

# HeroQuest™

Solo Quest Expansion

Q U E S T



B O O K



## Introduction

You have chosen the path to adventure on your own. This path is not an easy one to take but with your skill and a bit of luck, you could overcome the evil that plagues the land. What lies within the dark catacombs of unexplored dungeons and forgotten keeps in the heart of the Chaos Army's empire?

Do you have what it takes to strike it out on your own, find adventure or riches and become a true Hero? With those questions in mind- your Quest begins...

## Quest Map Guide

The Quest map symbols are color-coded to help you guide the Heroes through these Quests. Here's what the various map symbol color mean.



**Gold:** This color is used to highlight traps that the Heroes can detect by searching.

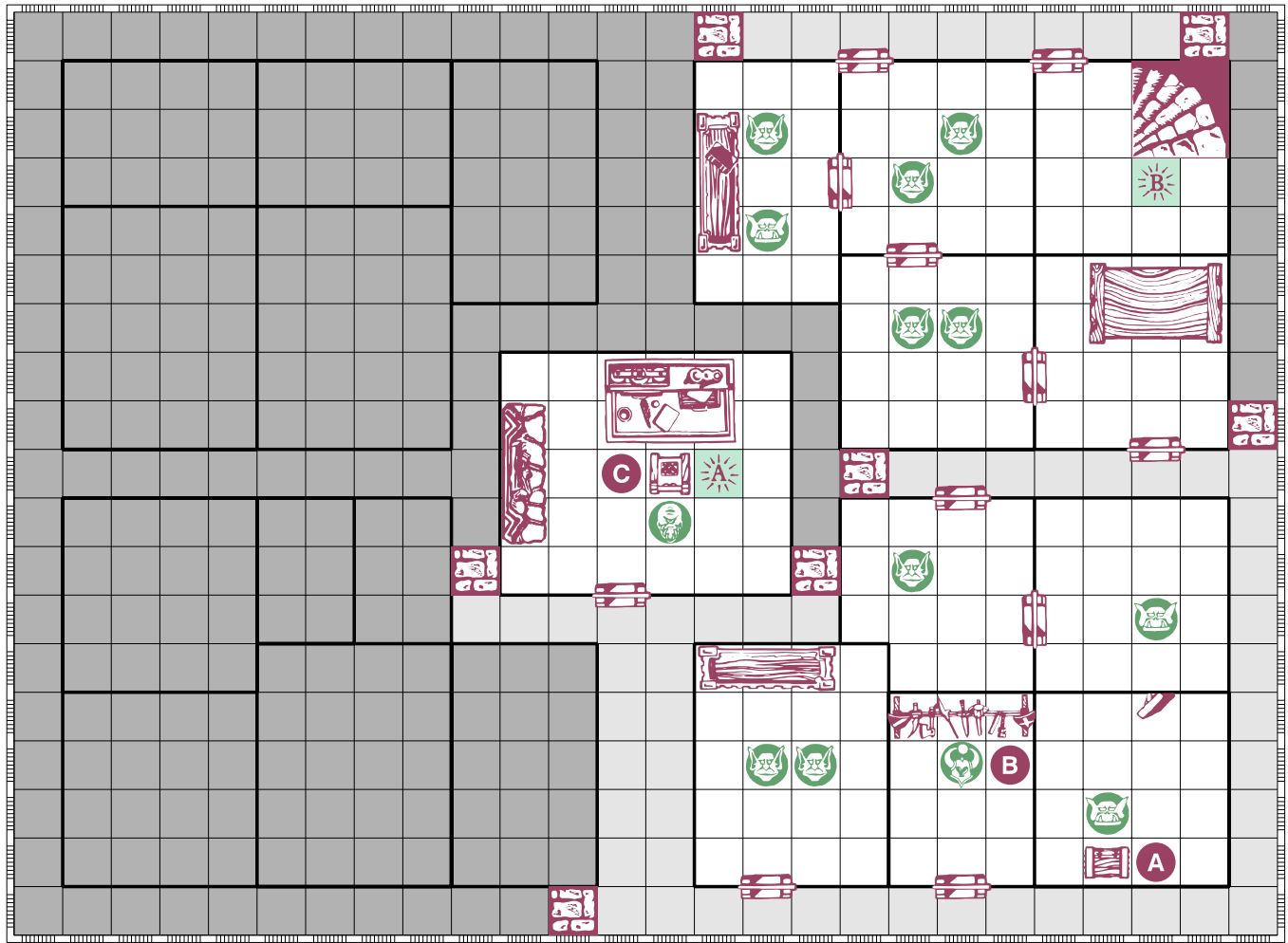


**Light Green:** This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.



**Dark Green:** This color is used to highlight monster symbols. See the Monster Chart for actual symbols.

In each Quest, notes prefaced with a capital letter correspond to a matching letter location on the Quest map.



## Solo Quest 3

# The Jail Break

"While returning from Froq's lair, you were captured and imprisoned by chaos forces. You have been stripped of your equipment, armor and weapons and awaken to find yourself trapped in an iron cage. This is no way for a Hero to perish!

Your captors can be heard shuffling and talking in the adjacent rooms and it sounds like your fate is near. Perhaps with a little planning, you might find a way out of your iron prison?"

### NOTES:

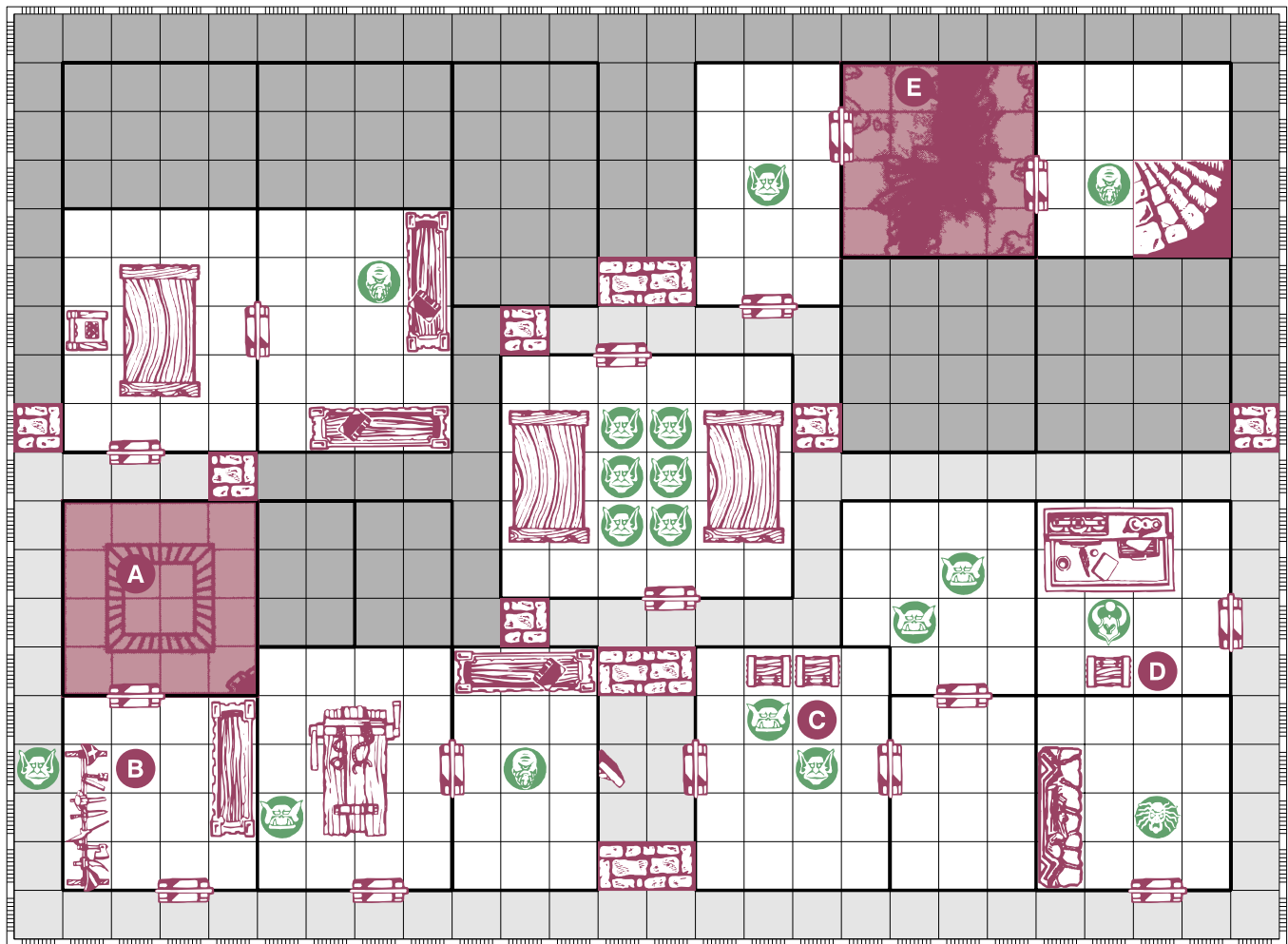
- A** If the Hero searches his cell he will find the tip of a broken dagger blade hiding in the crevice between two paver stones. The Hero may make an attempt at picking the lock to his cell three times before the dagger blade breaks sealing his doom. The Hero must roll one combat dice, resulting anything other than a black shield, he fails. After the third failed attempt the Hero eventually meets his fate via torture and starvation.
- B** If the Hero searches this room he will find all of his original equipment, armor, weapons and spells. Both his Body Points and Mind Points are fully restored.
- C** One of the treasure chests contains 52 gold coins and the other contains one Heroic Brew.
- D** The treasure chest in this room contains two daggers.
- E** This is a great chasm and the only way out of this prison. The Hero must jump over the pit to escape and is allowed only one attempt to succeed or he will perish in the depths of chasm. To successfully jump the chasm the Hero must roll the number of combat die equal to his Mind Points. If the result is

equal to or more white shields and/or skulls than black shields the attempt is successful.



Wandering Monster in this Quest: Orc





## Solo Quest 1

# The Mage Stone

"The Emperor's high mage Prothius had his sacred Mage Stone stolen. The Mage Stone is vital to keeping the dark forces of the Chaos Army at bay and must be recovered. The Emperor's scouts have tracked the bandits to a previously undiscovered

fort to the north. It is believed the leader of the bandits is a Fimir called Froq whom practices magic. You must infiltrate the fort and recover the Mage Stone at once before Froq uses it for evil. Be vigilant on your quest brave Hero!"

### NOTES:

- A** This treasure chest contains 100 gold coins and one Potion of Healing.
- B** The Chaos Warrior in this room is made of stone and will not move or attack. For the exception of one weapon, all other weapons on the weapon rack are broken, rusted or of no use (see below).  
  
If the Hero is the Barbarian, he will find Rohn's Shield on the weapon rack. Give the Hero the Rohn's Shield Artifact Card.  
  
If the Hero is the Dwarf, he will find Morum's Axe on the weapon rack. Give the Hero the Morum's Axe Artifact Card.  
  
If the Hero is the Elf, he will find an Arm Band of Healing on the weapon rack. Give the Hero the Arm Band of Healing Artifact Card.  
  
If the Hero is the Wizard, he will find Morcon's Bracers on the weapon rack. Give the Hero the Morcon's Bracers Artifact Card.
- C** Froq's study is in this room. He is busy using the Mage Stone to prepare a new evil spell. If disturbed, Froq will immediately cast the Summon Orcs

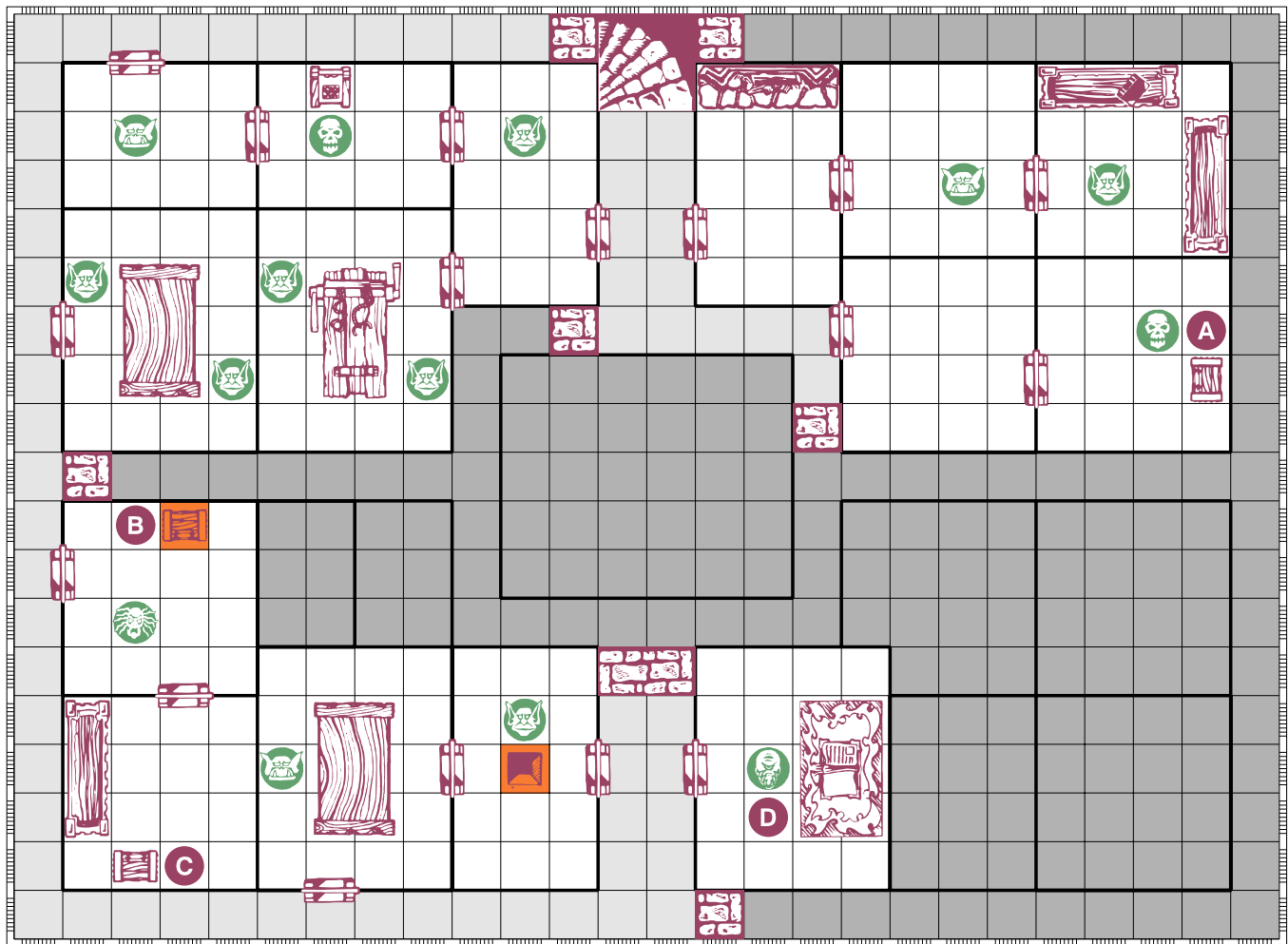
Chaos spell.

Froq's stats are that of a normal Fimir and he will fight the Hero until he receives damage. Once he does, he will cast the Escape Chaos Spell, fleeing the fort.

If the Hero searches for treasure, he will find the Mage Stone on Froq's alchemist bench. Upon returning to the stairs with the Mage Stone, the Emperor will reward the Hero 200 gold coins.



Wandering Monster in this Quest: Goblin



## Solo Quest 2

# Froq the Relentless

"Froq has fled to the safety of a dungeon deep in the north. He has surrounded himself with meaner minions than before. He must be sought out and destroyed. Therefore, the Emperor has asked you yet again to venture north to his lair to dispatch

him. Since you are going alone, the Emperor has decided to give you 150 gold coins immediately to help you prepare for your adventure. Tread lightly and step wisely Hero for this task is no easy one to undertake."

### NOTES:

- A** This treasure chest contains one Potion of Strength.
- B** When opened this treasure chest will shoot a volley of arrows at the Hero causing him to lose 2 Body Points.
- C** This treasure chest contains 20 gold coins and a Ring of Return. Give the Hero the Ring of Return artifact card.
- D** Froq is in this room reading from an ancient spell book. As the Hero opens the door or enters the room, Froq will attack on his next turn if able and will fight the Hero to the death.

His stats are the same of a normal Fimir.

Froq can cast the following Chaos spell: Lightning Bolt



Wandering Monster in this Quest: Goblin