

HEROQUEST

SOLACE AND REDEMPTION



The shame of his actions weighed heavily upon the dwarf's shoulders as he sunk to his knees in front of the ancient altar. Shunned by his kin and outcast from the stronghold that he called home, as his ancestors had before him for many generations, he wandered from one hold to the next. But the stigma of what he had done followed him everywhere he went. Finally he had come to the one place that offered him any chance of redemption, the Slayer Shrine.

He began to recite the oath he had been taught when first he arrived at the shrine. The words flowed off his tongue with a natural ease despite the impending doom they condemned him too. But his fate had been sealed long before he arrived at this place. He ran his fingers through his freshly dyed hair. Once long and golden it was now a bright, fiery orange as are all dwarfs that have recited the oath. He reached out and picked up the ceremonial knife from the altar. Running his thumb along the length of the blade drew blood. It was sharp, he knew, he had sharpened it himself. And even now, dishonoured as he was, he still took great pride in his work. He wiped the blood from his thumb on his cheeks before reaching up to his scalp and beginning to shave.

When he was done he stiffened the remaining hair on his head with fat from the stone chalice on top of the altar. The thin strip down the centre of his scalp now stood up on end. It was not the most impressive of mohicans but with time, it would grow, assuming he lived long enough. Finally he gathered up the cuttings from the floor and cast them into the fire.

It was done and his new life as a Slayer had begun. He bowed solemnly in front of the altar, contemplating again the awful events that had brought him here. His new life offered him a chance of redemption, but the price would be death in combat. A fair trade, he thought. And with that he turned and left, in search of his certain doom.



SOLACE AND REDEMPTION

Introduction

Solace and Redemption introduces a new Hero to the Hero Quest game, the Trollslayer. This Quest book contains new rules for the Trollslayer, rules for axe runes that enable the handaxe and battleaxe to be upgraded and two special Quest treasures specific to the Trollslayer. The North American monster stats are also included at the end of this booklet. It is recommended that you use these stats when playing through this Quest pack as the quests have been specifically designed to take advantage of the higher Body points and altered movement properties. There are five new Quests that will test the player's ability to adapt to the new Hero's unique set of strengths and weaknesses.

Playing *Solace and Redemption*

The adventures of *Solace and Redemption* are generally played in the same way as the adventures in the original game. However, you will notice a few game play differences.

The Quests are solo adventures designed for play by a Trollslayer alone. These are intended to be an introduction to Hero Quest for the new Hero or as fun quests to play when only two players are available. As in the Game System, the Hero is returned to full strength between Quests, all Body and Mind Points are restored. The final two Quests in this Quest book are one continuous adventure. The Hero may still recover all of his lost Body and Mind Points but may not buy new equipment between these two Quests.

The Hero does not always start on the stairway tile. Instead, the Quest notes clearly indicate in which room or passage the Hero should start and The Evil Wizard player must place any pieces shown for that room or passage in the Quest book on the board before the Quest begins.

Some of the Quests in this Quest book make use of tiles and furniture from both official and fan made Hero Quest expansions. These can all be downloaded for free at <http://www.yeoldeinn.com>

***T*he Trollslayer**

This Hero has his own set of rules for going berserk in combat. The Trollslayer is limited in which equipment he may buy and there are new items of equipment specifically designed for this Hero, the Axe Runes.

Going Berserk

The Trollslayer is able to unleash his rage, going berserk in combat. When doing this the Trollslayer's attacks become progressively more deadly but, at the same time his defence becomes weaker.

Every time the Trollslayer attacks, immediately before rolling the combat dice, the player must take one Rage Token. They then modify their attack strength, rolling one additional combat die for each Rage Token they currently hold.

When defending the Trollslayer must also modify their defence strength, rolling one less combat die for each Rage Token they currently hold.

The Trollslayer may never hold more rage tokens than their defence score i.e. when their defence reaches zero they do not take any additional Rage Tokens. However they may continue to attack. If, for any reason, the player finds they are holding more Rage Tokens than is possible then they must immediately remove any excess Rage Tokens before continuing.

Calming down again

At the beginning of each of the Trollslayer's turns, if there are no monsters visible, the player removes one of the Rage Tokens they currently hold.

Equipment

Trollslayers will only ever use axes and hammers in combat. They never ever wear armour, nor do they use shields. For this reason this player may only ever buy the Handaxe or the Battleaxe from the armoury.

Runes

The Trollslayer may upgrade his weapons by inscribing axe runes on them. The Runes either increase the number of attack or defence dice the player may roll in combat. Between quests the player may purchase Runes, taking the appropriate



equipment card and making a note of which weapon the Rune is inscribed upon. Each weapon may be inscribed with both runes once only and the effect of these runes may only be used when attacking, or defending with that weapon. As a general rule the player should only be allowed to swap weapons once per turn, before attacking.

Example:

The Trollslayer currently owns a handaxe that is inscribed with the Runes of Defiance. The runes allow the player to roll one extra combat die when defending. The Trollslayer also owns a Battleaxe which has not yet had any runes inscribed upon it. The player has attacked three times with the handaxe and currently holds 3 Rage Tokens. At the beginning of the players next turn they decide to attack with their Battleaxe. As the Battleaxe has not been inscribed with the Runes of Defiance the player may not take advantage of the extra defence die provided by the runes. As a result of this the player is now holding one too many Rage Tokens and must remove one before continuing their turn.

T *raps*

The Trollslayer does not share the Dwarfs natural ability for disarming traps. In fact this Hero may not even buy the toolkit from the armoury. However, the Trollslayer may still search for traps. When the player searches for traps the Evil Wizard player should clearly indicate which squares contain traps in the room or passage that the Trollslayer is currently standing in. But none of these traps should be disarmed.

This Quest book makes use of traps from the different versions of the Hero Quest game system and expansion quest packs. The rules for these traps are clarified here so you can be certain of how each trap should be used when playing these quests.

Falling Block Traps

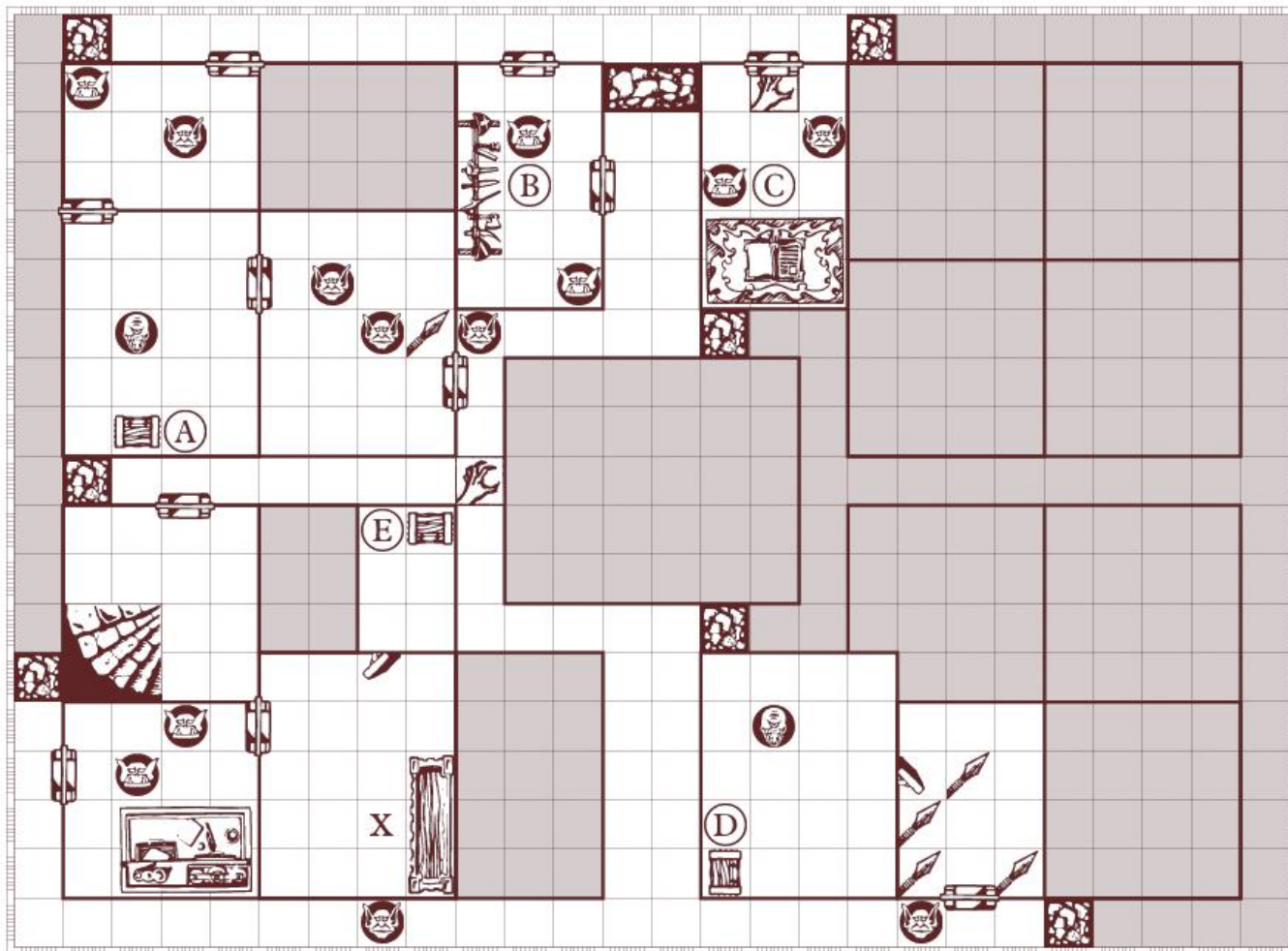
When the player moves through a square containing a falling block symbol, a block will fall. It will land on the nearby square marked with the arrow on the Quest map, blocking the way. Any character or monster in the square into which the block falls must roll three combat dice. The victim must lose one Body point for each skull rolled, and then move to an adjacent unoccupied square. If the victim cannot move to an adjacent square, he is eliminated by the falling block.



Wandering Monster Trap

When the player moves onto a square with the wandering monster symbol, tell the player that the Hero must stop on that square. The monster or monsters listed as the wandering monsters for that Quest appear on any square or squares adjacent to the Hero or as close as possible. The monsters immediately attack and the Hero defends. If the Hero has not already taken an action that turn, he may do so after he defends. Otherwise, the turn passes to the next player (or to the Evil Wizard player). Each wandering monster trap can be activated only once. Monsters cannot activate it. Ignore the trap after the first time a Hero springs it. Wandering monster traps are so well concealed that they are not detected when a Hero searches for traps. There are no tiles for wandering monster traps.





The Black Orc

"The Rune priest was mortally wounded when you found him on the side of the road. Before dying he recounted his tale to you of how his group was ambushed and slaughtered by greenskins led by a towering Black Orc. The rune stones he was carrying were stolen and he begs that you hunt down the Black Orc, recover the runes and return them to his clan's shrine. Honour bound by the oath you swore to the dying priest you have tracked down the Orc's lair."

NOTES

A This treasure chest is inscribed with a dwarven seal. It contains two portions of Stonebread. Each one will restore up to two lost Body Points when eaten.

B If the Trollslayer searches for treasure in this room, he will find two handaxes. The player should take two handaxe cards from the Equipment deck.

C The Runestones are on the sorcerer's table. The player will be rewarded with 75 gold at the end of the quest if he returns them.

D This Treasure chest contains a Potion of Resilience and a Potion of Healing that will restore up to four lost Body points.

E This Treasure chest contains 100 gold.

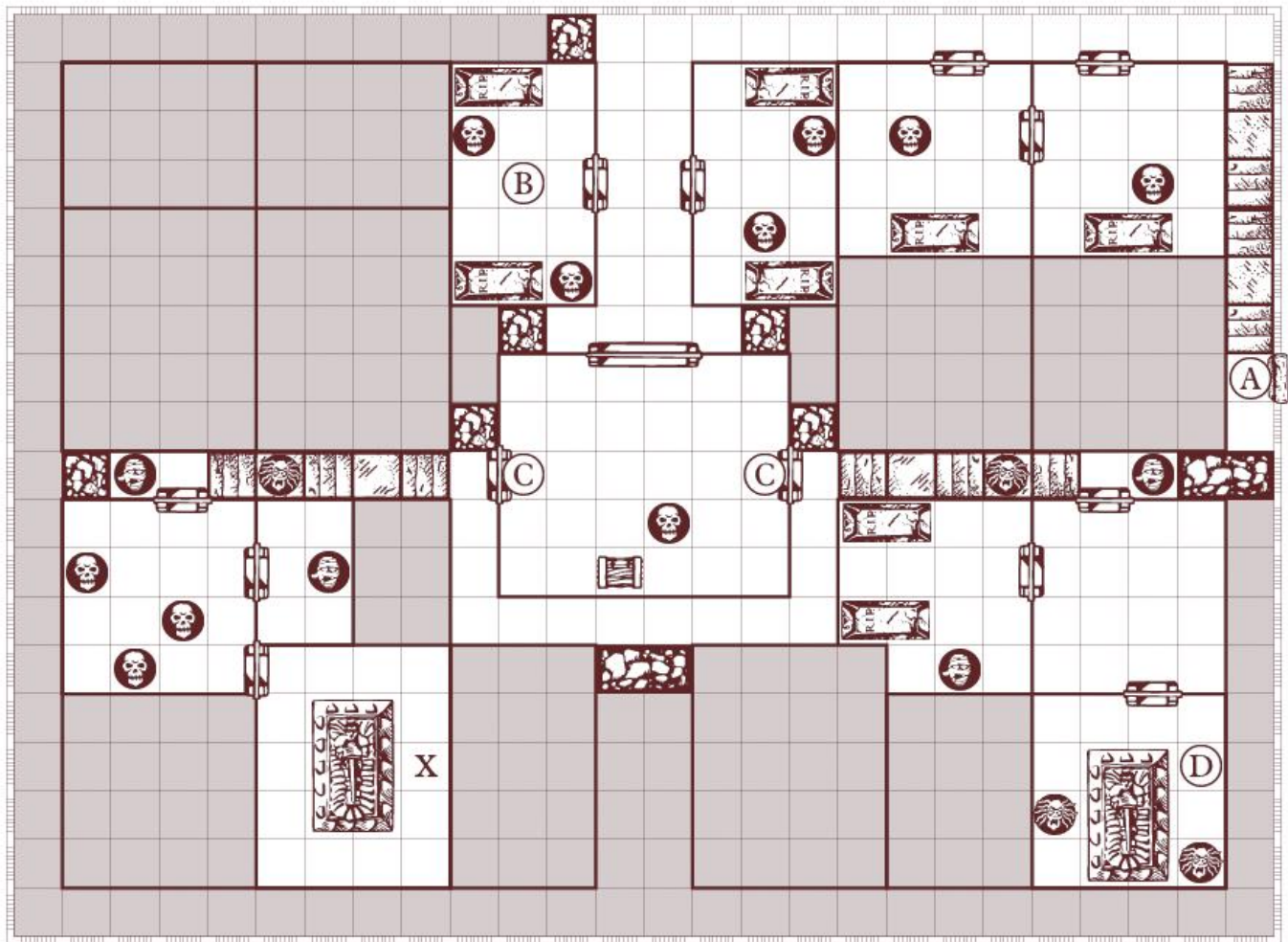
X THE BLACK ORC

Use the Orc figure with the large sword to represent the Black Orc. He rolls the following dice:

Attack 3 Dice Move 7 squares Body 4

Defend 4 Dice Mind 3





The Revenant

As dusk falls a lone bell begins to ring in the street outside. "The town is under curfew" explains the innkeep. "For two moons the dead have been stirring. They rise from their eternal slumber and roam the streets. A lone dwarf dungeoneer answered our call for help. He descended into the tombs but never returned, so we sealed the entrance and imposed the curfew. 'You see mostly they come at night. Perhaps you might be brave enough to venture into the tombs and rid us of this curse?'"

NOTES

- A This is where the Trollslayer starts. The crypt has been sealed again by the townspeople after he entered.
- B If the Trollslayer searches for treasure in this room, he will find an adventurers backpack containing a handaxe and two portions of Stonebread. Each one will restore up to two lost Body points.
- C These two doors are already open. The Treasure chest contains one Potion of Healing.
- D If the Trollslayer searches for treasure in this room, he will find a Necromancer's Stone. This is the source of evil that is reanimating the towns dead. Removing it from the crypts will end the town's undead problem. It is worth 150 gold.

X THE REVENANT

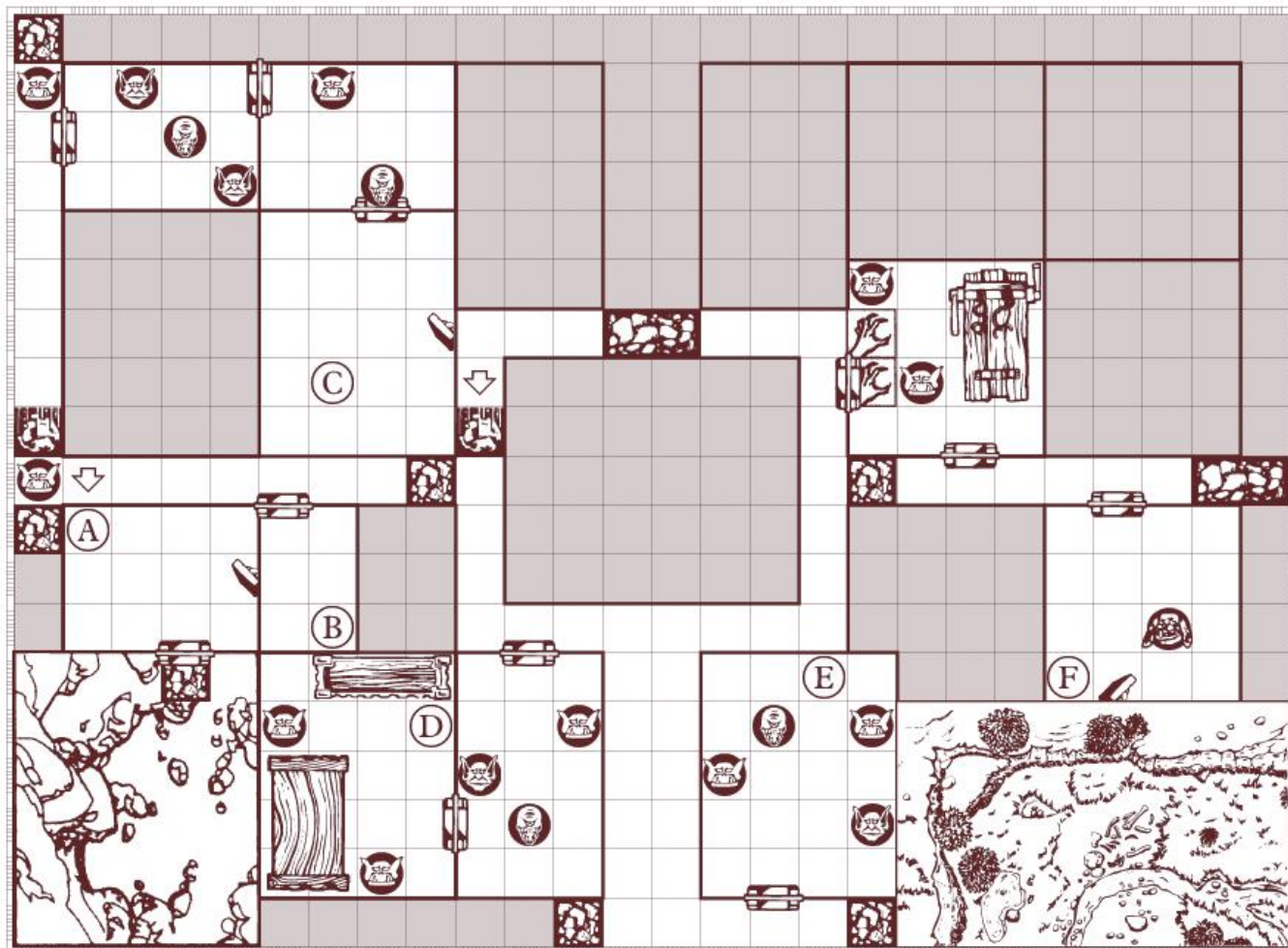
Use the Dwarf figure to represent the Revenant. The Revenant rolls the following dice:

Attack 4 Dice Move 5 squares Body 6
Defend 3 Dice Mind 0

The Revenant is wearing the Bracers of Stoicism. This is a Quest Treasure and the player should take the appropriate card after defeating the Revenant.

Wandering monster: Zombie





The Ogre

The deafening sound of falling rock and ice woke you from your sleep. Quickly gathering your equipment, you run for the cave entrance but it is too late. The avalanche has already blocked out the daylight and you are trapped. With a sigh of resignation you prepare yourself to travel further under the mountain in search of another way out.

NOTES

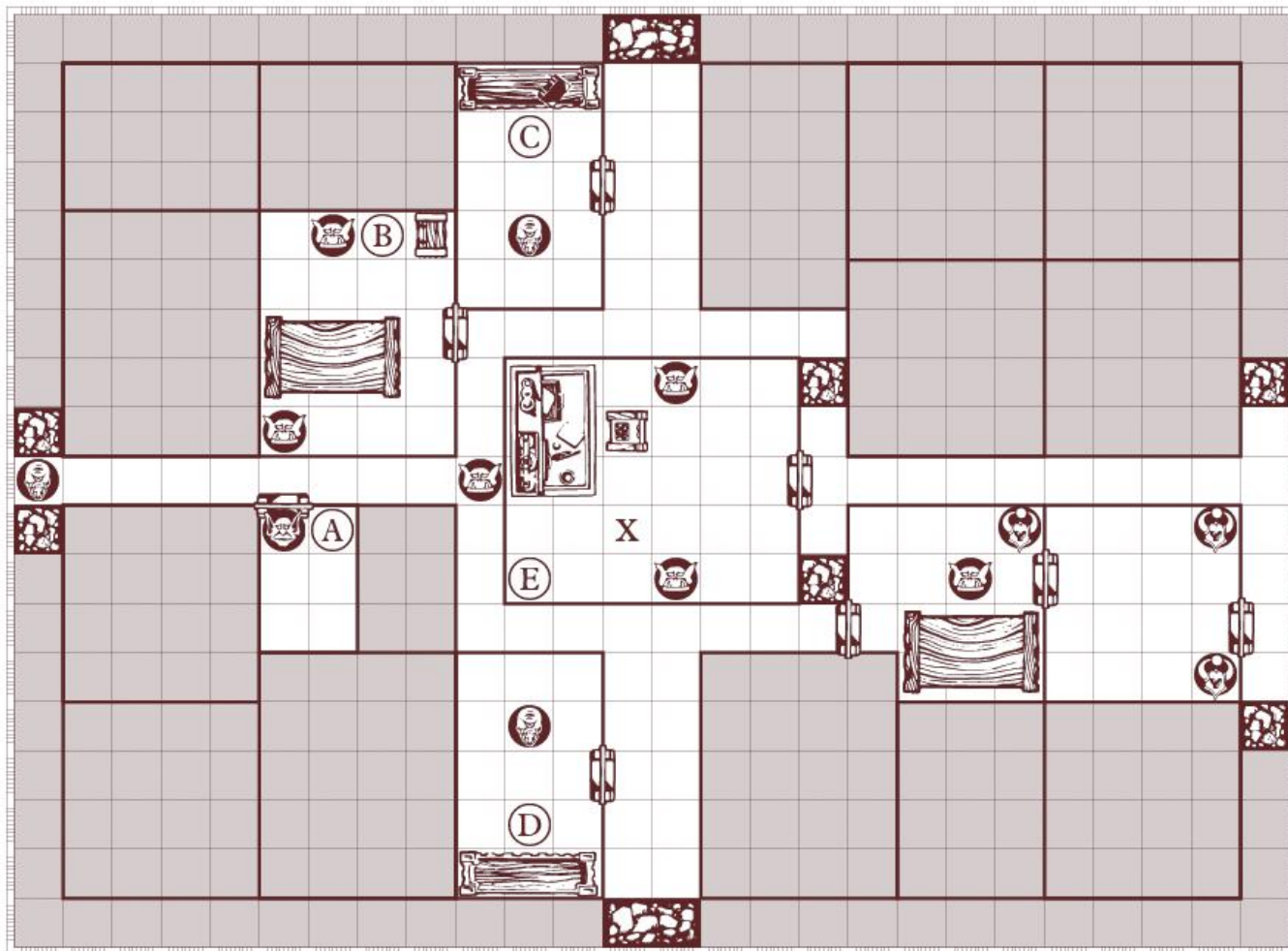
- A The Trollslayer starts in this room.
- B If the Trollslayer searches for treasure he will find 100 gold and an empty flask
- C This room contains an underground spring. You must tell the player this as soon as he opens the door. If the Trollslayer searches for treasure he finds nothing, but if he has the flask from room B he may fill it with water from the spring. The water has magical restoring powers. It may be drunk at any time, restoring 6 lost Body points.
- D The Cupboard contains a Heroic Brew and the Trolltooth Necklace. This is a Quest Treasure and the player should take the appropriate card.
- E If the Trollslayer searches for treasure in this room, he will find a Battleaxe embedded in a Dragon's skull. The player should take the Battleaxe equipment card.
- F The quest is over when the Trollslayer steps onto the over ground tile.

THE OGRE

Attack 5 Dice Move 6 squares Body 5
Defend 5 Dice Mind 1

Wandering monster: Orc





The Doomguard

"The Black Orc answered to my master, Morcar. It has fallen to me to punish you for his death and I can think of no better punishment than to see you die of old age, chained up in my dungeons". The Doomguard's last words still echo inside your head as you open your eyes and survey the small room that has become your cell. "This is not how it ends" you tell yourself, as the red mist descends upon you. Focusing your rage you begin to strain against your chains. And slowly, they begin to break...

NOTES

Because the Trollslayer has had all his equipment taken, he may not use any equipment that he may have from previous quests.

A The Trollslayer starts here and should take two Rage tokens before beginning this quest.

B The Treasure chest contains a handaxe.

C If the Trollslayer searches for treasure, he finds one Potion of Healing that will restore up to four lost Body points.

D This is where the Trollslayer's equipment is stored. When the Trollslayer searches this room for treasure he may regain all of his equipment and Quest Treasures.

E If the Trollslayer searches for secret doors he will find a secret lever in the alchemist's bench that moves the bench two squares south, revealing the exit stairs beneath the bench.

X THE DOOMGUARD

The Doomguard rolls the following dice:

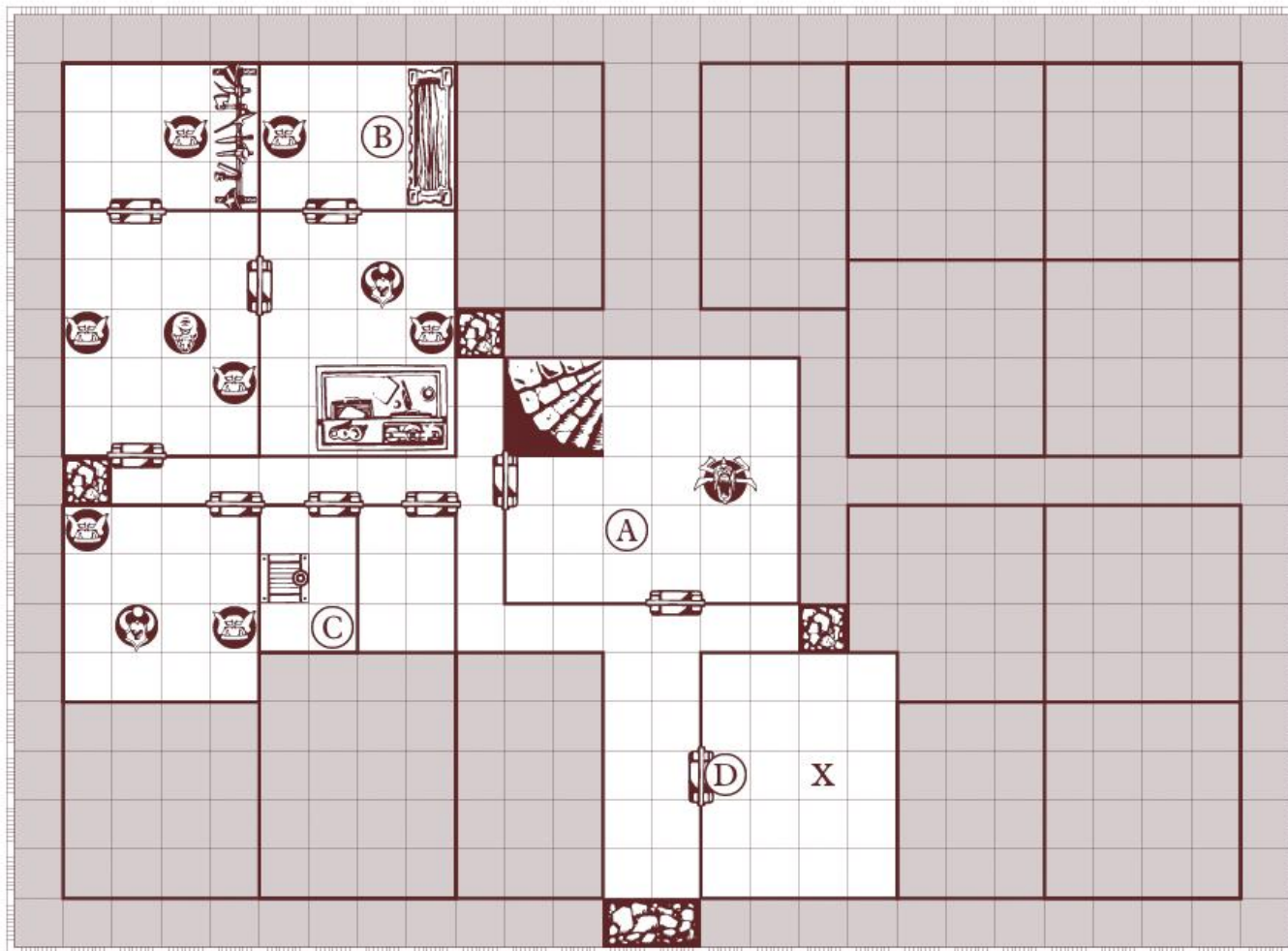
Attack 4 Dice Move 7 squares Body 4

Defend 6 Dice* Mind 3

*If the Doomguard rolls at least one black shield he defends successfully and remains unharmed.

Wandering monster: Chaos Warrior





The Troll

... and then you remember the Troll. That hideous, hulking monster that he used to capture you. Somewhere in this infernal stronghold your destiny awaits you. Today you either find peace in death or truly earn the title. Trollslayer.

NOTES

- A The Gargoyle in this room cannot move, attack or be harmed. It will 'come to life' when the first Wandering Monster card is drawn from the treasure deck. It may move and attack as the wandering monster on this occasion.
- B The cupboard contains a key that unlocks the trapdoor in room C and one Potion of Healing that will restore up to four lost Body points.
- C The trap door in this room is locked and can only be opened with the key from room B. When the trap door is opened replace it with a pit trap tile and place 3 zombies in this room. If the Trollslayer climbs into the pit and searches for treasure he will find a key. If the Gargoyle in room A has still not already been activated you may do so now.
- D This door is locked and can only be opened with the key from room C.

X THE TROLL

The Troll regenerates two lost Body points at the start of the evil wizard players turn and rolls the following dice:









Attack 4 Dice	Move 6 squares	Body 5
Defend 5 Dice	Mind 1	



Wandering monster: Orc

Victory always left a bittersweet taste in his mouth. Despite his quest for death, he never fought to die. Still a proud warrior, he searched only for the fiercest monsters that may be capable of defeating him. An honourable death to such a creature may redeem him in the eyes of his ancestors. Only then would Gazul permit him entry to 'Karaz Gromthi, the Hold of Ancestors'. For now his quest continues, but sooner or later he will find a monster worthy of his redemption.

Monster Chart

Monster	Map Symbol	Move	Attack	Defend	Body	Mind
Goblin		10	2	1	1	1
Orc		8	3	2	1	2
Fimir		6	3	3	2	3
Skeleton		6	2	2	1	0
Zombie		5	2	3	1	0
Mummy		4	3	4	2	0
Chaos Warrior		7	4	4	3	3
Gargoyle		6	4	5	3	4

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Rune of Defiance



This rune gives you one extra combat die in defence.

Cost 100 gold coins

May only be used by Trollslayer

RUNE

Rune of Defiance



This rune gives you one extra combat die in defence.

Cost 100 gold coins

May only be used by Trollslayer

RUNE

Rune of Rage



This rune gives you one extra combat die in attack.

Cost 250 gold coins

May only be used by Trollslayer

RUNE

Rune of Rage



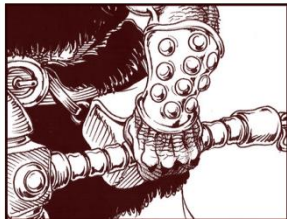
This rune gives you one extra combat die in attack.

Cost 250 gold coins

May only be used by Trollslayer

RUNE

Bracers of Stoicism

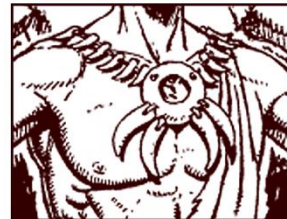


The ancient dwarven Bracers of Stoicism allow you to re-roll one combat die when defending.

May only be used by Trollslayer

ARMOUR

Trolltooth Necklace



The teeth in this necklace retain some of the regenerative power of their previous owner.

The Trollslayer may regain one lost Body point per turn for four consecutive turns once per quest.

May only be used by Trollslayer

Hand axe



The Hand axe allows you to roll two combat dice in attack. You may also throw the Hand axe but if you do so you lose it.

Cost 150 gold coins.

May not be used by Wizard.

WEAPON

Hand axe



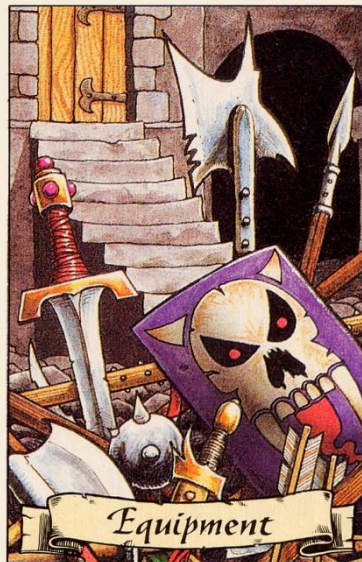
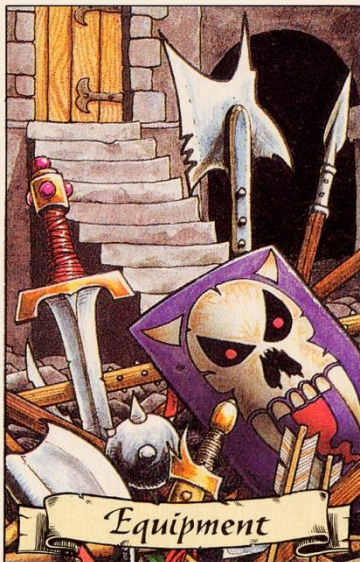
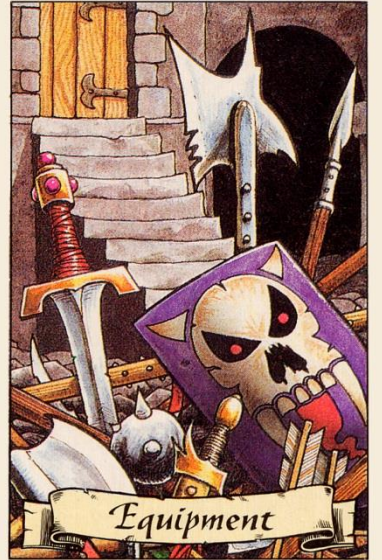
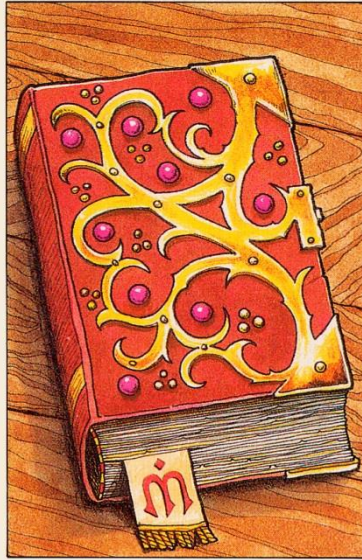
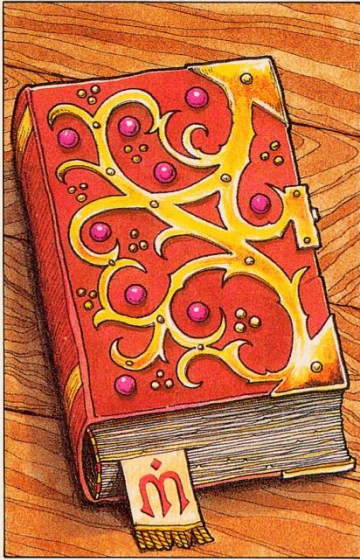
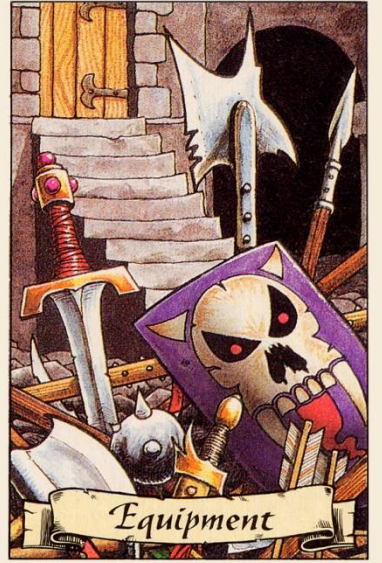
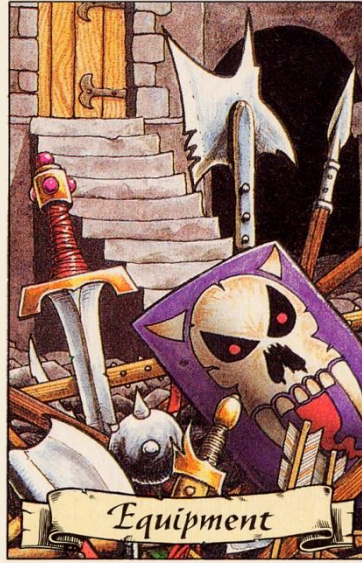
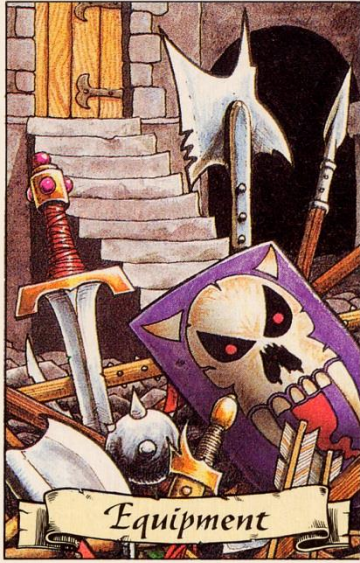
The Hand axe allows you to roll two combat dice in attack.

You may also throw the Hand axe but if you do so you lose it.

Cost 150 gold coins.

May not be used by Wizard.

WEAPON



Trollslayer



*You are the Trollslayer,
a fearless warrior. Your
rage makes you careless
in defence, but brutal
and inspired in attack.*

*Attack,
throw 2 Combat dice
Defend,
throw 2 Combat dice
Move,
throw 2 Standard dice*

*Mind 2 Points
Body 8 Points*

