

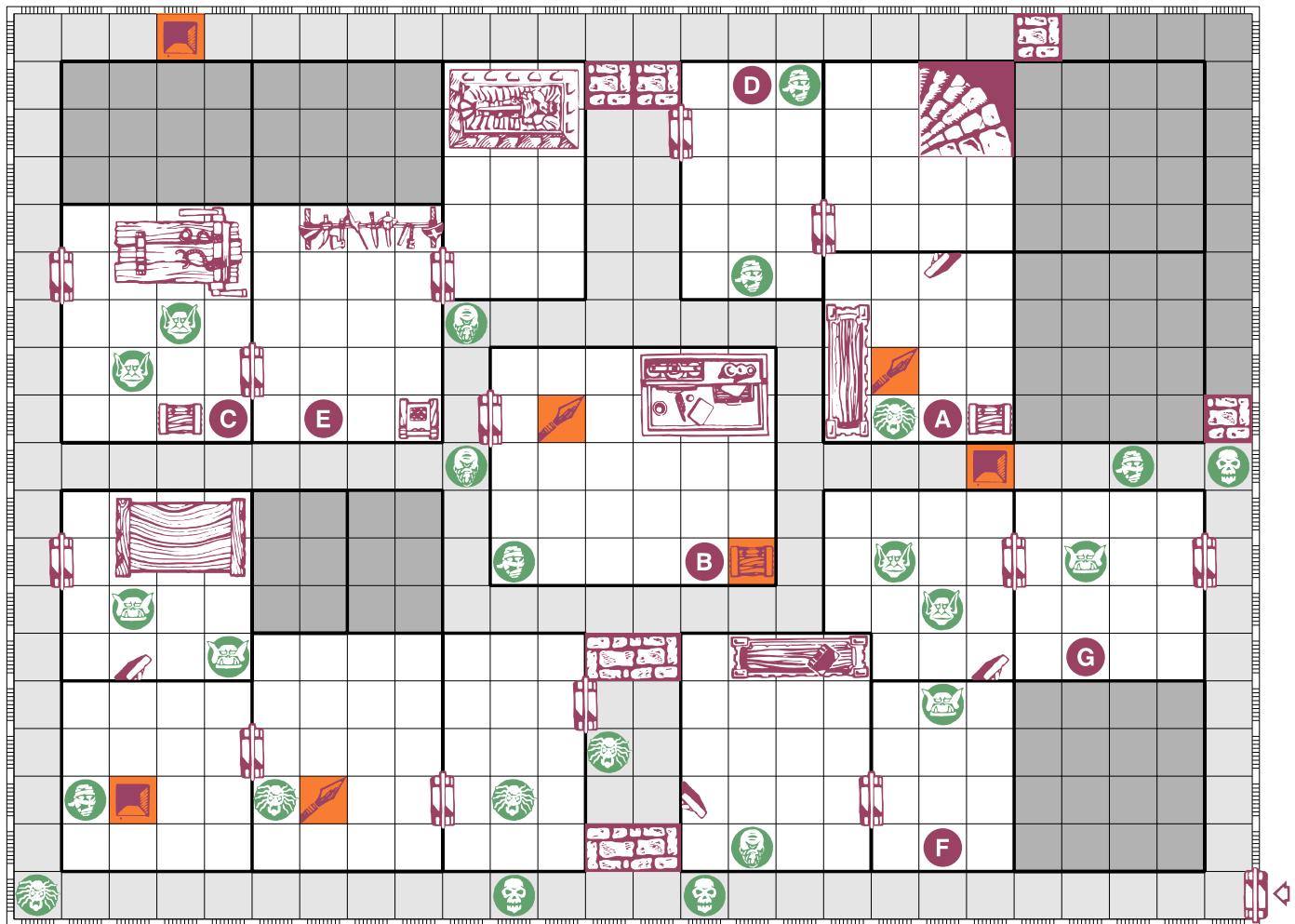
HeroQuest™

Quest by Aaron Kreltzheim

Q U E S T



B O O K



Quest 1

The City of Luccini

Before you can begin your Quest to Remas, one of the villages of the Tilean City States. You must travel through Luccini where the dead Assyrian Army has risen from their tombs not only making the pass difficult, but at the same time, they are sacrificing the villagers. You must pledge yourself to this

journey, by cleansing the city of all the Zombies and Mummies. Only then, will you be allowed to continue. The reward of 100 gold coins to any Hero who cuts the head a Zombies or Mummies. All Mummies and Zombies must die to end the Quest.

NOTES:

Starting point: All Heroes enter at the Iron Entrance Door on the roll of the dice.

G When you ask, "Is there any secret doors?" The Hero can choose any equipment from the Armory. (Only to be used for this Quest.)

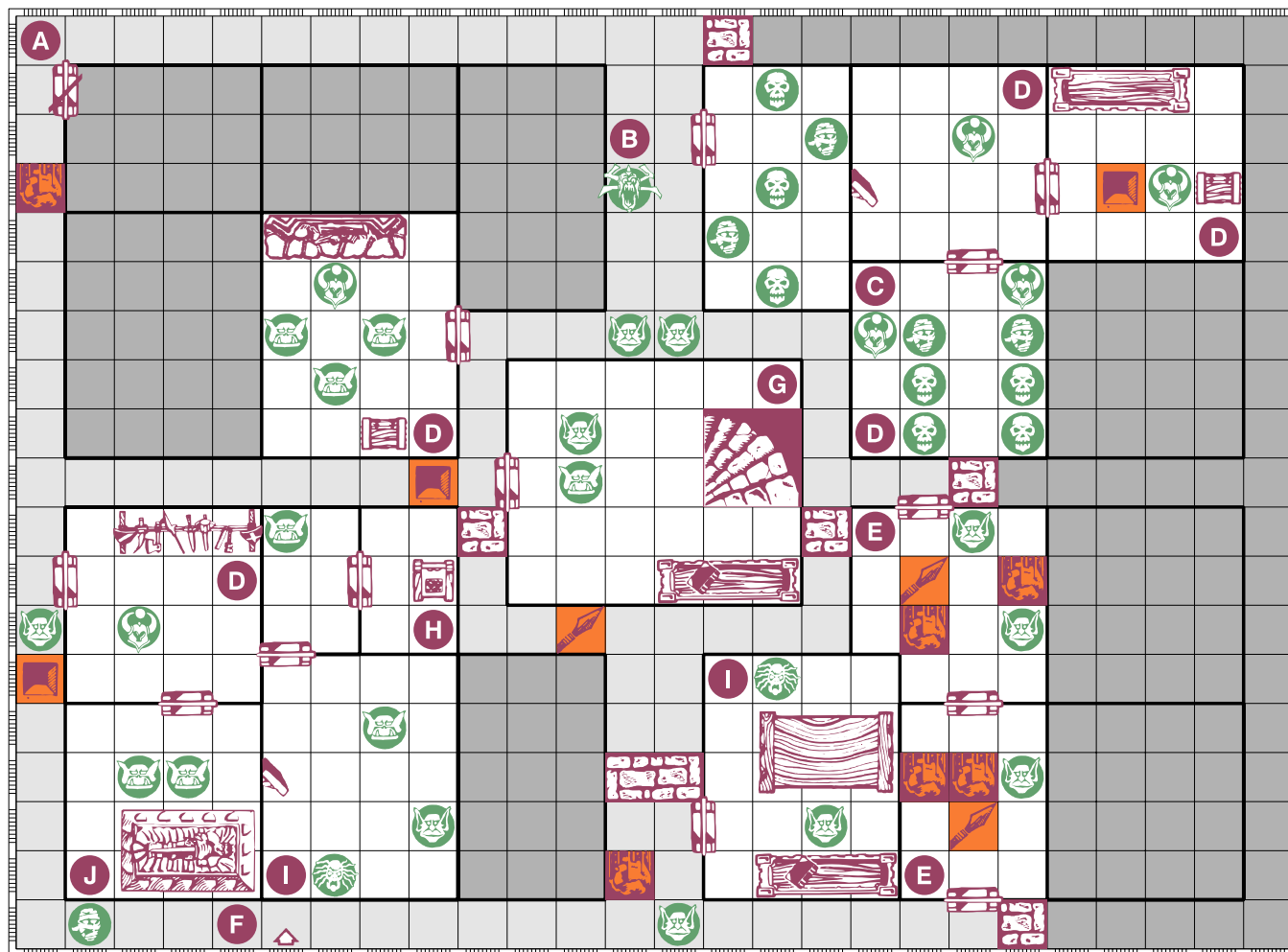
- A** One Body Point to the one who kills this Zombie.
- B** On opening this chest, two wandering monsters will appear.
- C** When you open this chest, you take two cards from the top of the treasure card pile.
- D** These two Mummies have 4 Body Points. Their other statistics remain the same.
- E** If you ask for hidden treasure, you receive 80 gold coins.
- F** Asking for "any hidden treasure," a wandering monster appears.



Wandering Monster in this Quest: Chaos Warrior

(Only as a wandering monster, they have 3 Body Points.)





Quest 3

Souls of Olam Ha-Ba

This Quest reunites our Heroes once more as evidence has been found in the southwest valley of Hinnom, where the burial location of the dead Tenth Roman Legion, have been resurrected through the slaves of Judah to flood the land and

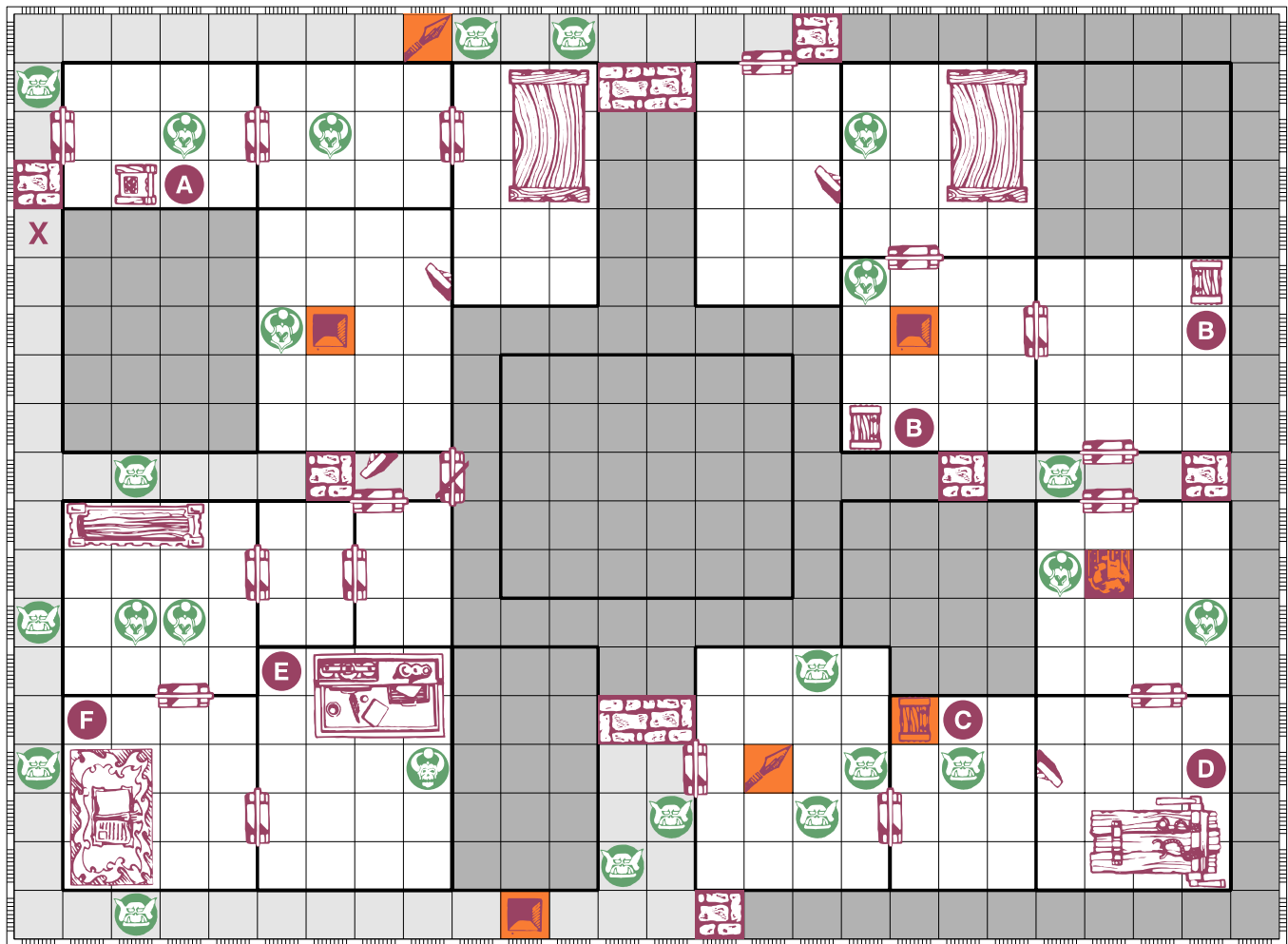
arrive at the kingdom of your ruler. Their job is to curse all the living citizens into the walking dead. Your job is to employ a spiritual purification over the wicked dead, before they reach the kingdom. Death is their only option!

NOTES:

- A** This door is permanently closed.
- B** Legionnaire commander has 9 Body Points to kill like a cat.
- C** 50 gold coins to a Skeleton killed in this room only. Also once all is killed, Hero in room gains one Body Point each.
- D** Draw a Treasure Card, once the Chaos Warrior is defeated.
- E** Falling rocks do not come under "is there any booby-traps?" They stay as a hidden hazard.
- 20 gold coins to Hero for clearing spear.
- F** This arrow is where the players enter the game once they roll the dice first to move.
- G** This stairwell is where the Heroes leave.
- H** No questions needed, the first in the room sees a potion on a chair. The Hero must drink and gains 2x Body Points.
- I** These Zombies have 4 Body Points. They attack and defend with 4 dice.
- J** A wandering monster appears, but also opens the secret door at the same time.



Wandering Monster in this Quest: Fimir



Quest 4

Houston We've Lost Contact

Professor G. Houston and his wife Aclare were on an archeological expedition studying the Ancient Chaos Warrior Realm, supposedly deserted for a thousand years. The Professor moved the sacred seal opening the realm that brought the Chaos Warriors back to life. Before they could discover anything further, the Professor and his wife were

abducted by Orcs and only the Sorcerer's den has the magical doorway to rescue them. The dying, trapped Sorcerer cannot live much longer and requires gold coins to pay his way to the afterlife. He sacrifices his many Body Points at 100 gold coins per-life per-Hero.

NOTES:

Chaos Warriors in this Quest carry 3 Body Points.

coins to each Hero. If you wish to buy?

X Heroes start point.

A A small bottle of potion is found on the chair the Hero drinks and receives one Body Point.

B Draw Treasure Card from the pack.

C Trap! A special one-time spell, if you are struck by falling rocks. You are protected and resume as usual.

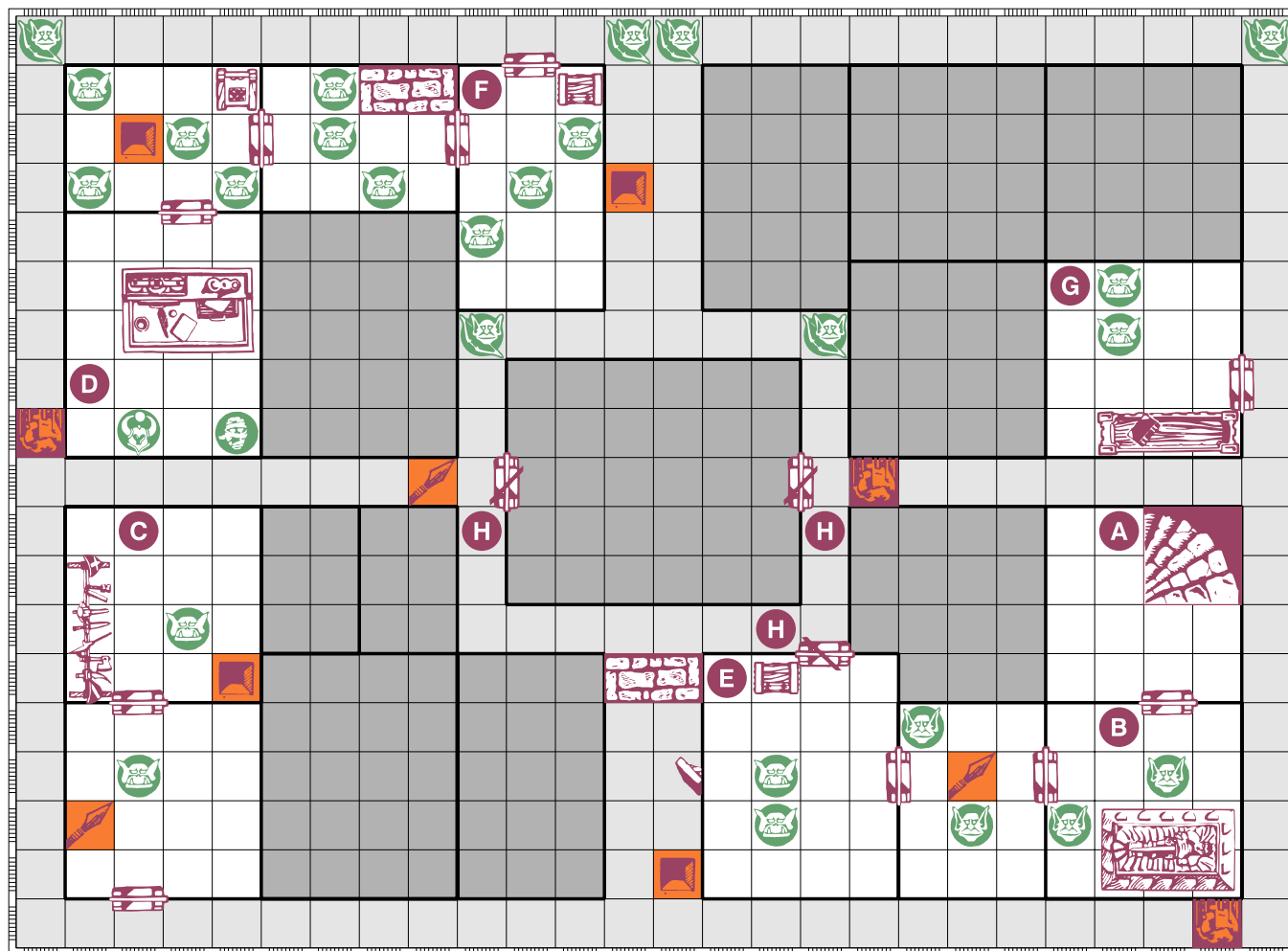
D A heroic potion is found on the old torture chamber, you can use double your attack dice on your next fight.

E Once you have finished dealing with the Sorcerer and all transactions are complete you then leave the Realm. Sorcerer sells one Body Point for 100 gold

F A gem stone is found within the folds of the pages and you receive 70 gold coins.



Wandering Monster in this Quest: Goblin



Quest 5

Lair of the Orcs

After a long a goose-chase given by the Sorcerer, wandering vagabonds, D. Gevers, M. D. Strickland, I. Jukka, D. Lehnert, A. Gardiner and J. Wood tell their story. They explain the Orcs escorted Professor G. Houston and his wife to the old Lair of the Orc Warlord. Since Ulag is dead and gone, the Orcs lives are unsettled, hoping to ransom them off. You need to find the

Professor and his wife and escort them out.

Moving Houston and Aclare, two dice are used. They have not combat skills or dice and just only one fatal mistake and they will die. Unless a spell is used to protect them.

NOTES:

The Hero, who throws the highest roll of a single dice, controls the movement of the Professor and his wife. It can also be wiser to listen to other Heroes.

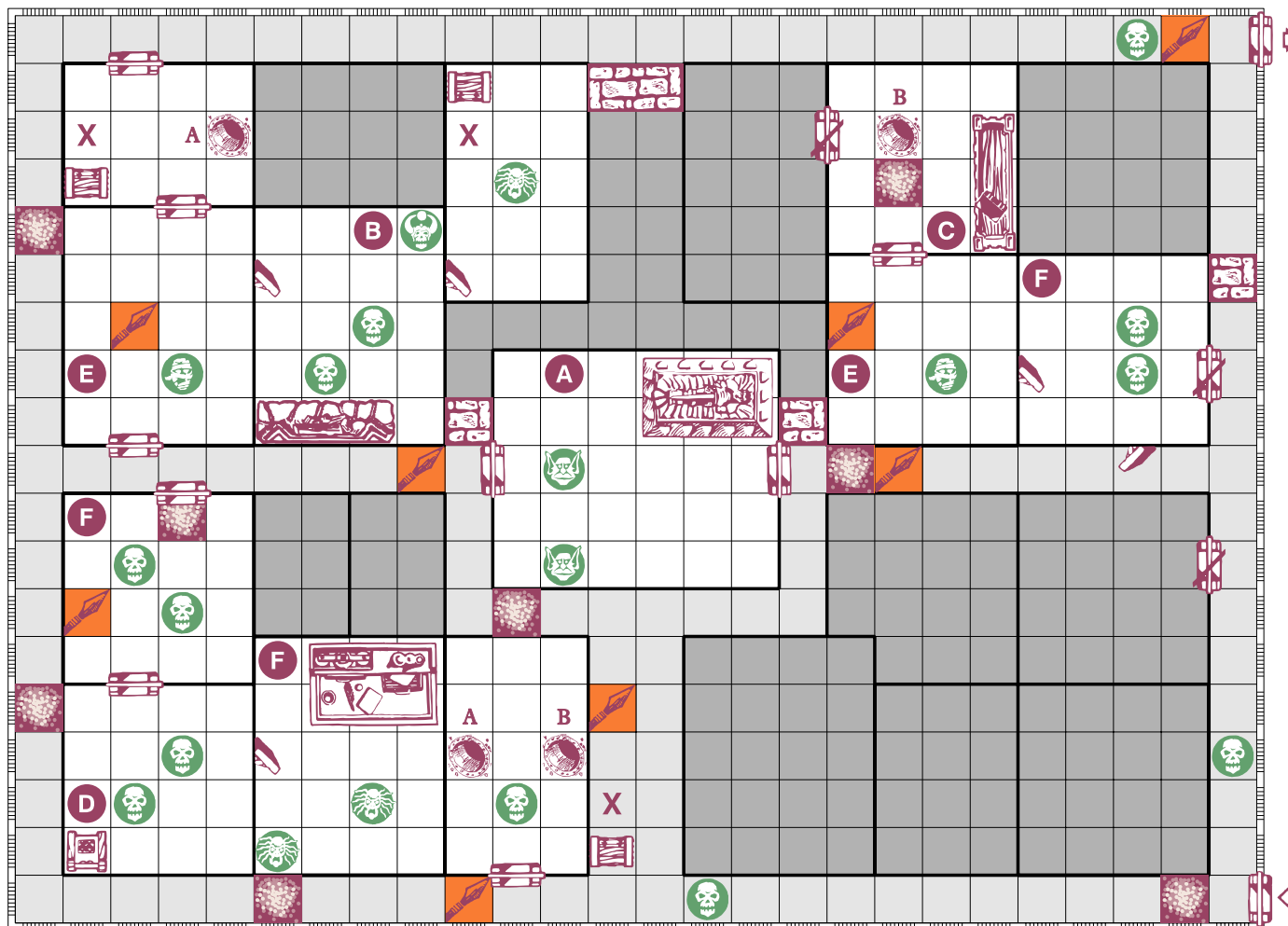
Goblins with bows (Use normal Goblin) - They rolled two moving dice for the distance of their arrow. Heroes can either use a spell or roll one attack dice to defend. One strike will lose a Body Point.

- A** Where the Heroes start and where they have to return the Professor and his wife for all to leave.
- B** They slide open a tomb to find 50 gold coins for each Hero in the room.
- C** Find the Orc's Bane sword, allows you to roll two extra dice in combat while fighting Orcs. Weapon disappears at the end of the Quest.
- D** Where Professor G. Houston and Aclare are captive. Use Chaos Warrior for Professor and Mummy for Aclare.

- E** Inside the chest a small bottle of liquid, drink it right away, you gain two extra Body Points.
- F** Inside the chest is a set of cuirass armor, can only be used within this Realm. The suit allows 4 dice in defense against Orcs.
- G** Inside the dusty, old bookcase, you find a spell, allowing you to give four Body Points to anyone in this Quest. Only use once.
- H** This door is sealed and does not open, with or without magic or a key.



Wandering Monster in this Quest: Fimir



Quest 6

The shrine of Sidi Denaine

Sidi Denaine was not native to Mesopotamia, but a semi-nomadic preacher from Southern Levant. The biblical leader had originally been prevented from brainwashing the citizens of Muqdadiah by the intervention of powerful Assyrian kings of the Old Assyrian Empire. For over a thousand years, he and his followers have been embalmed and preserved by the magical arts. However, an archeological expedition studying

the Ancient village of Al Wajhiya broke the seal and freed Sidi Denaine and his followers. Your Quest is to destroy Sidi Denaine and his family of the walking dead before they reach the city of Muqdadiah.

For the head of Sidi Denaine a reward of 400 gold coins.

NOTES:

Heroes who steps on squares marked with a gold pile will find a small bag of 100 gold coins.

The "slide Tube" is classified as a single moving space, even stepping back and forth if there is enough steps left on the dice. Once A & B Slide Tubes are discovered, the other ends will be shown, so the Heroes can choose to go if they like.

Doors with a line crossed over it on the Quest Map means that the door is sealed; no keys or magic can open it. Use a normal closed door.

X Inside this chest is a healing potion, you drink immediately to return your Body Points to 4, unless you have more, it will fail giving you a belly ache for a short moment.

A When asking "is there any treasure" you and whoever is with you are sealed in until you throw double numbers. And every wrong throw of the dice, you will

release a wandering monster. You can only roll within your turn.

B Use a Sorcerer character to play Sidi Denaine. He has 4 Body Points 4 Mind Points. He rolls 2 dice to move but only once is allowed to pass through any walls.

C Asking "is there any treasure or booby-traps?" take a Treasure Card from the top of the deck.

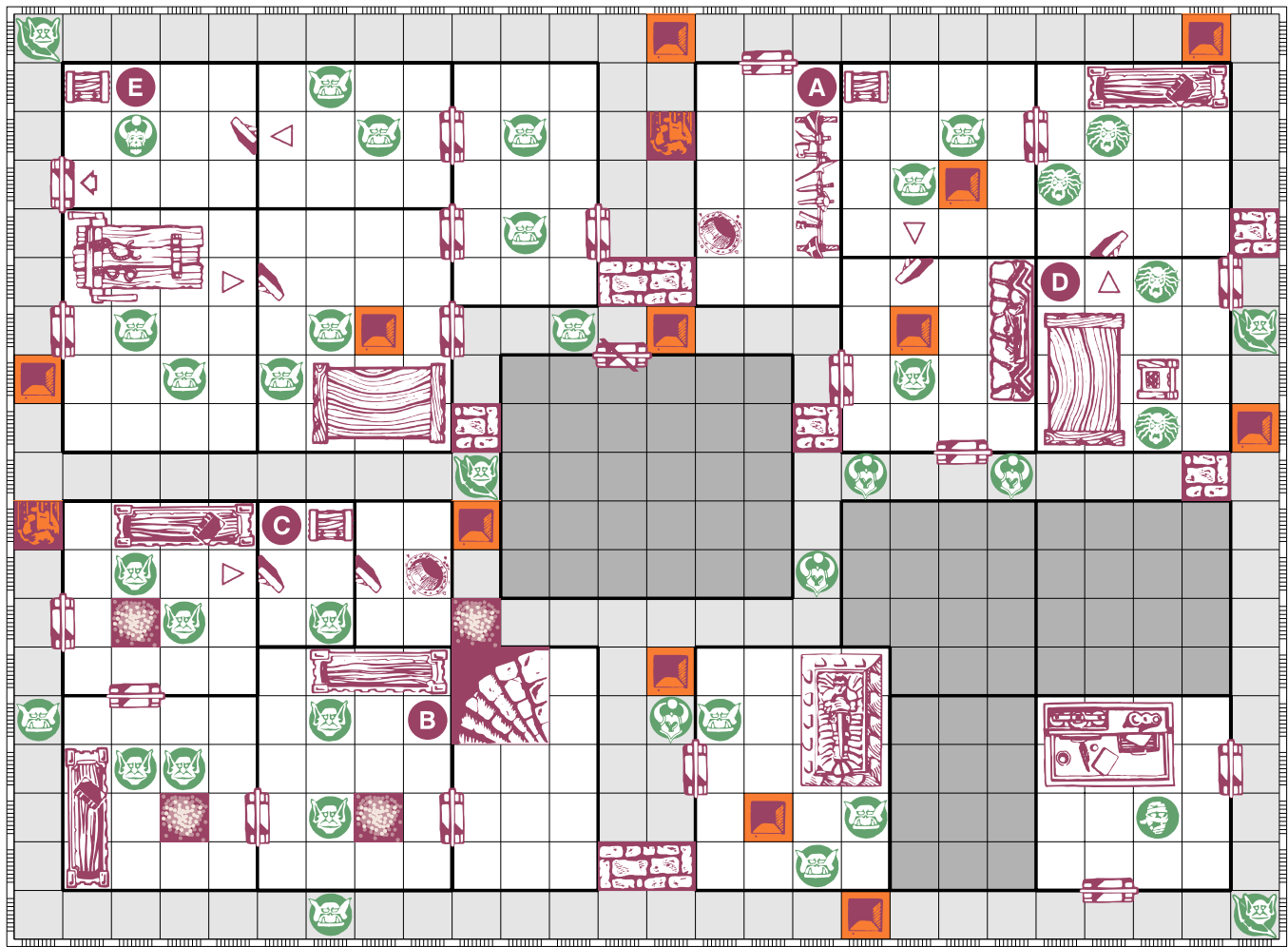
D On this chair you find it is a TRAP! An arrow shoots out from the wall striking the Hero. Lose a Body Point.

E When this Mummy is slayed, he will be immediately resurrected 4 times, in a different corner of the room. He attacks with 4 combat dice.

F When you ask "is there any treasure or booby-traps?" roll a dice, if it lands on 1, 3 or 5 you can take a Treasure Card. If you roll 2, 4 or 6 a wandering monster will appear.



Wandering Monster in this Quest: Chaos Warrior



Quest 7

Valley of the Forbidden Treasure

You have to pass through the ancient village of Zstlerk to continue your journey, but a greedy old taxman bleeds the visitors of all their gold coins. Ye quest is simple, kill him and

take the money, before he takes all of yours. As only one, can hold the riches!

NOTES:

All Heroes on this Quest will start from the stairwell.

The "slide tube" is classified as a single moving space, even stepping back and forth if there are enough steps left.

Any gold piles stepped on will result in the discovery of 15 gold coins.

All pit traps can only cause damage once and then will disappear from the board.

Doors with a line crossed over it on the Quest Map cannot be opened, with or without a key or magic.

Arrows next to secret doors in this Quest shows from witch room the secret door can be found. Only from the room with the arrow can the secret door be found. If no arrow exists, the secret door can be opened from either way.

Falling Rock Traps:

You are knocked back one square by a falling rock. A block square will obstruct the path. You are uninjured.

Pit Traps:

You fall into a pit trap, but are unscathed. A fee of 50 gold coins will be the price for your freedom.

Goblins with bows (use normal Goblin) – They roll two moving dice for the distance of their arrow. Heroes can either use a spell or roll one attack dice to defend. One strike will lose a Body Point.

A Within the armory rack, you find a shield that will protect you from one magical Goblin arrow. The shield will dissolve once struck or when leaving the village.

B Within the cupboard, you discover a single spell where you can cast a lightning bolt to inflict one Body Point of damage to any character. Roll 4 dice to calculate your distance the lightning bolt will travel.

C Inside this chest is a healing potion, you drink immediately to receive a one Body Point.

D You are hungry, you stop to dine and miss one turn plus the charge of 20 gold coins.



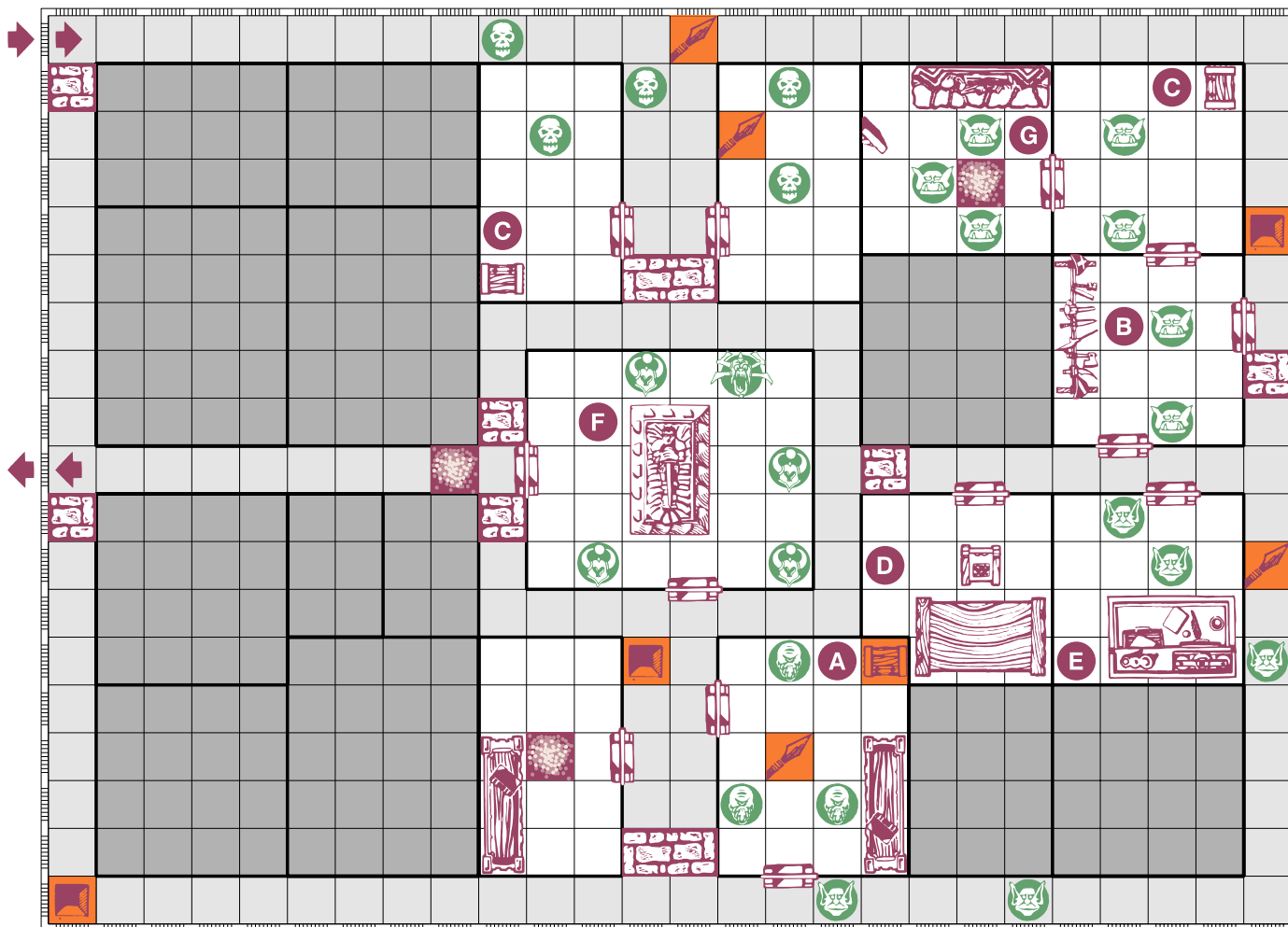
Wandering Monster in this Quest: Two Fimir

NOTES continued:

E

The iron entrance door only opens for leaving the Quest. Sorcerer character is the Taxman.

This chest has accumulated all taxed gold coins obtained through pit traps. A roll of 3 or 6 will give you this wealth. Any other number will seize from you the same quantity and will combine to the original revenue. If you wish to oppose the taxman again, you must wait your turn at contesting the taxman.



Quest 8

Aztec Treasure

On your travels into an ancient city, you discover the resting place of the long forgotten conquistador. On breaking the coffin's seal, you release the curse bringing the mummified

remains of the conquistador and his soldiers alive. Your job is to kill the Conquistador and his Mummies before they spread through the countryside.

NOTES:

Use Gargoyle as the possessed Conquistador. He has four Body Points. Attacks and defends with four combat dice.

Heroes enter as well as exit through the pointed arrows.

Any Hero moving over a gold pile finds a bag of 30 gold coins (can only be picked up once per bag found).

A The Hero that opens the chest, is not the only character locked in the room and to miss a turn and to also pay 30 gold coins, but the closest Hero/player to that room. They need to roll an even number to leave on their following turn.

B In this weapons rack, you discover a single spell where you roll 2 extra combat dice in defense. You can only use in this Quest.

C Inside this chest is a healing potion, you drink immediately to receive a one Body Point.

D You are thirsty, you stop to at the tavern for plenty of wine, you miss a turn and you are charge 25 gold coins. Now you are drunk, you only roll one dice for your next two turns.

E Foolishly left unhidden lies a small bag of 100 gold coins on the alchemist's bench. Record your money.

F Once entering, you release the possessed conquistador sealing the door until his or your death. At this time, a Mummy visits every player wherever they may be. All must die before you can leave.

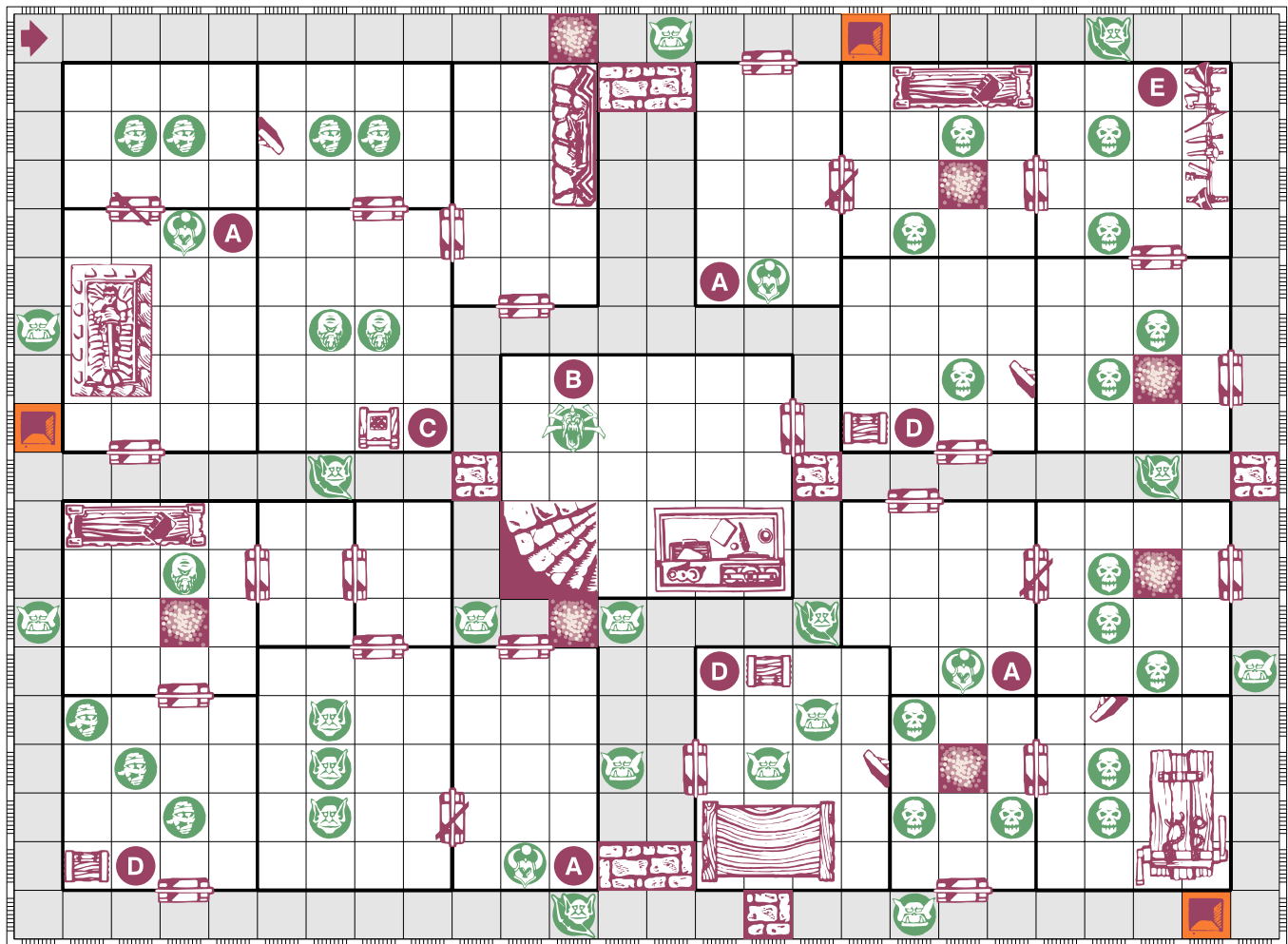
G If you ask "is there any booby-traps" from within the fireplace a fierce flame lurches out and burns you. You lose one Body Point.

Read when finished: *"Now you have killed the possessed Conquistador and all the mummies, you all receive the map to Malakoff lead, which is nestled at the foot of the Pyrenees. Your next Quest."*



Wandering Monster in this Quest: Zombie

Wandering Monster in this Quest: Zombie (appears to carry 3 Body Points)



Quest 10

Discovery of Morcar at Zstlerk Castle

You all have travelled far only to discover the battle with the Witch Lord was all a lie, that this power was not the true authority over the realm, it turned out that Morcar was never dead all this time and waited to feast on trust, strength and

willingness by wandering Heroes. For this will set him free. The toll is great to pass through the many gates of the castle. It is your choice to join him, or if you do decide to fight him, you must be willing to give one hundred percent.

NOTES:

To save the cost, it is wise to travel in a group so it only cost once to open the gateway. If you decide to enter separately, each time you need to open a gateway it will be the same cost as a roll of a dice by \$100 coins.

50 gold coins for any Skeletons killed.

If ye are within arm's length, gold coins can be exchanged with other Heroes.

Roll before entering at the arrow at the side of the gameboard.

Goblins with bows (Use normal Goblin unless you have an archer Goblin) – They rolled two moving dice for the distance of their arrow. Heroes can either use a spell or roll one attack dice to defend themselves. One strike will lose a Body Point. The Goblin can shoot every turn until dead.

Doors with a line crossed over it on the Quest Map stay sealed until the gate fee is paid. Once through, they will lock from the one side only. You can always return. Back through.

Gold Pile:

Finding a leather bag containing 80 gold coins. Record your money.

Pit Trap:

You fall into a pit trap, but are unscathed. 25 gold coins fee sends you back one-step. The pit cannot be passed with or without magic.

- A** Use Chaos Warriors as the Gatekeepers: The door to continue is locked and the Gatekeeper asks 100 gold coins to give you passage, times the roll of a dice. (ex: Roll a 3, making it 300 gold coins.) If you kill the gatekeeper, you gain the coin fee and the door will stay open.
- B** Use the Gargoyle as Morcar. He carries 6 Body Points and receive each Body Point you take from him.
- C** Foolishly left unhidden lies a small bag of 100 gold coins on the chair. (First in the room receives the funds.)
- D** What is in the chest is a roll of a dice. 1, 2 or 3 will give 150 gold coins. 4, 5 or



Wandering Monster in this Quest: Zombie: worth 25 gold coins when killed

NOTES continued:

6 you will receive two Body Points.

- E** Asking for treasure, in the weapons rack, you discover a spell cloak that protects you once from any Goblin arrow.