

HEROQUEST

BRASIL
DRAGÃO

THE SLAVE CITY



A Quest By: Roberto De Moraes

The Quest was originally published in Dragão Brasil Magazine, Annual 1, Number 4, in Portuguese. The text has been translated using Google™ Translator and formatted to the text presented here. Some words and phrases did not translate well, so I had to make certain assumptions and innuendos, etc... If anyone reading this is bilingual and would like to assist in a better translation, feel free to contact me and I will gladly make any necessary corrections.

~ Phoenix

At the request of many a Zargon, here is a series of new quests for Hero Quest. This adventure includes five new quests, each divided into three parts: the Map, showing locations on the board where you should place furniture, monsters and traps; the Parchment text, containing the history of the challenge that must be read by Zargon to the other players; and the Quest Notes, explaining what

happens in certain rooms and special events. A Quest is successfully completed when the Heroes have reached the Quest goal and return to the Stairway, which is where each Quest is started.

The adventure begins here, Zargon. Read the following to the players:

A Message from Mentor

You are in the local tavern, telling tales of how you once again fouled the plans of the Evil Wizard, Zargon. Suddenly, a booming voice that seems to come from nowhere stuns the group:

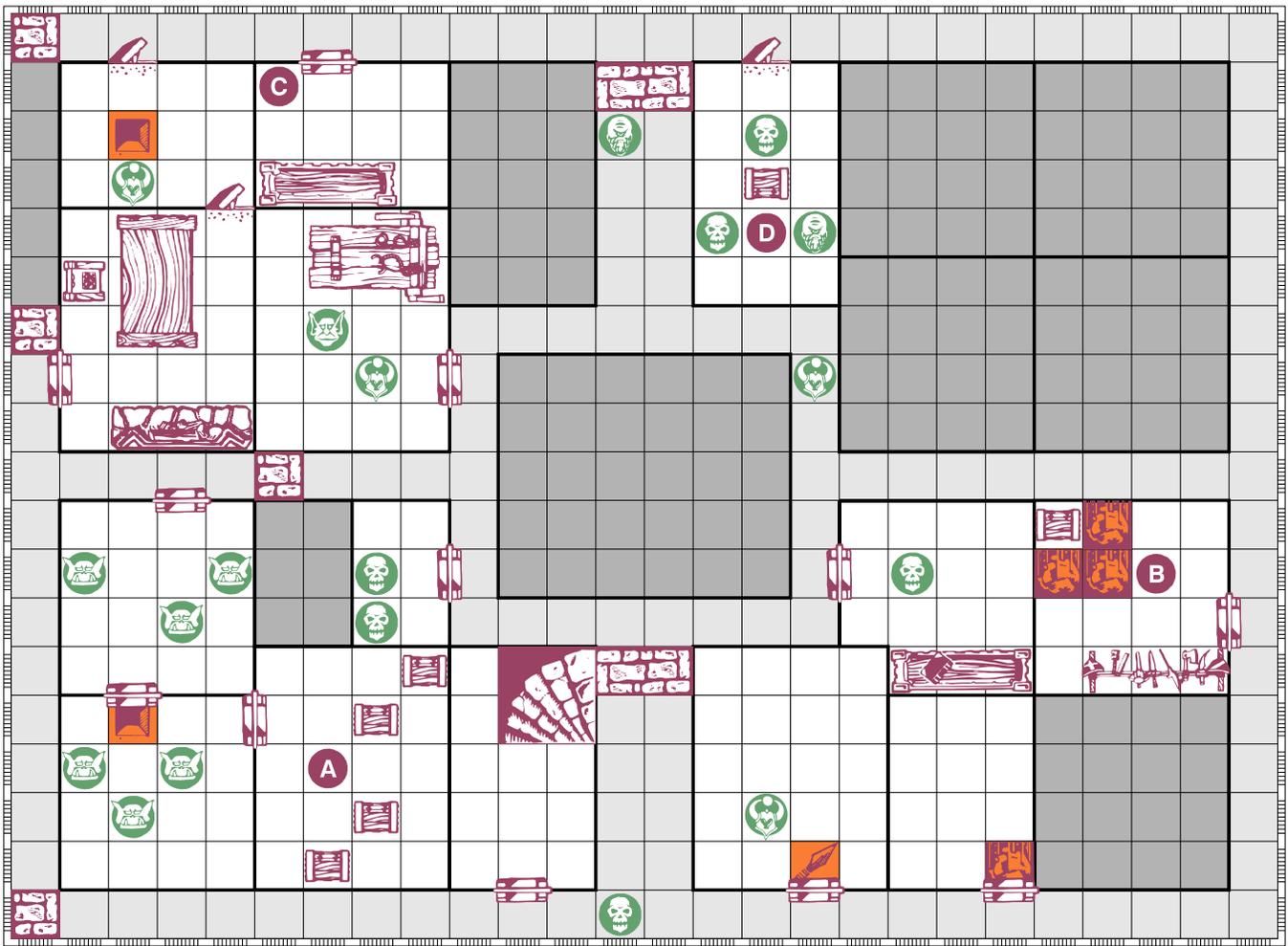
“My friends, I need your help again!

Everyone in the tavern becomes scared and an icy silence falls over the room. At first you hesitate, but immediately recognize the voice of Mentor and ask everyone to calm down, reassuring them that there is no danger. Suddenly, a bright light appears in the middle of the tavern and begins to take the form of a portal. The voice speaks again:

“Zargon is acting up again. He has enslaved the inhabitants of a small town located just north of the Empire. All are being forced to work in a mine, extracting the ore needed to forge a rare magical metal called Maktrom. Once mined and forged, it will create thousands of weapons to equip the armies of Zargon. To prevent any slave revolt, Zargon has magically raised a fortress next to the mine. Time is of the essence! Now, cross into the portal and liberate the townsfolk from Zargon’s control and prevent the creation of these weapons, before it is too late!

Without delay, the Heroes travel through the magic portal and are transported into the fortress.”

Mentor



Quest 1

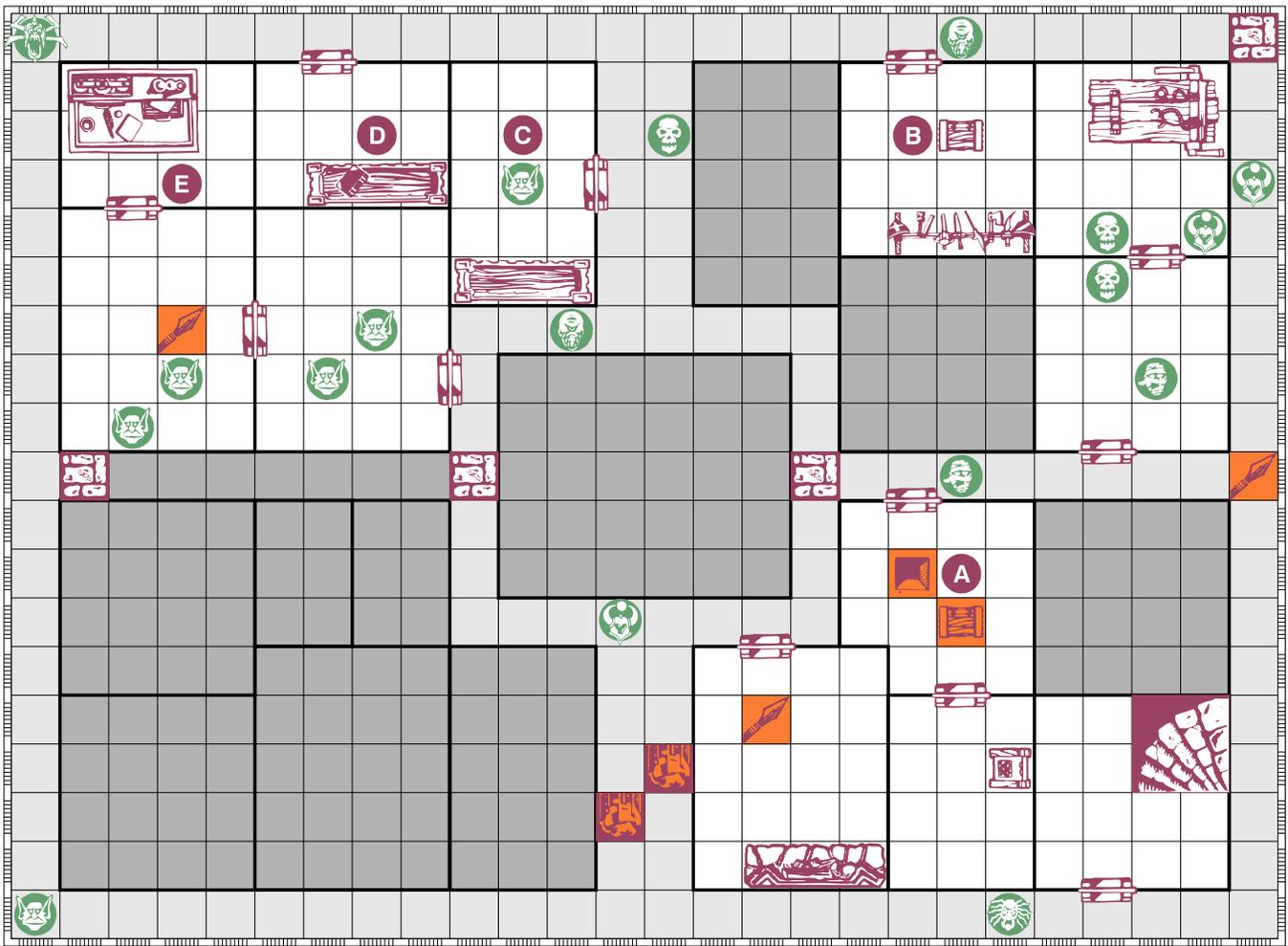
Search for the Ingredients

“You need to find and destroy the chests containing the magic ingredients to be mixed with the Maktrom

ore. This is the first step to prevent Zargon from arming his legions.”

NOTES:

- A** Searching for treasure in this room will reveal the four components necessary to create the special Maktrom metal.
- B** Searching for treasure in this room, a Hero will find a Magical Throwing Dagger hidden among the useless items on the Weapons Rack. The Treasure Chest contains 100 Gold Coins.
- C** If a Hero searches for treasure, he will uncover a Potin of Healing in the Cupboard that will restore up to 3 Body Points when consumed. (This should be noted on the player’s character sheet.)
- D** This Treasure Chest contains a gem worth 600 Gold Coins.



Quest 3

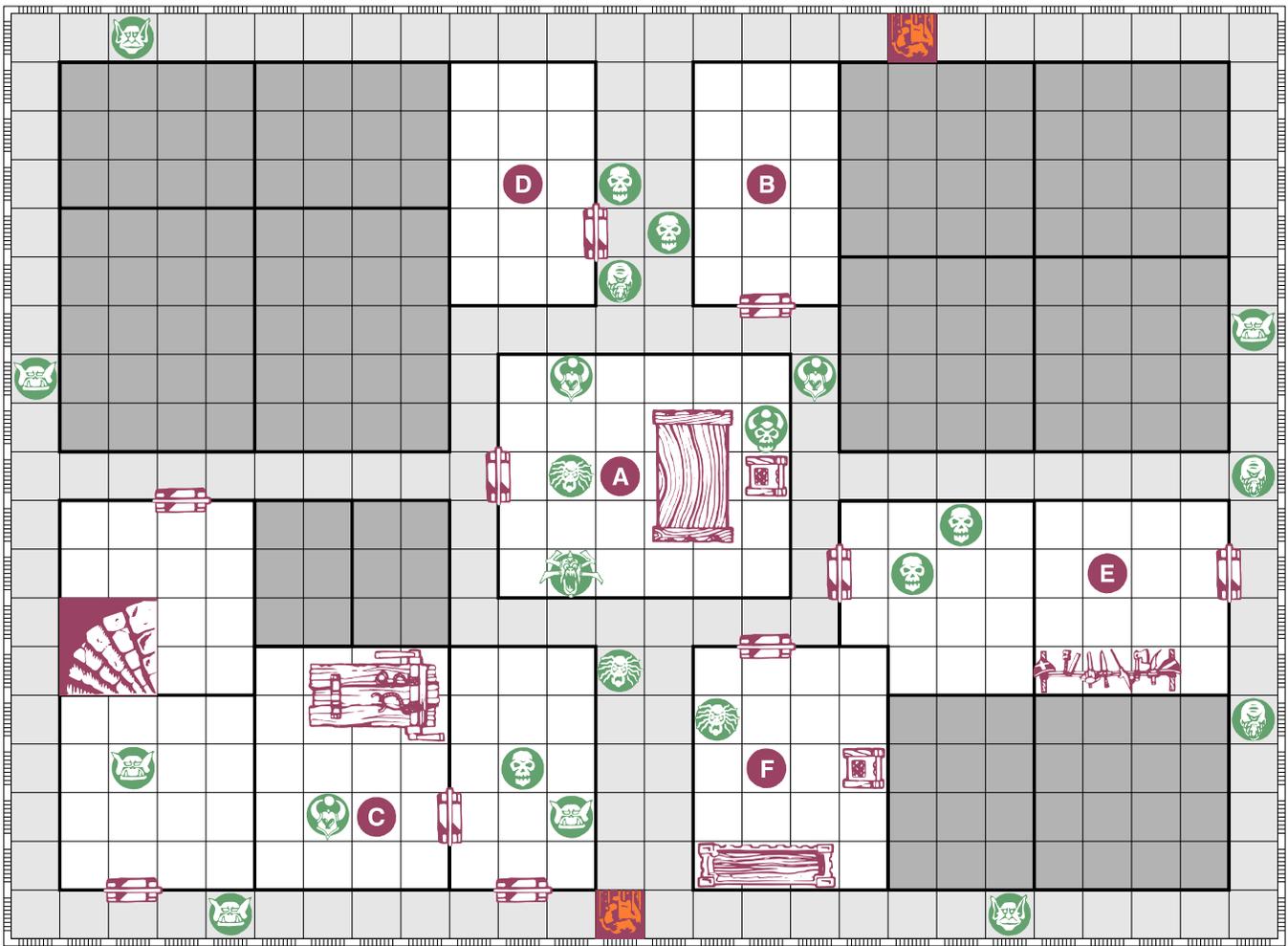
The Secret Formula

“We have already destroyed the magic ingredients for the creation of the magical ore and we have in our hands the key that opens the door to Grinlam’s

Laboratory. We must now find the formula for the forging of the metal and destroy it.”

NOTES:

- A** If a Hero searches for treasure, the chest in this room contains a cursed ring, Andel's weakness. Any Hero that puts it on will lose 1 Combat Die in attack. The ring will not come off, and can only be removed by a wizard in town for 200 Gold Coins.
- B** The Weapons Rack contains old weapons, that have no value to the Heroes.
- C** When searching for Traps or Secret Doors, a Hero will find a Secret Door hidden in the false bottom of the Cupboard. This Secret Door will whisk the Hero to the starting Stairway.
- D** On the Bookshelf are books about the life of Zargon. The first two Heroes that search for treasure will find a random Spell Scroll hidden amongst the books.
- E** On top of the Alchemist's Bench are a handful of rolled parchment with a black ribbon. All of them are portions of the formula containing the necessary material for the foundry, and must be destroyed.



Quest 4

Confronting the General

"To free the city from Zargon's control, we must find and defeat General Rantler. I believe that defeating the General will create havoc and his minions will flee.

The prisoners will then be free and able to return to their normal lives."

NOTES:

- A** This large room is the headquarters of General Rantler commanding his troops of monsters. Upon entering the room, the Heroes will face the General sitting in his throne. Immediately he stands (on the Chaos Sorcerer icon), shouting "Death to all who do not follow Zargon!"
- B** This is a cell that is holding the wives of the city residents captive. Once they have been released, they will refuse to leave because their children are being kept in the Room D. When the children are released, the mothers will take them out of harm's way.
- C** In this room a Chaos Warrior is torturing one of the townspeople.
- D** This cell is holding the children. Once released, they will leave with their mothers
- E** On the Weapons Rack are some of the weapons used by General Rantler's army. All are in perfect condition. (The first searching Hero may select one weapon from the Armory Sheet.)
- F** Within these cupboards are General Rantler's personal clothes. The cupboards contain nothing else of value.

GENERAL RANTLER:

Movement	Attack	Defend	Body	Mind
8	4	5	4	6



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