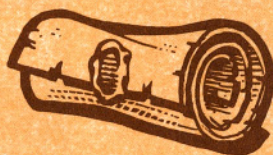


# HeroQuest™

Alternative EU Quest Maps

Q U E S T



B O O K

in case all Heroes die...

## Alternative map for Quest 1 – The Trial

Same basic layout, but different monster and treasure placement. Notice that Verag has left his throne room to go worship at the altar of his dark gods. Probably to complain that the last bunch of Heroes were too feeble to be any challenge, and could he please be sent some tougher ones. He may be about to get his wish...

## Alternative map for Quest 2 – The Rescue of Sir Ragnar

Quick ladz, let's dig out a new cell in which ta stash da puny 'ooman so da next lot of stoopid adventurers won't find 'im... Hey, dat gives me an idea. Oi, Snagitz! Grab dem leftovers from dinner last night an' put 'em in the old cell. 'S gone stale anyhow. Don't worry ladz, fresh meat's on the way. Hur hur hur...

## Alternative map for Quest 3 – Lair of the Orc Warlord

I've always really liked the compact layout of this one, so didn't try anything fancy. Ulag seems to have become a bit paranoid and barricaded himself in the broom cupboard though...

## Alternative map for Quest 4 – Prince Magnus' Gold

Never much liked this one – just a lot of empty rooms and doorways, plus a pointless 'outlaw' penalty. I've tried to knock it up a notch with a blast from my spice weasel. (BAM!) Hopefully there's at least a chance that the Heroes will pick up the chests while there are still monsters on the board, so that the one-die-for-movement rule actually gets used. Meanwhile, Gulthor is clearly following Ulag's sterling example, having retreated with the treasure to a more secure location.

## Alternative map for Quest 5 – Melar's Maze

Oh boy oh boy oh boy. Oh no oh no oh no. Mucking around with Melar's Maze is like redecorating a church with spraypaint. (Well, maybe not quite.) I love love love

this Quest, and it was nerve-wracking to figure out how to revamp it. The throne puzzle, for instance, is clever the first time, when people aren't yet used to searching, but tedious the second time when you know what to do.

The solution I hit upon was to assume that the Heroes made it a fair way into the Maze on their previous try. (There's not much to hurt them early on, after all). Because of this, some of the tricks and traps have already been set off – the falling block has fallen, and the throne has moved to reveal a door. Of course, the Maze has a few *other* tricks up its metaphorical sleeve... For instance, will the Heroes work out that they can make the throne move *again*? (And where *did* that fireplace come from? The Maze moves in mysterious ways!)

## Alternative map for Quest – Legacy of the Orc Warlord

This one assumes that the Heroes tried to escape once, failed, and were thrown back in their cell – under heavier guard this time. Busting out through the door will be tough – better to take the long way round.

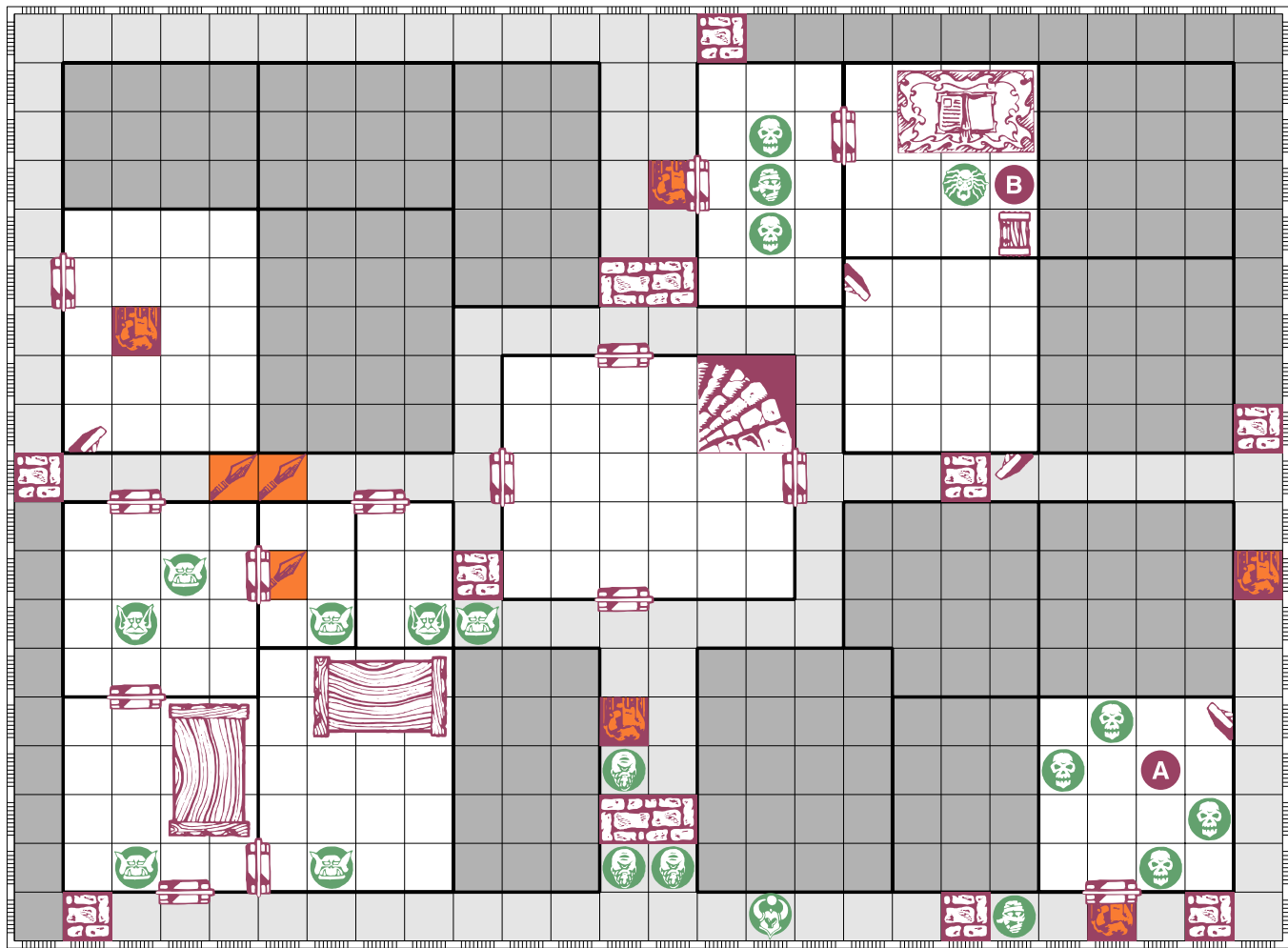
Meanwhile, Grak is over in the 'guest chamber' busy rummaging through his collection of, ahem, 'hospitality facilitation implements'. If only he could remember where he put that swirly metal thing with the clockwork spikes...

## Alternative map for Quest 7 – The Stone Hunter

Sadly, this alternative map still provides no explanation for who the Stone Hunter actually is.

## Alternative map for Quest 8 – The Fire Mage

Again, this map assumes the Heroes have already met Balur in the first room in their previous attempt. (Note that the XX square is where Balur starts and the X square is where he's placed after he runs through the wall.)



### Alternative map for Quest 9 – Race Against Time

Okay, this one got a bit of a makeover. The original is in no sense a 'race against time', so I added a pile of monsters to give the Heroes a reason to run. If they take the usual trapdoor at the start, they'll meet a horde of undead around the corner. They could stand and fight, or retreat to discover the *other* trapdoor, or flee past before the monsters can attack. In the latter case, they'll be pursued.

Meanwhile, anyone lucky enough to discover the new trapdoor at the start will have a winding but apparently danger-free passage ahead of them. There are no traps in this Quest, but hopefully the Heroes won't know that... as TV Tropes would say, Nothing Is Scariest. So whoever takes the long corridor ought to be nervous. Exactly how you want them to feel just before the Gargoyle jumps out on them.

### Alternative map for Quest 11 – Bastion of Chaos

(Quest 10 doesn't need a new map)

Nothing spectacular here – just redistributed the monsters. Because I have to make the As, Bs and Cs match the original Quest Notes, it's a bit limiting (e.g. the Gargoyle trap will always work the same no matter where it's placed). Oh well...

### And finally (for now), Quest 13 – Quest for the Spirit Blade

This one had me scratching my head for a while. Curse that four-secret-door limit!

The Spirit Blade is in the same old room, but temple has crumbled a bit more since the previous visit, so the Heroes will have to find a new route. They might find an unexplored and long-buried section of the temple on the way, including the unfortunate remains of a forgotten wizard or sorcerer and his ancient cache of gold.



