

# HeroQuest™

## Collection of Single Quests

Q U E S T



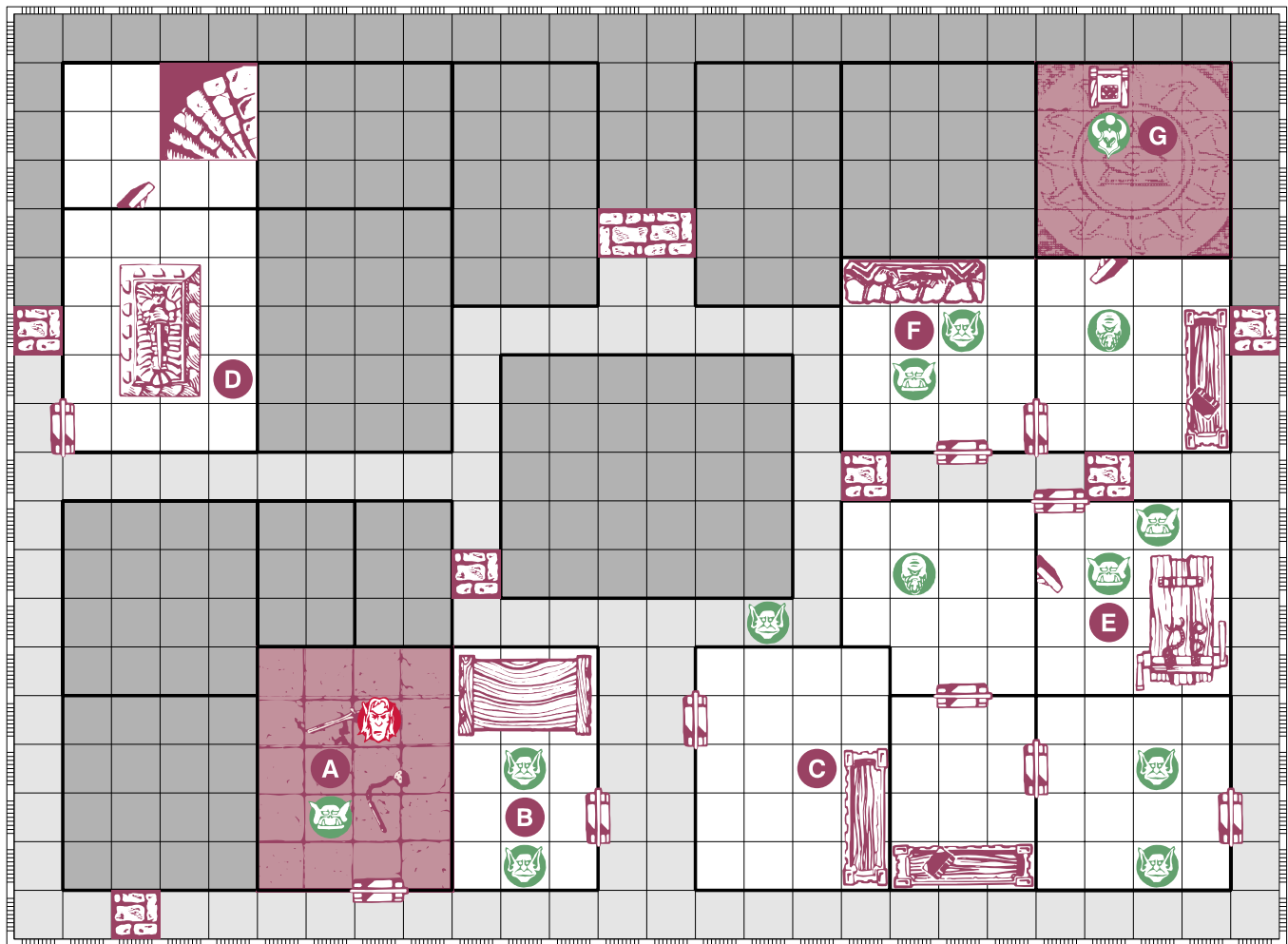
B O O K

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## Single Quest Capture

The Chaos Warrior Sellick has captured you while walking along a track alone. He has imprisoned you and robbed you of

your equipment. You must get your equipment and get out.

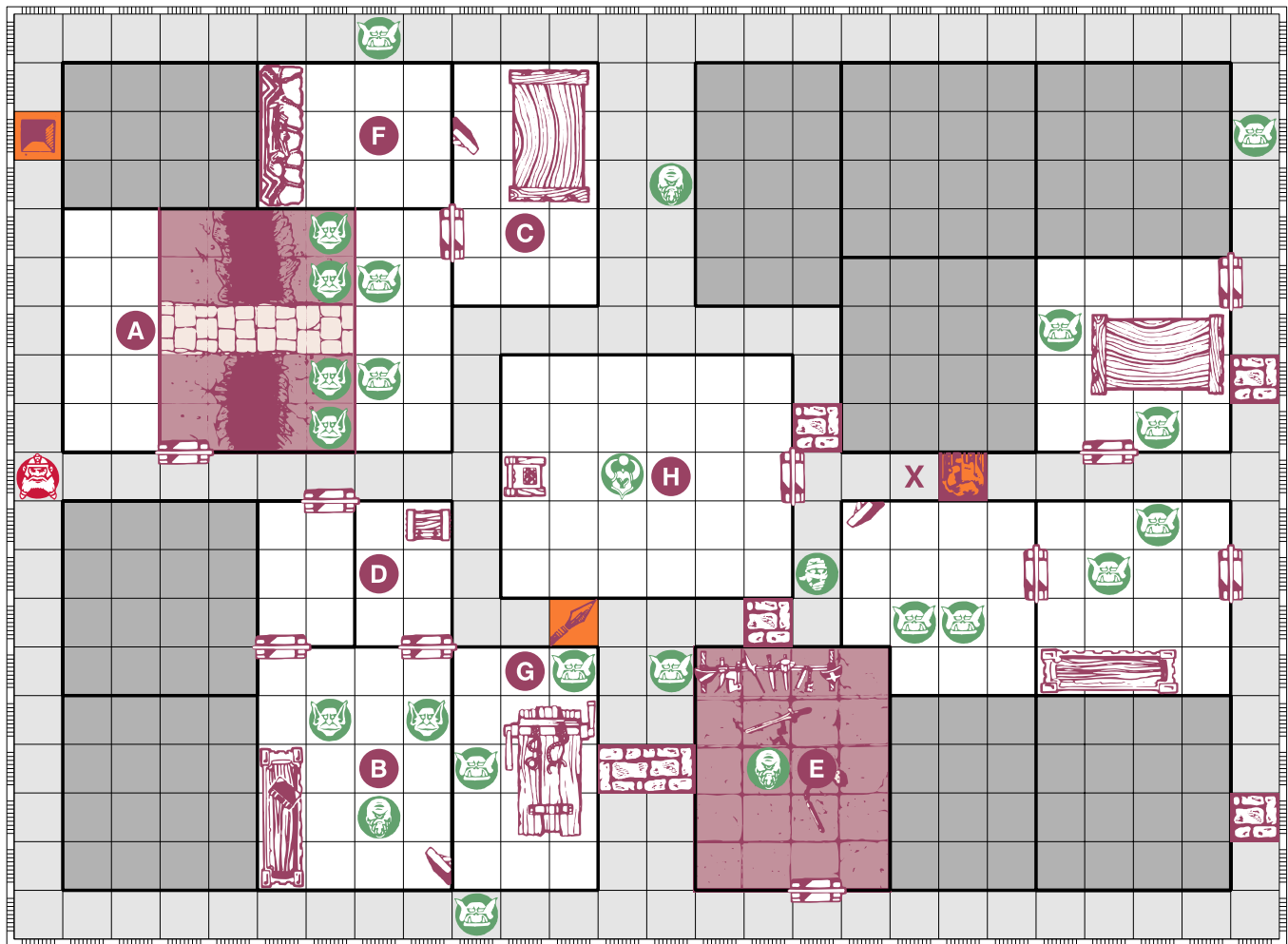
### NOTES:

- A** You are trapped in a battle room, and you must fight the Orc in the room. All your weapons have been taken and you have no spells. The door is locked. A player will find the key if they search for treasure.
- B** You see your equipment on the table, but the two Goblins in the room are the bigger problem. A player will find their equipment if they search for treasure. They will also acquire the Fire and Water magic for this Quest.
- C** If a player searches for treasure after disarming traps: You find a Potion of Healing in the cupboard. The cupboard holds a trap that must be activated or disarmed first.
- D** If a player searches for treasure: You slide the lid of the coffin off, and a Mummy appears and attacks you.
- E** On the table is a Hand Axe.
- F** If a player searches for treasure: In the fireplace you find the crumbled remains of a note. You can faintly see the words "Secret Sunroom ahead"
- G** You discover Sellick, you notices you immediately, and challenges you. He is a Chaos Warrior with 4 attack, 4 defense, and 1 Body Point. If a player defeats Sellick: You pick up Sellick's weapon, an enchanted cutlass. It has base 4

attack, and allows it's controller to attack diagonally.



Wandering Monster in this Quest: Orc



## Solo Quest for the Dwarf

# Dwarvish Vengeance

The tyrannical Kao Krool, a Chaos Warlord, ransacked your town, killing mercilessly almost everyone. Your whole life has

been dedicated to your revenge, and now you know where his hideout is. Now is your chance to extract your vengeance.

### NOTES:

- A** The rooms the bridge floor cross are all one room. You enter the room, and a pack of Orcs and Goblins stare at you from across the chasm.
- B** If a player searches for treasure or secret doors. An arrow flies out of the wall hitting you in the shoulder. You cannot avoid it, and lose 1 Body Point.
- C** If a player searches for treasure. You find a Potion of Strength on the table.
- D** If a player searches for treasure. You find a dagger in the chest. It is small, and does not have much weight behind it.
- E** If a player searches for treasure. You find what appears to be an ordinary axe on the rack. However, on closer inspection, you discover it is the legendary Chaos Bane.
- F** If a player searches for treasure. A fire demon jumps out of the fireplace. It has 1 Body Point, 1 defense, and 5 attack. It attacks immediately.
- G** The Orcs are torturing a Barbarian, who is laid out on the rack. He has four Body Points left. As long as an Orc is adjacent to the rack, each turn he loses a Body Point. If no Orcs are in the room, he is freed, and may be controlled by the player. He has 2 attack and 2 defense.
- H** You smash the door open, and you see your enemy standing before you. You are ready.

#### Chaos Bane

+3 attack. +1 extra when attacking Chaos Warriors. While wielding the Chaos Bane, you cannot use a shield or another weapon. Only useable by Dwarf.

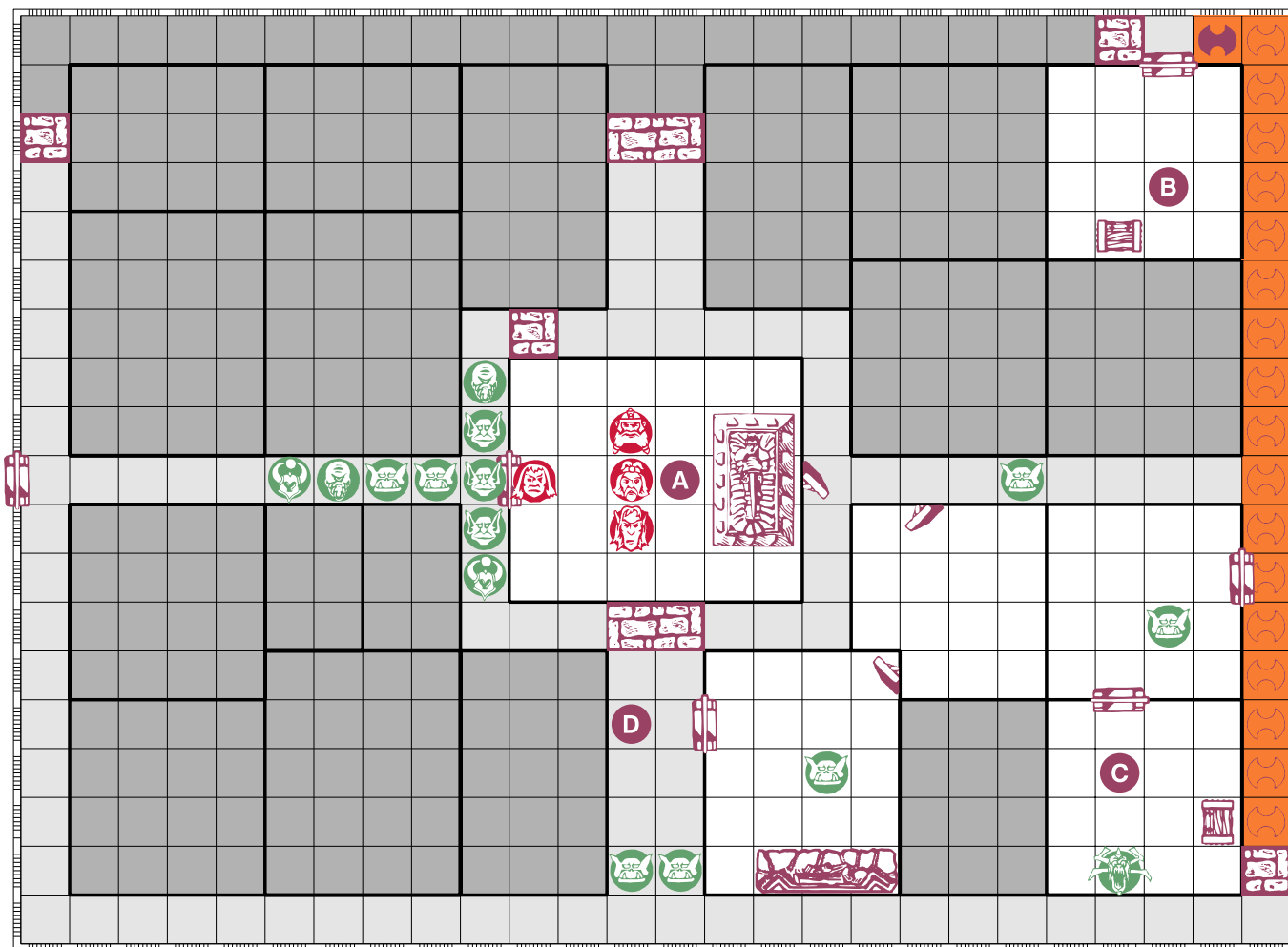


Wandering Monster in this Quest: Orc



proper respect.

- A** If a player searches for treasure: On the bench you discover a Fimir banishing spell. When cast, all visible Fimir are immediately consumed by a destructive energy, and are killed. You may only use this spell in this Quest.
- B** When the indicated door is opened, a falling rock trap is activated, and rubble blocks the indicated space.
- C** If a player searches for treasure: You find a healing potion and 45 gold coins.
- D** Inside this room you encounter the Fimir. You demand your gold back, but he refuses, and challenges you. You realize the only way you will get your money back is to smite him. When a player defeats the Fimir, they find 150 gold coins in his chamber.
- E** This Gargoyle does not attack or move unless the player attacks it. It is immune to spells of any kind. The spell is still used up if attempted.



## Single Quest

# Entombed

While searching for the ancient Tomb of Dürstan, your party has encountered a horde of monsters! Fleeing for your lives, you secure yourself within the tomb, and each find your share

of 100 gold coins. But with a horde of monsters at your tail behind the door, you are not sure how to get out.

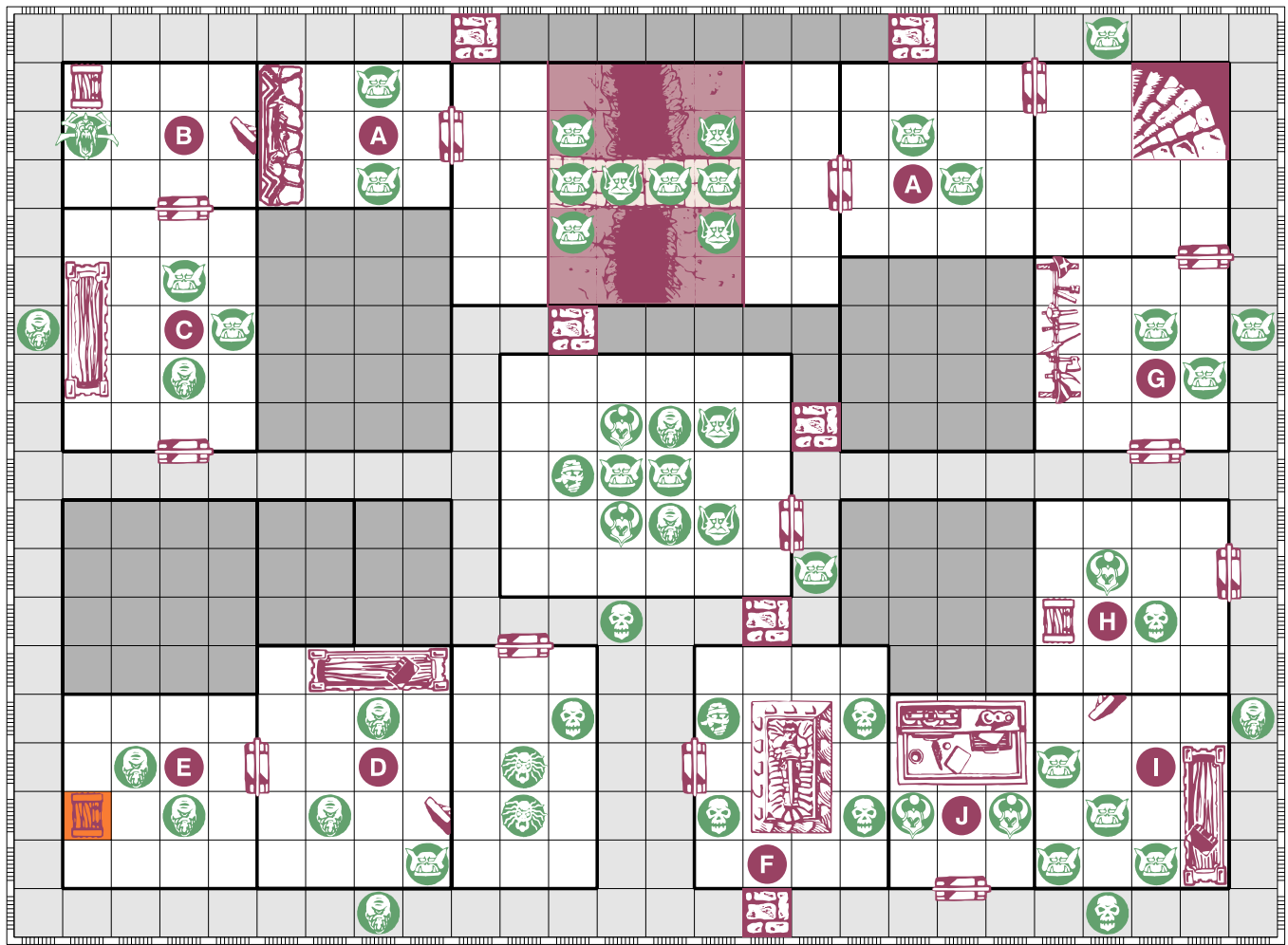
### NOTES:

- A** Players may see the horde of monsters outside the door, and the door exit at the end of the hall behind the monsters, which will not move unless the door is opened. If a player searches for secret doors: The Tomb of Dürstan moves forward towards the door, moving any players in the way with it, and a secret door is revealed behind it.
- B** The chest contains a health potion and 20 gold coins.
- C** The Gargoyle will not move or attack unless the player is adjacent or attacks first. Players cannot search while the Gargoyle is in the room. The chest contains a Potion of Speed and 200 gold coins.
- D** The Orcs here do not here you enter the corridor. While behind directly behind them, you may roll one dice of attack to attempt to assassinate one. The other will be alerted if this is attempted.



Wandering Monster in this Quest: Goblin





## Single Quest

# Pest Control

There seem to be a great number of monsters gathering nearby.  
Your mission: Take them all out. All loot you find in the

dungeon is yours.

### NOTES:

- A** If a player searches for secret doors. The fire extinguishes itself and you can see a hidden door behind it. (Ignore all movement counts on the fireplace space.)
- B** The chest contains a healing potion and 50 gold coins.
- C** The cupboard contains a Hand Axe and a Heroic Brew.
- D** The bookcase contains knowledge of all the fire spells, which can be used in this Quest by a Wizard or Elf. This provides extras for characters already possessing them.
- E** The chest contains a Potion of Sustenance. However it is rigged with a trap that will deal 2 Body Points to whoever opens it if not disarmed.
- F** On the tomb is the Sword of Kazar. A player may step in and grab it before attacking if they are a Barbarian or Elf.
- G** The weapons rack contains a battle axe and a broadsword.
- H** The chest contains a Potion of Speed and a Potion of Resilience.
- I** The bookcase contains knowledge of all the earth spells, which can be used in

this Quest by a Wizard or Elf. This provides extras for characters already possessing them.

- J** The Chaos Warriors in this room have 5 attack and defense each.

#### Potion of Sustenance

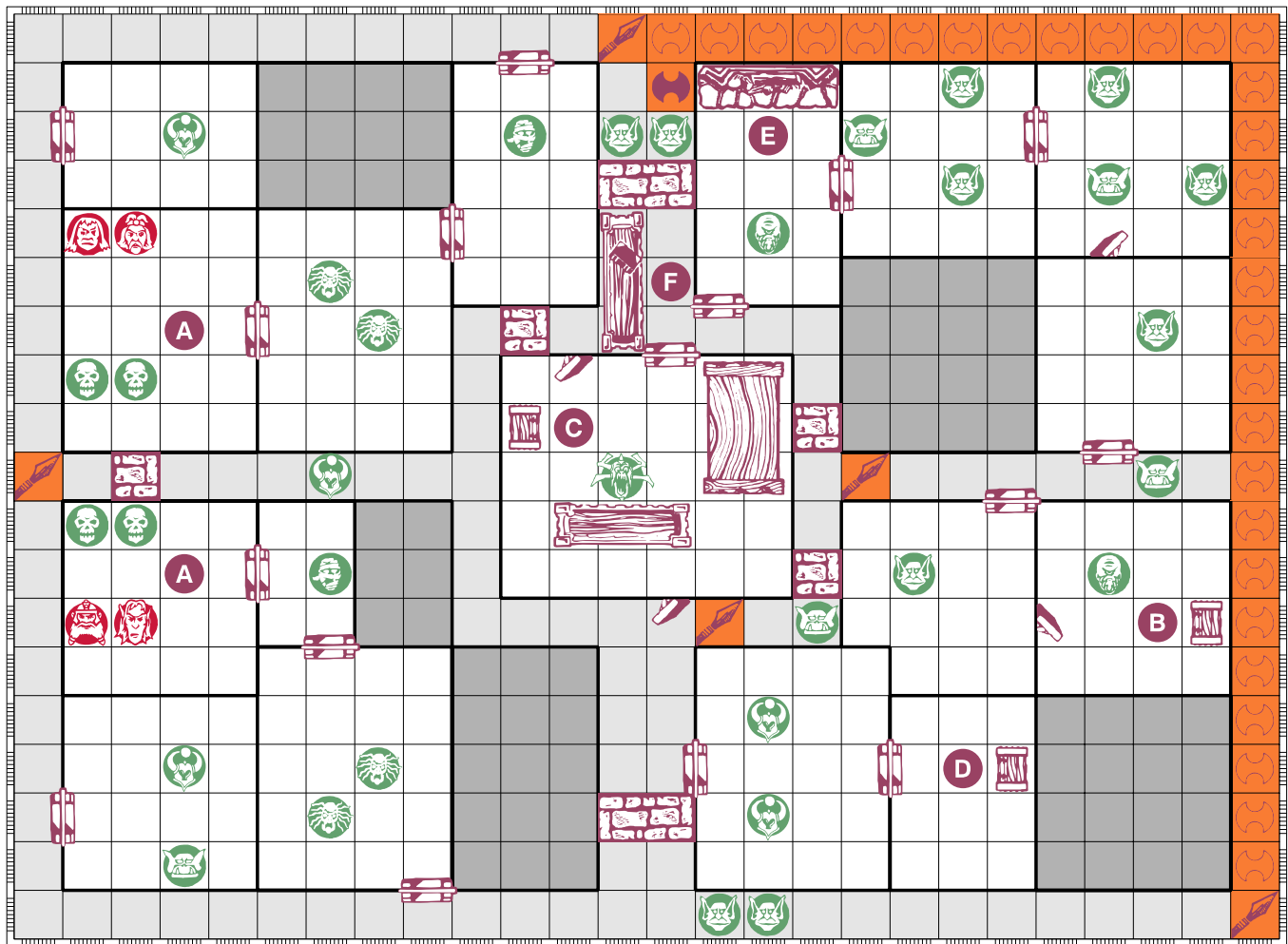
When drunk, the player may take another turn.

#### Sword of Kazar

Base Attack 4, can attack diagonally, may attack twice a turn.



Wandering Monster in this Quest: Chaos Warrior



## Single Quest

# Almunian Armory

The lost and mythical kingdom of Almunia was said to have the most marvelous tools and weaponry. Now, you brave

adventurers have found one of their armories, and you want to take its treasure for your own...

### NOTES:

- A** Just as you begin your journey, a pair of Skeletons form from a few loose bones.
- B** If a player searches for treasure. You have found the first of the Almunian weaponry, The staff of Helvert
- C** If a player searches for treasure. You find another Almunian weapon, the Helmet of Ghen-gahn.
- D** If a player searches for treasure. You find the fourth and final Almunian treasure, Likhens Boots of Speed. Suddenly, a white light surrounds all the adventurers and they are teleported out of the dungeon.
- E** If a player searches for treasure. In the fireplace you find Ironfist's Gloves, another Almunian treasure.
- F** If a player searches for treasure. You pry a book off the shelf and suddenly, the bookshelf flies straight through the wall next to the door. Inside you hear a scream of agony. The players also find the secret door in the empty square behind the bookshelf. Move the bookshelf so that the corner next to the door is now where the Gargoyle was. The Gargoyle is now dead.

#### Staff of Helvert

+1 max Body Point Only usable by Wizard.

#### Helmet of Ghen-Gahn

+2 defence. Only useable by Dwarf, can't use helmet.

#### Likhens Boots of Speed

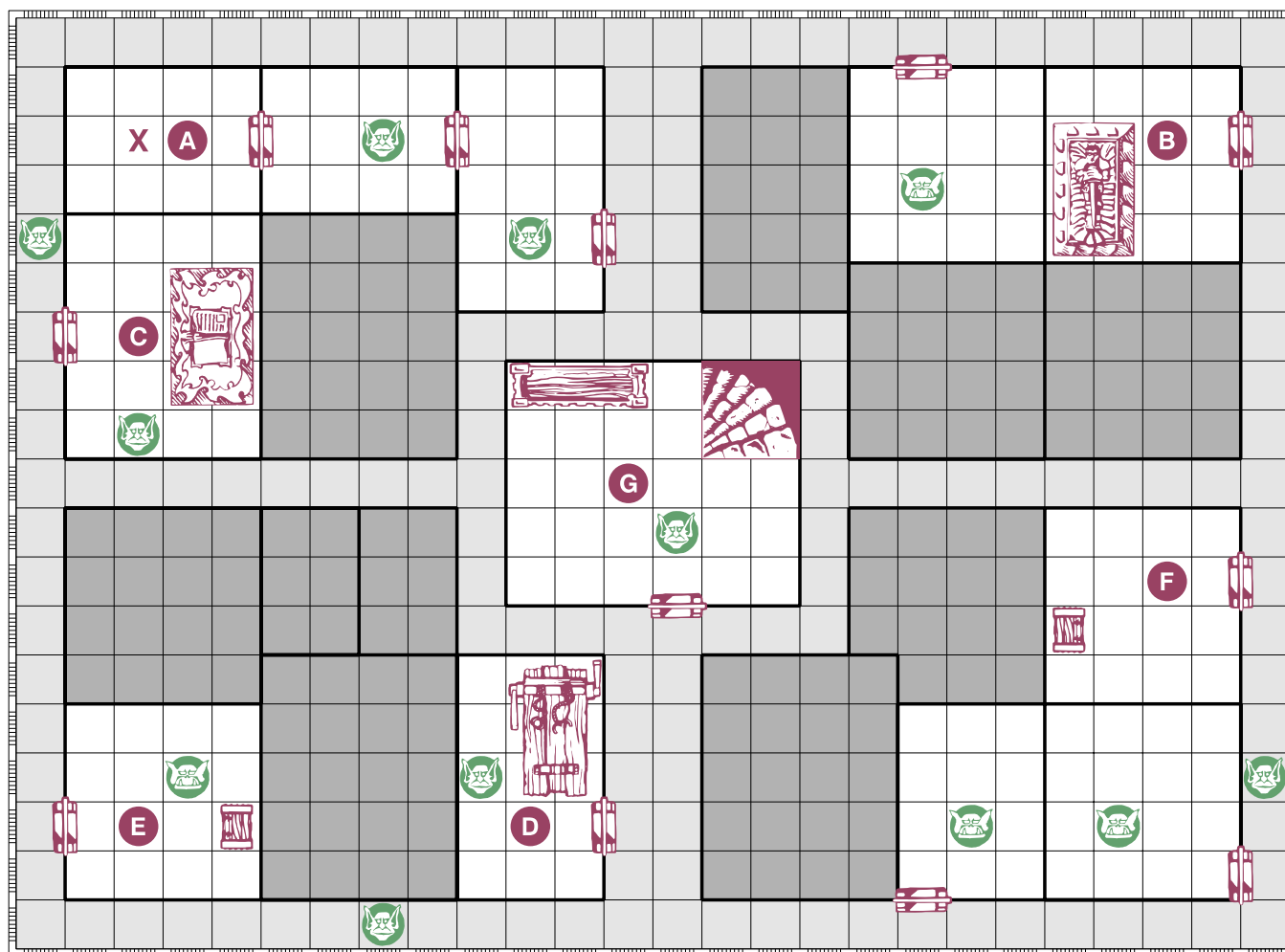
Add one to any movement roll. Only useable by Elf.

#### Ironfist's Gloves

+1 attack. Only useable by Barbarian.



Wandering Monster in this Quest: Fimir



## Solo Quest

# Curiosity Killed the Cat

You have spent the last half an hour stumbling through a dark dungeon. You remember how to get out, but you don't want to

leave yet, you just know that there are some items and loot down here...

### NOTES:

The player starts the game knowing where the exit room is and where the door to it is.

- A** The player starts here. You hear a noise from beyond the door. Maybe you've been in here too long.
- B** If a player searches for treasure. On the tomb is the legendary blade Reinhart's Rapier.
- C** If a player searches for treasure. On the desk is a book of spells that you know can be sold for 100 gold coins once you leave the dungeon.
- D** If a player searches for treasure without disarming traps. The rack flips a bar down hard, smashing what you recognize as a Helmet of Auditory Excellence. If a player disarms the trap first. You discover on the rack a Helmet of Auditory Excellence.
- E** If a player searches for treasure. Inside the chest you find two Lesser Healing Potions.
- F** If a player searches for treasure. Inside the chest you find 50 gold coins.

- G** If a player searches for treasure. The cupboard contains a healing potion and 25 gold coins.

### Reinhart's Rapier

While in use, it allows the player to attack twice a turn and diagonally.

### Helmet of Auditory Excellence

Usable only by Scouts, a player can see enemies three spaces around them at all times, including through walls. Players cannot see furniture or Gargoyles this way. This does not restrict the scout's movement.

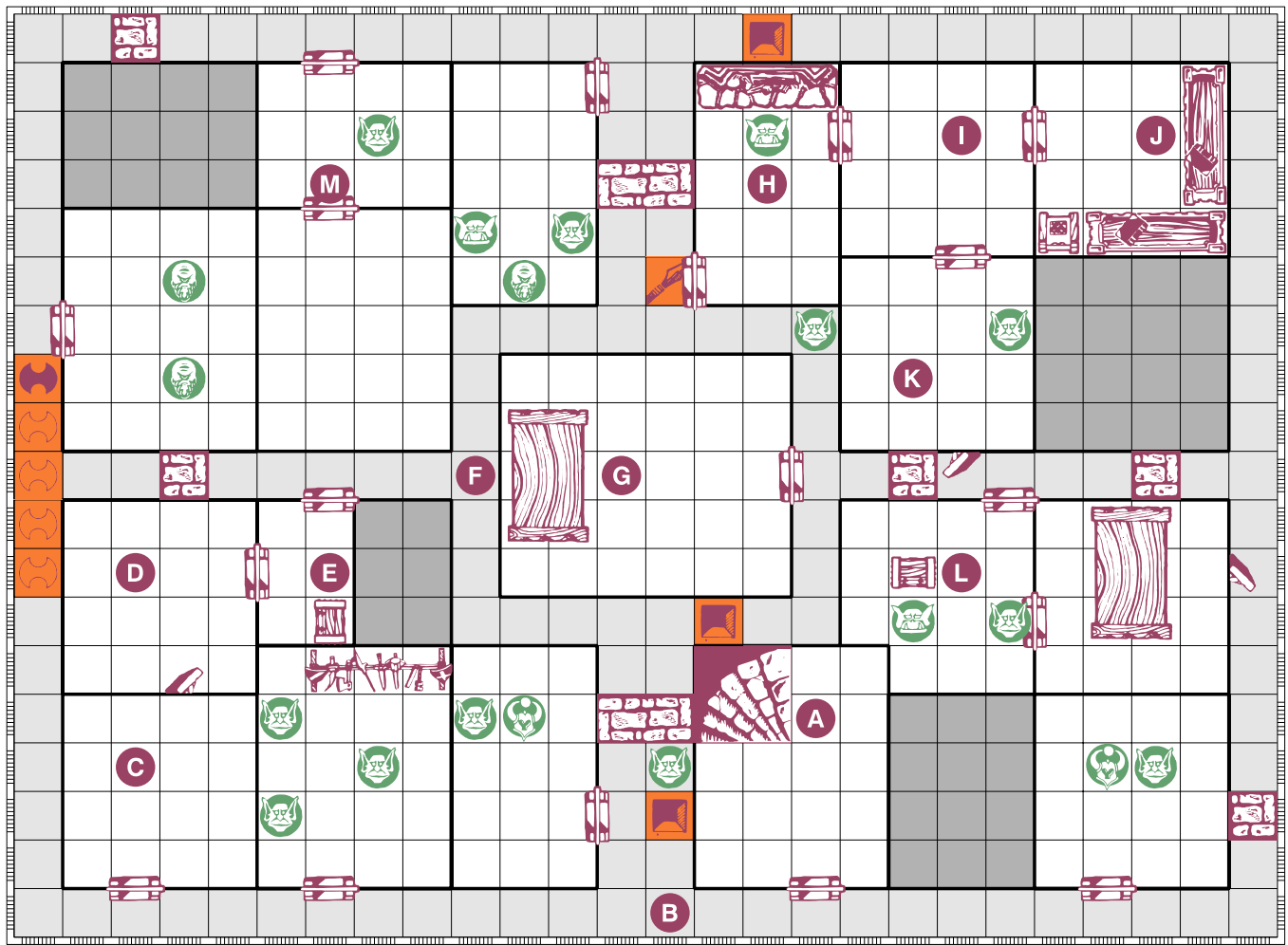
### Lesser Healing Potion

When consumed heals 2 points of damage.



Wandering Monster in this Quest: Goblin





## Single Quest

# The Mad Bunny

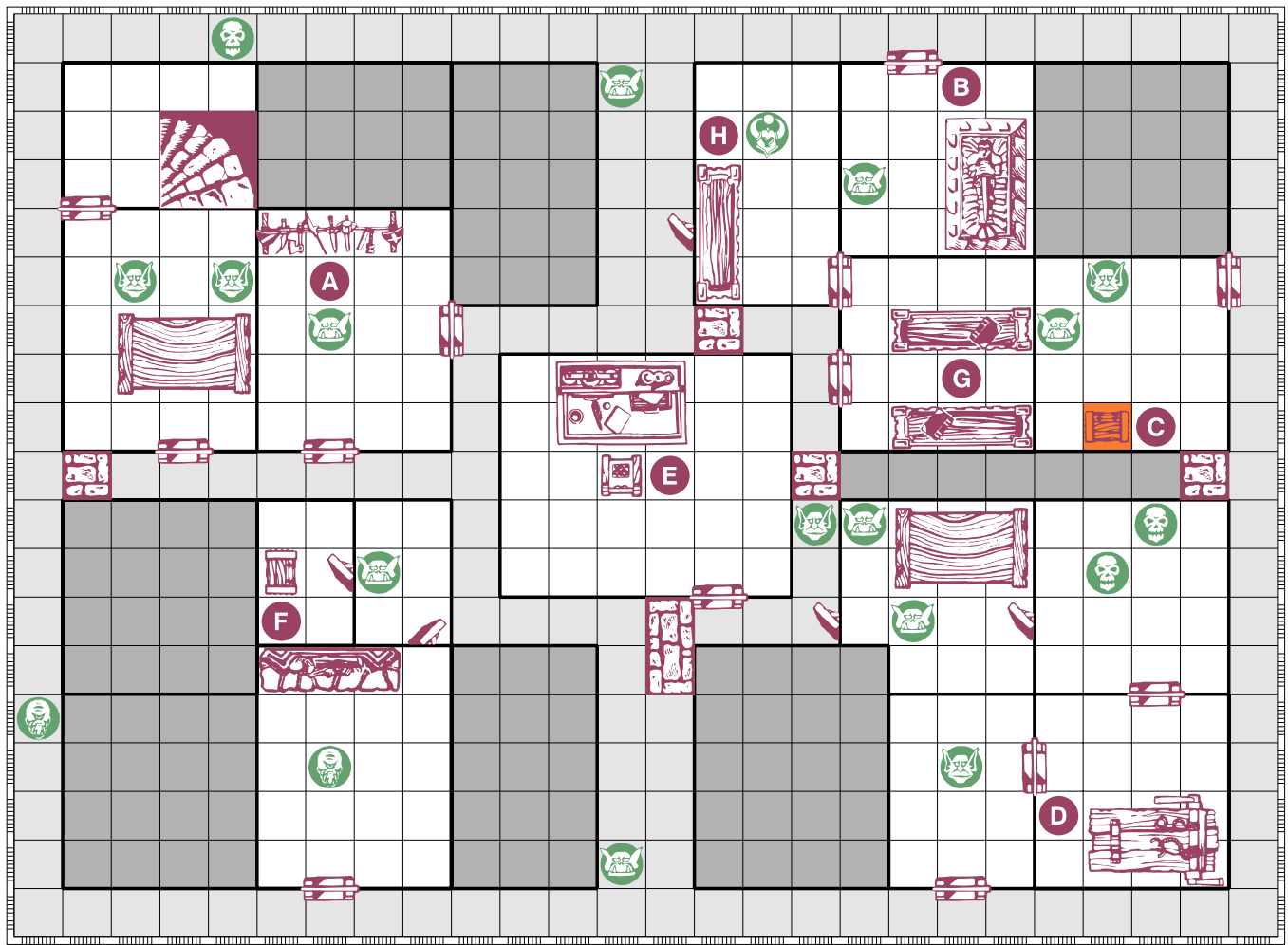
The Easter Bunny has suddenly gone mad. It seems to be affected by a serious disease and must be eradicated immediately. Fortunately, it seems to have left an Easter egg trail behind it to its sanctuary. To get to it, you will have to collect 4 chocolate Easter bunny totems to unlock the final

door to get to the Easter bunny. 100 gold coins will go to all brave warriors that assist in this perilous mission. But beware, traps and monsters are in abundance in the deranged bunnies lair. Good Luck.

### NOTES:

Congratulations on defeating the Easter Bunny. Hopefully, a young bunny will step up to the challenge next year, so as to be the new Easter bunny in residence. Thank you for all your help!

Wandering Monster in this Quest:



## Single Quest

# The Alchemists Formula

The late alchemist Ferdinand Fritz has made an astounding discovery. Unfortunately, no one knows what it is because the formula is lost in his laboratory. It is your job to find it and

bring it back. 200 gold coins will be divided between all that assist in this Quest. But remember, The Alchemist loved to trick people in his home, and nothing is ever as it seems...

### NOTES:

- A** This weapons rack contains a Hand Axe.
- B** On the side of the tomb, a player will find a long sword disguised on the side, if they search for treasure.
- C** This chest is a trap. If a player opens it without searching for traps first, the trap will activate and the player must lose two Body Points. The chest also contains 50 gold coins.
- D** This rack has a helmet on it. However, it is Goblin made, and so it will only fit a Goblin. If you are a Wizard, you may enchant the helmet so that it fits you. It then becomes an enchanted helmet and may only be worn by a Wizard.
- E** You have found the Alchemists Formula! You must now escape quickly, as the Chaos Sorcerer has arrived to claim the formula. He is placed on the stairs and is controlled by the Evil Wizard player.
- F** This chest contains 100 gold coins.
- G** This is the library. It contains two wandering monsters, which will appear if a player searches for anything.

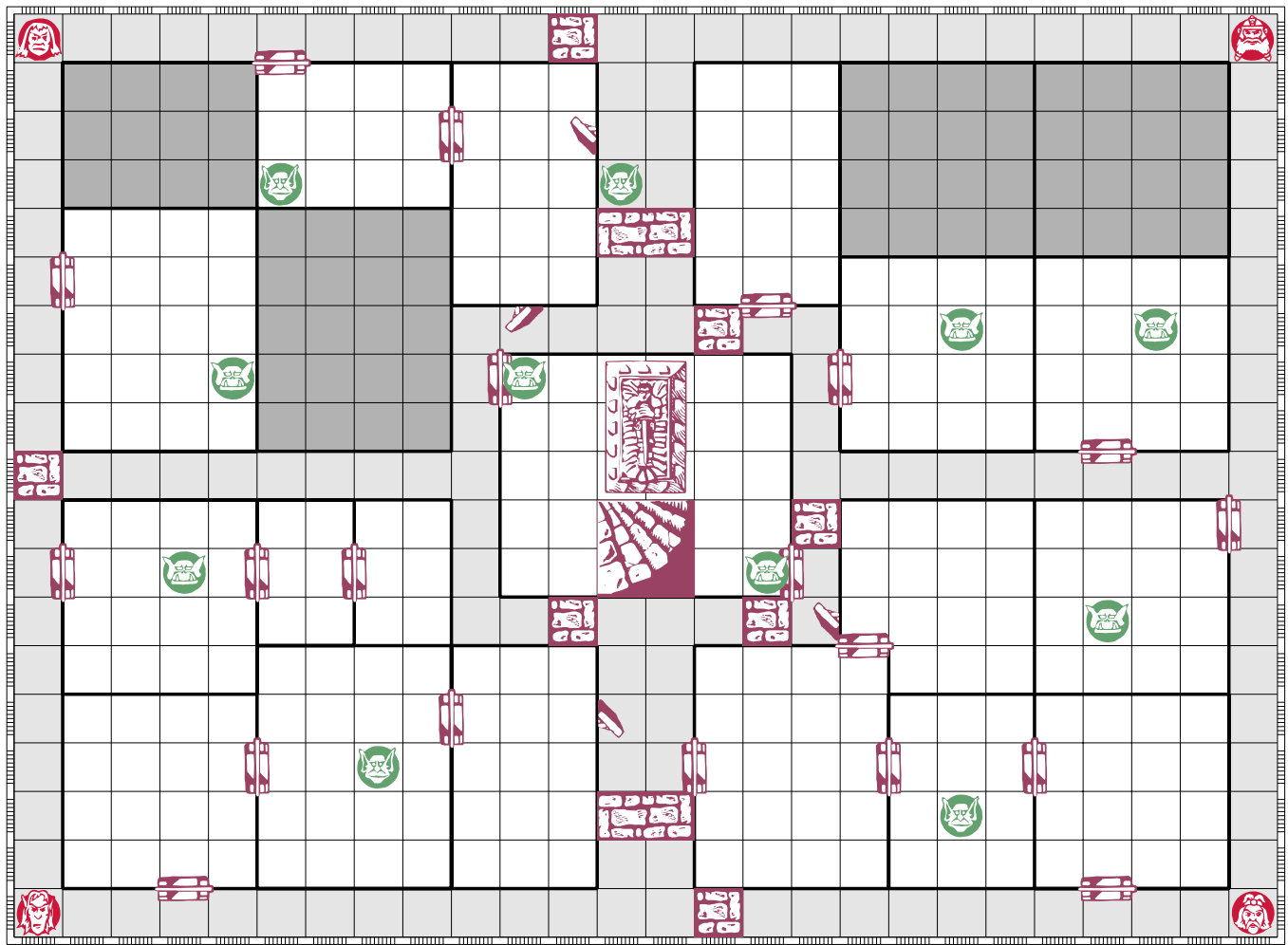
- H** If a player searches for secret doors, they will find nothing. However, if they search for traps, the bookshelf will move and reveal a secret door.

Chaos Sorcerer stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	4	5	4



Wandering Monster in this Quest: Orc



## Single Quest

# The Dungeon

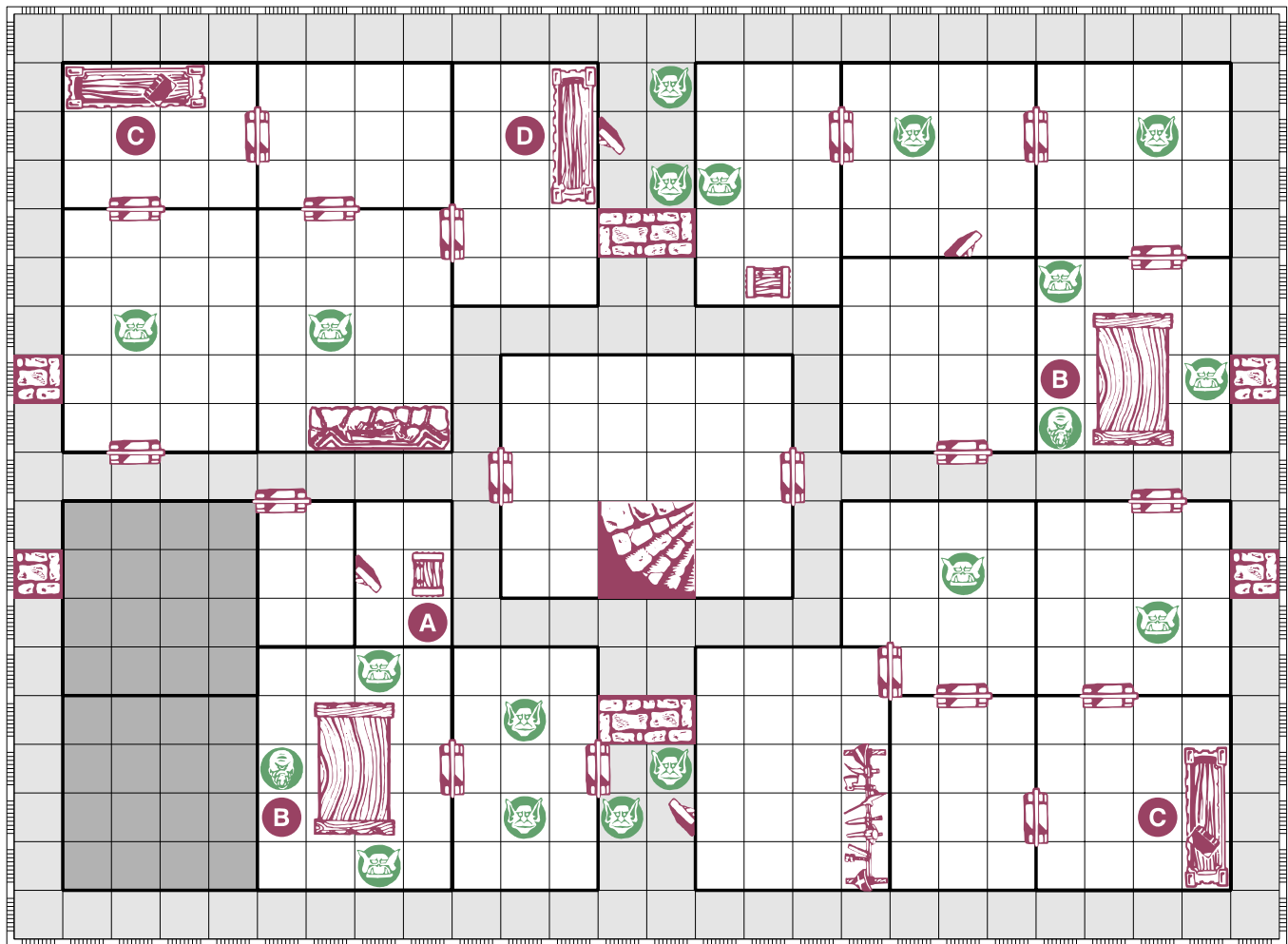
### NOTES:

Dazed, you awaken in a hallway. You don't know where the others are. You don't know how you got there. All you know is that you must escape.



Wandering Monster in this Quest: Orc





## Single Quest

# The Fimir Lords

Prince Mightguard has offered a reward to any brave adventurer who can slay the two troubling Fimir Lords. The reward is 150 gold coins for every adventurer who helps bring

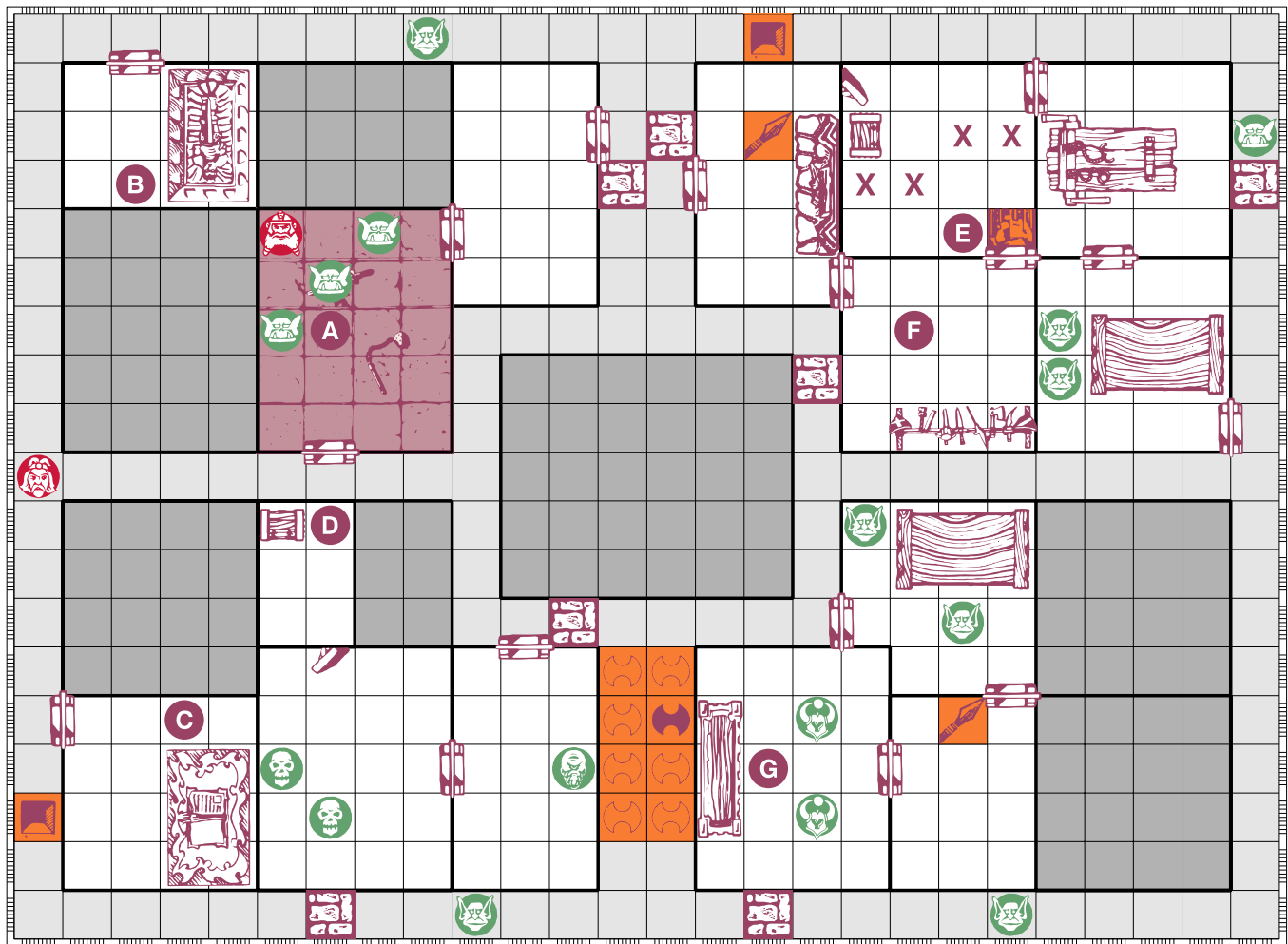
down these horrendous beasts. Lucky for you, you know where they are. But beware, the tricky devils are always two steps ahead...

### NOTES:

- A** This chest contains 100 gold coins.
- B** You walk into the room and see two Orcs and one of the Fimir Lords in deep discussion. On your entry, they turn in surprise. The two Orcs instinctively move and attack.
- C** If a player searches for treasure. This bookshelf contains a Potion of Healing.
- D** This secret door cannot be discovered if a player searches for secret doors. It can only be discovered if a player searches for traps. If a player searches for traps. As you search, you pull one of the books off the shelf, and suddenly, it moves to the side to reveal a secret door.



Wandering Monster in this Quest: Orc



## Solo Quest for the Wizard

# The Mages Tome

Last night, your magic tome was stolen by some pesky Goblins! Infuriated, you have searched and found the lair that they are hidden. However, you are worried, as many monsters have been

spotted this way, and you only have your Earth and Water spells to help you...

### NOTES:

- A** In this room is a Dwarf named Glistrad. He is helpless and being tortured but the surrounding Orcs. You may free the Dwarf, but he only has 3 Body Points left. You may move him normally once all the Orcs in the room are slain.
- B** If a player searches for treasure. Within the tomb you find a battle axe. However, it is too heavy for a Wizard to take. There are also 45 gold coins.
- C** When a player first enters the room. You see a large book resting on the table. Excited, you start forward, but you activate a trap and lose one Body Point. Too your dismay, the book is full of fairy tales.
- D** In the chest you find 37 gold coins and a Potion of Speed.
- E** When the player enters this room, they will activate a falling rock trap. Place rubble on the places marked with an X. Show the player the rest of the room, as they catch a glance before the rocks block the way.
- F** If a player searches for treasure. There is a mages staff on the weapons rack. It will allow the player to cast two spells a turn.
- G** You enter the room and see your tome. Unfortunately, it is being guarded by two Chaos Warriors. You will have to dispatch of them first, before you can grab the book.



Wandering Monster in this Quest: Orc