

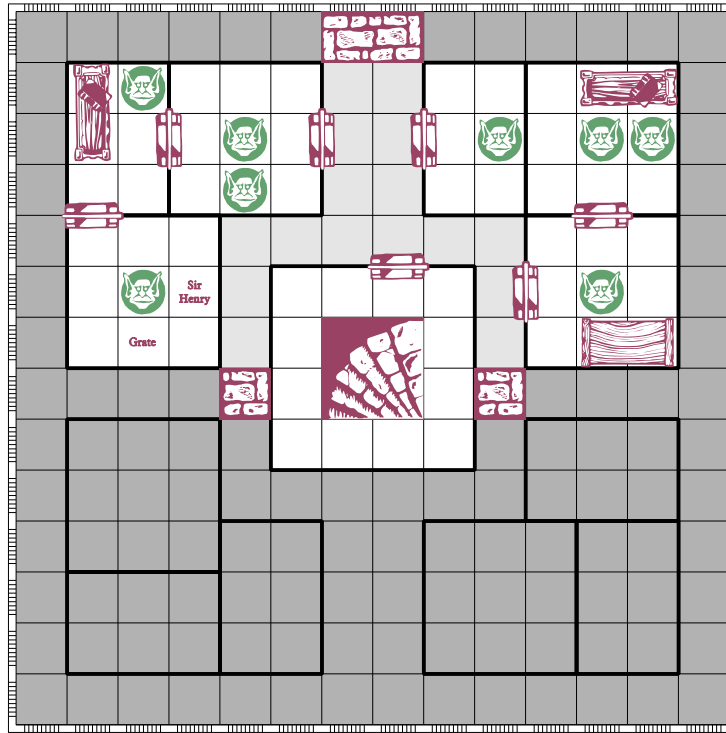
HERO QUEST™

SummerQuest 2020

Q U E S T



B O O K



Quest 1

Goblins in the Cellar!

The cellar of The Orc's Head, a local inn, has been overrun by Goblins! Sir Henry, a wandering knight, has already gone in... but not returned. Now, the innkeeper wants you to find the

knight and clear out the pests; she'll pay you 10 gold coins for each Goblin slain... it will be a simple Quest...

NOTES:

Finding Sir Henry

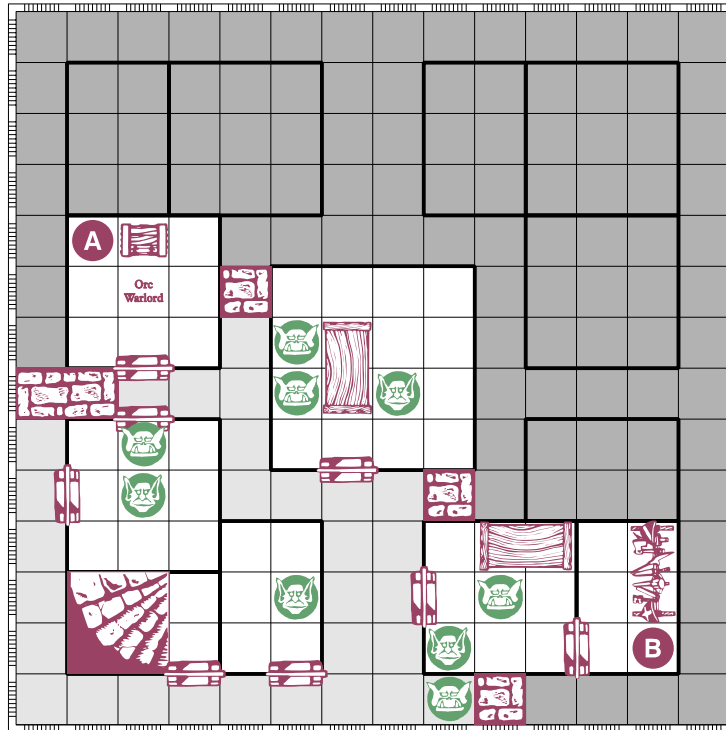
When Sir Henry is found, the Goblin robbing the poor knight hisses at your Hero and escapes down the grate but not before stealing Sir Henry's ancestral blade!

Unable to pursue, your Heroes must now escort Sir Henry to safety; he is moved by the player who opened the door. When that player takes their turn they also roll one die to move Sir Henry. He must be moved back to the stair tile to escape.

Sir Henry may not attack, but if he is attacked he may roll two dice for defense. Sir Henry has two Body Points left.



 **Wandering Monster in this Quest: Goblin**



Quest 2

The Lost Blade

The grateful Sir Henry is bloodied after his ordeal and unable to recover his stolen blade. He begs you to go in his stead... if you can recover his lost ancestral blade he will pay you each 50 gold coins!

You track the Goblins to some ruins at the foot of the mountains...

NOTES:

- A** This treasure chest contains 50 gold coins and a Potion of Healing.
- B** Finally! You have found Sir Henry's lost blade hidden amongst a poor collection of rusty weapons; record it on the Hero's Character Sheet.

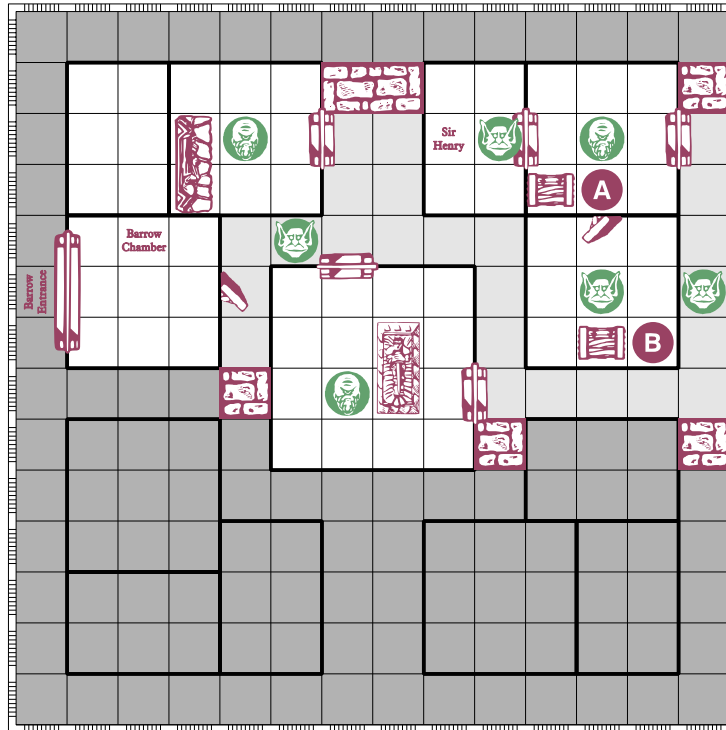
Blackfang the Orc Warlord

Use the Orc figure with the large sword to represent Blackfang, or some other suitable miniature. The Orc Warlord rolls the following dice:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	4	5	2	3



Wandering Monster in this Quest: Orc



Quest 3

A Restless Night!

Finally you return (or not) the ancestral blade to the healing Sir Henry... but he still needs your help to get home. Passing through the Misty Hills you decide to avoid the rain and camp

in an empty barrow. As the last embers of your fire fade you are awoken by a shout from the back of the chamber...
...Sir Henry is gone!

NOTES:

The Heroes start the game anywhere in the barrow chamber...it might be a good idea to search for the secret doorway used by Sir Henry's captors.

Sir Henry is freed as soon as there are no monsters in the same room; he can then be controlled by the Hero players.

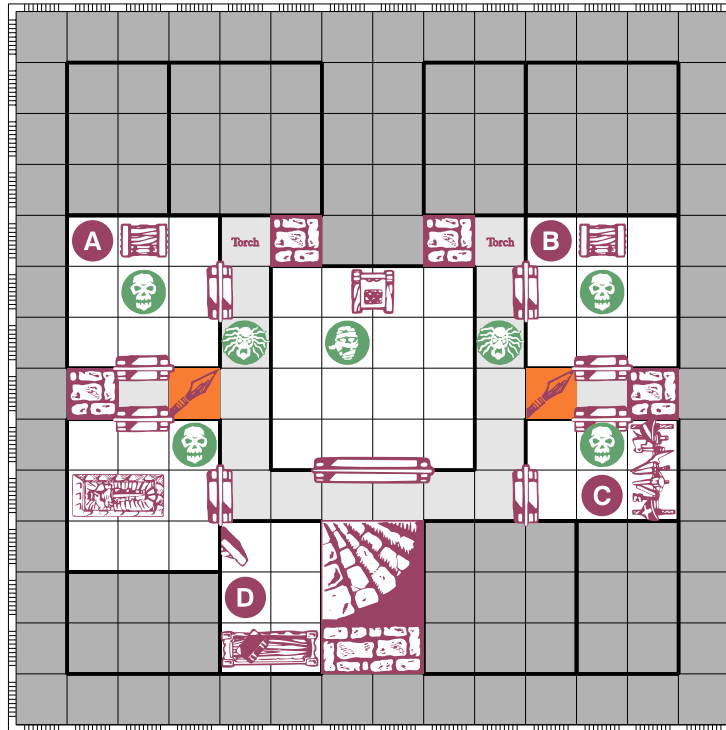
The game ends when the Heroes exit through the barrow entrance.

A This treasure chest is old and rusty...your Hero manages to force it open with great difficulty; inside you discover a vial of Holy Water rolled up in an old parchment. Upon closer inspection you discover the parchment is a map to a hidden temple!

B This treasure chest contains 50 gold coins and a helmet.



Wandering Monster in this Quest: Goblin



Quest 4

The Temple of the Black Star

After finally returning the unfortunate Sir Henry home, you set out following the mysterious map. In a quiet wooded valley you discover a ruined temple hidden in the undergrowth. You light

your torches and head down into the gloom clutching the ancient map, eager to see what riches lie within...

NOTES:

Flames Light the Way!

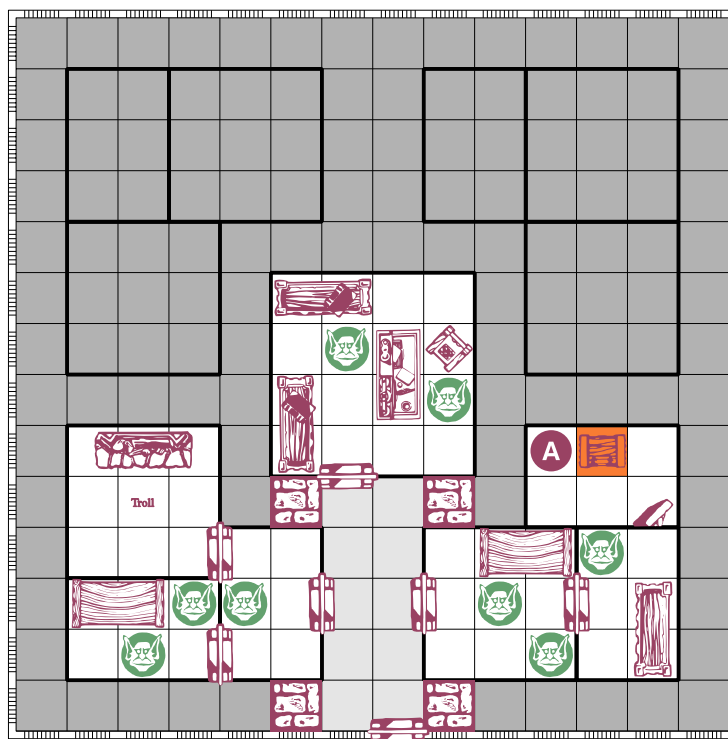
The large door to the central chamber is sealed and will only open when both torches have been lit; lighting a torch takes one action, just like casting a spell.

- A** This treasure chest contains 2D4 x 10 gold coins.
- B** This treasure chest contains 2D4 x 10 gold coins.
- C** Any player that searches this room will find an expertly crafted spear amongst the rusty contents of the weapon rack.
- D** The first player that searches this room will find a Heroic Brew and 50 gold coins.

When the Mummy in the central chamber dies their body crumbles to dust...hidden within is the Black Star gem! Record The Black Star on the Hero's Character Sheet.



Wandering Monster in this Quest: Skeleton



Quest 5

The Beast!

Heading south along the road to the Town of Mistmoor you hear of a fearsome Troll, known locally as The Beast. It's been attacking caravans and gobbling up victims. The merchants of Mistmoor offer to pay you 100 gold coins each to slay the

creature! After many days of trudging up and down the road you hear a scream coming from the ruins of an old manor house...

NOTES:

The Heroes start the game by moving onto the board from the door at the bottom of the board, this marks the entrance to the ruined manor. Though ruined, the walls of the manor are largely intact and so players cannot see inside a room until they open the door to it.

A If this room is searched for secrets or treasure then you can reveal that a scratching noise can be heard coming from the chest.

Should a Hero open this chest they will discover it contains an enraged Snotling! It leaps out and bites the Hero that opened the chest before running off; the Hero loses one Body Point.

The Heroes complete the Quest by slaying the Troll; upon hearing the death scream of their leader any surviving monsters will flee in panic...now go catch up with those merchants in the Town of Mistmoor and collect your reward!

Wandering Monster in this Quest: Snotlings

