

HEROQUEST

ATTACK ON THE SLEEP WIZARD



After travelling for several weeks, you are finally back in the Empire. You soon realize that something is wrong. The streets are deserted. Where is everyone? What happened to the merchants, farmers, children and minstrels? You decide to go to the old tavern, searching for news.

Upon arrival, you are surrounded by silence, but the place is not empty. The usual frequenters of the tavern are there, some are bent over tables while others are laying on the floor. Are they dead?

As you examine the bodies you see that none of them are dead; rather they have fallen into a deep sleep. Attempting to awake them doesn't work at all. While you are trying to wake them from their slumber, something strange happens: the embers in the fireplace suddenly burst aflame and a figure takes form within the fire.

His face is well known to you. It is Mentor that speaks:

"My friends, the Empire is the victim of a terrible sorcery. Everyone is sleeping deeply.

An awful black cloud, like a tempest, covered this whole region. And once it disappeared everyone had fallen asleep.

Only the ones that were away in that moment have been spared, such as yourselves.

This is for sure the work of Lengrati, a powerful wizard who serves Zargon. It is necessary to break the spell and this is only possible with the help of the legendary Magic Horn.

It is hidden in Lengrati's underground lair, in an old ruin, not so very far from here. As soon as the Horn is played, everyone will awake.

"Do not hesitate, my friends, go now and retrieve the horn."



HERO QUEST

Attack on the Sleep-Wizard

CREDITS:

Original version written by Roberto De Moraes, published in 1994 on Dragão Brasil no. 8

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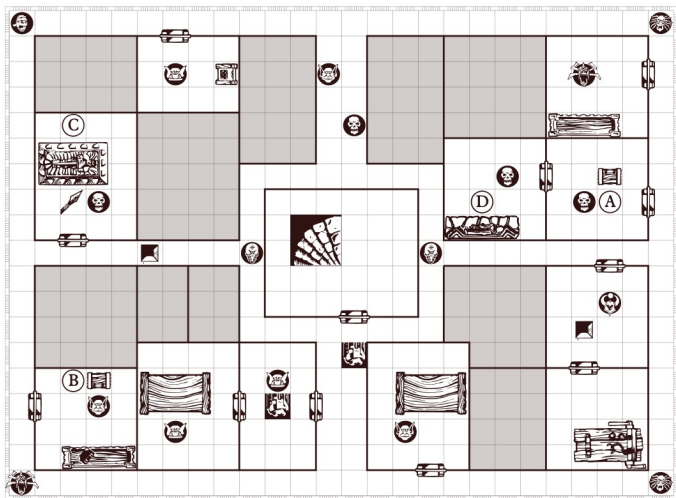
Revision on translation and epilogue by Pancho

More friends from "Ye Olde Inn" forum who contributed to the project:

Daedalus - J_dean80 - Knightkrawler - Spookyhappyfun - The Admiral.

Please note this quest is designed for beginners Heroes.

For expert Heroes we suggest to increase difficulty level by:
play the three quests one after another without recovery of health or spells and/or
increasing the number of monsters for each room.



The Rescue of the Crown

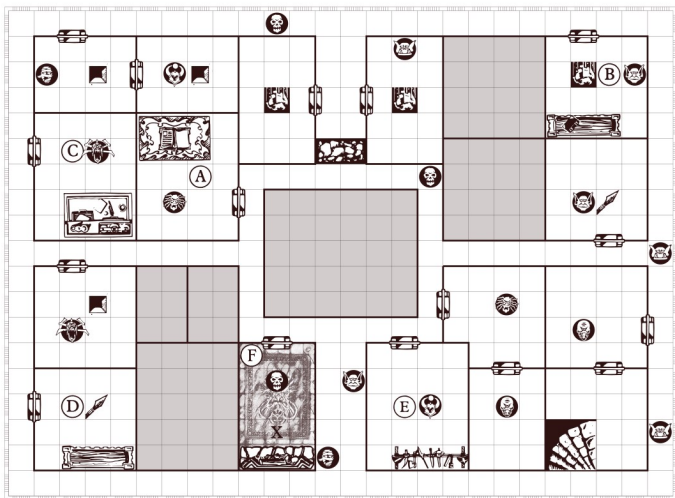
*"Your first task is to regain the Emperor's crown,
stolen by Lengrat's Goblin whilst everyone was sleeping."*



Notes

- A The chest in this room contains 30 gold coins.
- B The unlucky hero who opens this chest will be immediately attacked by 2 Goblins.
- C If a hero searches for treasure here, he will find the Emperor's crown hidden inside the tomb.
- D This is a very old and damaged fireplace: when a hero searches for treasure in this room, a stone will fall on his head causing 2 BP of damage.

Wandering Monster: Goblin



The Sleep-Wizard

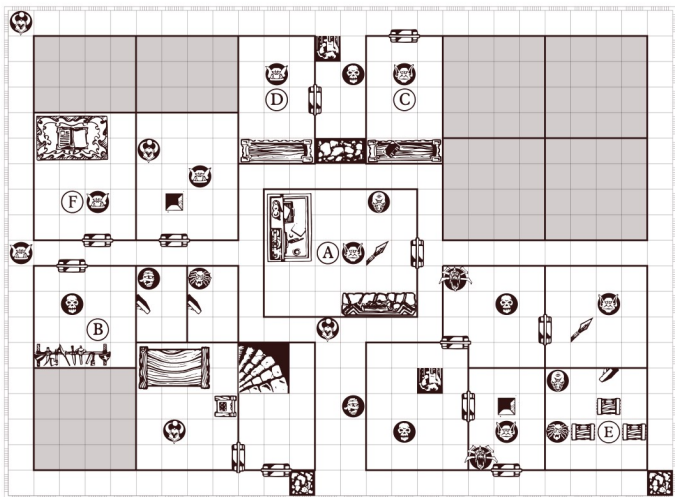
*"It is now necessary to find Lengrati, the Sleep-Wizard,
and ensure that he will never again cast any more of his sleep magic."*

Notes

- A On the Wizard's table there are two magic scrolls: Genie and Swift Wind.
- B The hero who searches for treasure in this room will be attacked by a wandering monster.
- C On the alchemist's bench there is a bottle of Heroic Brew.
- D The hero who searches for treasure here will find 50 gold coins hidden in the cupboard.
- E All of the weapons on the rack are in a bad state, except for one, a magic sword: it is the same as a broadsword but is able to cast a Tempest spell, once per quest (even if its bearer is not a magic-user).
- F This is Lengrati's room: it's filled with a thick dark cloud that makes the Heroes feel drowsy and confused. Place the Chaos Warlock figure on the X to represent him. Lengrati immediately shapeshifts into the form of anyone hero, with the same attack, defence, BP, MP, weapons, armour and all his other equipment; the heroes will not be able to discern Lengrati from their mimicked companion. Each time a hero attacks Lengrati he must roll a combat die: if he rolls a black shield he will wrongly attack his companion (who will need to defend against the attack in the usual way) instead of Lengrati. Obviously, the mimicked hero will not need to roll the die to pass the test. In addition, on each of his turn, Lengrati can cast a Sleep spell.

Wandering Monster: Fimir





The Magic Horn

"Lengrati has been defeated. It only remains to discover the Magic Horn that will awaken the entire Empire, freeing it from the evil sleep"



Notes

- A In this room, sitting upon the alchemist's bench, lies the Magic Horn.
- B The weapons on the rack are rusted and useless.
- C The bookshelf seems to be full of useless old scrolls, but when a hero searches for treasures he will find a small gem rolled up inside one scroll. It is worth 60 gold coins.
- D The cupboard in this room is a trap: if a hero searches for treasures here, a magic explosion will cause a 2 BP damage to all the heroes in the room.
- E Each chest in this room contains 50 gold coins.
- F On the wizard's table there is a Healing Potion.

Wandering Monster: Gargoyle

After climbing a nearby hill to gain a vantage point over the surrounding lands, you blew mightily upon the Magic Horn, hoping its spell would carry a greater distance. It was not until you returned to the town that you could know for sure that your efforts had been successful. Sure enough, the streets were bustling once more with the usual merchants, farmers, artisans and other townsfolk. On the way up to the castle you passed the tavern, and it was good to hear the same old raucous shouts of revelry, as if the sleep sorcery had never happened.

At the castle the Emperor greeted you warmly and showered you with gratitude for saving the realm once more. He has granted each of you 200 gold coins for defeating the Sleep-Sorcerer, and a further 200 gold coins for the return of his Crown (which may be split between you if desired).

As for Lengrat, he has paid for his crimes by having to himself face the eternal sleep of death!

You are now free to return to the tavern and celebrate with the folks whose lives you have saved. Live well my friends, until I call upon you once more...

Mentor

