

# *Carlos's New Character Starter Quest Pack*

Hi and thanks for downloading Carlos' map pack for new characters to get them on the road to adventuring! This file should be found on Dewayne's HeroQuest website only, thanks to him for hosting it.

I made these maps a while back in 2004 for my friends as we spent a few weeks revisiting the greatest board game there ever was - HeroQuest! It provided hours and hours of fun for us as teenagers when it came out and I'm glad to know there are still people out there playing it. I hope you have fun doing this quest pack as that's what we play for ;)

Anyone wanting to contact me (I'd love to hear feedback) can do so at [carlandju@lineone.net](mailto:carlandju@lineone.net)

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DM NOTES - My quests are DM friendly in that I have included text for you to read out aloud to players in certain situations, this text is in speech marks and italic...do not read past this! My extended equipment list is well worth a look, it's not complicated and yet adds a bit to the game, which in the end gets kinda boring imo with the stuff only available in the game!!

Being creative is the most important part of being a DM. If the quest is getting too easy, throw in some monsters to liven it up, if it's too difficult, take some out...the mastery is to create a balance that's enjoyable.

If you do use my extended list, take note that effectively, the players starting equipment is also there, but called something else. E.g the dwarfs axe is a woodcutters axe (check the damage die, it's the same see?) and can be sold...unfortunately this means that the wizard begins with nothing! But fear not, I have some new rules that balance the game out a bit. If there's one thing I noticed it's the slight imbalance of the characters in a standard game, so I've evened things up a bit with the equipment. If a character would generally use an item of equipment, then you'll see there's no difference...e.g the dwarf can still equip plate armour...however, one thing that used to bug me is that the elf could also. Not any more! The plate armour has a minimum body point requirement and this means only certain things are available to certain characters. It's very easy, it improves the balance and I think it makes things fairer.

## Hero Quest – Extended Equipment List

Items		
Tool Kit	150g	Disarm traps. Roll 1 die. Skull means the trap goes off and you lose 1 BP. Shield is successful.
Potion of Healing	100g	Restores 4BP's.
Holy Water	100g	Instantly kills any undead creature.
Boots of Lightfoot	500g	Wearer gets +2 to their movement roll total.
Lucky Charm	50g	This charm can be used once to force a re-roll of any 1 die. It must then be discarded.
Wand of Recall	1500g	This wand allows you to cast the same spell twice instead of only once at no extra cost but it must be used the same turn.
Talisman of Lore	1500g	+2 Mind points while the talisman is in your possession.
Ring of Vitality	1500g	+2 Body points while the ring is on a finger.
Ring of Regeneration	2500g	An extremely powerful magical item. While the character remains absolutely still, the ring will restore 1BP every 2 turns.
Armour		
Helmet	120g	+1 extra defence die, max mind of 3 allowed.
Shield	100g	+1 extra defence die, 1 handed, min body of 6 req'd.
Large Shield	170g	+2 extra defence die, 1 handed, min body of 7 req'd.
Magical Bracers	100g	+1 extra defence die, min mind of 7 req'd.
Cloak of Protection	350g	+1 extra defence die, min mind of 8 req'd.
Chain Mail	450g	3 defence dice, min body of 6 req'd.
Plate Mail	850g	4 defence dice, min body of 7 req'd, roll only 1 D6+1 move.
Mithril Chain	1500g	4 defence dice, min body of 6 req'd.

Note: As a rule any item above 1000g is only available once, not multiple times like the rest. Also, any character wishing to sell items can do so at half listed price.

Weapons (\* is a weapon the wizard is allowed to use)

Wooden Staff*	100g	2 attack dice, attack diagonally, 2 handed.
Spear	150g	2 attack dice, attack diagonally, may be thrown no. of squares equal to BP's (straight line only), may be recovered.
Short Sword	75g	2 attack dice.
Bastard Sword	150g	2 attack dice, attack diagonally.
Broad Sword	250g	3 attack dice, 2 handed.
Tree Axe	75g	2 attack dice.
Hand Axe	150g	2 attack dice, may be thrown no. of squares equal to BP's, may be recovered.
Short Bow	250g	Fires arrows 8 squares, 2 handed.
Long Bow	500g	Fires arrows 12 squares, +1 attack die, 2 handed.
Bow of Speed	2000g	Allows 2 attacks per turn, 2 handed.
Standard Arrow	3g	2 attack dice, does not affect creatures not made of flesh.
Fire Arrow	10g	3 attack dice or 4 against mummies, does not affect creatures not made of flesh or flammable material.
Crossbow	350g	Fires bolts 16 squares, no attack adjacent target , 2 handed.
Standard Bolts	5g	3 attack dice, does not affect creatures not made of flesh.
War Hammer	250g	2 attack dice or 4 against skeletons and gargoyles.
Battle Axe	400g	4 attack dice, 2 handed.
Halberd	450g	4 attack dice, 2 handed, attack diagonally.
Orcs Bane	300g	2 attack dice, attack twice if attacking orcs, attack diagonally.
Spirit Blade	600g	3 attack dice or 4 if attacking undead, attack diagonally.

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## Quest 1

# *The Goblin Caves*

Before you are able to offer your services as professional adventurers you decide to hone your skills and enter a cave near to the local village. Often pestered by a band of 15 thieving goblins, the town's people grow tired of their aggravation and you offer to help. They can offer no reward but it's likely doing such good deeds will go noticed – and lead to paid work.

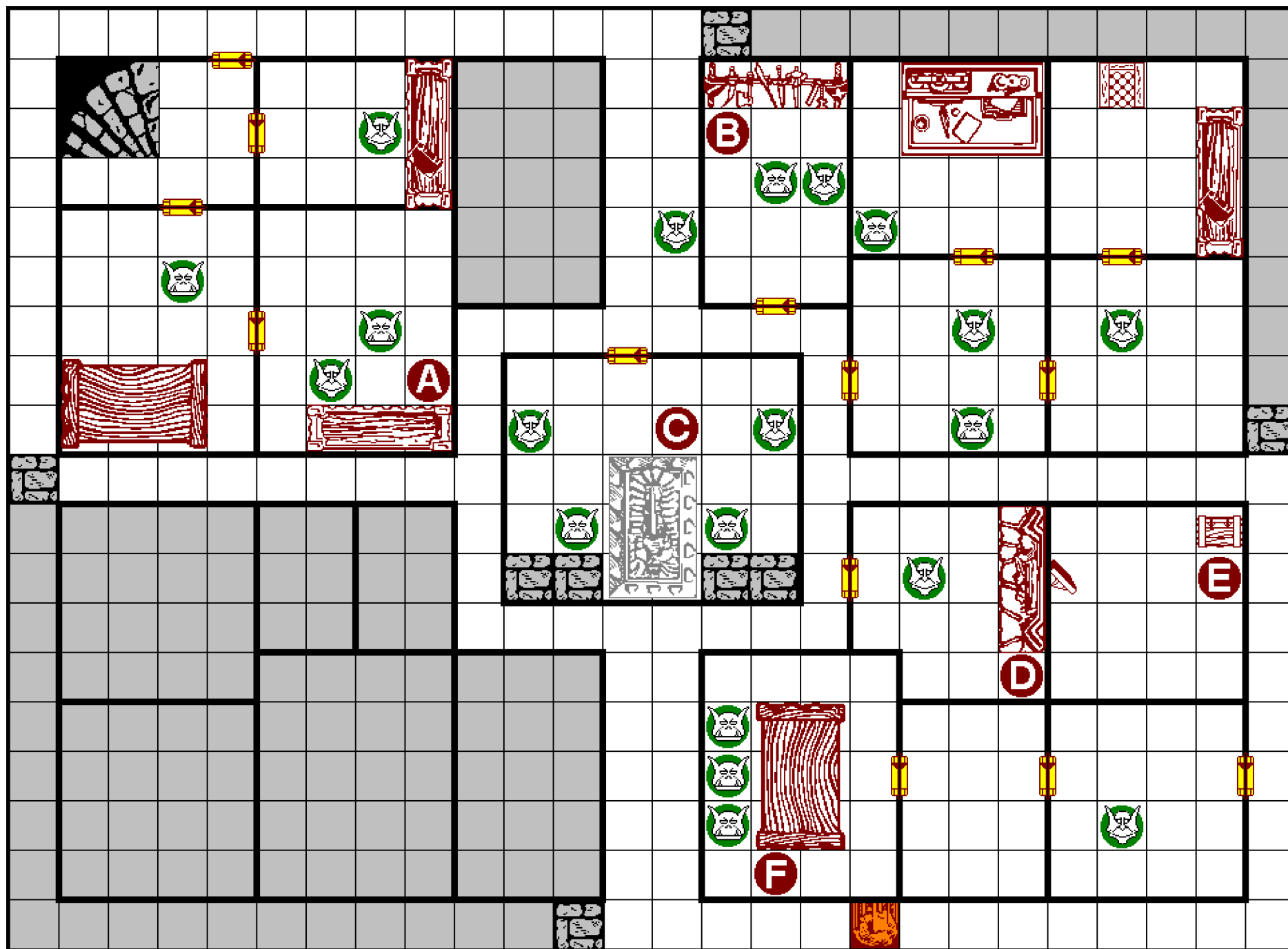
### Notes:

A – If this Goblin is attacked and lives, he will run to 'B' and raise the alarm opening all four doors into the corridor.

C – *“This chest contains several purses and pouches. A total of 100 gold pieces in all.”* This is the villager's stolen money. The adventurers can keep it, but if they are good enough to give it back, they are rewarded 200 by the mayor and receive much thanks from all the villagers!

**Special Note:** These caves are basic and small and the adventurers should not be allowed to treasure hunt forever! The treasure pile may only be used ONCE. In addition, it is extremely unlikely that these Goblins would have vast amounts of treasure other than the main chest so you should take out the cards titled Jewels!, Treasure Hoarde! And Gem!

Wandering Monster: Since the point of this quest is to eliminate a band of 15 Goblins, the wandering monster should be counted as a cave rat that attacks with 1 attack die, then simply scuttles off!



## Quest 2

# Temple Cleanse

Your last quest did well in attracting attention and now a group of followers who worship Terrus - God of Stone are being terrorised in their own temple and have asked you for help. The band of monsters responsible are lead by an Orc Warlord named GristleTooth and to cleanse their sacred temple once again they require his head for sacrificial purposes!

Kill the band, bring the head and most importantly, keep any treasure you find.

### Notes:

A – *“This bookcase contains a spell scroll of Rock Skin”*. Minimum Mind Points of 4 required to use. Works the same as the spell.

B – *“Although most weapons on this rack are useful, they are engraved with the name of their owner and if the followers are to be safe when you leave you decide they must have weapons. However, there is one short sword and one bastard sword you could take”*.

Bastard Sword – costs 150 gold, 2 attack dice, can attack diagonally.

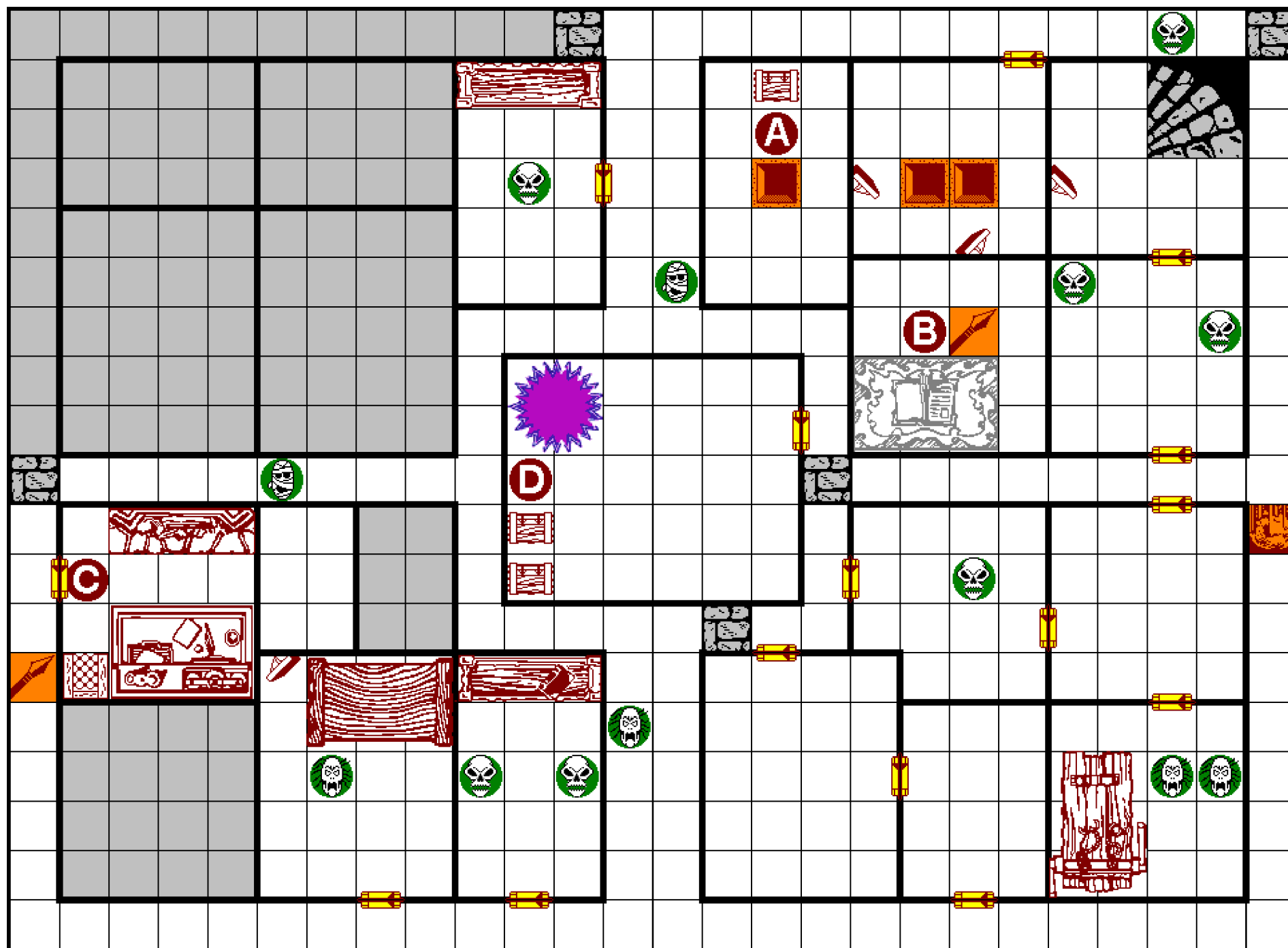
C – *“The tomb is in poor state and seems to have been looted by the raiding Orcs and Goblins”*. If the adventurer searches for traps and secret doors, he will uncover a secret compartment next to the head of the deceased in which is a bag of 50 gold coins and a small ruby worth 35 gold.

D – *“Upon entering the room you immediately notice an engraving in the wall next to the fireplace”*. When the adventurer reads it, it says, “Enter here believers of Terrus”. The inscription is a clue to the players that they should cast Pass Through Rock into the next room with the chest.

E – *“From inside the room you can see clearly a switch that opens a door to behind the fireplace. Next to the chest is another inscription which reads: Skin of stone, brothers may try, in skin of foes, pillagers will die”*. Again, this is a clue to cast an earth spell – Rock Skin. Once the chest is opened, stones will fly at the character from all directions – 6 in all and each attacks with 1 attack die. With the spell Rock Skin cast, the character is immune to damage, otherwise the player is attacked with 6 attack dice! Searching for traps and secret doors does not reveal this. Inside the chest are 200 gold pieces.

F – The middle Orc here is the warlord GristleTooth who has 4 attack, 3 defense, and 3 body points.

Wandering Monster: Orc





## Quest 3

# *The Dead Rising*

The followers of Terrus were extremely grateful for the warlord's head but all was not as it seemed as to their intentions. They tried using it to summon an undead champion to aid them in a long waging war with a rival sect but succeeded only in creating a portal that is at this very moment spewing forth undead every minute in their temple's lower levels. The temple is magically protected and as such the land's high priest is helpless - this is where you come in... The Emperor has forfeited the sect's right to practice and has hired you to quickly cleanse the building before havoc is wreaked on the outside world... it's 250 gold each for your troubles. And remember, time is of the essence!

### Notes:

To begin the quest, one adventurer is given a magical rune by the high priest that they must cast into the portal thus enabling him to lock his powers onto the portal source and close it. If the carrier happens to die, the others must remember to pick it up and continue.

The portal will produce 1 undead creature every turn!! Keep track of turns and how many are produced for when the adventurers enter the final room. Roll 1 combat die for each where skull = skeleton, good shield = zombie and bad shield = mummy. Remember to keep producing undead even when they are in the final room until the portal is closed.

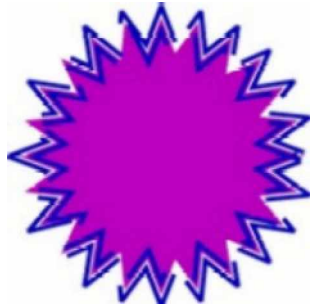
A – *“As you open the chest your eyes are bathed in a brilliant white light. The source of this luminance is a prize of great value indeed. A pair of winged boots rests on a small pedestal inside the chest and are known as the Boots of Lightfoot”.*

Boots of Lightfoot – costs 500g Wearer gets +2 to their movement roll total.

B – *“The Wizard’s desk is a clutter of scripts and talismans but something catches your eye above all else. Three scrolls wrapped with gold ribbon. Upon closer inspection you find them to be scrolls of Ball of Flame.”* The scrolls act in the same manner as the spell and can only be used by characters with Mind Points of 4 or more.

C – *“The door is locked and must be broken down!”* The door defends with 4 dice and has 4 Body Points. *“Inside the room is dark and dingy, lit only by a single candle on a desk. From the dark you are greeted with thanks by a man who introduces himself as Altus the Alchemist. He was captured and kept here by the followers of Terrus and forced to manufacture for them various potions to aid them in their battle on their rival sect. He is able to get himself to freedom but hands you 3 potions of Healing as thanks from his table”.*

D – *“As you enter the room you see a swirling pattern of mist and space as the vortex moves and twists in the corner of the room”.* Count the number of turns and place monsters in the room as you wish. Bear in mind that the player with the rune must stand next to the vortex to close it! Each chest contains 200 gold.



The Vortex Tile

## Hero Quest Character Sheet

Players Name:

Character:

Attack Dice:

Defend Dice:

Mind Points:

Body Points:

Equipment:

Weapon:

Armour:

Potion of Healing. (+4 body points)	Holy Water. (kills undead)
Potion of Strength. (+2 attack dice)	Potion of Resilience. (+2 defence dice):
Potion of Speed. (roll twice for movement)	Heroic Brew. (2 attacks this turn)

Gold:

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