

HeroQuest™

SoloQuest

Q U E S T



B O O K

Solo Quest

Into the Gloom

Your small party of adventurers has discovered an underground passage, which they decide to explore further. Who knows what dangers the dark has in store for them, maybe they will find only the echoing ruins of a lost temple...or perhaps they will

find more than they bargained for and never see the sun again...or maybe, just maybe, they will emerge rich beyond their wildest dreams!

NOTES:

This simple set of rules pits your adventurers against the forces of the Orcs and is designed to allow you to play games of HeroQuest without a Dungeon Master or even other players if you wish.

Starting the Quest

Pick any room on the board and place the stairs tile within, as well as a single closed door on a wall leading to a corridor. This Quest is intended for 2 Heroes but should you wish to use more simply roll 2D6s when determining monsters, see below.

Opening a Door

When a Hero opens a door, or turns a corner in a corridor, roll three D6s, two of one color and the third of another. The results of the first two dice should be compared against the Corridor or Room column (whichever is beyond the opened door), while the result of the third dice should be compared against the Monsters column to discover what dangers lie within.

Treasure Chests: Treasure chests can be placed in the room on any available square. When a player opens a treasure chest roll a D6 and consult the chart below to discover what's inside.

1	The chest is trapped! The Hero loses 1 Body Point. If the Hero opening the chest is a Dwarf or has a Tool Kit they may attempt to disarm it and if successful will suffer no damage.
2-4	The chest contains 50 gold coins.
5	The chest contains a Potion of Healing.
6	The chest contains 100 gold coins!

Monsters: Any monsters discovered in a corridor or room should be placed on any available square. Monsters will always move towards the closest Hero. However, if they can't get into position to attack a Hero then they must move towards the next available Hero and so on.

Searching for Treasure

Players may choose to search for treasure cards as normal; in this Quest the wandering monster is an Orc. Unlike the Quests in the original HeroQuest game, the only traps in this version are those found on treasure cards. Dwarfs and any Hero with a Tool Kit may only attempt to disarm a trap that directly affects them.

Searching for Secret Doors

Players may also decide to search for secret doors, just roll a D6 and on the roll of a 6 they find one! Place the secret door along a suitable wall.

Game Length

Assuming your Heroes don't run out of rooms a game may continue for as long as you wish. Should you want to play a shorter game simply decide when you wish it to end, either by placing blocked squares, no more doors or deciding to escape while you still can.

The Forces of Chaos

Should you wish for a greater challenge then use the following charts to pit your adventurers against all the monsters of the original HeroQuest boxed game and face down the Forces of Chaos!

	2 Dice (D6)		1 Die (D6)
	Corridor	Room	Monster
1	1 Door	1 Door	None
2	1 Door	1 Door	Goblin
3	2 Doors	1 Door	2 Goblins
4	2 Doors	Furniture	Orc
5	Blocked Square	Furniture	2 Orcs
6	Blocked Square	Treasure Chest	Fimir*

*Feel free to switch for an Orc Warlord, just use the stats for Ulag from Quest Book.

Doors: The first thing to do when exploring a new corridor or room is to place any doors you discover. Closed doors can go anywhere along a wall, though no two rooms may have more than one door linking them; if you run out of closed doors or if any door cannot be placed just ignore them.

Blocked Square: You can either decide which direction along a corridor to place a blocked square or you can randomize which way is blocked. Exactly how far along a corridor you place a blocked square will help to determine the size of the dungeon so just bare this in mind when choosing.

Furniture: Furniture discovered by your Heroes may be placed on any available squares within the room; the actual type of furniture doesn't really matter.

First you will need to determine the Wandering Monster, roll a D6 and compare the result to the chart below.

1-3	Orc
4-5	Skeleton
6	Chaos Warrior

When you open a door to a new corridor or room roll a D12 and compare it to the chart below to discover what dangers lie within.

	Forces of Chaos
1-2	D3 Goblins
3-5	D3 Orcs
6-7	D2 Zombies
8-9	D2 Skeletons
10-11	Mini Boss (Roll a D6 and see below)
12	Boss (Roll a D6 and see below)

If you roll 10, 11 or 12 on the above chart when opening a door to a corridor then re-roll; neither a Mini Boss or the Boss are likely to be found patrolling a corridor...they have minions for such duties!

	Mini Boss	Boss
1	Fimir	Orc Warlord ¹
2	Fimir	Orc Shaman ²
3	Mummy	The Witch Lord ³
4	Mummy	Fire Mage ⁴
5	Chaos Warrior	Gargoyle
6	Chaos Warrior	Gargoyle

1. For the Orc Warlord see Ulag from Lair of the Orc Warlord in the Quest Book
2. For the Orc Shaman see Grak from Legacy of the Orc Warlord in the Quest Book
3. For the Witch Lord see Return to Barak Tor in the Quest Book
4. For the Fire Mage see The Fire Mage in the Quest Book, though they may not use The Escape spell

There can only ever be one Boss in each dungeon so if you roll 12 again roll for a Mini Boss instead.