

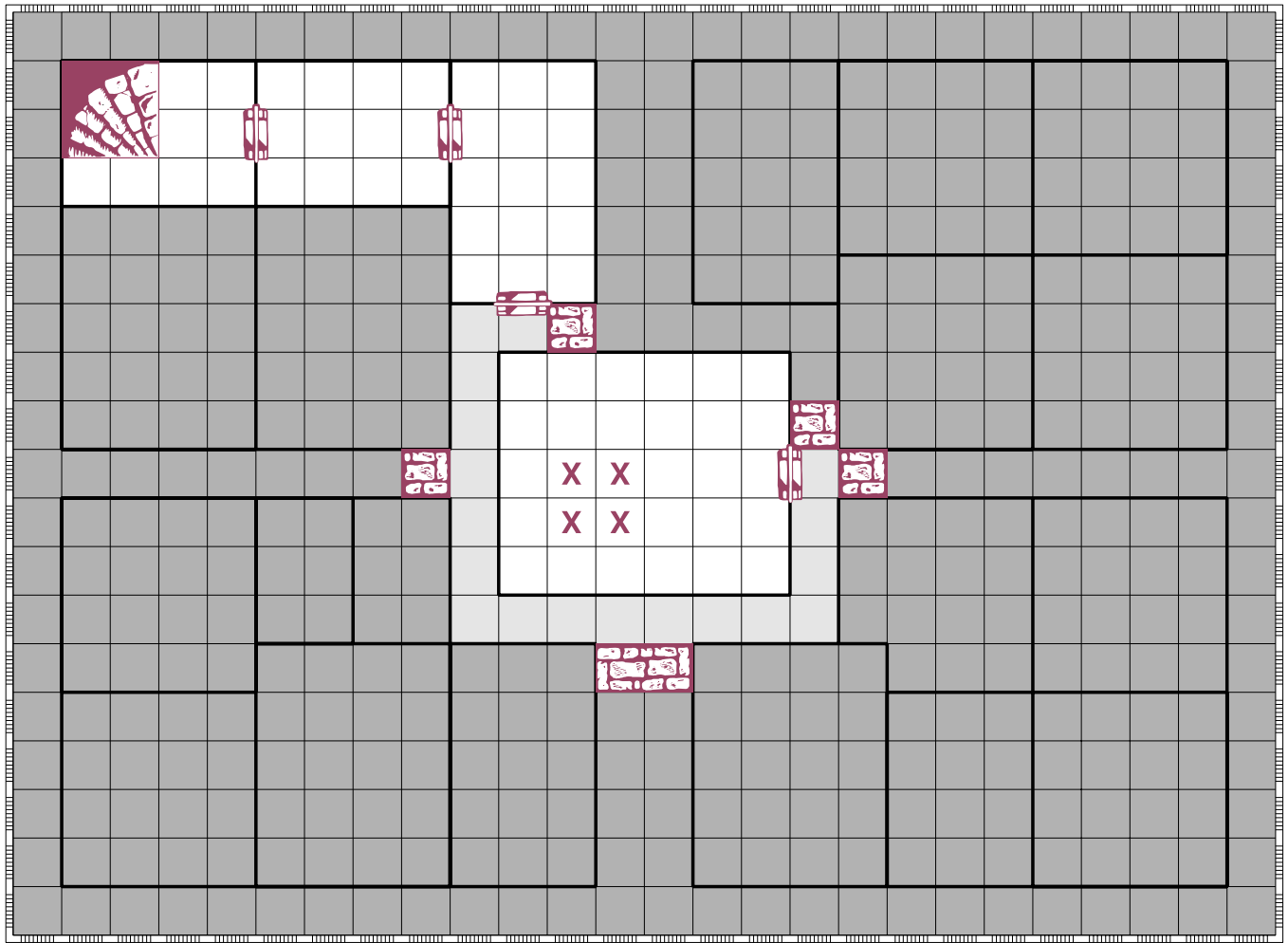
HeroQuest™

Escape the Dungeon

Q U E S T



B O O K



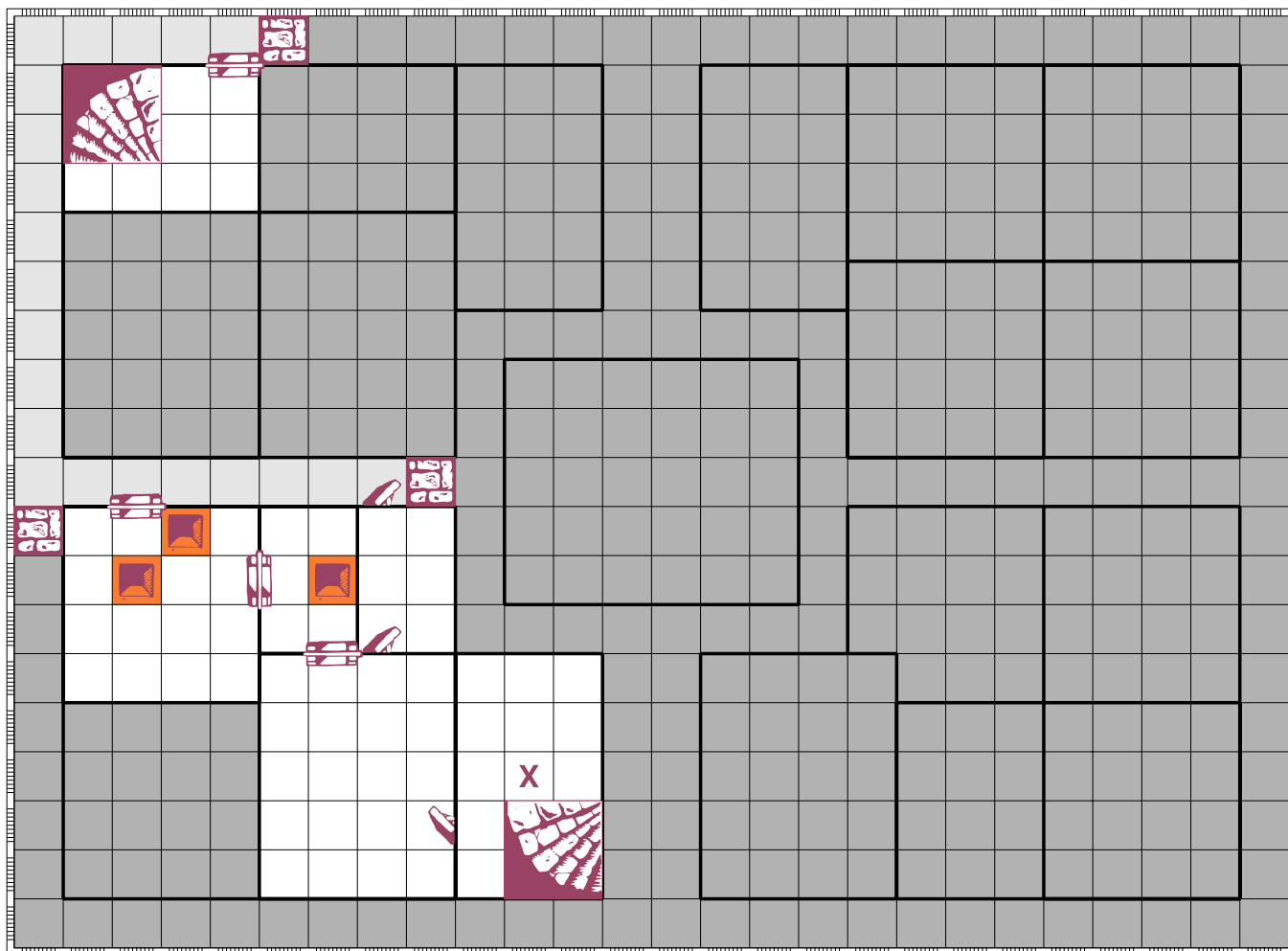
Escape the dungeon 1

Moving

NOTES:

Players start on the X marked cases.

Their goal is to find the stairways.



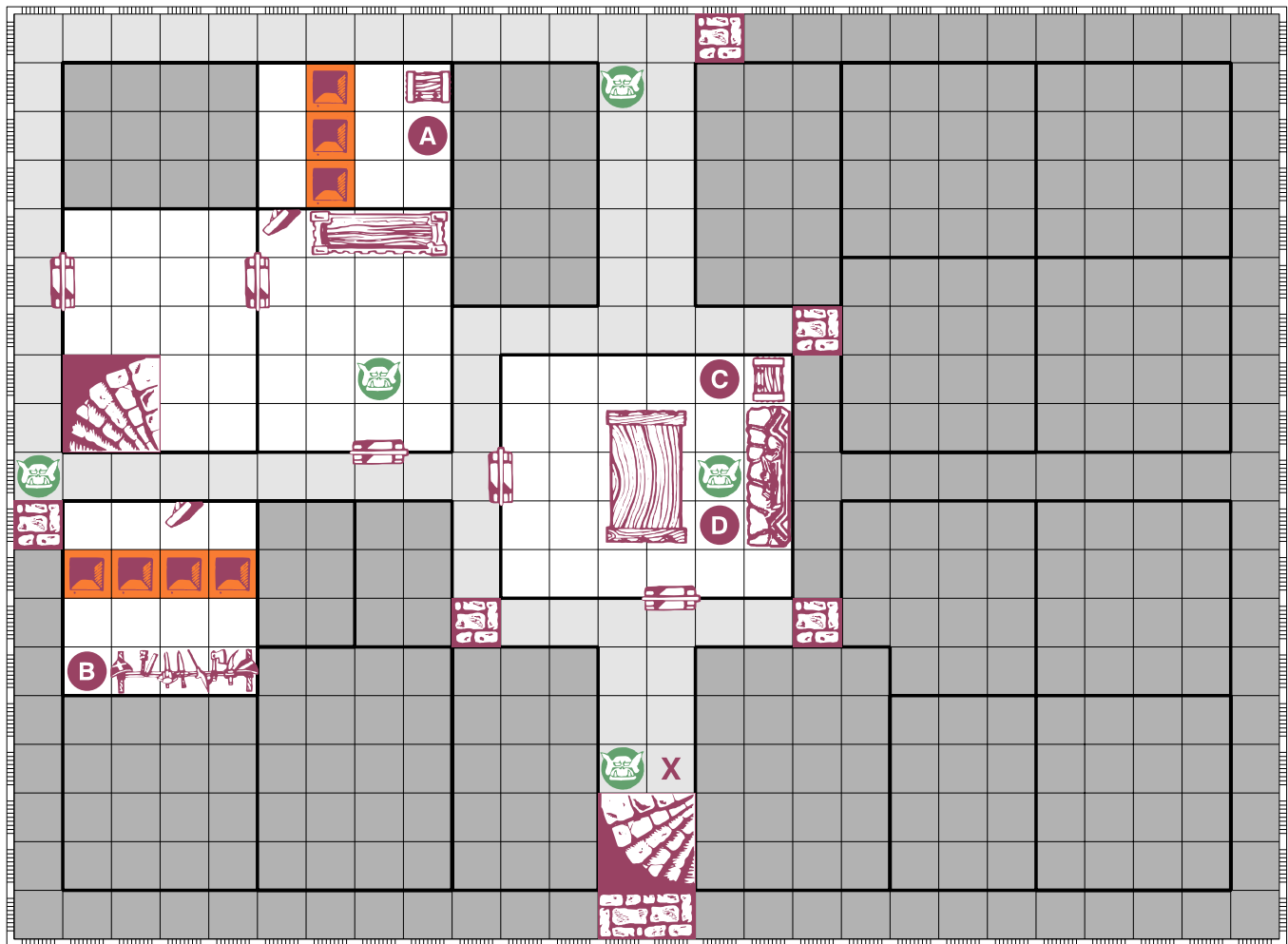
Escape the Dungeon 6

Freedom

NOTES:

- X** Exit.
- A** This chest contains 2 Potions of Healing.
- B** This weapon rack contains a shield.
- C** This chest contains 100 gold coins.
- D** Orc Chief: Like ordinary Orc but has 2 Body Points.

Wandering Monster in this Quest: None



Escape the Dungeon 2

Searching

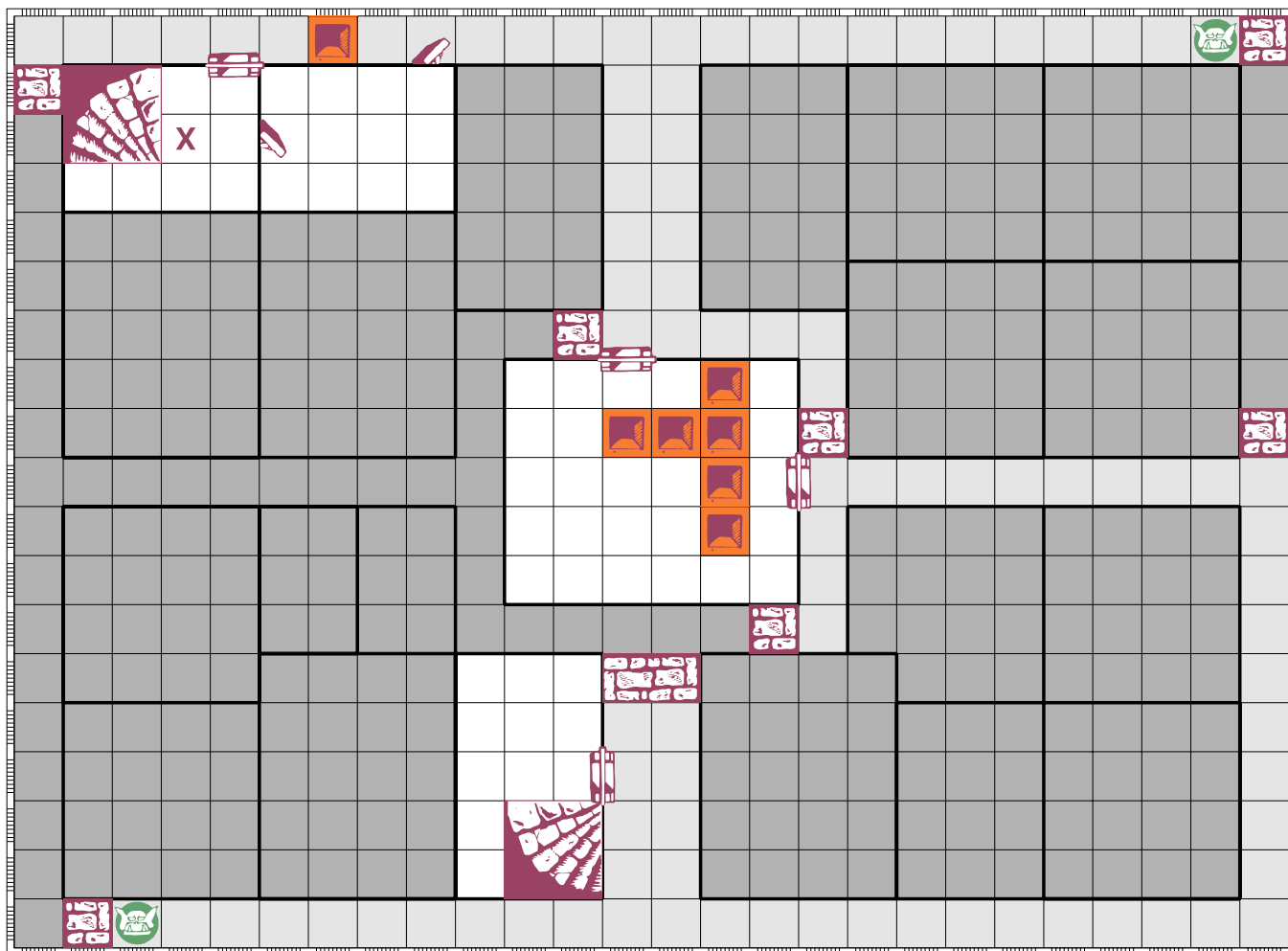
NOTES:

Players start on the stairways in the upper left corner.

Their goal is to find the stairways marked with a X.

The main objective of this Quest is to learn how to search for traps and hidden doors. The Sorcerer should remind the players to search as often as required.

Wandering Monster in this Quest: None



Escape the Dungeon 5

Fight Your Way Up

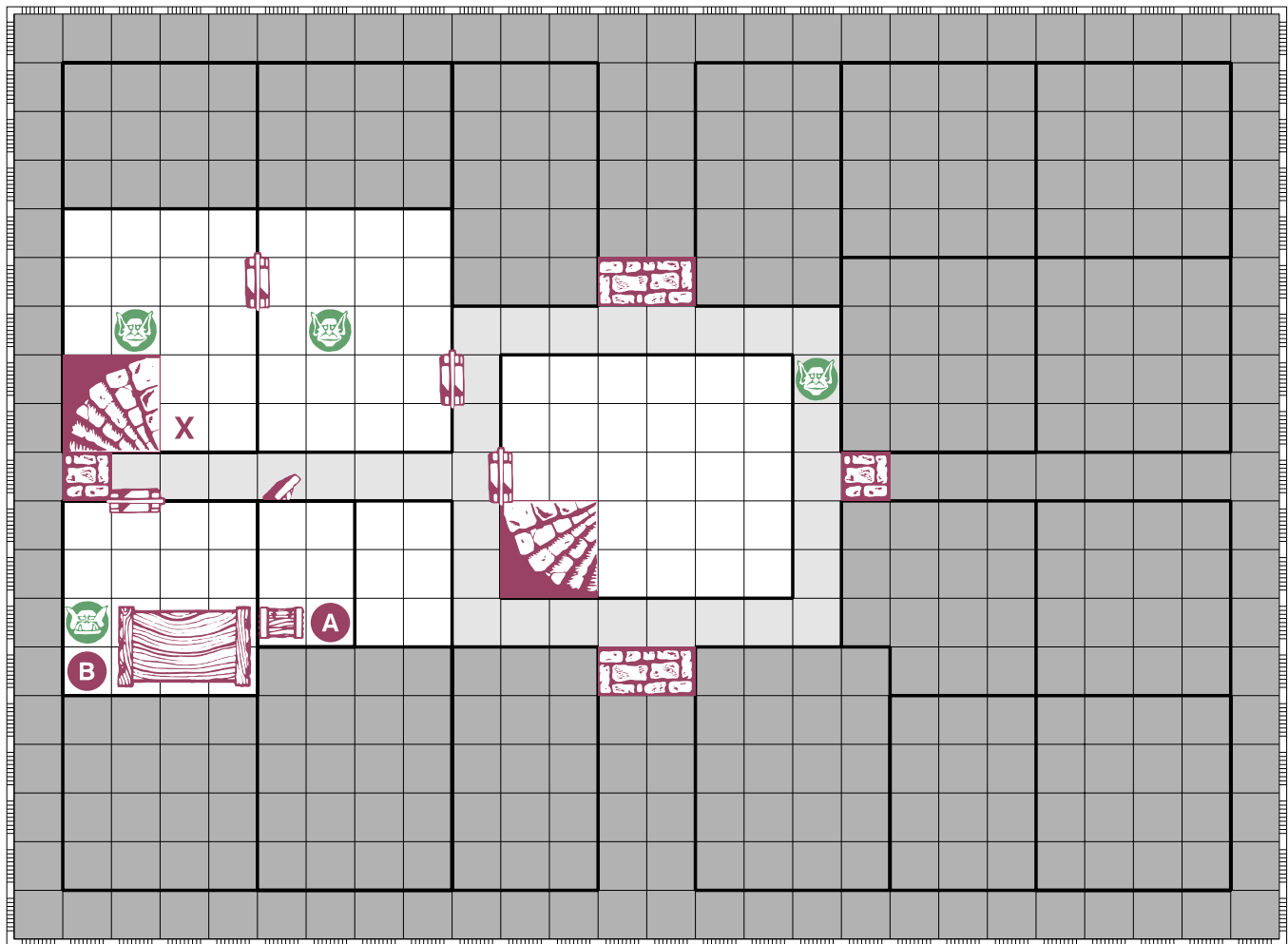
NOTES:

Players start on the stairways in the middle room.

The exit is the stairway marked with a X.

- A This chest contains 10 gold coins.
- B On this table there is a Potion of Healing.

Wandering Monster in this Quest: None



Escape the Dungeon 3

First Encounter... Flee!

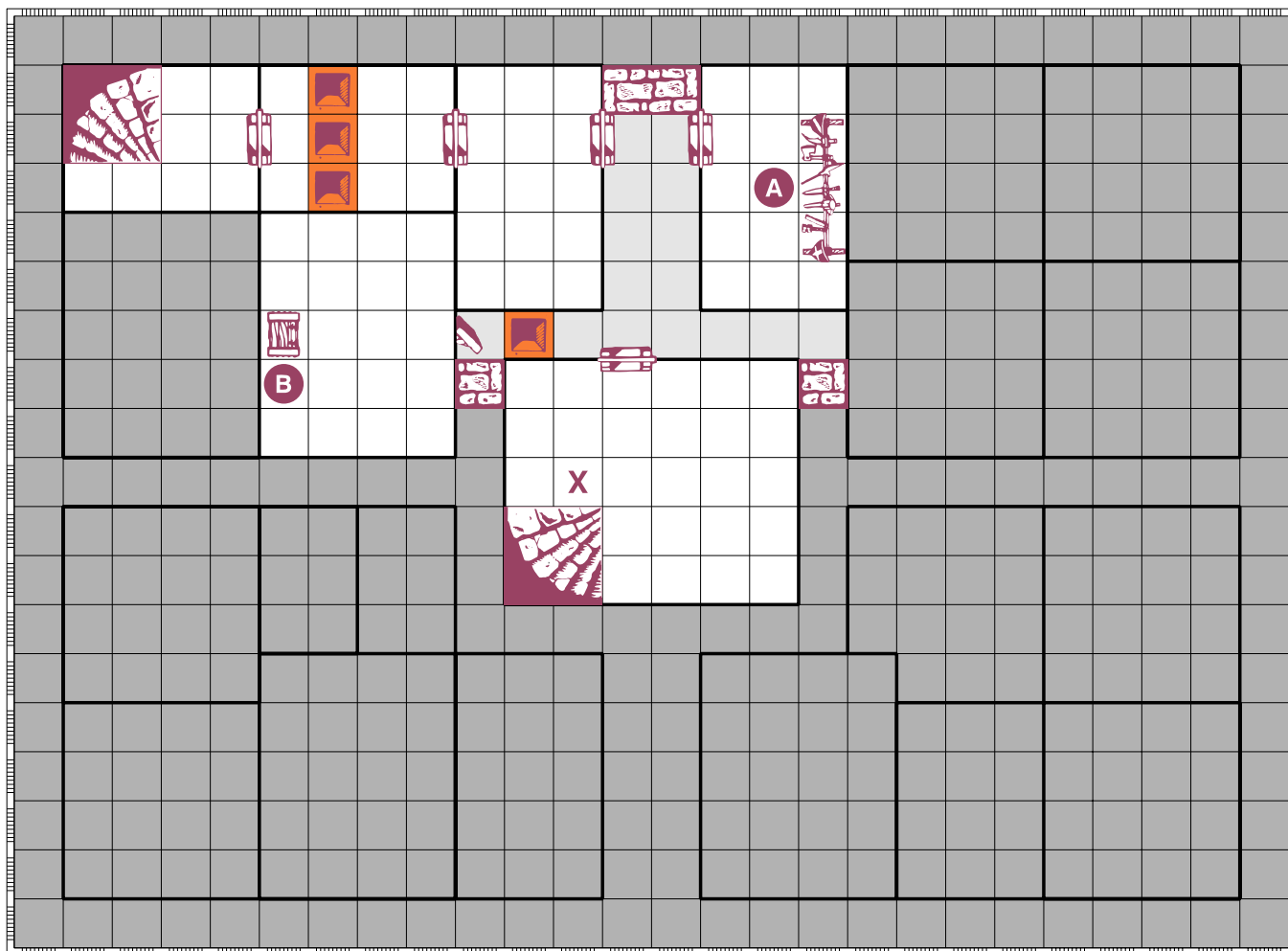
NOTES:

Players start on the stairways in the upper left corner.

Their goal is to find the stairways marked with a X.

In this Quest they will face their first enemies. Note that they are not allowed to attack them (they are still not supposed to be armed!). Once a monster sees a Hero, he will immediately run after him and try to beat him (Heroes defend with their normal dices).

Wandering Monster in this Quest: None



Escape the Dungeon 4

Hands on Weapons

NOTES:

Players start on the stairways in the upper left corner.

The exit is the stairway marked with a X.

A On this table, characters will find their own weapon: now they can fight!

B This chest contains a Potion of Healing.

Wandering Monster in this Quest: None