



Local Legends

Volume I



By: Drathe

A note from the authors:

"Vampires... Werewolves... The Hammer of Thor... Mount Olympus...

Throughout history, from the gods of the Ancient Greeks to the paranoia of the Salem Witch Hunt, folklore, legends and myths have been passed down from generation to generation. Stories to explain the mysterious happenings of nature, stories to scare children into obedience, stories to merely entertain. But what truths actually stem from these tales?

Local Legends is a series of single group quests, related only in general theme - Quests dealing with myths and tales throughout history, from any area of the world. Local Legends is a great way to get in a few games of HeroQuest when an entire game group can't get together to enjoy the main HeroQuest saga, or for those who wish to add some extra fun between their Quest Packs."

"Local Legends is a HeroQuest community project. Anyone may submit a legend themed quest through the Quest Builders Club at the [HeroQuest Discussion Board](#) forum. Approved quests will be published with credit in one of the Local Legends three quest volumes for all HeroQuest fans to enjoy! If you've been thinking of trying your hand at making some quests, a single quest for the Local Legends series is a great way to begin! The Quest Builders Club is a fantastic place to gain quest-building tips and suggestions from other experienced quest builders to help make your quests the best they can be."

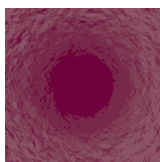
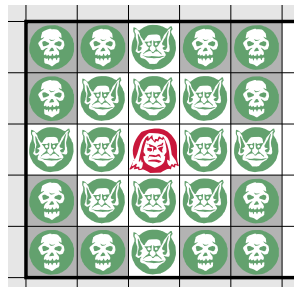
- Drathe & Phoenix



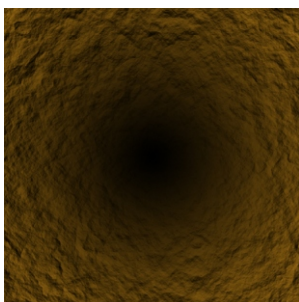
Attacking with the Snake Whip

The whip has the strength of 2 Combat Dice. A Hero equipped with the whip has the ability to attack diagonally or any adjacent target up to two squares away. The whip may also 'grapple' certain objects, allowing a Hero to swing across large pits and chasms. In the example below, the Barbarian can attack any of the Goblins, but would be unable to reach the Skeletons.

A
Grapple
Point

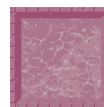
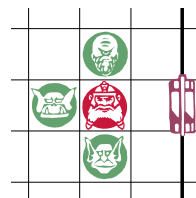


Bottomless Shaft

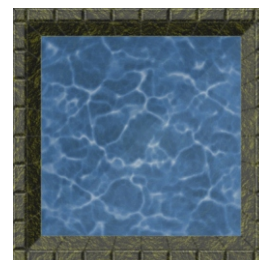


Attacking with the Flanged Mace

The Flanged Mace allows for a unique attack. A Hero wielding the Flanged Mace will strike up to three adjacent targets in a single swing. The first target will be attacked with the strength of 3 Combat Dice. The second (target to the left or right) will be attacked with the strength of 2 Combat Dice and any target behind the Hero will be attacked with the strength of one combat die. Each target may roll defense dice. In the example below, the Dwarf could begin attacking either the Fimir and finishing with the Goblin or beginning with the Goblin and finishing with the Fimir.



Water Fountain



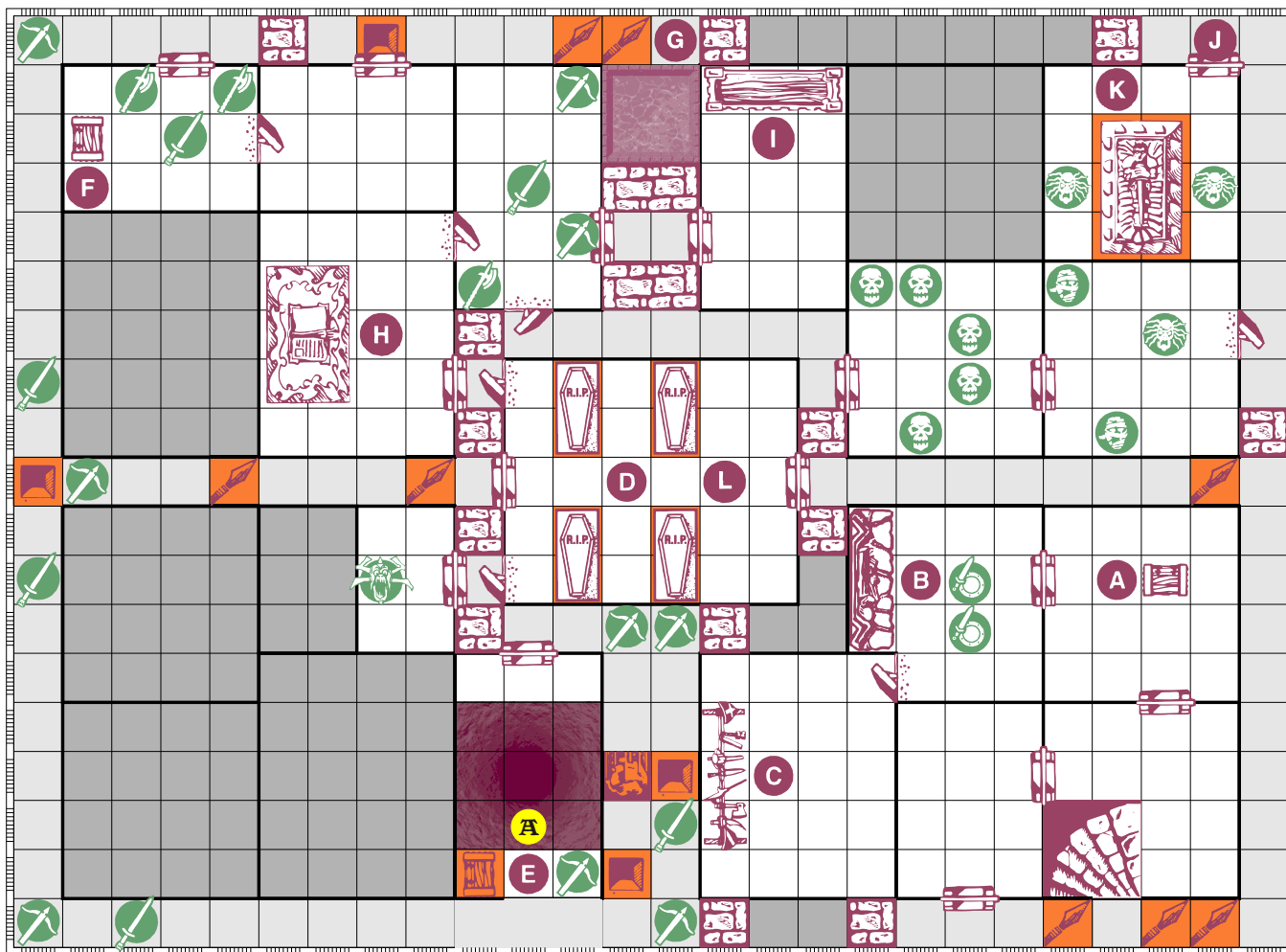
Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Crossbowman		6	3	3	2	2
Halberdier		6	3*	3	2	2
Scout		9	2	3	2	2
Swordsman		5	4	5	2	2
Giant Bat		8	2**	2	1	1
Giant Rat		12	1	1	1	1
Giant Spider		6	3	2	2	1
Snake		8	2***	2	1	1

* Halberdiers may attack diagonally.

** If a Giant Bat rolls a Black Shield during an attack it will 'Bite' its victim. When a Giant Bat 'Bites' it attaches itself to its victim's neck, draining blood to the brain causing 1 Mind Point of damage for each Black Shield rolled.

***If a snake happens to roll 2 Black Shields during an attack, its victim becomes poisoned from venom. At the beginning of each of a poisoned Hero's turn, they will lose 1 Body Point. A Venom Antidote will cure a poisoned Hero.



Group Quest

The Noble's Treasure

"At a local pub you overhear a story about a wealthy noble who left behind a great fortune. The man named Gilles de Rais was wealthy indeed, but he was more feared than admired. Long after his passing, his mansion has been the talk of terror. Legend has it that those who

enter in search of the loot never again see the light of day. As you head back for your stay at the Inn, you see the mansion high on a hill top, eerily illuminated by a moon lit fog. The mansion beckons you and you cannot ignore the alluring call of treasure."

NOTES:

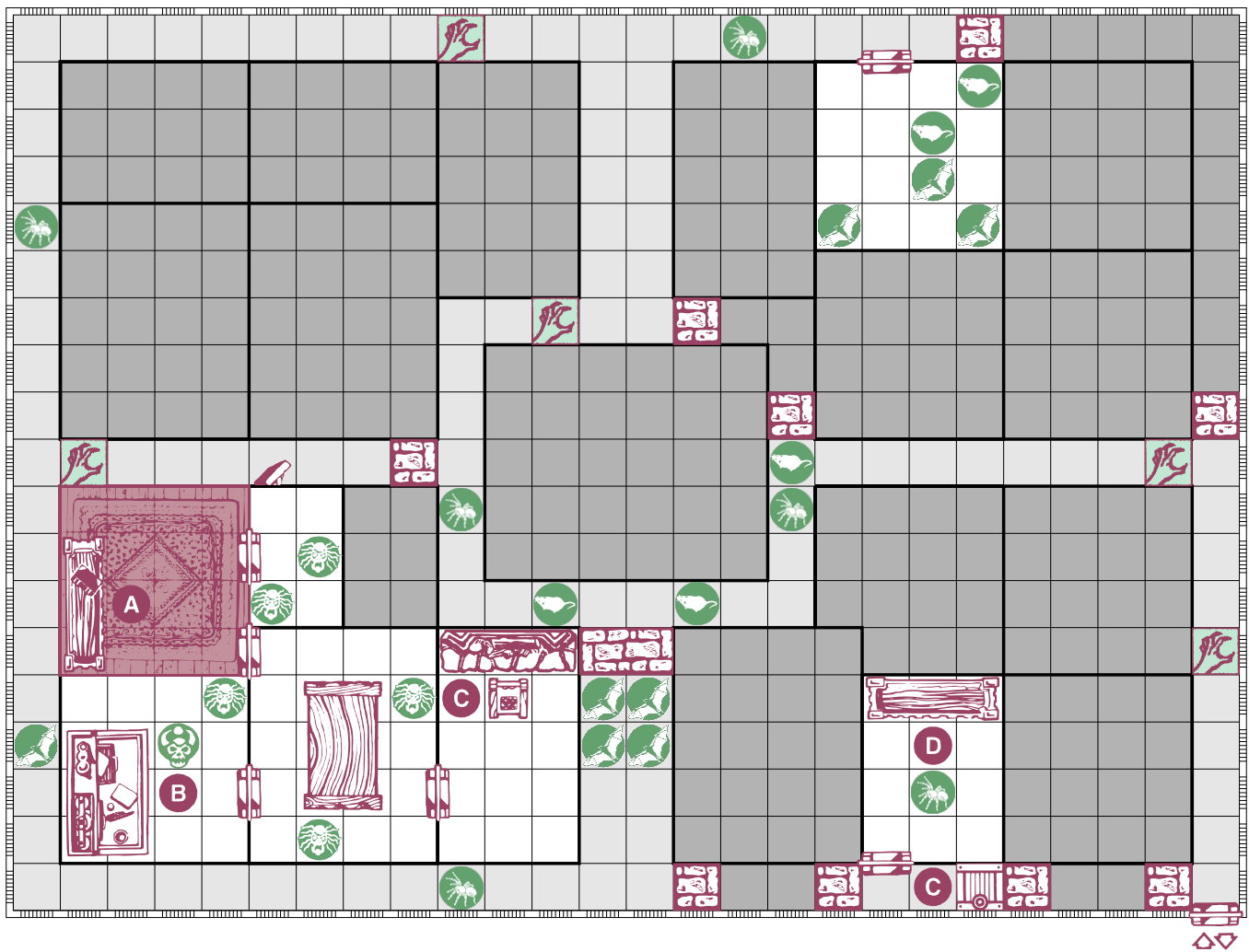
- A** Inside the chest is an old map scribbled onto parchment.
- B** If a Hero searches for treasure, they see a key hanging at the back of the fireplace. The fire burns violently, as the key taunts them, remaining out of reach. (Do not explain to the heroes that they must extinguish the flames before they can obtain the key.)
- C** Hidden among the blunts and blades is the Snake Whip. See new Artifact Card for details.
- D** If a Hero searches for treasure in this room, Zargon may roll 1 Combat Die for each tomb. If a Skull is rolled, place a skeleton beside the tomb. If a White Shield is rolled, place a zombie. If a Black Shield is rolled, place a mummy beside the tomb. These monsters may move and attack immediately.
- E** Tell the Heroes that they see a 'grapple' point above the center of the bottomless shaft. The chest contains a poison needle trap. If a Hero searches for treasure before the trap is disarmed, they will become poisoned and lose 1 Body Point at the start of each of their turns. This effect can only be stopped by a poison antidote. There are no antidotes in this quest so unless the Heroes happened to bring one along, then they are out of luck. The chest contains 50 Gold Coins and a cabinet key. (Zargon, treat each side of the shaft as a separate room while searching for treasure.)
- F** The treasure chest contains the Artifact, Elixir of Life.
- G** This is a water well full of fresh drinking water. The well has no healing properties.
- H** If a Hero searches for treasure in this room they will find a spell scroll on the table. Have the Hero select a spell scroll at random.
- I** The cupboards are locked. (Do not tell the heroes that they may unlock the cupboards with the cabinet key from 'E'.) Inside the cupboards are 2 potions of healing that will restore up to 4 lost Body Points. There is also a wooden bucket in the cupboards. (A Hero may take the bucket and fill it with fresh water from the well 'G'. With a bucket filled with water they may then extinguish the flames in the fireplace 'B' and take the key. A Hero carrying the bucket of water is unable to attack unless they choose to dump the water.)
- J** This door is locked. (The Heroes require the key hidden in the back of the fireplace 'B' to unlock this door.)
- K** If a Hero searches for treasure, ask them if they wish to pry open the tomb. If they do, place 4 Giant Bats on empty spaces surrounding the tomb. The bats immediately move and attack. Now that the tomb is open, if a second Hero searches for treasure they will discover a Flanged Mace (see new Artifact card for more information).
- L** Once the tomb 'K' has been opened, the next time the a Hero enters the center room, Gilles de Rais will appear on the space marked 'L'. Use the Chaos Warlock figure to represent Gilles. Gilles is an especially dangerous Vampire and the Heroes have discovered his scheme. Gilles has been luring greedy victims to his mansion through local legends of treasure. Gilles has a dangerous attack. When a Black Shield turns up on any of his attack rolls, he also 'bites' his victim. Gilles knows the Chaos Spell **Summon Bats**. Gilles' stats are as follows:

Movement	Attack	Defend	Body	Mind
7	5	7	8	6

Wandering Monster in this Quest:



Giant Bat



Group Quest

The Witch in the Woods

"Mysterious disappearances have been occurring in Witch Haven, a newly established community on the edge of the Mist Woods. Witch Haven received its name from a century old tale that has spread throughout the nearby farmlands. A Witch is said to dwell within the wood, turning any who venture too deep into mindless Zombies.

Believed only to be a story to scare young children from venturing too far from home, villagers thought nothing of the legend until a group of men failed to return from hunting. Since their disappearance, Zombies have been seen wandering about a cave deep in the Mist Woods."

NOTES:

- A** If the Heroes search this room for treasure, a Giant Rat leaps from the bookcase and attacks them immediately. As this is not a trap, it cannot be searched for or disarmed.
- B** On the desk is a flask of brew. Don't tell the Heroes but if they consume the liquid they must roll one Combat Die at the beginning of each turn. If a Black Shield is rolled, they will lose one Mind Point. This effect will last until the end of the quest unless the Hero drinks a Potion of Restoration (Do not tell this to the Heroes, let them figure it out on their own).

WITCH:

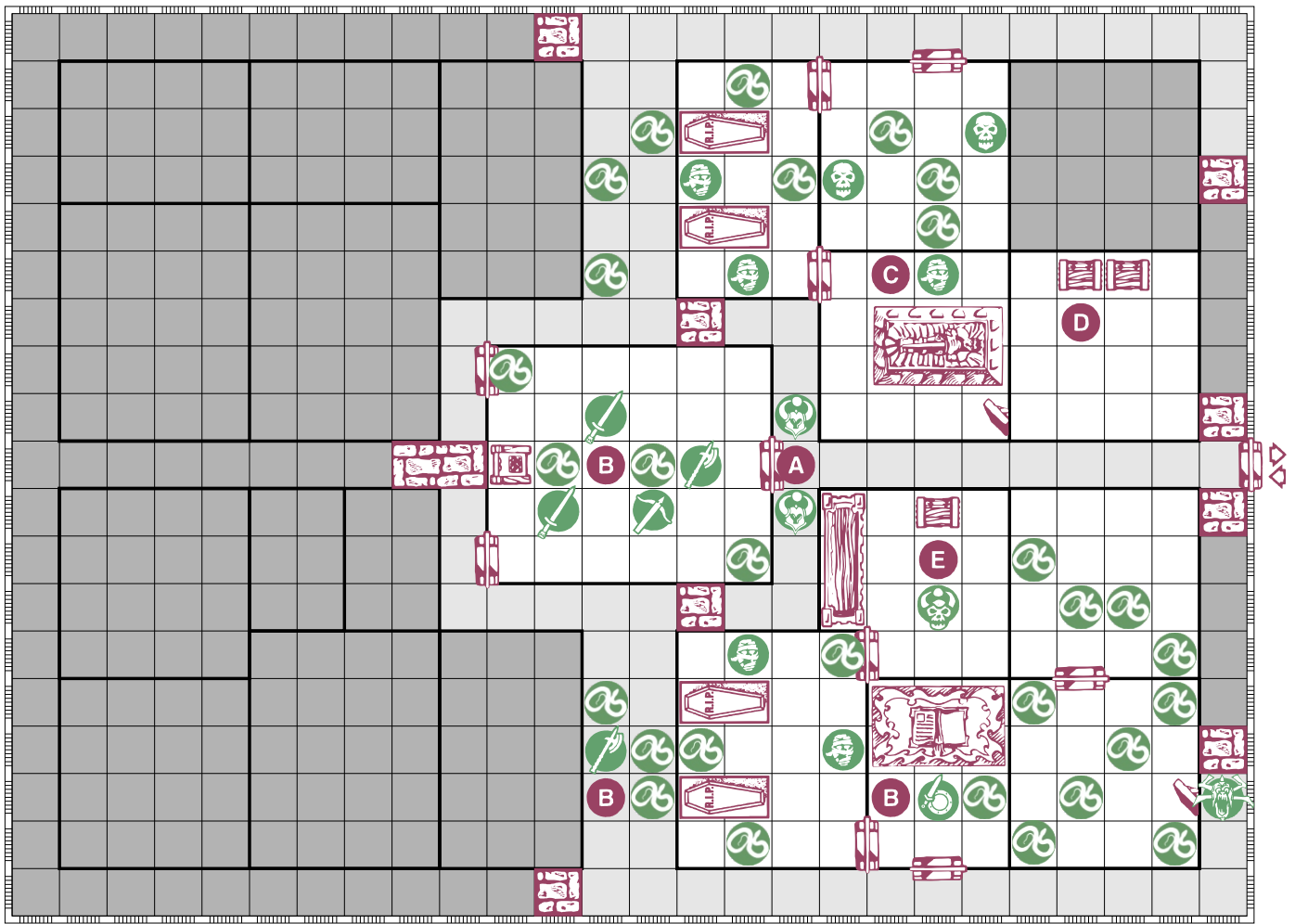
The Witch is a seemingly crippled old hag. Use the Chaos Warlock figure to represent her. When a Hero opens the door she shrieks, "Trespassers!" and attacks immediately (the turn now becomes Zargon's). The Witch has two attacks; One Physical and One Mental. She may perform both in a single turn or exchange one for another action (such as casting a spell).

The Physical Attack is a basic roll of the Combat Die; One for each Attack Point. The Mental Attack is much more aggressive. She will attack the Mind of a Hero by rolling 1 Combat Die for each of her Mind Points. The Hero may defend with 1 Combat Die for each of his Mind Points. The

Witch also knows the following Chaos Spells: **Ball of Flame, Cloud of Chaos, Fear, Lightning Bolt, Restore Chaos, Summon Rats and Summon Zombies.** The Witch's Stats are as follows:

Movement	Attack	Defend	Body	Mind
6	2	3	5	6

- C** If a Hero searches for Secret Doors, move the Throne to an unoccupied square and place a trap door tile in its original location. The trap door is linked to another trap door marked "C" by an underground tunnel. The tunnel is safe to travel, but too small for any character but a Dwarf.
- D** If the Dwarf searches for Treasure he will discover an Elixir of Life hidden inside the cupboard.



Group Quest

Medusa's Gaze

"Long ago, an evil Sorceress with serpent hair turned her victims into stone through her Chaotic magic and wicked stare. She was thwarted when a violent earthquake sealed her inside the Temple of Snakes. Recently, explorers unafraid of myths and old folk tales discovered the long lost Temple of Snakes and uncovered its entry. Each who stepped

foot inside the temple has failed to return. The Emperor, fearing the possible validity of the legend sent a few of his finest soldiers to dispose of the temple's treachery. However, it has been many weeks since they set out on their mission, and they too have not returned."

NOTES:

- A** These Chaos Warriors are stone statues. They cannot move, attack or be harmed.
- B** These Mercenaries are the soldiers sent by the Emperor to deal with Medusa. They have been petrified and cannot move, attack or be harmed. There is no hope in saving them.
- C** This Mummy was once a mighty warrior. It attacks and defends with 1 extra Combat Die.
- D** One of these chests contains 200 Gold Coins. The other contains a Snake that will immediately attack the first Hero who searches the room for treasure. As this is not a trap, it cannot be searched for or disarmed.
- E** The cupboards house two Potions of Healing. Each will restore up to 4 lost Body Points. The chest contains 140 Gold Coins.

MEDUSA:


Use the Chaos Warlock figure to represent her. She is vile and vicious. When she attacks, she rolls 1d6 in addition to her Combat Dice. If she rolls the same number as the current Mind Points of the Hero she's attacking, that Hero becomes "petrified" (the Body Point damage is applied before Petrify takes effect). Medusa also knows these Chaos Spells: **Fear** and **Summon Snakes**. Her stats are as follows:

Movement	Attack	Defend	Body	Mind
8	3	4	6	4


Petrify:

If a Hero is "petrified" they cannot move, perform actions, defend, or be harmed. At the beginning of a petrified Hero's turn, they may roll 1d6 for each of their Mind Points, as well as 1 Combat Die. If a six is rolled, the Petrify attack is broken. If a Skull is rolled on the Combat Die, they will also lose 1 Mind Point in the process.

New Cards I




Snake

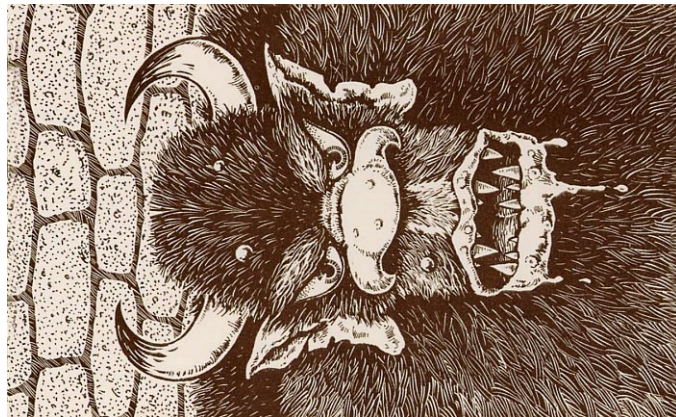



MOVEMENT	ATTACK	DEFEND	BODY	MIND
SQUARES	DICE	DICE	POINTS	POINTS
8	2	2	1	1

Rolling 2 Black Shields during an attack, its victim becomes poisoned. At the beginning of each of a poisoned Hero's turn, they will lose 1 BP.




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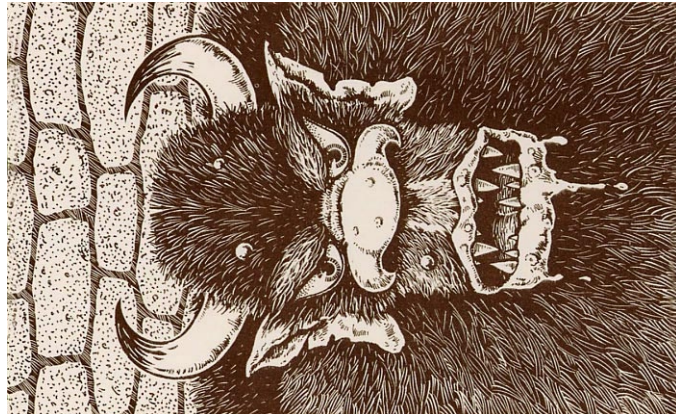
Giant Rat




MOVEMENT	ATTACK	DEFEND	BODY	MIND
SQUARES	DICE	DICE	POINTS	POINTS
12	1	1	1	1


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Giant Bat

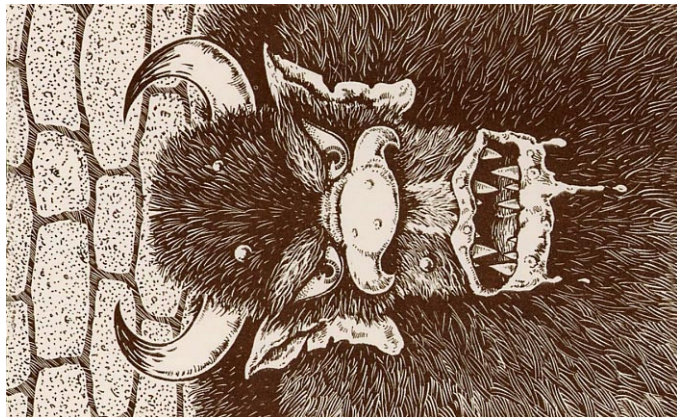



MOVEMENT	ATTACK	DEFEND	BODY	MIND
SQUARES	DICE	DICE	POINTS	POINTS
8	2	2	1	1

If a Giant Bat rolls a Black Shield during an attack it will 'Bite' its victim causing 1 Mind Point of damage for each Black Shield rolled.




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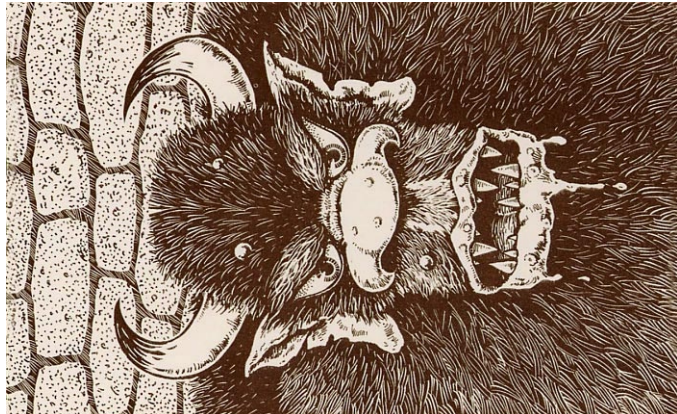
Giant Spider



MOVEMENT	ATTACK	DEFEND	BODY	MIND
SQUARES	DICE	DICE	POINTS	POINTS
6	3	2	2	1

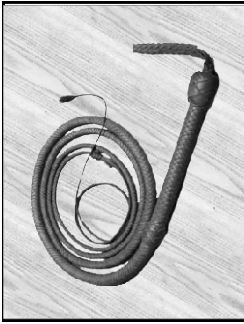
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New Cards II

Snake Whip



The whip has the strength of 2 Combat Dice. A Hero equipped with the whip has the ability to attack diagonally or any adjacent target up to 2 squares away. The whip may also 'grapple' certain objects, allowing a hero to swing across large pits and chasms.

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Flanged Mace



The Flanged Mace allows for a unique attack. A hero wielding the Flanged Mace will strike up to three adjacent targets in a single swing. The first target will be attacked with the strength of 3 Combat Dice. The second (target to the left or right) will be attacked with the strength of 2 Combat Dice and any target behind the hero will be attacked with the strength of 1 Combat Die. Each target may roll Defense Dice.

The Flanged Mace is heavy and may not be used by the Elf or Wizard.

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Summon Bats

This spell conjures up a number of Giant Bats to surround and protect the spell-caster. Roll 1d6:

- Roll a 1 or 2 = 2 Giant Bats
- Roll a 3 or 4 = 3 Giant Bats
- Roll a 5 = 4 Giant Bats
- Roll a 6 = 5 Giant Bats

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Summon Rats

This spell conjures up a number of Giant Rats to surround and protect the spell-caster. Roll 1d6:

- Roll a 1 or 2 = 2 Giant Rats
- Roll a 3 or 4 = 3 Giant Rats
- Roll a 5 or 6 = 4 Giant Rats

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New Cards III & Tiles

Summon Zombies



This spell conjures up a group of Zombies to surround and protect the spell-caster.

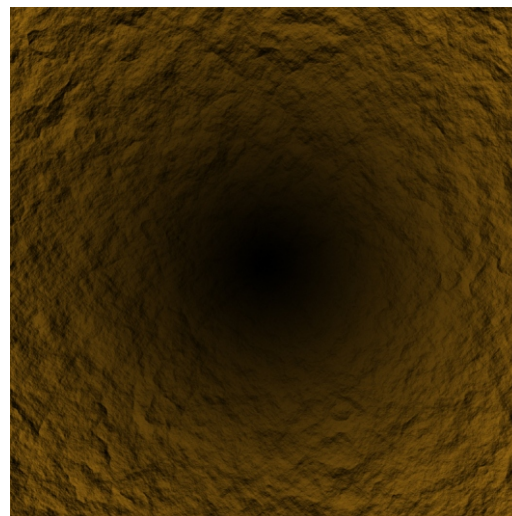
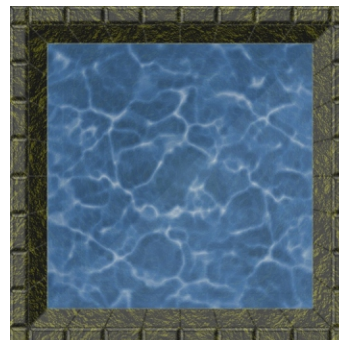
Roll 1d6:

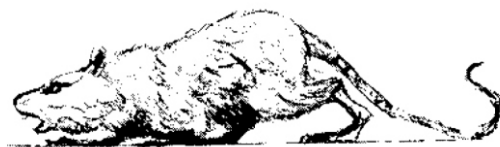
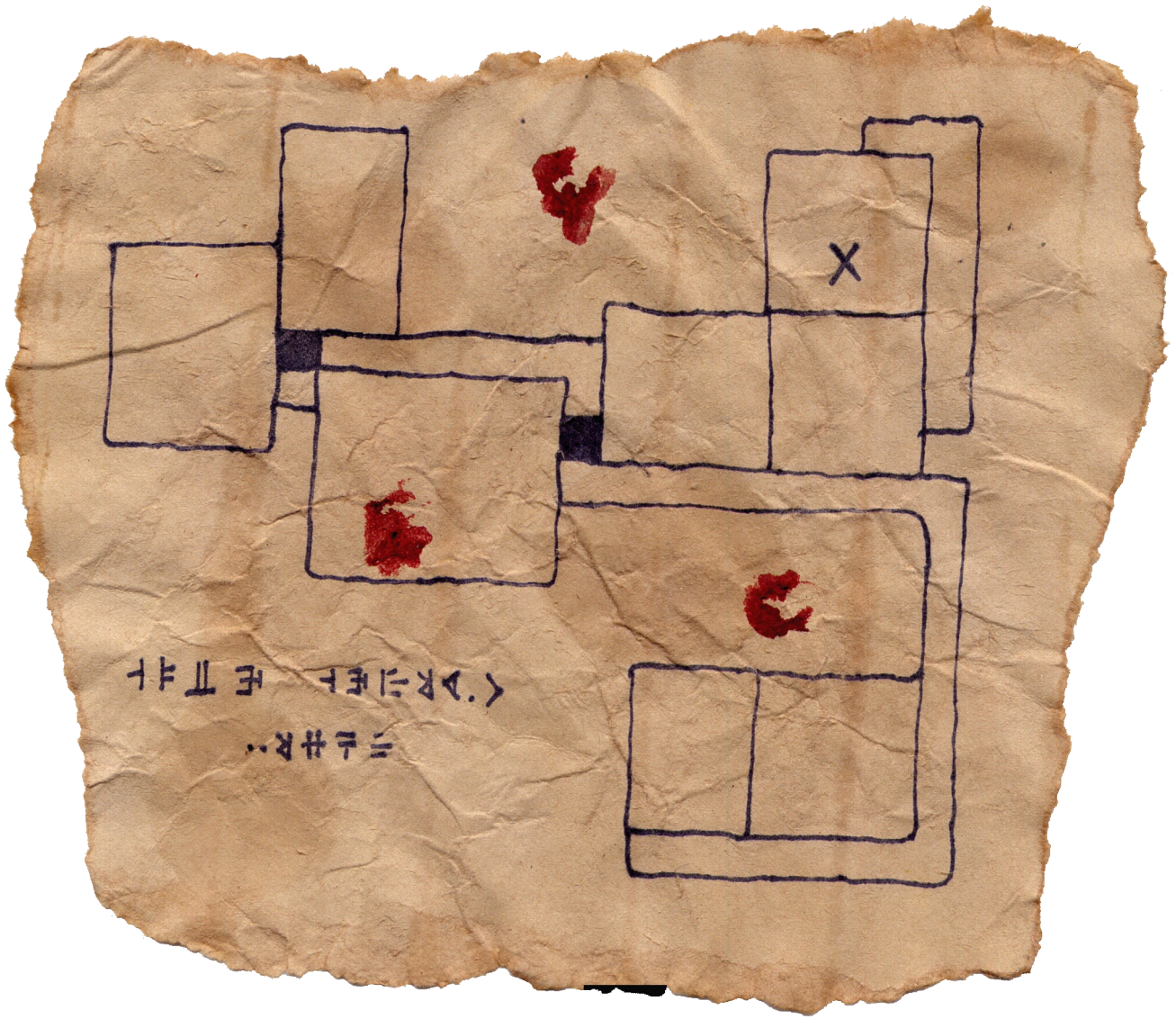
Roll a 1 or 2 = 2 Zombies

Roll a 3 or 4 = 3 Zombies

Roll a 5 or 6 = 3 Zombies

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