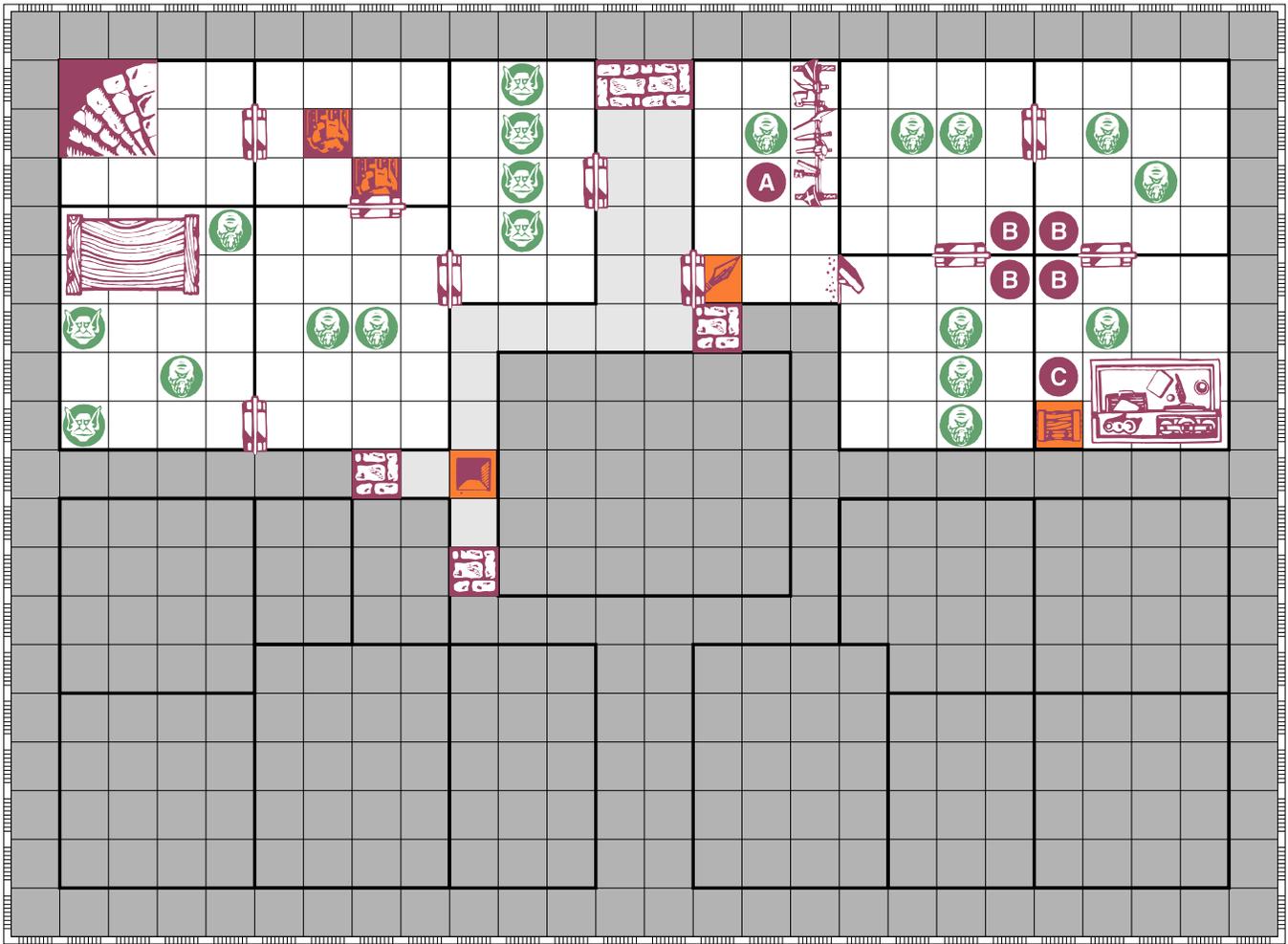


HEROQUEST

The Triquetra



By: MACE



Group Quest

The Stolen Chalice

"An important artifact has been stolen from a secret monastery. It is Redrick's Chalice. As legend has it, this is the cup that King Redrick mixed medicine in for his dying son. His son later recovered from his deadly illness. The priests were unable to account for this sudden revival, and declared it a miracle. This prince later went on

to become one of the most progressive leaders of the realm. This chalice is very dear to the Faith, as it represents hope and progress for the future. Recover this treasure and your group will be rewarded with a flask of the Elixir of Life. Also, each returning Hero will be rewarded 200 Gold Coins. May the Gods be with you."

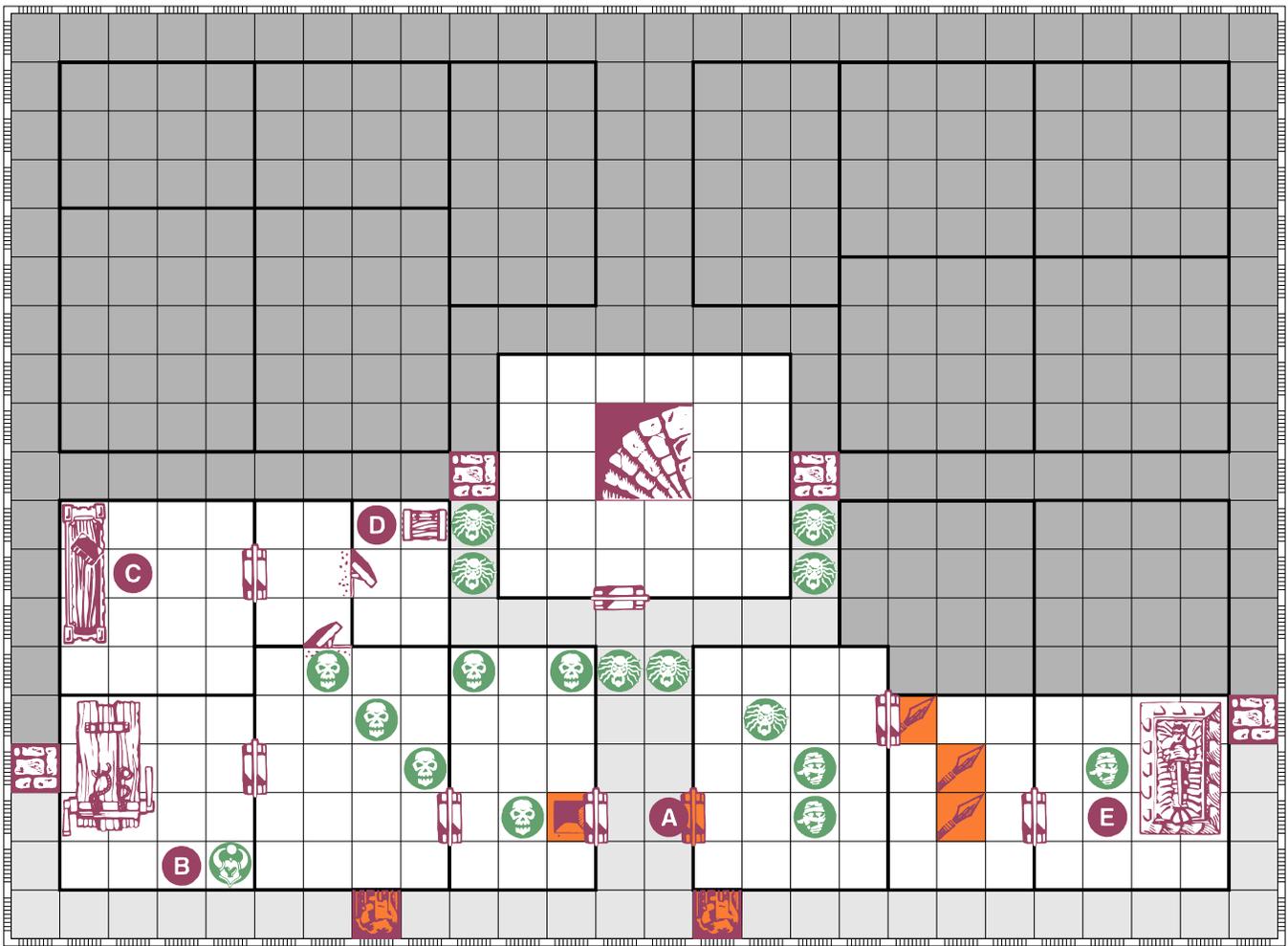
NOTES:

All Fimir in this Quest have Gold Coins in their possession equal to the roll of one Red Die. When searching for treasure in a room where a Fimir has been killed, the searching Hero may claim this gold.

- A** This weapons rack has a Short Bow. It is in poor repair and will break after 4 uses, causing 1 Body Point of damage unless the Hero can roll a Black Shield on one Combat Die. The Short Bow has the attack strength of 1 Combat Die and has a ranged attack of up to 7 squares.

- B** The Fimir in these four rooms are the Spirit Warriors and may cast the Fimir Spells: **Marsh Lights**, or **Slime** on their turn. They may cast these spells as many times as you wish, instead of attacking.

- C** This chest contains the Chalice, but it is magically trapped. Only the Wizard may disarm this trap by rolling a Black Shield on one Combat Die. If the trap is sprung, a **Ball of Flame** will hit a random Hero. The Ball of Flame is the same as the matching Chaos Spell.



Group Quest

Tomain Has Risen

"As you may well already know, one of our most dreaded foes, The Witch Lord, has risen and is gathering his army once more. We have learned that he is raising evil sorcerers from the dead to aid him in his destructive designs. One of them is Tomain, a mysterious figure from ages long ago. Little is known about him,

save for the fact that he is believed to be among the first to bend the powers of death to his will. What we do know is the location of his tomb. Enter this foul place and dispatch him, so that his powers may remain only a mystery."

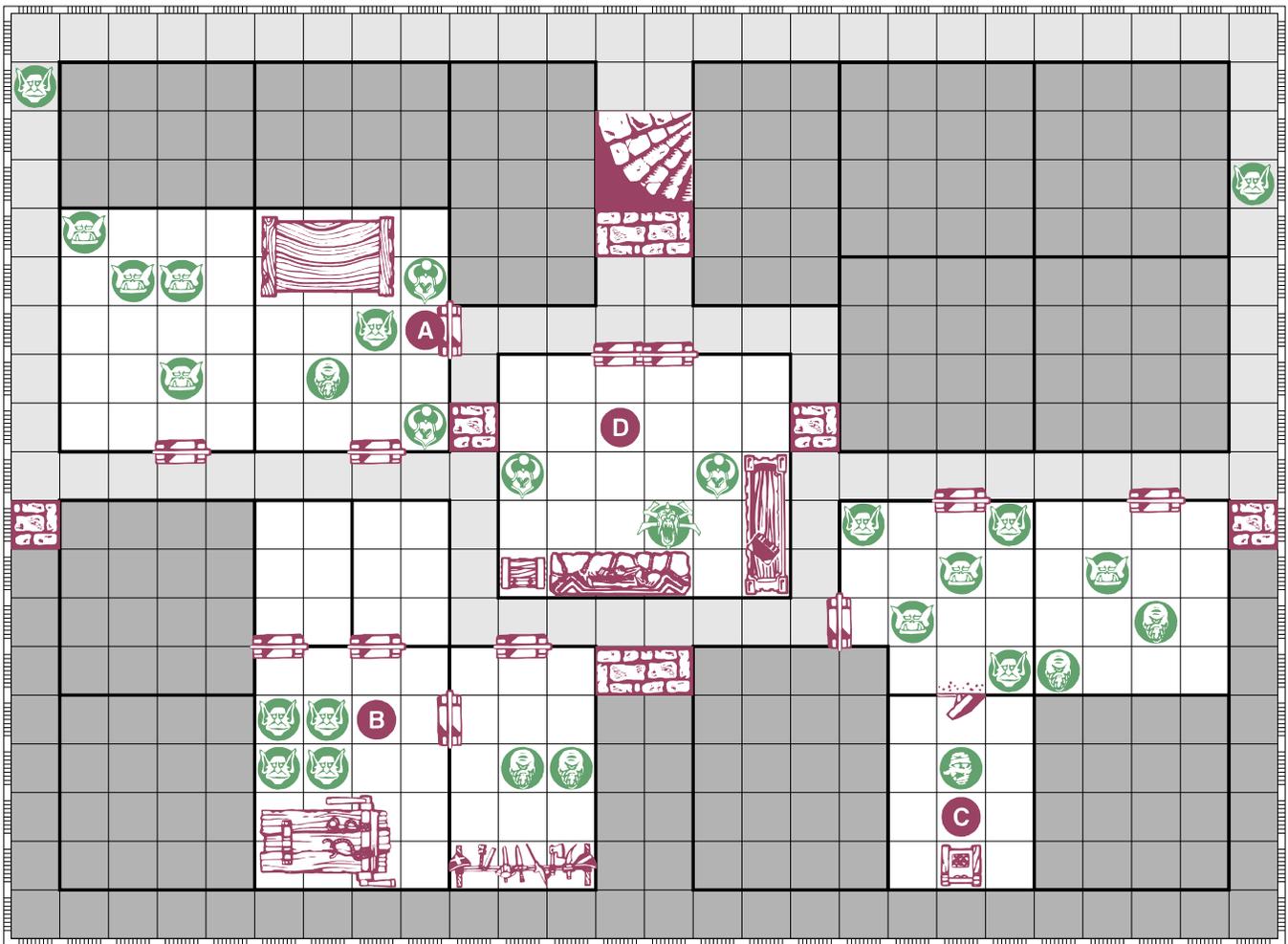
NOTES:

- A** This door is cursed. It can be detected by searching for traps and may be disarmed by the Wizard. To do so, the Wizard must discard two Spell Cards. Any Hero who tries to move through the door before it is disarmed, becomes cursed and must roll Black Shields in order to successfully strike an enemy during combat. The curse lasts until the beginning of the cursed Hero's fifth turn. The Heroes will not discover the affects of the curse until a cursed Hero attempts to attack an enemy.
- B** This Chaos Warrior is Undead. It attacks with one extra Combat Die, but defends with one less Combat Die. The Chaos Warrior also has zero Mind Points and may cast the Chaos Spell: **Summon Undead**.

- C** This bookcase contains a tome of inspirational knowledge, which the Wizard may use to draw one additional Spell Card to use in this Quest.
- D** This chest contains 2000 Gold Coins.
- E** This is the tomb of Tomain. The Mummy in this room is Tomain himself, but he has not yet rallied his full strength. Tomain is immune to all magic, be it Spells or magical Artifacts. Tomain's stats are as follows:

<i>Movement</i>	<i>Attack</i>	<i>Defend</i>	<i>Body</i>	<i>Mind</i>
5	3	6	5	10

Wandering Monster in this Quest:  Mummy



Group Quest

Verag, Again!

“The fabled Verag, defeated again and again by countless groups of adventurers such as yourselves has vowed revenge on all. He has bargained with Zargon, who has agreed to lend him some power to aid in his mission. We speculate that Zargon is using Verag's insatiable hunger for revenge to manipulate him for his

own ends. What part has been given to Verag, we cannot say. However, Verag should not be overlooked. Enter his lair and defeat him once again. Perhaps this time, you may find a clue as to what Zargon has been planning.”

NOTES:

All Goblin in this Quest are Goblin Archers.

- A** This door is locked and requires the key from Room ‘B’.
- B** The first Hero to search this room for treasure will discover a Key. The Key unlocks the door at Room ‘A’.
- C** The Hero who first searches this room for treasure will find a mysterious tome. It will take five Quests before its meaning can be discerned.

- D** Here is the lair of Verag long-time nemesis of all Heroes. He is protected by Doom Guard, elite Chaos Warriors who attack and defend with an additional Combat Die. Hidden in the chest is a magical wand known as the Wand of Raise Monsters.

Marsh Lights



Twinkling lights dance around the heads of the Heroes who are in the same room or corridor as the Fimir. Each must roll 1d6. If a Hero rolls anything besides a 5 or 6, he is confused by the lights and misses his next turn.

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The Stolen Chalice

Slime



A sticky slime engulfs a Hero's feet (which Hero is Zargon's choice), causing him to remain in place until he rolls a 6 on 1d6. While stuck, the Hero may not move, but may attack and defend.

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The Stolen Chalice

Wand of Raise Monsters

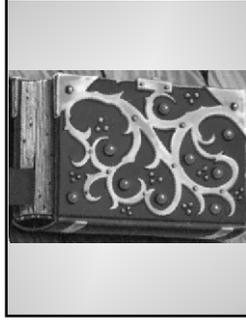


Twice per Quest, the Elf or Wizard may activate this wand to raise a slain monster from the great beyond. Any recently defeated monster may be resurrected and bound to the will of the caster, however, due to its reconstitution, it cannot have more than 2 Attack Dice, 2 Defend Dice or 2 Body Points. The monster will have 0 Mind Points, cannot cast spells and its movement is reduced by 1/2 (rounded down). The monster cannot open doors, search for treasure, traps or secret doors. The monster must remain in sight of the caster, or it will turn on the Heroes. Once slain again in combat, it cannot be brought back.

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Verag, Again!

Mysterious Tome



Once the Wizard or Elf has kept possession of this tome for 5 consecutive Quests, the Hero may randomly select 5 Spell Scrolls from the Spell Scroll deck. That is all that the Hero can glean from this mystical book.

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Verag, Again!

Fimir Spell



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The Stolen Chalice



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Fimir Card Text by:
John Burnham, © 2000

Artifact Card Backs Provided by:
Malechi, © 2006

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