

HERO QUEST



Carlos's New Character Starter Quest Pack

INSTRUCTION
BOOKLET

Author Notes

Hi and thanks for downloading Carlos' map pack for new characters to get them on the road to adventuring!

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

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 kind of boring in my opinion 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 armor... however, one thing that used to bug me is that the Elf could also. Not anymore! The plate armor 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.

New Rules

Spell Scrolls

When a spell scroll is found, the Hero should record it on his Character Sheet. After the scroll has been used, it must be crossed off the Hero's Character Sheet.

New Tiles and Quest Map Symbols

Iron Entrance Door

This iron door is placed on the edge of the gameboard. Heroes line up outside the iron door to begin the Quest.



Locked Door

These doors are locked and will often require a key to be opened.



The Vortex Tile

