

Hero Quest I -- So You Want To Be A Hero?

Start with 4 gp (gold pieces), 10 sp (silver pieces), leather armor, 5 food rations and a dagger.

If you're a magic user, you also have the Zap spell.

If you're a thief, you also have a lockpick.

General Notes

- 1 gp = 10 sp.
- Watch the date/time; events progress; status of places changes at night. "Times" include mid-morning, midday, mid-afternoon, sunset approaches, night is still young, middle of night.
- change your movement mode with commands "run", "sneak" or "walk".
- use the keypad for close combat:

7: Swing High	8: Thrust	9: Swing Low
4: Parry High	5: Parry Mid	6: Parry Low
1: Dodge Left	2: Dodge Back	3: Dodge Right
- improve "climbing" ability by practice. A great place to learn is the tree outside the Healer's hut. Climb the front side until you can climb it successfully. Climbing over the town wall helps too.
- improve "throwing" ability by practicing on the target leaning on the outside of the south wall of the town. The target is handier at night once you can climb over the town wall directly to it.
- improve "strength" ability by climbing, combat and cleaning stables. Regain lost strength with "rest", "sleep" and Healing Potions.
- Regain lost vitality with "rest", "sleep" and Vigor Potions.
- safe places to sleep:
 - Erana's Peace
 - the Inn. "Buy room" for 5sp from Shameen to sleep there. Careful, the inn is locked and barred at night!
 - in the Stable in the castle at night, provided first that you worked earlier that day cleaning the stable. You'll be put to work first thing next morning, too.
 - in Hermit's cave, if you gave him a food ration that day.
- places to pick locks:
 - Little Old Lady's Home
 - Sheriff's Home (it's the purple house in town)
- Erana's spell on the town prevents you from attempting any violent act while there. It doesn't seem to slow any attacks against *you*, however.

The Quests

- 1) Reward for return of healer's lost ring.
One'll tell you that it's "shaped in gold like a braid of the herb mitnelas with entwined leaves."
It's in the nest in the tree outside her hut. Climb the tree, look in the nest, and take ring. When you return the ring, you get 6gp, 2 Healing Potions, and a *shudder* kiss!
Magic users may use the Fetch spell to get the nest instead.
- 2) Reward of 50gp for safe return of Elsa von Spielberg to castle.
Elsa was enchanted by Baba Yaga; you'll need to make Dispel Potion (see Dryad, Healer).
- 3) Reward of 30gp for capture/death of Brigard Warlock.
- 4) Reward of 60gp for capture of Brigard Leader. Proof of ID needed.

- 5) Spell components needed by healer.
6) Reward of 50gp for info/return of Baronet Barnard von Spielburg.

Magic User Spells

Calm -- open the stone at Erana's Place to find this spell
Dazzle -- best Erasmus at Mage's Maze to win this spell
etch -- buy this from Zara for 40sp
Flame Dart -- buy this from Zara for 60sp
Open -- buy this from Zara for 30sp
Trigger -- visit Henry the Hermit and ask for this spell
Zap -- magic users get this at start of game

Potions

Dispel Potion -- from Healer (fetch ingredients)
Healing Potion -- from Healer (40sp); from Zara (?sp)
Magic Potion -- from Healer (60sp)
Power Potion -- from Zara (75sp)
Undead Unguent -- from Healer (100sp)
Vigor Potion -- from Healer (20sp); from Zara (25sp)

Who's Who in Spielburg

Abdulla Doo - merchant robbed by brigands at valley's pass.
Meet in inn in the evening; friend of the innkeeper.
Ask about brigands. If you give him a gold piece, he'll tell you one of his lost treasures was a flying carpet and only he knows its words of command. Return his treasures to him, and he'll fly you, himself, Shameen and Shema to Shapeir, who also needs heroes.

Baker - "gone fishing" means playing "Go Fish" in the tavern.

Barber - "out to lunch" means drunk in the tavern.

Bar tender - in tavern; sit on middle stool. He won't answer questions.
- sells ale (1sp), Troll's Sweat (5sp) and Dragon's Breath (25sp).
- looks rather butch, except for "MAMA" tattoo.
- drinking Troll's Sweat makes you pass out and lose your money.
- drinking Dragon's Breath will kill you. Sam and the Sheriff will warn you not to drink Dragon's Breath; Bruno says everybody loves it.

Butcher - "gone fishing" means playing "Go Fish" in the tavern.

Crusher - a goon who sits overtop the tavern's trapdoor.
Dragon's Breath is reputed to be his favorite drink.
Easy to anger; if you ask him about thieves or thieves guild, he'll toss you out of the tavern.

Damiano - winged familiar and guardian of the Magic Shop.

Hilde Pferdefedern - pretty centaur girl, sells produce from her father's farm. Apples are 10 for 1sp; veggies are 5 for 1sp.

Little Old Lady - sleeps in rocker by day. Her house is easy to rob.

Otto Von Goon - a goon and companion of the sheriff, plays with a yoyo.

Sam - a pitiful beggar, found by day in the alley.
If you give him 1sp, he'll answer a few questions but he doesn't seem to know much.
on alms/begging/work: "There's honest work up at the Baron's castle, I hear. But begging's my business."
on brigands/thieves: "Thieves prowl the streets at night. They don't bother me because I have nothing to steal. The brigands are worse. They sure hurt business; no one's getting rich but them."
on monsters: "The most dangerous monsters come out at night. I'd stay inside then if I were you."
no info on: butcher, Crusher, dragon's breath, graveyard, hero, Otto, password, tavern, town, workshop.

Shameen - innkeeper of the Hero's Tale Inn; "buy room" for 5 sp/night.
- Shameen and Shema are Katta (cat-people).

Shema - Shameen's wife; sit in chair and buy either drink or food.

Sheriff Schultz Meisteresson - smokes pipe, once an adventurer himself.

- lives in the purple house in town with his wife and Otto.
- Storekeeper - in Dry Goods store; approach counter and say Hi!
 - sells daggers (20sp), chain armor (500sp), empty flasks (2sp), and food rations (5sp).
- Thieves - hide behind barrels in Alley at night. They demand all your money, else they'll kill you.
- Wolfgang Abenteuer - guildmaster; found sleeping in the guildhouse. Has frequent entries in guild log.
- Zara - Magic Shop storekeeper; sells potions and scrolls.
 - disappears if asked too many non-magic related questions.
 - potions for sale: Healing (?sp), Vigor (25sp), Power (75sp).
 - scrolls for sale: Flame Date (60sp), Fetch (40sp), Open (30sp).
 - says that when you've learned 9 spells, have the power to cast them all, and accomplished a great deed, then you may undergo the initiation to become a full Wizard.

Who's Who at the Castle

- Baron Stefan von Spielburg - resides in his keep and sees no one. He is bemoaning the loss of his son Barnard and daughter Elsa.
- Baroness - died soon after giving birth to Elsa.
- Barracks Master - blocks entrance to the barracks; answers no questions.
- Frederick & Pierre - guards of the keep's door by day.
- Karl the Gatekeeper - "talk to man" to start conversation.
 - "ask for work", then "open portcullis" to get into castle grounds.
 - ask Karl about lots of stuff.
- Stablemaster - pays 5sp for an hour of cleaning the stable. Cleaning the stable also gains you the right to sleep there that night, and builds up your muscles too!
- Weapons Master - in courtyard by day; only answers weaponry questions. A player with 'parry' ability can improve his fighting skills by fighting the weapons master.

Who's Who at Large

- Baba Yaga - evil ogress and witch who lives in a chicken-legged hut. A fox tells you she cast an enchantment on Elsa. When you first visit her, she'll demand that you bring her a mandrake root before next day's daybreak -- or else!
- Baronet Barnard von Spielburg - missing son of Baron. He's pictured on poster as a handsome but arrogant young man. Karl: He's proud, and has dark hair and eyes like the Baron. Guild log entry says he killed a troll near Flying Falls.
- Brigand Leader - described by notice as wearing cloak. Has odd moments of kindness (see entry on Heinrich).
- Brigand Warlock - described by notice as short, ugly, wears brightly coloured robes, and laughs constantly. Karl: Uses potions and powders mostly; rarely spells. Henry: Has Erasmus' mirror of spell reflection.
- Bruno - rogue who stands outside the town gate beginning with day 2. He'll answer questions if you pay him money. Give him 1 silver to start a conversation. For each question you want answered, pay 1 silver first. If you want him to answer a question that he offers for gold, you must pay him his gold when he offers the deal. If you've paid for a question that he can't answer, ask another question (it's for an answer that you've paid for). Don't try to attack him; his daggers are poisoned and at the ready.
 - on Antwerp: "Hahahaha! Yeh, the antwerp is a good monster for you to fight. It loves to play."
 - on Baba Yaga: "She's an ugly hag who knows some magic. She lives in a weird house. Her place is due west of the Baron's place. Can't miss it. And for two gold, I'll tell ya how to get into her hut."
 - on Baron: "Ya just take the road north from here past the Healer's and go till ya get to his castle."

on Brigands: "For ten gold, I'll tell ya where some of those robbers are that're robbin' folks as they come into the valley."

on Chief [Thief]: "He's the only one in the valley who can beat me at daggers."

on Crusher: "He's a pal of mine. He usually hangs out in the bar. A real sweet guy. Give him a slap on the back for me."

on Dragons Breath: "Everyone loves Dragon's Breath."

on Goblins: "The little pests are just northwest of the cemetery. They're a bunch of wimps."

on Graveyard: "It's due west of town. Nice place to visit, but I wouldn't want to stay, if ya know what I mean."

on Healer: "She's got some good potions. Her hut is just to the north of here."

on Leader: "Nobody knows much about the leader."

on Password: "The thieves' password? Sorry, I can't risk losing my thief license. Chief wouldn't like it if I blabbed that to the likes'a you."

on Sheriff or Otto: "The Sheriff and the goon are pals. Otto even lives with the Sheriff and his wife."

on Thieves: "Just call me Bruno. That was an easy silver."

on Thieves' Guild (tgp): "They hide it in the graveyard. It's under one of the tombstones. You can see the thieves if you go there at night."

on Warlock: "He's some kinda magic user. And he laughs alot. That's all I know."

no info on: adventurers guild, ale, avalanche, baronet, breath, carpet, castle, daggers, dragon, dryad, Elsa, Erana, fairies, frost giant, guild, Heinrich, hermit, Hilde, inn, jail, jester, Karl, lake, log, magic, magic mountain, meeps, merchant, mushrooms, ogre, pass, plant, Sam, seed, Spielberg, stag, target, Troll Sweat, valley, waterfall, Wolfgang, workshop, Yorick

Elsa von Spielberg - missing daughter of Baron; probably taken by a dragon.

Karl: She's about 18 now, with braided blond hair and blue eyes.

Fox: Baba Yaga cast an enchantment on her; need Dispel Potion.

Erana - mage whose spells protects the town and Erana's Place.

Erasmus - powerful wizard living in his purple house on Magic Mountain.

Sends you away if you ask too many non-magic related questions.

Likes to play a game called Mage's Maze that only magic users may play. Loaned Henry a magic mirror that the Warlock now has.

Fenrus - familiar of Erasmus.

Healer - sells potions and buys spell ingredients.

- her name is Amelia Appleberry, but all know her as the Healer.

- sells Healing Potion (40sp), Magic Potion (60sp),

Vigor Potion (20sp), and Undead Unguent (100sp).

- buys cheetaur claws for 5sp each.

- buys flowers from Erana's Place for 5sp.

- buys magic mushrooms for 1gp for "some".

- buys a troll's beard for 2 healing potions.

- has standing reward for a lost gold ring. (see Quest 1)

- will make the Dispel Potion if you bring her the ingredients that the Dryad tells you about:

-- flowers from Erana's Place

-- green fur (see Meeps)

-- flying water (take from Waterfall with a flask)

-- fairy dust (from Fairy Ring at night with flask)

-- magic acorn (from Dryad)

Heinrich Pferdefedern - centaur farmer; father of Hilde; has rake.

When the brigands broke Heinrich's leg, their Leader gave him a Healing Potion and had him carried to the Healer's hut.

Henry the Hermit - lives in mountain beside waterfall.

'e's Henry the Eighth, 'e is. Give him a ration and you can sleep there that night (and play cribbage).

Ask him about Erasmus, Warlock, and a magic mirror.

Has a trigger spell for magic users.

Yorick - Jester, helped search for Elsa. Swore he wouldn't return until Elsa was returned safely.

Monsters and other Critters!

Antwerp - bizarre four-eyed bouncing creature.

Don't try to fight it directly.

Cheetaur - half panther, half man. Healer buys cheetaur claws.

Dragon -

Dryad - lives in an oak tree; friend of the forest.

If you attacked the white stag, she'll transform you to a stag.

If you claim to be a friend of the forest, she'll ask you to bring her a seed from the Spore Spitting Spirea of the North.

When you give her a seed, she'll tell you the recipe for a Dispel Potion, which you must have the Healer make.

The ingredients are: flowers from Erana's Peace, green fur, fairy dust, a magic acorn and flying water.

She'll drop a magic acorn when returning to her oak.

Fairies - dance around Fairy Ring at night. Source of fairy dust.

Fox - free the fox from a trap on the path near avalanche.

He'll advise you to be polite, even with rude people.

He'll also tell you Baba Yaga enchanted Elsa, and that you should see the Dryad to break the spell. You can't take the trap.

Frost Giant - when you first approach him, he blocks your path and says:

"Far from the frost field, fares forth this fighter,
Hunger has hurled me hither from home.

My name it is known in the Northlands as Brauggi,
Barter with blade's clash, or bargain with me."

If you "bargain", he then says:

"Find me some fruit for to mellow my mead horn,
Gift I will give of a gem that now glows--
Jewel from Jotunheim, flare of the frost flame,
Fetch to me fruit that will fill up my fists!"

[There's fruit at Erana's, but can't be carried in your pack]

Give him 50 small apples from Hilde. He says:

"Fruit you have found, to fill all my food stores,
Thus filled the bargain, my gem you have bought.
Brauggi has bartered, and all has been answered;
The mead it may mellow, and now I head home."

Congrats, you now have a glowing gem.

Gargoyle - guardian and companion of the wizard Erasmus.

When you reach the wizard's front door he asks 3 questions.

(See Wizard's Front Door below)

Goblins - several roam the forest by day; but they seem shy near their lair.

(see Goblin Lair) Search dead goblins for a few silver pieces.

Gryphon -

Meeps - fuzballs on legs that live in holes and peep out at you.

The green one's the leader; others are blue or purple.

They use rocks for doors. Don't worry, be happy.

Talk to meeps, and when the green one talks back, ask for green fur.

He'll be glad to give some to you.

Ogre - guards entrance to cave to northeast.

Saurus - roam valley by day.

Skull on Gate - wants a gem for its eye sockets before it'll let you in to see Baba Yaga.

Troll - can't stand daylight; find them in caves or at night.

Healer wants a troll's beard.

White Stag - beautiful shy animal. Attacking it will earn you the wrath of the dryad. When you approach, it'll flee towards her oak.

Spielburg at Night

- the following are locked up and barred at night:

guildhouse, inn, sheriff's office, barber's, dry goods,
baker's, butcher's, workshop, town's front gate.

- the following are locked and may be picked:

little old lady's house, purple house.

- the following seem to be open all night:
magic shop, tavern.
- thieves lurk in the Alley at night.
- you may climb over the town wall at night.

Alley

- marks on north wall show that something sharp was thrown here several times.
- during day, Sam the beggar is here.
- at night, thieves hide behind the barrels and accost you.
- climb the town wall from here to get to Centaur's Field and vice-versa.

Baba Yaga's Hut

- outside the hut, give the gem (from frost giant) to the skull on the gate.
On subsequent visits, just approach skull and answer "yes" to get in.
- before walking thru the lowered gate, say "hut of brown now sit down".
This makes the hut sit, and the door open. You can now enter the hut.
(Ask the skull about the rhyme to learn this ditty;
Bruno will also tell you this rhyme for 2 gold pieces.)
- after you've entered, as soon as you try to walk anywhere, Baba Yaga appears! She halts you in place, changes you to a frog, and dangles you over the cauldron. When she asks, tell her your name, answer "yes" that you are brave, and "yes" you'll get her a mandrake root before next day's daybreak. You are sent on your way; death be the penalty for failure.

Brigand Hideout

- pile of logs and lots of archers.

Erana's Place

- magically safe haven; flowers bloom here year-round. Pick some.
- flat stone's runes read:
"If thy Will is Magic, so shall I share.
Open this Stone and claim what is there."
The stone can't be open by physical force.
- a tree here bears yummy fruit, but you must eat it here.
- this is a safe place to sleep.

Fairy Ring

- magic mushrooms are here. Take some.
- at night, fairies dance here [get fairy dust then]

Goblin Lair

- "search" behind rockpile to find the cave entrance that goblins use.
Unfortunately, the entrance is too small and rough for you to use.
- Bruno claims there's treasure there, and that the goblins are "wimps".

Graveyard

- an evil looking plant with a slimy sheen is here. It's mandrake.
It'll shrivel and disappear if you just take it during the day.
Healer: Mandrake is used in many spells, mostly evil, and must be picked from a deadman's grave at midnight.
When you first visit Baba Yaga, she'll want a mandrake root before next day's daybreak -- or else!
- walking into the hole is fatal!
- tombstone: "Here lies an atheist... All dressed up and nowhere to go."
- tombstone: "Here lies Lester Moore. Gored six times by a wild boar.
No Les, no Moore."
Bruno claims entry to Thieves' Guild is found under a gravestone here.
"You can see the thieves if you go there at night."
- at night, ghosts arise and drain the life out of you -- unless you use some Undead Unguent first! Careful, the unguent doesn't last forever.

Healer's Hut

- knock on the door to enter.
- don't bother with the ladder that's inside.

- Pterry is winged lizard inside; Pteresa is winged lizard outside.
- climb tree or use Fetch spell to find Healer's ring in nest.

Little Old Lady's House

- at night, her front door lock is easy to pick.
- don't forget to "sneak" when thieving. You may need to risk "walk"ing thru the gap between the desk and couch to avoid the cat.
- don't ignore the cat; pet it often when it gets in the way.
- don't go up the stairs; they squeak, wake the L.O.L., and you'll suffer.
- take the two silver candlesticks on the coffee table.
- open desk to find 1sp.
- open purse on couch to find 20sp.
- search couch for 3sp.
- open knitting basket beside couch to find pearls.
- hurricane lamp on mantle provides only light -- can it be taken?
- never lifted cover on birdcage; probably unwise to try.

Magic Mountain

- as you approach the mountain, two signs will magically appear.
- green sign version 1: "Welcome to Magic Mountain!"
- green sign version 2: "Willkommen auf Zauberberg!"
- red sign version 1: "Proceed at your own risk!"
- red sign version 2: "Trespassers will be toad!"
- red sign version 3: "Now go home!"

Magic Shop

- symbol on floor; smoke for a ceiling; pentagram at counter.
- shelves' contents include: arcane books, crystal balls, frog, dried mantray (manta jerky), mephitic potions, replacement part for magic face lift, toaster oven, hooded robe.

Sheriff's Home

- at night, pick lock to enter. Don't forget to sneak!
- don't open the music box on the table.
- there's a safe behind the picture. MOVE VASE. MOVE PICTURE. UNLOCK SAFE (until open). LOOK IN SAFE (taking 50sp). CLOSE SAFE. REPLACE PICTURE. REPLACE VASE. [If you try to move picture before moving the vase, you'll knock the vase to the floor!]
- take gold candelabra from desk.
- open desk for 3sp.
- didn't try to take the vase; might break while carrying it.
- don't bother with the three doors. Opening them leads to the sheriff's, sheriff's wife's, and Otto's bedrooms. Opening any will send you to jail.

Spitting Plants

- to catch the seed, climb up and stand behind the 3rd plant.
- Your hands will be poised up to catch the seed. Wait.

Tavern

- you must sit on the middle stool if you want to order a drink, and once you have the drink, you can't do anything with it but drink it (?). Prices: ale (1sp), Troll's Sweat (5sp) and Dragon's Breath (25sp up front).
- oddly, you can't view your inventory or stats while sitting on the stool.
- If you order ale or Troll Sweat when you don't have the money, you'll be thrown out by Crusher.
- you can drink 2 beers in a row, but 3 will make you pass out. One Troll's Sweat also makes you pass out. You'll wake up outside the tavern without all your money.
- drinking Dragon's Breath literally burns you up to a cinder. Sam and the Sheriff will warn you not to drink Dragon's Breath. Bruno says everyone loves it. The bartender says it's the house specialty and Crusher's personal favourite.
- asking Crusher or the bartender about thieves or the thieves guild gets you thrown out by Crusher.
- there's a trapdoor under Crusher's chair. Apparently Crusher needs to hear you say the password. Crusher hates to be asked questions.

- you can't seem to do anything with the barber, butcher or baker.

Thieves Guild

- *** darned if I know where it is. Probably in 'workshop', entered via trapdoor in tavern, after you tell Crusher the password. ****

Waterfall, aka Flying Falls

to visit Hermit's Cave: climb cliff, knock, then move away from door to the right. Climb down when you leave.
- get "flying water" here using an empty flask.

Wizard's Front Door (Purple House, top of Magic Mountain)

- gargoyle asks three questions; answer all three correctly to gain entry.
- "What is your name?" Answer with your character's name.
- "What is your quest?" HERO.
- "What is your favorite color?" [not BLUE, GOLD or SILVER. Try PURPLE next.]
- "Who do you seek here?" WIZARD.
- "What is the thieves' password?" SHAKE HEAD. (or DON'T KNOW.)
- "Whose spell protects the town?" ERANA.
- "What is the baron's first name?" STEFAN.

Wizard's Living Room

- contains: stuffed peacock (periodically shows plumage), floating ball, mounted dragon head, model plane, shield, armor (too big for you), toy (a Dunking Dragon), 2 chairs, desk, books in bookcase, steamer trunk, picture of wizard, etc.
- trying to walk into a side room gets you magically evicted.
Walk up the stairs to the tower.

Wizard's Tower

- You may ask magically-related questions to Erasmus. If you're not sufficiently interesting, he'll zap you away. Try not to ask questions when he's drinking his tea. Known safe topics: Erasmus, Erana, Erana's Peace, Ferrus, games, hermit, magic, mirror, spells, Warlock, Zara.
- for some odd reason, Erasmus likes to tell a lot of bad jokes.