

# HeroQuest™

Penters Cove

Q U E S T



B O O K



## Introduction

The last few years have not gone well for you. You have botched too many missions, costing the Emperor much. Your sword swung just a little too slowly, you arrived just a little too late, your spells miscast just a little too often. Many lives have been lost because of your failures and you have fallen into disrepute.

At last, determined to regain your lost glory, your band decided to go to the Arena at Penters Cove. Gladiators from all over come to fight at the Arena. If you can win there, you will prove your worth as warriors and regain your former stature.

You made your journey slowly, dreading your arrival, and at the same time looking on the city with hope; for Penters Cove is your last chance. If you can only win in the Arena, then you will show that you are still the warriors that you once were. Yet what you know about Penters Cove weighs heavy on your hearts. A more wretched place could not exist on the face of the earth. The scum of both the Empire and the Realms of Chaos make their way to this city. Only those skilled in lying, stealing, and murder survive for long.

You met an old man several days journey from the city. You helped him fix his wagon, and then sat under a tree, enjoying the shade as he shared his meager supplies with you. As the afternoon wore on, he opened up and began answering some of your questions about your destination.

"Going to Penters Cove, are you?" He turned and spat, as if trying to get the taste of the city out of his mouth. "Why, Penters Cove is the trash heap of the whole Empire. I'd be surprised if you lasted long there. You don't have the look of thieves, and that's about all that lives in Penters Cove these days."

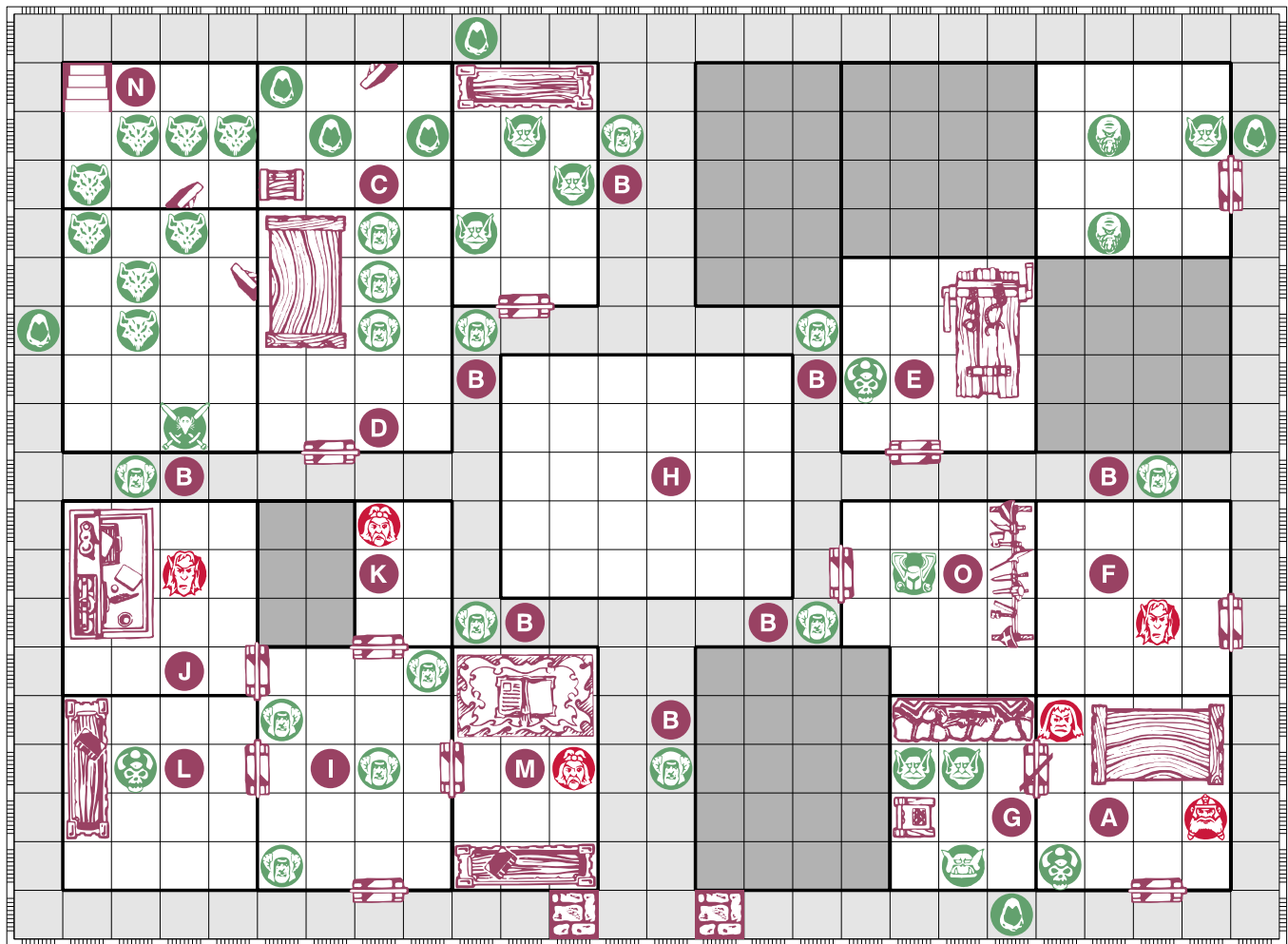
You inquired more about the conditions in the city, and he gave you these words of advice. "Trust no one. Why, even the City Guards, sworn to uphold the Emperor's Laws, are as crooked as the rest of them. When the law will steal you blind then kill you, you can guess what the rest of the citizens are like. Chaos monsters roam the streets. Some are permanent residents, others are attracted by the fights at the Arena. Say, that's not why you're going there, is it?" You

slowly nodded your heads. He looked at you sadly for a moment, then said "You'll be wanting to find Griswold, then. Griswold is an Adventurer. He won the Championship in the Arena many years ago. Occasionally he trains fighters, and even if he doesn't give you any training, you would do well to befriend him and listen to his advice. Check out the White Hawk; he spends most of his time these days in that tavern. Your spell casters may want to find the College of Magic in town. They can teach you some spells, for a price."

Slowly the old man stood. He shook your hands, muttering under his breath something about bad luck talking to those who are about to die, then climbed into his wagon. Soon he was gone, and you camped for the night, thinking about his words.

A few days later you arrived at the city. The attitude of the old man did nothing to lift your spirits. In fact, you felt even more dread about your decision to come here than you did when you left, if that were possible. You quickly asked for directions to the White Hawk, then made your way to the tavern."





## Board 2

# Skaven's Lair

### NOTES:

- A** This is the entrance to the Skaven's Lair. The Heroes may leave this board and return to board 1, Penters Cove, at any time by taking these stairs.
- D** This is the extent of the cave-in caused by the Skaven.

The first time the Heroes enter this board, tell them: *"These tunnels are not dark like you expected. They are well lit with torches lining the walls; it looks like the passage is well used by Skaven."*

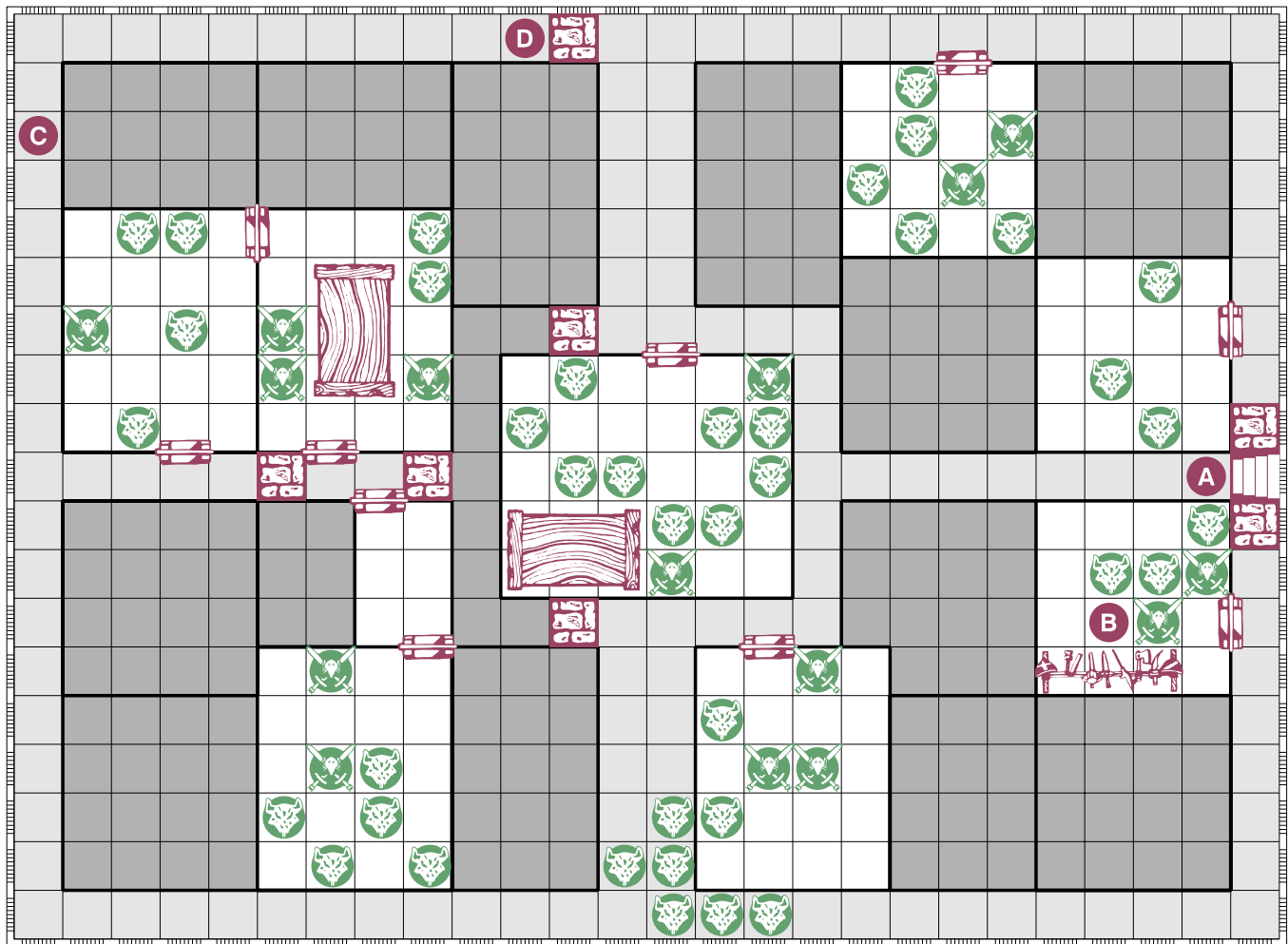
- B** The first Hero to search this room discovers 6 knives and two shields on the weapons rack. These weapons may be used by the Heroes or pawned at the Recruitment Office on board 1.
- C** When a Hero steps on this spot for the first time, read: *"You see several Skaven up ahead. They appear to be frantically working on something. One of them turns, sees you, and shouts out a warning. They scurry back into the tunnel, and suddenly the roof ahead collapses, sending a cloud of debris and dust your way. You pick yourself up when the rumbling stops and the dust settles. None of you are hurt, but the passage ahead is blocked. Why the Skaven didn't want you to enter these passages and see what was ahead is a question you cannot answer right now, for it looks like it would take a skilled company of miners to unblock this passage."*

Place a blocked passage tile on the square ahead of C. The passage from this square up and to the right to the next blocked passage tile, marked D is now all blocked and should be considered solid rock.



Wandering Monster in this Quest: 2 Skaven





## Board 1

# Penters Cove

### NOTES:

**Thieves:** On any encounter with Thieves, the Game Master should roll 1 die every turn for each Thief. On a roll of 5 or 6, the Thief steals something from the nearest Hero. Roll another die for what is stolen, and tell the Hero: *"The Thief cackles, then disappears into an alley. Something seems to be missing."* Remove the appropriate item from the Heroes list.

Roll	Stolen
1	Potion
2	Weapon or Armor not in use (Game Masters Choice)
3	Artifact not in use (Game Masters Choice)
4 or 5	1/2 of Hero's gold or 100 gold coins, whichever is less
6	1/2 of Hero's gold or 200 gold coins, whichever is less

Keep track of anything stolen by thieves during the game. Stolen items will go to the chest in room C, where the Heroes can recover it anytime.

#### Special encounter with Griswold:

This encounter should take place when all the monsters on the board have been killed. If there are any Guards, Thieves, Fimir, Orcs, or Goblins left, then the Heroes have not killed them all. After all these monsters have been killed and the Heroes are on a street in Penters Cove (not in any of the rooms) tell them: *"You see Griswold running up to you. I have made an important*

*discovery; one that could affect your futures. For some time now I have been hearing strange noises coming from the under the floors of the buildings in town. Lately these have gotten worse. Then, several days ago, I discovered tracks in the streets of a kind I have not seen in a long time – Skaven. I have tried following them, but have always lost them. The Skaven are being careful; obscuring their trail so no one can follow. Then, this morning, I found another trail. This time the trail wasn't obscured, either the Skaven were in a hurry or they aren't being as careful as before. Either way, the trail led to a secret passage behind the table in the Grog Shop. I know how you are looking for a way to redeem yourselves in the eyes of the Emperor, and taking care of the Skaven may help in this regard. I am leaving this problem up to you, and trust that you will take care of it.' Griswold leaves, heading back to the White Hawk."*

**A** This is the White Hawk Tavern. The Quest starts in this room. The Warrior figure is Griswold, the Chaos Mage is Dr. Morotu, and the Dwarf is the Barkeep.

At the start of the game, before the Heroes have their first turn, read the following: *"As you make your way into the White Hawk, a mage sees you and speaks. 'New in the city, aren't you. I'm Dr. Morotu; my laboratory is just north of the Recruitment Office. You have the look about you of adventurers who want to fight in the Arena. To win in the fights you must have equipment and training. Both of these cost money. Listen, I have a*



Wandering Monster in this Quest: Thief

## NOTES continued:

*proposition. Bring me the body of any wounded opponent and I will pay you 50 gold coins. Remember, whoever or whatever you bring to me must still be alive.' With that, Dr. Morotu walks out of the White Hawk (remove the Chaos Mage figure from the room). You look around and see a grizzled old warrior watching you from the corner. He motions you over. 'Here for the fights, aren't you. I've seen so many come here, hoping to make their fortune in the Arena that I can tell just by the look. I am Griswold, a Champion of the Arena, but that was many long years ago.' He stops for a moment, looking you up and down. You get the feeling that Griswold is sizing you up. You sit down beside him and tell him your story. Griswold nods, listening intently to what you have to say. When you finish, he says 'Aye, a story I've heard before. The Arena is a good way to regain your lost glory, if you have the strength. Maybe I can help in that regard. What I have to offer is not much, but it will increase your odds of winning. I can help train you for your fights. I charge 100 gold coins per person. Just let me know when you want my help. Oh, by the way, the barkeep over there,' Griswold points to the Dwarf, 'is a friend of mine. Don't bother him, or you'll have to answer to me.'"*

Each Hero may train with Griswold once, at a cost of 100 gold coins per Hero. If a Hero gives Griswold the money, read: *"After some intense training with Griswold, you can feel your body becoming harder and stronger."* The Hero increases his body point maximum by 1 permanently. Note – if a Hero trains when he is not up to full Body Points this does not heal by 1 point, only increases the maximum that the Hero can have when fully healed.

If a Hero attacks the Barkeep, read: *"Before you can implement your attack on the Barkeep, from somewhere in his apron he pulls out the largest warhammer that you have ever seen. Griswold stands to help him, and together they give you a sound thrashing before tossing you out the door."* Any Hero who attacked the Barkeep loses half his current Body Points (round down). Place the Hero outside the door of the White Hawk.

If a Hero attacks Griswold, read: *"Griswold seems to sense your attack coming, and in a flurry of fists pummels you into submission. Told you I was a Champion, didn't I." Griswold sits back down, and acts like nothing happened."* Any Hero who attacked Griswold loses half his current Body Points (round down).

**B** Any of these Guards, every time a Hero moves to an adjacent square (no diagonal), will say: *"I can make sure that no one harms you for 100 gold coins."* If the Heroes pay, the Guards will let them pass. If the Heroes do not pay, the Guards attack. Any Guard within line of sight of the fighting will help. Otherwise, the Guards ignore the Heroes, even if Thieves attack them. If the Heroes pay, remove the Guard (to let the Heroes pass), then replace him next time the Heroes come by.

**C** This chest contains anything that has been stolen from the Heroes by the Thieves. If any gold has been stolen, double the amount of gold coins (this is what has been stolen from other residents of the city). The Thieves found in this room do not try to steal – they are protecting their hideout. Do not make a "steal" roll for these thieves.

**D** The first time a Hero steps outside the door, tell him: *"A sign outside the door says 'The Grog Shop'"*

As long as the Heroes have not killed the Guards, one of them says to the Heroes: *"We don't like your kind in here. Get out."* If the Heroes don't leave on their next turn, the Guards attack.

The secret door here cannot be found, even if the Heroes search for secret doors, unless the Heroes have had the special encounter with Griswold. See the note above for this information.

**E** This is Dr. Morotu's office. The first time a Hero enters this room, read: *"The room must be enchanted by some kind of magic because it is larger inside than the small room you saw outside. The shadowy back is filled with row after row of cages, many of them filled. It is too dark to see what is inside the cages, but from the silhouettes you can make out you are not sure you want to know. Closer up is some sort of creature laid out on a table. It is writhing in pain, and Dr. Morotu is performing some strange experiment on it. You look at the creature with pity, recognizing it as once being human, now deformed beyond belief. Dr. Morotu sees you and turns."*

Each time a Hero enters the room, read: *"Dr. Morotu says 'Good, good. Do you have any subjects for me? My offer of 50 gold coins still stands.'"*

## NOTES continued:

time they enter the Arena.

Note: The Heroes tenth fight in the Arena is special. When they assent to fight for the tenth time, do not read them the standard line (line "a" above). Tell them: *"This is your last fight. We have another group who have fought just as well as you, and now you will be fighting them for the championship. Win this last fight and you will be crowned 'The Champions of the Arena'. You will receive a special prize, a wonderful sword handcrafted by our very own Weaponsmiths. Good luck to you all."*

After the Heroes have won for the tenth time, do not read the standard "win" line above. Leave the Heroes in the Arena, and tell them: *"Your last fight is finished. Amid the thundering cheers from the audience, the Recruiter appears from a door, smiling at you, his face beaming. 'Hail, Champions' he shouts, waving his arms in a flourish. He walks over to you, carrying a shining sword. He announces to the crowd 'this is Foeslayer, the mark of Champions of the Arena. I now present it to you.' He hands you the sword, and the crowd goes wild. Amid the celebration that follows, you forget the anguish and pain that brought you here, for now you have proved your worth as warriors. You are Champions."*

This is the end of the Quest.

NOTES continued:

- you one of two new Fire spells: *Flames of Death* and *Burning Hands of Destruction*."
- If the spellcaster pays the Wizard for one of the spells, read: *"You study with the Wizard for many hours, and then practice for many more. Finally the Wizard tells you 'You have now mastered the spell. After resting, you will be able to cast this spell.'"* Mark down on the Hero's stat sheet that he has learned this spell.
- If a Hero tries to search in this room, tell him: *"A Guard says to you 'I must ask you not to do that here; it disturbs the teachers.' The search failed."*
- N** These steps lead down to the Skaven Tunnels (board 2).
- O** The first time a Hero passes outside the door, tell him: *"A sign says 'Gladiator Recruitment'".* The Gladiator Recruiter is the Gladiator figure found in this room.
- The first time a Hero enters this room, tell him: *"The warrior inside says 'Welcome, Welcome my friends. I am the Recruiter of Gladiators. If you want to become a Gladiator and fight in the Arena, I'm the man you need to see. I also sell potions, weapons, armor and occasionally artifacts. All come from the Arena and are used; their former owners no longer have need of them, if you know what I mean. Also, if you are in need of cash, I can loan you some. All I ask for collateral is a potion, weapon, armor, or artifact. You can repay me any time you wish. My rates are the lowest in town.'"*
- If you are allowing the Heroes to hire Mercenaries, also tell the Heroes: *"I am also the agent for several of our most renowned fighters. For a price, they will help you during one of your fights in the Arena. Warriors cost 100 gold coins, and Gladiators 200 – both payable in advance."*

Stats for Warrior:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	3	5	5	3

NOTES continued:

- Dr. Morotu will pay the Heroes 50 gold coins for every wounded enemy they bring him. Once a Hero gives Dr. Morotu the body he was carrying, he automatically wields his weapon and/or shield.
- If the Heroes try to attack Dr. Morotu or search for anything in his office, read: *"Dr. Morotu waves his hand, and you find yourself outside his office."* Any Hero who was in the office is moved outside.
- F** This is the Inn. When a Hero steps outside the door, tell him: *"A sign above this door reads 'Inn'".* The Inn is only open after the Heroes 3rd, 6th, and 9th wins at the Arena. All other times tell the Heroes: *"A small sign in the window reads 'Closed, gone to the fights'."* At these times the door is locked, and may not be opened.
- When the Inn is open and a Hero goes in, tell him: *"An Elf greets you at the door. 'Welcome to my humble Inn' he says. 'Our rates are 50 gold coins per night per person.'"* The Heroes may pool their resources to stay. If they do not have enough money, or just some of them want to stay, the Innkeeper says: *"Sorry, it's all or none."* The Heroes emerge from the Inn refreshed and fully healed. The Wizard and the Elf may relearn spells if they wish.
- Elf's stats:
- | MOVEMENT | ATTACK | DEFEND | BODY | MIND |
|----------|--------|--------|------|------|
| 8        | 3      | 2      | 6    | 4    |
- The Elf has a staff and can attack diagonally. Roll a die (a 4-sided if you have one, otherwise a 6) to determine the spells the Elf knows.
- |        |             |
|--------|-------------|
| 1      | Earth       |
| 2      | Air         |
| 3      | Fire        |
| 4      | Water       |
| 5 or 6 | Roll Again. |
- The Elf has been to the College of Magic, and knows the extra spells for the class he gets. If the Heroes attack the Elf, after they leave the Inn replace the

Stats for Gladiator:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	5	6	4

- Each time a Hero goes enters this room (including the first), tell him: *"The Gladiator Recruiter asks 'Would you like to fight in the Arena?'"*
- a) If the Hero says yes, tell him: *"Wonderful! We have an immediate opening."* Move all 4 Heroes to room 'H', the Arena.
- b) If the Hero says no, tell him: *"Well, maybe later."*
- The Gladiator Recruiter sells potions, weapons, and armor for twice the normal price. He pawns potions, armor and weapons for half the price listed in the Armory. Artifacts can be pawned for 500 gold coins. The Hero can get his pawned item back for twice the loan amount.

- Death in the Arena: If a Hero dies in the arena, the Gladiator Recruiter will get any weapons, armor, potions, and artifacts that the Hero was carrying. Gold will be distributed among the surviving Heroes (if there are any). The artifacts will be on sale here for 2000 gold coins.
- When the Heroes win in the Arena, they should be immediately moved back to this room. Tell them: *"You did great. You are now level (insert which level of fight they just won) Gladiators. 'The Recruiter hands you your prize money. The crowds loved you. Come back anytime. The more you fight the more you win.'"*
- If at any time a Hero attacks the Gladiator Recruiter, tell him: *"Gladiators swarm from everywhere, and soon you are caught. The Gladiator Recruiter looks at you with a professional eye, and says 'If you weren't such good fighters I would make you pay dearly for that. 'If the Heroes are not level 0 Gladiators, tell them 'I think that what you did deserves some punishment, though. I am going to strip you of you Gladiator levels. You will have to start fighting again on the first level.'"* The Heroes must fight at the first level next

- open door with a closed on. If they try to go back in, tell them: *"A sign on the door reads 'Closed'."* They will not be able to get back inside for the rest of the game.
- If a Hero tries to search for anything while in the Inn, tell him: *"The Innkeeper comes over to you and says 'I'll not be having any of that in my Inn.' The search failed."*
- G** This is a side room of the White Hawk Tavern. The first time a Hero enters this room, read to the Heroes: *"One of the Goblins says 'Bah, I don't like you. I think I'll kill.'"*
- The Goblins and the Orc attack. Tell the Heroes: *"Griswold sees the fight and watches with interest."*
- H** This is the Arena. The only way in is to talk to the Gladiator Recruiter. Start the Heroes along the north wall, and the monsters along the south. Roll 1 die, on a roll of 5 or 6 the monsters start their turn first, otherwise the Heroes go first. Keep track of how many fights the Heroes have been in. The chart below shows which monsters to use for each fight and the prize money the Heroes get if they win.

Fight	Monsters	Prize
1	2 Goblins	100 gold coins
2	2 Orcs	200 gold coins
3	4 Skeletons	300 gold coins
4	3 Fimir	400 gold coins
5	2 Chaos Warriors	500 gold coins
6	2 Mummies and 2 Skeletons	600 gold coins
7	2 Chaos Warriors, Chaos Mage*, and 2 Goblins	700 gold coins
8	Gargoyle, Chaos Mage**, Chaos Warrior	800 gold coins
9	Gargoyle, 2 Chaos Warriors, and 2 Fimir	900 gold coins
10	Warrior, Dwarf, Elf, and Wizard***	Artifact Foeslayer

## NOTES continued:

\* The stats for the Chaos Mage in this fight are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	4	3	6

Spells: Rust, Ball of Flame, Tempest

\*\* The stats for the Chaos Mage in this fight are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	5	6	4	6

Spells: Summon Orcs, Summon Undead, Sleep, Lightning Bolt

\*\*\* Use the Heroes from Advanced HeroQuest to represent the other party. The stats for these Heroes are:

Dwarf:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	4	7	3

Elf:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	3	3	6	4

Note: The Elf has a crossbow and a broadsword, and may use either weapon.

Warrior:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	3	4	8	2

Note: The Warrior has a longsword and can attack diagonal.

Wizard:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	1	2	4	6

Note: The Wizard has 4 daggers that he may throw or use, plus a staff. When using the staff he can attack diagonally.

Roll 1 die for each of these Heroes. Each Hero gets a potion based on this roll:

- 1     Potion of Healing
- 2     Potion of Speed
- 3     Potion of Resilience
- 4     Heroic Brew
- 5     Potion of Strength
- 6     No potion

The Wizard and Elf in this fight know the basic spells that come with HeroQuest. Roll 1 die (if you have a 4-sided, use this). Give the Elf this spell group and the Wizard the rest.

- 1     Earth
- 2     Air
- 3     Fire
- 4     Water
- 5 or 6     Roll again

When the Heroes enter the Arena for the first time, read them: *"You are finally at the Arena. You see the crowds sitting above you, cheering and lusting for blood. Across from you stand your enemies. On a signal from the Official the fight begins."*

If the Heroes win, move them back to the Arena Recruiting Office O and give them their winnings there.

**I** When a Hero steps outside the door, tell him: *"A sign above this door reads 'College of Magic'. When the Heroes enter, the Guard in the middle says:*

## NOTES continued:

*'Welcome to the Penters Cove College of Magic. This is the most advanced College of its kind in the region. We have schools in the four elemental types of magic. To my right is the School of Earth. Behind me and to the right is the School of Air. Straight behind me is the School of Water, and to my left is the School of Fire. Spells cost 500 gold coins per spell per person; Wizards and Elves only, please. If you wish to study, you may pay the teacher.'*

The Guards have been hired by the Wizards. If a Hero attacks any of the Guards or teachers, all of the Guards and teachers come to his aide. The stats for all the wizards are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	2	4	4	6

Each Wizard knows all the spells from his elemental group, including the two new ones.

If the Heroes ever attack any of the Guards or teachers, the school shuts down. After the Heroes leave, replace the door into room I with a closed one. The next time a Hero tries to enter room I, tell him: *"A sign outside the door says 'Closed'."* The Heroes will not be able to open the door for the rest of the game.

If a Hero tries to search in this room, tell him: *"A Guard says to you 'I must ask you not to do that here; it disturbs the teachers.' The search failed."*

**J** If any other Hero besides a spellcaster enters this room, the Elf says: *"Sorry, spellcasters only"* and ushers the Hero out.

If a spellcaster enters, the Elf tells him: *"For 500 gold coins I can teach you one of two new Air spells: Swift Wind or Air of Healing."*

If the spellcaster pays the Elf for one of the spells, read: *"You study with the Elf for many hours, and then practice for many more. Finally the Elf tells you: 'You have now mastered the spell. After resting, you will be able to cast this spell.'" Mark down on the Hero's stat sheet that he has learned this spell.*

If a Hero tries to search in this room, tell him: *"A Guard says to you 'I must ask you not to do that here; it disturbs the teachers.' The search failed."*

**K** If any other Hero besides a spellcaster enters this room, the Wizard says: *"Sorry, spellcasters only"* and ushers the Hero out.

If a spellcaster enters, the Wizard tells him: *"For 500 gold coins I can teach you one of two new Water spells: Drowning Flood and Waters of Return."*

If the spellcaster pays the Wizard for one of the spells, read: *"You study with the Wizard for many hours, and then practice for many more. Finally the Wizard tells you 'You have now mastered the spell. After resting, you will be able to cast this spell.'" Mark down on the Hero's stat sheet that he has learned this spell.*

If a Hero tries to search in this room, tell him: *"A Guard says to you 'I must ask you not to do that here; it disturbs the teachers.' The search failed."*

**L** If any other Hero besides a spellcaster enters this room, the Mage says: *"Sorry, spellcasters only"* and ushers the Hero out.

If a spellcaster enters, the Mage tells him: *"For 500 gold coins I can teach you one of two new Earth spells: Armor of Stone and Magic Sling."*

If the spellcaster pays the Mage for one of the spells, read: *"You study with the Mage for many hours, and then practice for many more. Finally the Mage tells you: 'You have now mastered the spell. After resting, you will be able to cast this spell.'" Mark down on the Hero's stat sheet that he has learned this spell.*

If a Hero tries to search in this room, tell him: *"A Guard says to you 'I must ask you not to do that here; it disturbs the teachers.' The search failed."*

**M** If any other Hero besides a spellcaster enters this room, the Wizard says: *"Sorry, spellcasters only"* and ushers the Hero out.

If a spellcaster enters, the Wizard tells him: *"For 500 gold coins I can teach*