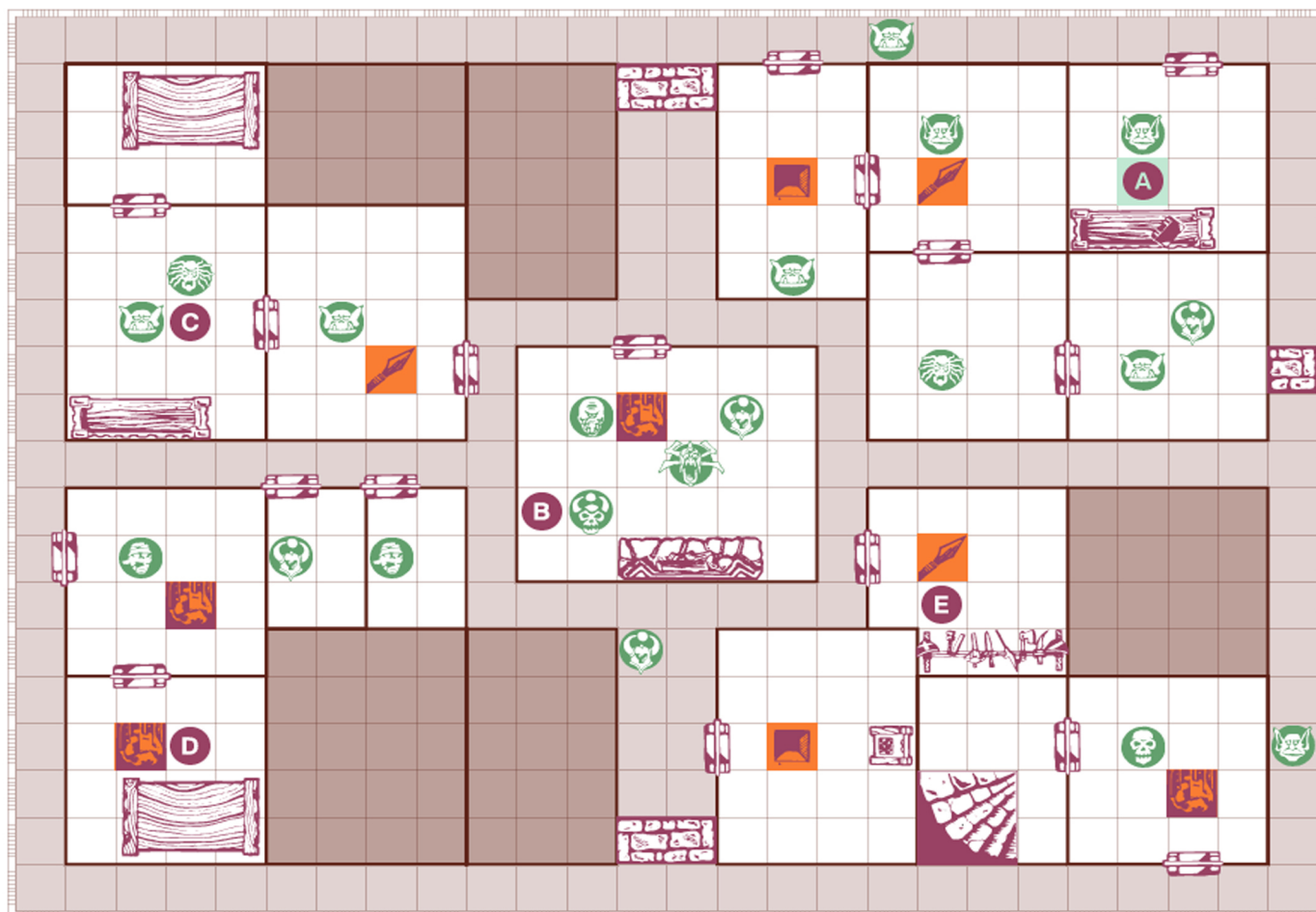
C. Hidden inside the tomb is a vial of pearly white liquid; it is an Elixir of Life Artifact.

D. In this secret room, on the table, lies the bone key. (This is the key which will open the Dwarf's master's cell.)

E. On the rack is a dwarf priest. As soon as the Heroes enter the room, he'll start screaming for help, which will attract a wandering monster. If freed, the priest will reveal that he was captured along with Kerg, but the monsters separated them and he doesn't know where Kerg has been taken. He then wanders off.



Wondering Monster in this Quest: Firmir



## QUEST 2

# Battle Against Chups

In this Quest you must find and defeat the infamous Commander Chups, old enemy of the dwarves.

### NOTES:

A. The first Hero to search for treasure in this room will suffer from a magic trap which will make all his equipment disappear. The equipment is, in fact, teleported to room D.

B. Here is Commander Chups. Use the chaos warlock figure to represent him. Remember Chups is an ancestral foe of the dwarves, as such he will try to kill the dwarf first – unless the other Heroes keep his hands full. Once Chups is vanquished, the Heroes may search the room for treasure. In the fireplace, under the ashes, lies a Wand of Magic Artifact. Chups has the following stats:  
Move 10 Attack 5 Defend 7 Body 8 Mind 5

C. If a Hero opens the cupboard he will see a long corridor instead of the back. This is a magic shortcut that leads to other places in the castle. Each time a Hero takes it he must roll a red die:

1 or 2 - he goes to room A  
3 or 4 - he goes to room B  
5 or 6 - he goes to room D

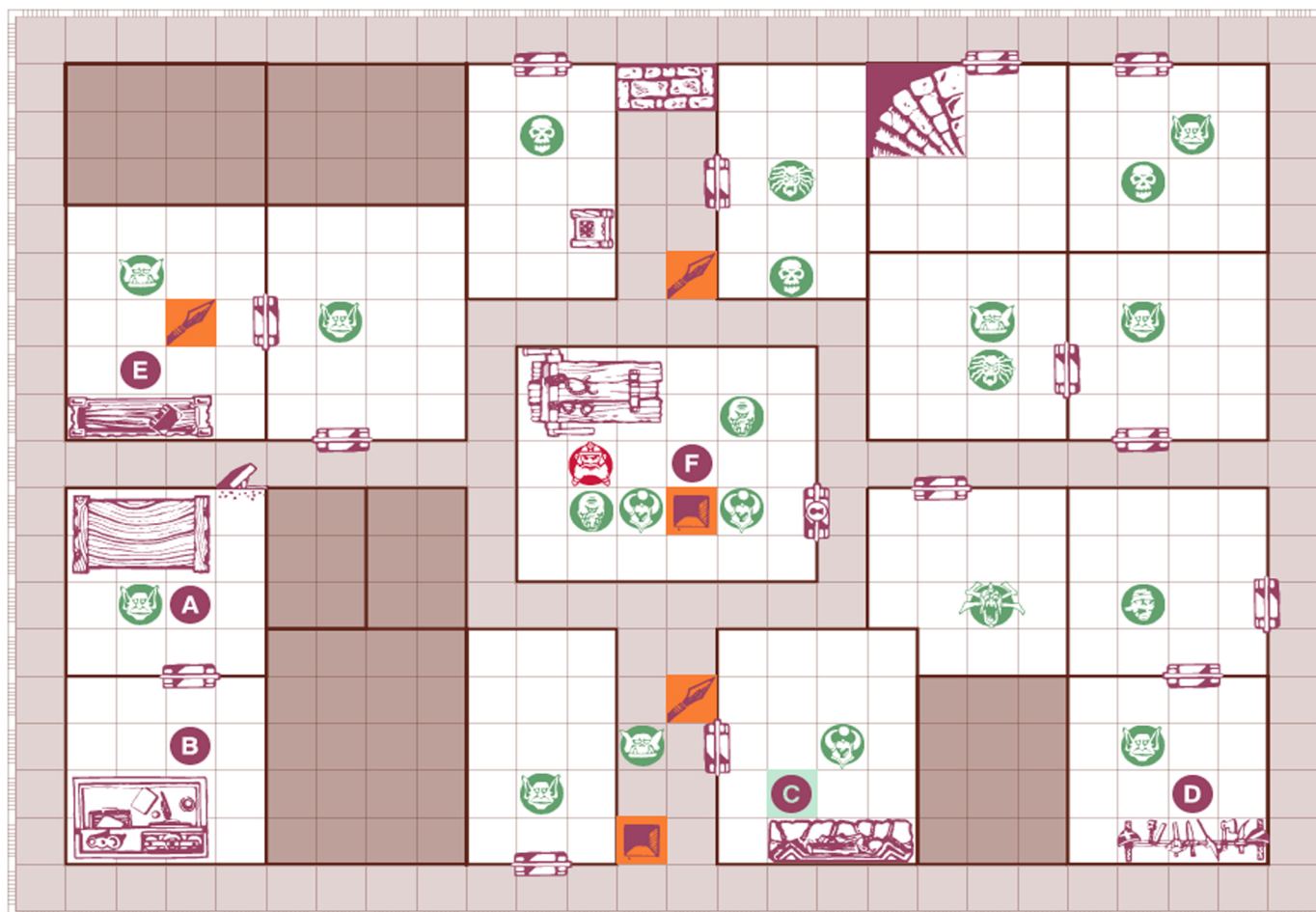
D. In this room, on the table, is the equipment lost by the Hero who suffered from the magic trap in room A.

E. The weapons on the rack are rusty and broken. There is nothing of value in here.



Wondering Monster in this Quest: Firmir





## QUEST 3

### *The Dungeon*

Now that Chups is defeated, you must find the place where Kerg is detained and free him.

#### NOTES:

A. In this room, on the table, are two Spell Scrolls: Ball of Flame and Veil of Mist.

B. On the table is a vial of pearly white liquid. It looks like a Potion of Healing, but is in fact a poison. If a Hero drinks it he will lose 2 Body Points.

C. The first Hero to search this room for treasure is attacked by a wandering monster.

D. This rack holds a helmet, dagger, and a shield.

E. In the cupboard are two bottles: A Potion of Healing (which will restore up to 4 lost Body Points) and a Potion of Strength.

F. This is the room where Master Kerg is being tortured. The door can only be opened with the bone key from Quest 1. If the Heroes do not have it, they must go back and play Quest 1 again and then back to play Quest 3. (Without re-playing Quest 2.)



Wondering Monster in this Quest: Mummy





## THE RESCUE

### *CREDITS*

*Executive & Publisher: Drew*

*Written By: Di' Follkyer*

*Original Publisher: Dragao*

*Original Artwork: Valle*

*Revised Artwork: Drew & cronobreaker*

*Maps: j\_dean80*

*Translation: j\_dean80 & lestodante*