

HEROQUEST

Revenge of the Weather-Man



A Group Quest



This Quest can be played as a single adventure or as part of a campaign.

Revenge of the Weather-Man

“Many years ago, my friends, the Keep of the Windmaker was inhabited by a wise Weather-Wizard, Gwynt. The evil sorcerer, Erongil Corpsemaster, came to his castle one day and tried to persuade him to join

the cause of Chaos. When he refused, Erongil killed him and took the keep. You must free the Keep from Erongil and his creations, so that Gwynt's soul can rest in peace. So speaks, Mentor!”

NOTES:

Start: the stairs. The Heroes must also escape by this route.

- A** Put the Blizzard Room tile here. This room contains an enchanted blizzard. At the beginning of their turn, anyone in the room will take 1 Body Point from frostbite. The snow is blowing too thickly for anyone to search for anything.
- B** This room has an Ice-Gargoyle in it. It has the following characteristics:

<i>Movement</i>	<i>Attack</i>	<i>Defend</i>	<i>Body</i>	<i>Mind</i>
6	6	5	6	4

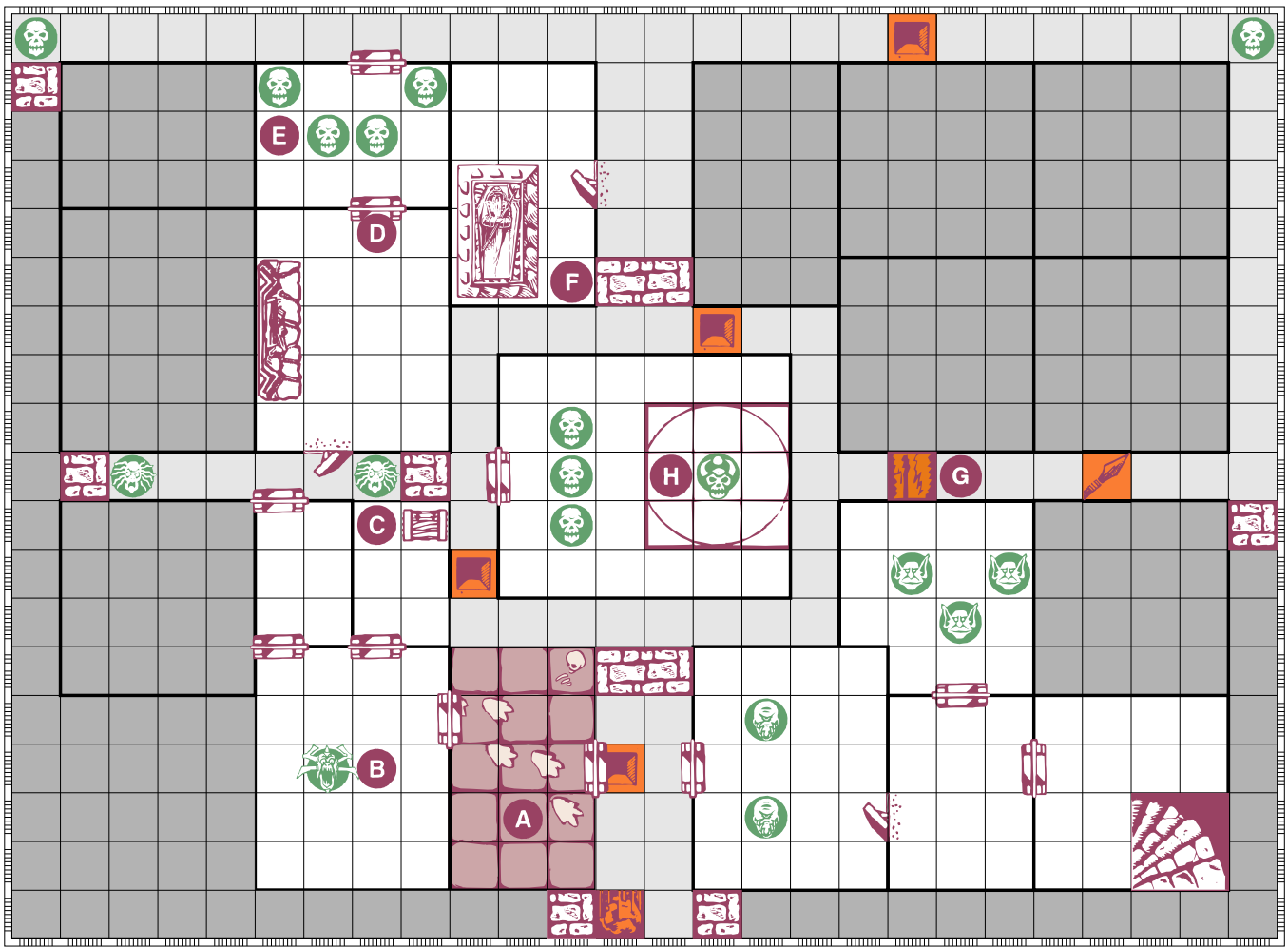
Make out a Character Sheet for it, to keep track of its Body Points (or use Skull tiles from the base game, US Version). Fire Spells do double normal damage to this creature.

- C** This chest contains 100 Gold Coins.
- D** Replace the closed door with the new Fire Door. Anyone passing through it loses 1 Body Point.
- E** All the Skeletons in this room are Death Reapers. See Wandering Monsters note, below.
- F** This is the Tomb of Gwynt. If anyone enters the room before Erongil has been killed, the ghost of an old man will appear and say, “Beware, no magic can cross the Circle of Power.” If anyone enters the room after Erongil has been killed, the ghost will say, “You have done well. Look beneath the tomb and you will find your reward.” A Search for Treasure (after Gwent has said this, but not otherwise) will reveal 500 Gold coins.

Wandering Monster in this Quest:



Death Reaper



G Place the Fiery Chasm tile here. Anyone attempting to cross must roll 1 Combat Die. If he gets a Skull, the Hero falls into the Chasm, but manages to hang on by his fingertips. The Hero loses 1 Body Point. It is impossible to climb out unaided. For each round the Hero remains in the Chasm, he loses 1 Body Point. The Hero must be rescued by another Hero standing in a square next to the Chasm. If he states that he is rescuing the Hero in the Chasm, he must move back one square to allow room for the rescued Hero's figure.

H Erongil the Sorcerer is here, standing in the middle of the Circle of Power tile. As long as he stays in the Circle, no magic can harm him. If a Hero attempts to cast a spell on him (or anyone else in the Circle) the Spell Card will be lost and nothing will happen. Also, no magic weapons or items can enter the Circle (e.g. the Spirit Blade). Any Hero attempting to enter the Circle with a magic item will find it falls to the floor behind him.

Erongil has the following stats:

<i>Movement</i>	<i>Attack</i>	<i>Defend</i>	<i>Body</i>	<i>Mind</i>
4	2	6	3	4

Make out a Character Sheet for him, to keep track of his Body Points (or use Skull tiles from the base game, US Version). He is wearing magical armor, which will protect him while alive, but will crumble to dust as soon as he is killed.

Also, he has the ability to summon 1 Undead creature per round. Roll 1d6. Erongil will summon the following:

- 1-2 Zombie
- 3-4 Skeleton
- 5-6 Mummy

The Undead creature can be placed on any empty square in the room that Erongil is in.

Wandering Monster: **Death Reaper**

<i>Movement</i>	<i>Attack</i>	<i>Defend</i>	<i>Body</i>	<i>Mind</i>
8	3	3	1	0

Use the Skeleton figure for this or the special tiles from the Hazards Pack. When a Death Reaper appears, the air goes cold around it. Any Hero hit by a Death Reaper, risks being frozen. Roll 1 Combat Die. If you roll a Black Shield, you are frozen. At the start of your round, roll 1 Combat Die again. If you roll a White Shield, you have thawed out and are free to move once more.



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