

HERO QUEST



Penters Cove
INSTRUCTION
BOOKLET



Monster Chart





Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Guard		6	2	2	2	1
Thief		7	3	2	3	3
Skaven		8	2	2	1	2
Skaven Champion		8	3	2	2	2



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Special Rules

1. The Heroes are supposed to be "down on their luck" at the start of the Quest. Roll a die for any Hero that has more than 400 gold coins. The chart below shows how much gold they are allowed to have at the start of the game:

Roll	Gold
1	100
2	150
3	200
4	250
5	300
6	350

2. When a Hero kills a monster, roll a die. On a roll of 1-2 the monster is dead. Remove it from the board. On a roll of 3-6, tell the Hero: *"Your attack mortally wounds the (monster's name) and it (or he) falls to the ground. Some lifeblood flows through its (or his) veins yet."* Lay the figure on its side. If the Heroes wish, they may carry this monster to Dr. Morotu. A Hero can only carry one monster at a time and may not wield a weapon or a shield while doing so. If the Hero wants to attack or is attacked, he can drop the monster on the current turn, and on the next wield a weapon and/or shield to fight with. After the fight the Hero can pick the monster back up. When a Hero drops a monster, make sure you place an appropriate monster figure on its side near the Hero – this is now an obstacle in the fight. If the Heroes leave the room where a body is lying, the monster dies. Remove any body from the board that the Heroes do not want to take to Dr. Morotu.

3. The Spellcasters of the party can learn new spells in rooms J, K, L, and M. After resting at the Inn, Spellcasters may relearn their spells. When a Spellcaster chooses a group of spells cards, only put a new spell in the deck if the Spellcaster has learned it. If not, leave the Spellcard out.

4. The Quest has two boards. Allow the Heroes to move freely from one to another. Unless you actually have two HeroQuest boards, you may want to force the Heroes to move between them as a group. If one Hero tries to move to the other board without the others, tell him: *"For some reason the way seems to be blocked. Maybe if you wait for the others, together you can figure out how to move the obstruction."* Later, when the Heroes try to leave as a group, the obstruction is mysteriously gone.

5. Note: If a Hero dies, you may wish to allow the player to bring in a replacement. This can be done

when the rest of the party stays at the Inn (room F on board 1).

6. Wandering Monsters

Board 2 in this Quest Pack have multiple wandering monsters. These monsters may appear if a Hero draws a Wandering Monster card from the Treasure card deck. For example, if the Quest notes say, "Wandering Monsters in this Quest: 3 Goblins," place 3 Goblins adjacent to the Hero who initiated the wandering monster encounter. If fewer than 3 adjacent squares are available, place the remaining monsters as close to the Hero as possible.

Alternate Rules

These rules are not necessary to use as part of the game. They are ones that I have come up with to make the Quest harder, easier, or different. You can pick and choose from these; use none, some, or all of them.

- 1) If you have other figures besides the ones from HeroQuest and Advanced HeroQuest, you may wish to use these figures for some of the fights in the Arena. Make sure that each fight still gets progressively harder, though.
- 2) Allow the Gladiator Recruiter to hire out Mercenaries to the Heroes for a fight. They can hire Warriors or Gladiators. Warriors cost 100 Gold Coins per fight, Gladiators cost 200. The Heroes can hire 1 or 2 Mercenaries per fight. Mercenaries only help the Heroes in the Arena, and must be paid for before every fight.
- 3) Griswold does not train the Heroes.
- 4) When a Spellcasters learns a new spell at the College of Magic, add the new spell cards to the deck if that spellcaster chooses it. Then he must choose only 4 cards from that deck and discard the others.
- 5) To make the fights a little harder, allow the monsters to go first all the time. To make them easier, allow the Heroes to go first all the time.

A Final Note

I wrote this Quest after reworking another Quest where the goal was to rescue a NPC (Non Player

Character). The question ran through my mind "What would happen if they failed?" This is the scenario that I came up with. While you can play it anytime, you might like to save it for when the Heroes do fail in a Quest, or you might want to write a special Quest that they cannot help but fail.

The Quest contains a little more description and happenings than in a regular Quest; I was trying to set the mood. The feeling of the game should be rather dark – the Heroes are fallen from favor and are trying to regain some of their past glory. They are desperate and are using a method that some might consider, while not actually evil, at least on the gray side.

The prices of objects are set high to force the Heroes to make a decision; to try and win the fights in the Arena with what they have, or do to deal with Dr. Morotu to earn more money to buy things and get training. Dr. Morotu was added to give the figures a chance to earn money, and also to supply a moral dilemma: Do the Heroes earn money by bringing creatures for him to experiment on? Dr. Morotu is a rather sinister character, and the reason for his experiments was left hanging – who knows, maybe the Heroes will meet him again someday.

New Monsters

There are several new monsters in this Quest. The figures are from the game Advanced HeroQuest. The cards for these monsters are in the file Cards.pdf. I used the Henchmen figures for three different types of monsters in this game. The Henchmen with swords are Thieves, the Henchmen with halberds are Guardsmen, and the Henchmen with spears are Adventurers and Gladiators. The Skaven figures that come with the game are used for two types of monsters; Skaven and Skaven Champions. There are two different color bases that come with the game. Use black bases for Skaven and Adventurers, and gray for Skaven Champions and Gladiators. Or, if you have other fighter and Skaven figures, you can use these for the Gladiators and Skaven Champions. The Hero figures that come with Advanced HeroQuest are used for the Elf, Wizard, Dwarf, and Warrior characters in the game.

Note: In the Collage of Magic, I use the Wizard figure twice, in rooms K and M, along with the Elf and Chaos Mage figures. If you have another Wizard figure you may wish to use it in one of these rooms.

Substituting HeroQuest figures: HeroQuest figures

can be substituted for the Advanced HeroQuest figures with a minimum of trouble. Goblins can be used for Skaven – you can either not use the Skaven Champion or differentiate some Goblins in some way for these figures (capes, paint, etc). Fimir can be used for Guards. Orcs can be used for Thieves. You may have to delete some of the monsters from the board if you do not have enough figures.

Skaven

Skaven are mutant ratmen. Their extensive tunnels run throughout the Empire. Individual Skaven are not very tough, but *en masse* they are a deadly foe.

Skaven Champion

Skaven Champions are experts with sword and shield, and have trained since birth in the ways of Skaven warriors.

Thief

Thieves are dangerous opponents when cornered, but would rather steal from their opponents and then run.

Guard

Guards are warriors hired by the city to protect the citizens from thieves, murderers, and kidnappers.

New Tiles and Quest Map Symbols

Open Door

These doors are already open.



Stairs



Gladiator Recruiter

