

HeroQuest™

Carlos's New Character Starter Quest Pack

Q U E S T



B O O K

Quest Map Guide

The Quest map symbols are color-coded to help you guide the Heroes through these Quests. Here's what the various map symbol color mean.



Gold: This color is used to highlight traps that the Heroes can detect by searching.



Light Green: This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.



Dark Green: This color is used to highlight monster symbols. See the Monster Chart for actual symbols.

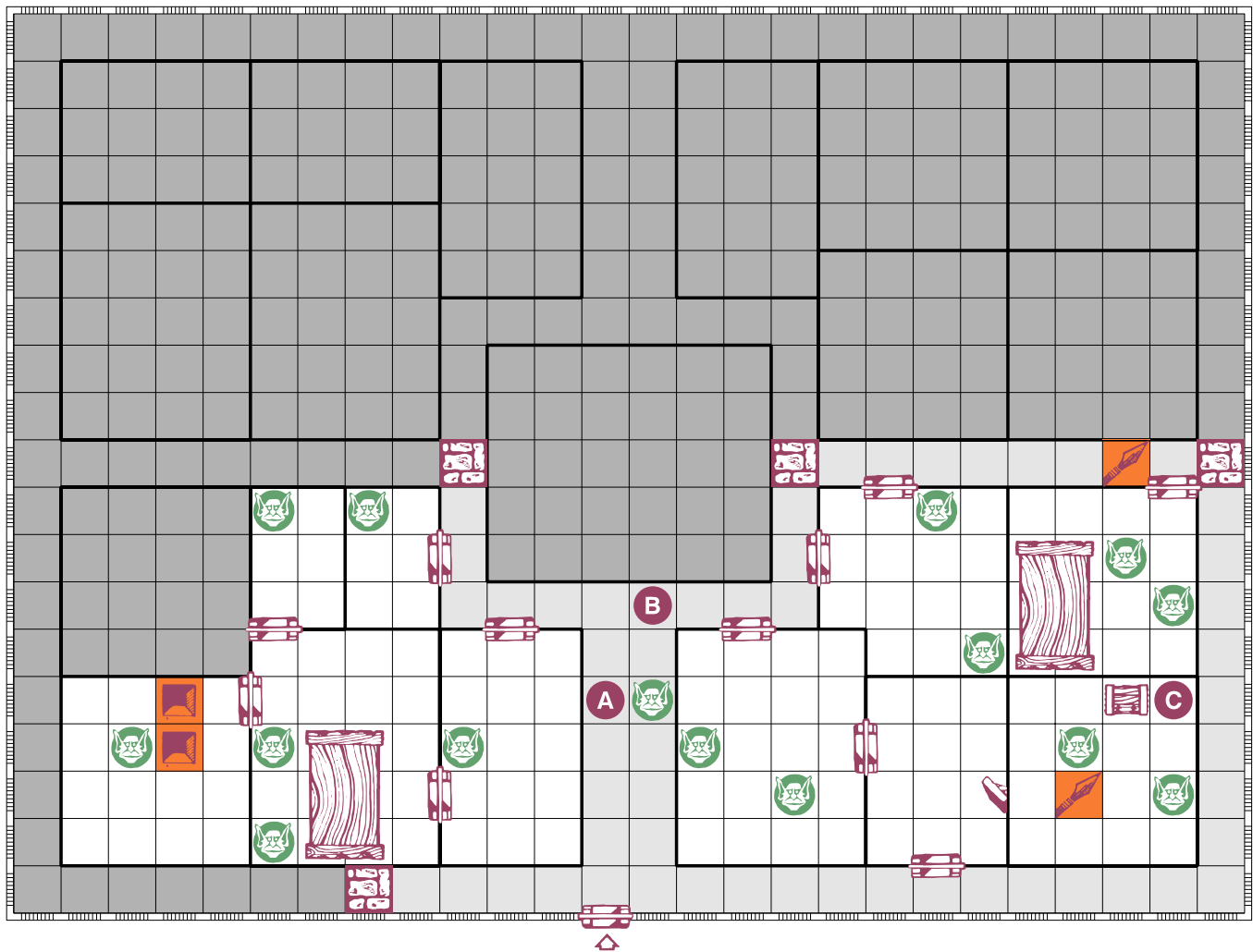
In each Quest, notes prefaced with a capital letter correspond to a matching letter location on the Quest map.

NOTES continued:

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 coins.



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 coins 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.

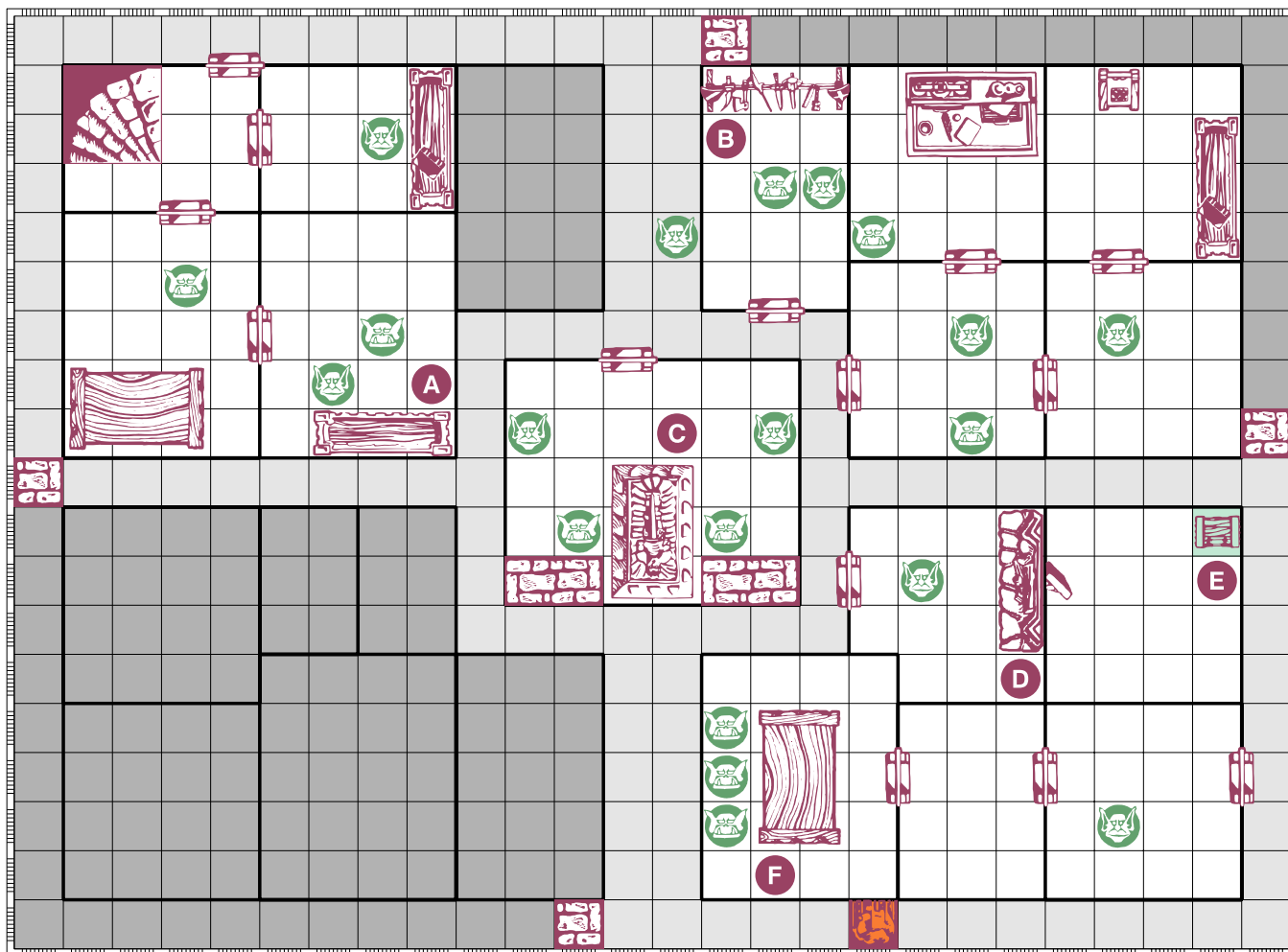
C "The door is locked and must be broken down!" The door defends with 4 dice and has 4 Body Points. "Inside the room is dark and dingy, lit only by a single candle on a desk. From the dark you are greeted with thanks by a man who introduces himself as Altus the Alchemist. He was captured and kept here 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".

Wandering Monster in this Quest: None



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.

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 terrorized in their own temple and have asked you for help. The band of monsters responsible are led 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 coins.
- D** *"Upon entering the room you immediately notice an engraving in the wall next to the fireplace".*

- 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 the following stats:

| MOVEMENT | ATTACK | DEFEND | BODY | MIND |
|----------|--------|--------|------|------|
| 8 | 4 | 3 | 3 | 2 |



Wandering Monster in this Quest: Orc